



**ESTABLISHED 1957**

# **AUSTRALIAN SHEPHERD CLUB OF AMERICA**

## **AGILITY RULES AND REGULATIONS**

**Australian Shepherd Club of America  
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**June 1, 2010**

These amended Rules and Regulations are effective June 1, 2010  
Shaded areas indicate rule changes with effective date listed.  
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Individual copies of this rulebook are \$2.50 for Full members and \$5.00 for Service members

## TABLE OF CONTENTS

<b>Chapter 1 General Information</b>	<b>Pages 1 - 2</b>
Section 1.1 – Rules Governing ASCA Agility Trials	Page 1
Section 1.2 – Purpose of Agility Trials	Page 1
Section 1.3 – Eligibility for Entry	Page 1
Section 1.4 – Participation in Trial	Page 1
Section 1.5 – Dog Bite Policy	Page 1
<b>Chapter 2 The Agility Trial</b>	<b>Pages 3 - 11</b>
Section 2.1 – Trial Administration & Sanctioning	Pages 3 - 5
Section 2.2 – Agility Obstacles for Trial	Page 6
Section 2.3 – Agility Trial Area	Pages 6 – 7
Section 2.4 – Trial Officials and Staff	Page 7
Section 2.5 – Measuring a Dog’s Height	Page 8
Section 2.6 – Catalog	Page 9
Section 2.7 – Awards	Pages 9 - 10
Section 2.8 - Submission of Records	Pages 10 - 11
Section 2.9 – Other Financial Responsibilities	Page 11
<b>Chapter 3 ASCA Sanctioned Classes, Divisions &amp; Levels</b>	<b>Pages 12 - 13</b>
Section 3.1 – General Descriptions	Page 12
Section 3.2 – Levels	Page 13
Section 3.3 – Division	Page 13
<b>Chapter 4 Regular Class</b>	<b>Pages 14 - 16</b>
Section 4.1 – Regular Class Description	Page 14
Section 4.2 – Qualification Requirements	Page 14
Section 4.3 – Obstacle Requirements	Page 14
Section 4.4 – Course Design Requirements	Pages 14 – 15
Section 4.5 – Standard Course Time	Pages 15 - 16
<b>Chapter 5 Jumpers Class</b>	<b>Pages 17 - 18</b>
Section 5.1 – Jumpers Class Description	Page 17
Section 5.2 – Qualification Requirements	Page 17
Section 5.3 – Obstacle Requirements	Page 17
Section 5.4 – Course Design Requirements	Pages 17-18
Section 5.5 – Standard Course Time	Page 18
<b>Chapter 6 Gamblers Class</b>	<b>Pages 19 - 21</b>
Section 6.1 – Gamblers Class Description	Page 19
Section 6.2 – Scoring and Qualification Requirements	Page 19
Section 6.3 – Obstacle Requirements	Page 20
Section 6.4 – Course Design Requirements	Pages 20 – 21
Section 6.5 – Course Time	Page 21
<b>Chapter 7 Other Classes</b>	<b>Page 22</b>
Section 7.1 – Non-Regular	Page 22
Section 7.2 – Pre-Novice	Page 22
Section 7.3 – For Exhibition Only	Page 22
<b>Chapter 8 Faults</b>	<b>Pages 22 - 24</b>
Section 8.1 – Handling Faults	Pages 22-23
Section 8.2 – Obstacle Faults	Pages 23-24
<b>Chapter 9 Titling Requirements</b>	<b>Pages 25-27</b>
Section 9.1 - Qualification Points	Page 25
Section 9.2 – Basic Titling Requirement	Page 25
Section 9.3 – ASCA Agility Trial Champion (ATCH)	Page 25
Section 9.4 – Outstanding Performance Titles	Page 26
Section 9.5 – Superior Performance Titles	Page 26

Section 9.6 – ASCA Agility Title Abbreviations	Pages 26 – 27
Section 9.7 – Combining Standard Division and Veterans Division Qualifying points	Page 26
<b>Chapter 10 Judges Responsibilities and Guidelines</b>	<b>Pages 28 - 30</b>
Section 10.1 – Eligibility	Page 28
Section 10.2 – Judges Responsibilities	Page 28
Section 10.3 – Judge Restrictions	Page 29
Section 10.4 – Course Design	Page 29
Section 10.5 - Course Design Review	Pages 29 - 30
<b>Chapter 11 Agility Finals</b>	<b>Pages 31- 35</b>
Section 11.1 - Rounds	Page 31
Section 11.2 – Eligibility	Page 32
Section 11.3 – Notification	Page 32
Section 11.4 – Verification	Page 32
Section 11.5 – Fees	Page 32
Section 11.6 – Awards	Pages 32 - 33
Section 11.7 – Judging and Scoring	Pages 33 - 34
Section 11.8 – Selection of Finals Judges	Page 34
Section 11.9 – Agility Finals Workers	Page 34
Section 11.10 – Photographs of Finals Champions	Page 34
Section 11.11 – Sample Ribbon Order for Agility Finals	Page 34 - 35
<b>Chapter 12 Agility National Specialties</b>	<b>Page 35</b>
Section 12.1 – Sanctioning	Page 35
Section 12.2 – Bitches in Heat	Page 35
Section 12.3 - Nationals Trial Results	Page 35
Section 12.4 – Nationals Photographs	Page 35
Section 12.5 – Eligible Dogs	Page 35
<b>Appendix A Equipment Specifications</b>	<b>Pages A-1 – A-3</b>
<b>Appendix B Merit Program</b>	<b>Page B-1</b>
<b>Appendix C Agility Judging Program</b>	<b>Pages C-1 – C5</b>
<b>Appendix D Judges Addendum</b>	<b>Pages D-1 – D-4</b>
<b>Appendix E Dispute Rules &amp; Complaint Form</b>	<b>Page E-1 – E-8</b>

# **Agility Rules – June 1, 2010 Edition**

## **CHAPTER 1 - GENERAL INFORMATION**

### **Section 1.1 – Rules Governing Australian Shepherd Club of America (ASCA) Agility Trials**

#### **1.1.1 Governing Rules**

Agility trials sanctioned only by the Australian Shepherd Club of America (ASCA) are governed by ASCA's "Agility Rules and Regulations"; by any rules and regulations set forth in the Premium for each trial (which shall not conflict with the "Agility Rules and Regulations"); and by the Bylaws of the Australian Shepherd Club of America.

#### **1.1.2. Reports of Abuse**

The show committee shall investigate any reports of abuse of dogs or severe disciplining of dogs on the grounds or premises of a show. Any person who conducts himself in such manner or in any other manner prejudicial to the best interest of the sport shall be dealt with promptly.

#### **1.1.3 Definition of Premises**

The limits are the boundaries of the grounds. Premises constitute a larger area, its boundaries not well defined. It consists of the land building(s) and all parking areas adjacent to and a continuation of the show grounds where any ASCA event are held whether held separately or in conjunction with each other. Any area inside the limits is on the premises, but an area does not have to be within the limits to be considered within the premises.

#### **1.1.4 Training Collars**

Special training collars (electronic shock, sound, etc.) shall not be used on the grounds or premises. These requirements shall not be interpreted as preventing a handler from moving normally about on the grounds or premises with a dog on leash. There shall be no intensive or abusive training of dogs on the grounds or premises.

### **Section 1.2 - Purpose of Agility Trials**

The purpose of an ASCA Agility Trial is to demonstrate the ability of the dog and its handler to work as a smooth functioning team. The dog should be under control at all times and show a willingness to work for the handler. The handlers should always conduct themselves in a sportsmanlike fashion.

### **Section 1.3 - Eligibility For Entry**

#### **1.3.1 Age**

All healthy, trained dogs over eighteen (18) months of age are eligible to compete in ASCA Agility Trials.

#### **1.3.2 Bitches in Heat**

Bitches in heat (except as specified in Chapter 12, Section 12.2), lame, or blind dogs are ineligible for entry.

#### **1.3.3. Dog Breeds**

All ASCA Agility trials shall be open to purebred and mixed breed dogs (except as specified in Chapter 12, Section 12.2).

#### **1.3.4 Artificial Devices on Dogs**

Dogs may have nothing artificial on throughout their course run, including, but not limited to, bandannas, bandages, dog sweaters, etc., except when a handler uses a small rubber band or non-decorative clip to keep the hair out of a dog's eyes.

#### **1.3.5 Participation in Trials**

Participation is a privilege afforded by the Host club(s) and may be extended or withdrawn by the Host club's trial committee based on suitable cause only. Refusal of entries shall be reported to the ASCA office. No dog that is owned or co-owned by the judge or a member of the judge's immediate family (Husband, Wife, Father, Mother, Son, Daughter, Brother, or Sister, Father in-law, Mother in-law, Son in-law, Daughter in-law, Brother in-law, or Sister in-law) may show in a class in which that judge is judging, however, For Exhibition Only (FEO) entries may be accepted from anyone in the judge's immediate family and/or household and they may show any dog in a class in which that judge is judging.

No entry shall be accepted from a dog or handler disqualified from the ASCA agility program; a dog or handler disqualified from all ASCA programs; or a person not in good standing with ASCA.

#### **1.3.6 Other Restrictions**

In all classes the handler shall direct their dog through the course without a collar or lead. No food, toys, balls or other devices may be used within ten (10) feet of the entrance to 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 their dogs (such as fanny packs or leashes around their waists).

## **Section 1.5 Dog Bite Policy**

### **1.5.1 Attempted Attacks**

A judge shall disqualify any dog that attempts to attack any person in the ring/trial arena, as determined by the judge. The judge shall excuse a dog that attacks another dog or appears to the judge to be threatening other dogs in the ring/trial arena. The judge shall mark the dog "disqualified" or "excused" in accordance with this Rule, shall state the reason in the Judge's Book or score sheet, and shall give the Show/Trial Secretary a brief report of the dog's actions using the Disqualified or Excused Dog form, which shall be submitted to ASCA with the report of the show/trial. The entry form for any Disqualified or Excused dogs must be submitted with the Show/Trial Results. Any dog which has been excused on two (2) occasions pursuant to this Rule shall be disqualified to compete in any subsequent ASCA event unless and until it is reinstated by the Board of Directors. Notice of disqualification will be sent to the owner by the Business Office after review by the Board of Directors.

### **1.5.2 Threatening Signs**

A dog that, in the opinion of the judge, menaces, threatens or exhibits any sign that it may not be safely approached or examined by the judge in the normal manner may be excused from the Show/Trial arena and be subject to this Rule.

### **1.5.3 Investigation**

The Affiliate or its Show/Trial Committee must perform an investigation of any incident where a dog has bitten either a person or another dog, whether it occurred in the ring or merely upon the Show/Trial grounds. The report, entry forms, and findings shall be forwarded to the Executive Secretary by the Business Office. If the dog was not disqualified, the report shall explain why not.

### **1.5.4 Forwarding Reports**

The reports of the Affiliate and judge shall be forwarded by the Executive Secretary to the Board of Directors and to ASCA's General Counsel.

### **1.5.5 Recommendations to the Board**

ASCA's Counsel shall review the reports and make recommendations to the Board.

### **1.5.6 Action by the Board (Dog Excused)**

If the dog was excused, the Board of Directors will take such action, if any, as it deems appropriate with respect to allowing the dog to continue to compete.

### **1.5.7 Action by the Board (Dog Disqualified)**

If the dog was disqualified, the dog shall be ineligible to participate in any ASCA event in any discipline, unless and until such dog is approved for further competition and reinstated by the Board of Directors.

### **1.5.8 Ineligibility for Remainder of Classes**

If the dog was excused, he shall be excused from competing in all remaining classes for the day. Entry fees shall not be refunded.

## **CHAPTER 2 – THE AGILITY TRIAL**

### **Section 2.1 Trial Administration and Sanctioning**

#### **2.1.1 Affiliate Clubs**

Only Affiliate Clubs of ASCA will be permitted to hold or recommend for sanctioning an Agility trial for the purpose of offering classes for ASCA certification. An Affiliate Club must be in good standing with ASCA and will have the exclusive right to schedule, sanction and conduct official ASCA programs.

Official ASCA programs that require sanctioning and award points or qualifying scores that lead to an ASCA title shall not be conducted by any individual(s), non ASCA Affiliated corporation(s) or business(es).

No individual(s), non ASCA Affiliated corporation(s) or business(es) shall realize any monetary profit, or any other benefit as a result of any connection with an ASCA sanctioned event. Normal event sponsorship or advertisement by any individual(s), corporation(s) or business(es) shall not be considered to be in conflict with this rule. Individuals, corporations or businesses that enter into an agreement with Affiliate Clubs to supply materials, services, facility rentals, livestock rentals or any other need required for the conduct of sanctioned events shall not be considered to be in conflict with this rule.

#### **2.1.2 Sanctioning an Event Outside a State/Area**

ASCA Affiliate Clubs shall not request sanctioning for any event to be held outside of their state/area in a state/area that is already served by at least one Affiliate Club. If a state/area is not served by an Affiliate Club then an Affiliate Club from another state/area may sanction events there on a first come basis.

If an Affiliate Club wishes to sanction an event at a site that is outside of their state/area they must first secure written permission from all of the Affiliates in that state/area. This written permission shall be submitted to the Business Office with the sanction request before sanctioning can be granted.

If an Affiliate Club organizes in a state/area that formerly did not have an Affiliate Club, then the new Club shall have primary sanctioning authority. Out of state/area Affiliate Clubs must then follow the procedure as outlined in the previous two paragraphs.

Affiliate clubs who sanction pre-national events to be held in the state/area of the National Specialty event are exempt from the provisions of this section.

#### **2.1.3 Sanctioning with another Registry**

Affiliates shall not seek membership nor seek license or sanction for any event with another registry other than a registry which ASCA has an agreement. The registry with which ASCA has an agreement is the Canadian Kennel Club (CKC).

The Host Affiliate of an ASCA National Specialty shall not invite nor contract with another registry or any of its affiliates other than a registry with which ASCA has an agreement to hold an event at any time during the Nationals or as a pre-show or trial.

The ASCA Business office will refuse sanction of any show/trial of an ASCA Affiliate held with the United States Australian Shepherd Club (USASA) National Specialty unless such show is approved by a vote of the membership when at least 50% of the Affiliate Club members cast a vote and action is approved by 2/3 of those casting votes. Note: “held with” as used here is defined as anywhere on the same show/fair grounds during (from the first day through the last day of) the USASA Nationals events.

#### **2.1.4 Trial Location and Dates**

An ASCA affiliate may not hold an ASCA sanctioned agility trial within 200 miles of another ASCA sanctioned agility trial, on the same or overlapping dates, without written consent from the club who has first right to that date.

The use of the Club’s name for event purposes cannot be transferred. Each Host Club, which holds a sanctioned event at least once in every 2 consecutive years, shall have first right to claim the corresponding dates or holiday weekend for its event to be held in the next succeeding two years. If the Club having first right to the dates does not host a sanctioned event on that date in the following year, another Club may use the preexisting date for an event. The original Club shall still have first right to the date on the second year following their original event. If they do not host a sanctioned event on that date in the second year, they lose the first right to the date. The ASCA Business Office will hold paperwork from any other Club wishing to use a preexisting date until the ASCA Business Office has been notified that the Host Club with the preexisting date will not use the event date that year. If paperwork has to be held pending receipt of the notification from the Host Club with the preexisting date, the ASCA Business Office will notify the second Club within 14 days upon receipt of the Sanctioning Request Form. To facilitate timely receipt of materials, Clubs wishing to use a preexisting date should contact the Host Club and request notification be sent in writing to the ASCA Business Office stating the preexisting date will not be used that year. If the Host Club with the preexisting date does not use that date on the second year following their original event, first claim to that date will pass to a second Host Club, if there is one. If a date has not been previously claimed, the Host Club whose sanctioning is postmarked first shall be awarded the date.

### 2.1.5 Sanctioning Request Form

An ASCA Affiliate must submit an official *Agility Trial Sanction Request* to the business office at least 60 days in advance of the proposed trial date. Sanctioning requests submitted via email or facsimile must be received during the business office hours of operation no later than 60 days prior to the trial date. Sanctioning requests submitted via mail must be postmarked 60 days prior to the trial date. The sanctioning fee (as set by the ASCA Board of Directors) must be submitted with the application. The sanctioning fee will be assessed for each day of the trial. *Effective 08/01/10 for trials scheduled after 10/01/10.*

An Agility trial may consist of a single day or it may consist of two or more days in calendar order (i.e., separate days are not considered separate trials nor are separate classes considered separate trials). The sanctioning request form shall consist of a single form for the trial (not separate forms for each day of the trial) and shall make provision for indicating the exact day or days (including partial days) covered by the trial. It is recommended Clubs retain proof of mailing for all sanctioning requests.

The ASCA Business Office will not accept responsibility for sanctioning requests lost in the mail. It is recommended that Clubs retain proof of mailing for all sanctioning requests submitted via mail. It is the responsibility of the Club to obtain confirmation of receipt from the business office of any sanctioning requests submitted electronically. If the Host Club with the preexisting dates postmarks or electronically submits their sanctioning request form past the 60 day deadline and it is not received 45 days prior to the event, they will lose first right to this date for that year. *Effective 08/01/10 for trials scheduled after 10/01/10.*

Affiliate Clubs must have their Show Coordinator (an ASCA member in good standing and appointed by the Affiliate Club 'on file' at the Business Office) sign the reverse side of the *Agility Trial Sanction Form*. The Show Coordinator will be responsible for accurate filing of trial sanctioning along with appropriate fees in a timely manner. The Show Coordinator is also responsible for ensuring all trial reports, with appropriate fees, are submitted to ASCA after the show in a timely manner.

An agility trial show secretary shall be listed on *Agility Trial Sanction Form* and must be an ASCA member in good standing.

#### 2.1.5.1 Sanctioning Fees

Late Sanctioning Fees: Sanctioning requests received between 45-60 days prior to an event will be accepted upon payment of a fine (see Schedule of Fees) past the 60 day postmark deadline; or past the 60 day electronic receipt deadline. Sanctioning requests received by the Business Office less than 45 days prior to a sanctioned event will not be accepted under any circumstances. Clubs submitting delinquent sanctioning request three times will lose all late sanctioning privileges for a period of two years. *Effective 08/01/10 for trials scheduled after 10/01/10.*

The sanctioning fee (as set by the ASCA Board of Directors) will be submitted with the application. The sanctioning fee will be assessed for each day of the trial. The fee for a partial day shall be the same as a full day.

### 2.1.6 Trial Premium

Clubs may offer a maximum of six (6) ASCA sanctioned classes per trial per day in any combination they choose. A copy of the premium shall be sent to the ASCA office along with the trial sanctioning paperwork. The Business Office will acknowledge receipt of sanctioning paperwork and approval of the premium. ***Premiums cannot be distributed until approved.*** A copy of the premium is to be sent to the judge(s) who is/are to officiate and should be distributed and/or posted to prospective exhibitors at least five (5) weeks in advance of the proposed trial date.

The premium must include all of the information listed in Section 2.1.6.1 below. An *Entry Form* and a *Tracking Number and Service Membership Application* must be included with the premium. These forms can be downloaded from the ASCA website.

A Host club may wish to provide additional information such as week-end packages, how checks should be made payable, where to send entry forms and requests for additional information such as e-mail address, etc.

Any ASCA Affiliated Club requesting ASCA sanctioning for any event(s) shall, when making application for said event(s), include any applicable county, state, country or any other bylaws, rules of conduct or associated restrictions regarding dogs, their exhibition and the holding of said event(s) and shall include a list of such rules, bylaws or restrictions in the premium list. Such rules, restrictions, bylaws, etc., shall be printed in English and the language of the country where said event(s) will be held, listing all pertinent information.

Additional information regarding Tracking numbers could also be listed (i.e. If your dog is an ASCA registered Australian Shepherd, fill in your dog's registration number where designated on the entry form. If your dog is not an ASCA registered Australian Shepherd and you would like to earn ASCA titles, you will need to obtain an ASCA tracking number for your dog. The ASCA business office will track qualifying scores earned only by ASCA registered dogs. Once you have an ASCA tracking number, use it as your dog's "ASCA Registration Number" on all entry forms).

### 2.1.6.1 Premium – Required Information

The Agility Trial Premium shall include the following information:

- The proposed date and location of the trial.
- A full description of the trial's ring surfacing (grass, grass/dirt, sand, matting over concrete, carpet, sod, shavings, etc.)
- A listing of all classes offered for each day
- A listing of entry fees and description of any discounts or price reductions offered.
- The date and time for the closing of entries.
- A statement either allowing for day-of-trial entries or for accepting pre-entries only.
- A description of prizes and awards and a description of how High in Trial awards (if offered) are to be calculated.
- The name(s) of the judge(s)/alternate judge(s) who is/are to officiate.
- A listing of the individual obstacles, including the type of contacts (slatted or slat-less), which will be available for use at the trial.
- A description of any restrictions for entry into the trial.
- A statement that the trial will be held under the current rules and regulations of ASCA.
- A statement that no entry shall be accepted from a dog or handler disqualified from the ASCA agility program; a dog or handler disqualified from all ASCA programs; or a person not in good standing with ASCA. A list of such dogs will be supplied by the business office along with the sanctioning paperwork.
- An official ASCA approved entry form shall be included (see next section).
- The name, phone number and email address of the trial secretary and trial chairperson. Other trial officials may also be listed.
- A copy of the current *Service Membership and Tracking Number Application* (not required for the ASCA Nationals and pre/post trial premiums).

### 2.1.7 Official Entry Form

Clubs that generate entry forms to send out in premiums, and/or clubs that post the entry form electronically (on server lists, web sites, etc.), must submit to the ASCA Business Office at the time that they are requesting sanctioning of the event, a copy of the entry form which they plan to use. The entry form must be approved by ASCA before sanctioning is granted. The entry will not be considered acceptable until all information has been completed and the entry form has been submitted with the proper entry fees.

All entry forms shall be 5-1/2" by 8" (i.e., the size of one-half of an 8-1/2" by 11" piece of paper). Entry forms put up at web sites by the hosting club must use .pdf format so that the front of the entry form is no larger than 5-1/2" by 8-1/2" when downloaded and printed and the site must have on the same web page (by the side of the front of the entry form), the agreement form which when downloaded is no larger than 5-1/2" by 8-1/2" such that both the front of the entry form and the agreement that normally is on the back of the entry form appear together on one 8-1/2" by 11" page when printed.

The entry form shall include the following information:

- Trial date(s)
- Name of Host club
- Dog's Registration # \_\_\_\_\_
- Dog's Full Name, Call Name, Breed, Birthdate, Sex
- Dog's Height at Withers, Jump Height Entered
- Owner's Name
- Handler's Name
- Owner/Handler's Address, City, State, Zip or Postal Code
- Owner/Handler's Phone Number
- Classes Entered, Division, and Level

The following statement must appear on the front of the form:

**"Exhibitor/owner must read and sign reverse side of this form"**

The back of the entry form shall include an "Agreement" containing indemnity clauses. These sections must be reproduced verbatim (including punctuation and case of letters; in paragraph 1.5 of the Agreement, *fill in the name of the club through which sanctioning is obtained; also, fill in the name of the owner/manager of the site*). After all of the indemnity clauses the following sentence must appear "I have read, understood, and acknowledge the above Agreement" followed by signature line for owner or exhibitor, date, signature of Parent or Legal Guardian of Minor, and telephone number of Legal Guardian of Minor.

### 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 “ASCA” means the Australian Shepherd Club of America®, its affiliate clubs and each of their members, officers, directors, employees, show chairs, show committees and agents.

1.2 Exhibitor/owner, agree to abide by the rules and regulations of ASCA, 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, fittings, 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 ASCA [Note: Club(s) through which ASCA sanctions the trial must include its/their name(s) here] (including its officers, directors, and members, and event organizing committee), [Note: the owner(s) of the site must be included here] (including its officers, agents, and employees) 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.

I have read, understood, and acknowledge the above Agreement.

_____ Signature of Owner/ Exhibitor	_____ Date
_____ Signature of Parent or Legal Guardian of Minor ( _____ ) Telephone	_____ Date

## **Section 2.2 – Agility Obstacles**

All obstacles must meet the specifications listed in *Appendix A ‘Equipment Specifications’*. Clubs have the option of using slatted or slat-less contact equipment and will specify in the trial premium the type of contact equipment to be used at the trial. Slat-less contact equipment and displaceable tires are preferred. Only the following obstacles may be used at an ASCA Agility trial:

- Dog Walk
- A-Frame
- Teeter-totter
- Closed tunnel
- Open tunnel
- Weave poles
- Tire jump - optional
- Non-winged single hurdles(s)
- Winged single jumps
- Double bar hurdle

## **Section 2.3 – Agility Trial Area**

### **2.3.1 Arena/Ring dimensions**

The minimum usable course area for an Agility trial ring is 8,000 square feet\*. Although the 8,000 SF usable square footage area is the absolute minimum size acceptable for agility, a 12,000 square foot or larger ring (e.g., 100' x 120', 110' x 110', 95' x 130', or 90' x 135', etc.) of clear, unobstructed ring surface, is highly recommended wherever feasible. The trial area shall be of a non-slip surface, preferably grass, which will provide a safe and cushioned footing for the dogs and handlers competing.

\*In exceptional cases where a dog walk with 8' planks and only wingless jumps with 4' bars are used, the minimum usable course area may be 7,200 square feet. Course areas this small should be the rare exception when no larger, more suitable facilities can be found, and only if the aforementioned small-dimension equipment is used.

### **2.3.2 Other Areas**

Ample area close by should be available for crating and exercise areas, warm-up, and for spectators to view the Agility ring. If possible, the spectator viewing area should be separate from the crating, exercise and warm-up areas. The Agility ring should be partitioned by rope or adequate fencing to prevent spectators from interfering with the course area before or during the trial. Use of fencing (e.g., snow fencing) is encouraged where there is a foreseeable risk of harm to dogs who

leave the ring. An area shall be set up for each ring for warm-ups for the dogs prior to their competing. Each warm-up area should have adequate space for one to two jumps, or a jump and a short set of weave poles.

## **Section 2.4 Trial Officials and Staff**

### **2.4.1 Trial Officials**

Every ASCA sanctioned Agility Trial shall have the following officials:

- **An ASCA Approved Agility Judge(s).** (See also Chapter 7 and Appendix C) The Agility trial shall be officiated by one or more judges from the ASCA Approved Agility Judges list. The judge shall be responsible for finalizing each course before judging begins for each class. The judge shall be responsible for inspecting the equipment and verifying that it meets ASCA specifications and that the equipment is in safe condition for the trial. The judge is solely responsible for signaling faults and for establishing the Standard Course Time. The judge shall make all final decisions as to the measurements of the dogs entered. ALL DECISIONS OF THE JUDGE SHALL BE FINAL.
- **Show Secretary.** The show secretary shall mail prepared premium lists to potential exhibitors, be responsible for the preparation of the show catalog and verify the final show reports which are sent to the ASCA office with the official marked catalog. Both the ASCA Agility Trial Secretary and the Trial Chair should be on the grounds during the agility trial. The Trial Secretary is responsible for the preparation and completion of all paperwork that must be returned to ASCA. See Section 2.1.5.
- **Trial Chair.** The Trial Chair is the head of the organizing committee and is responsible for the supervision of the correct functioning of the trial, thus must be on the grounds during the Agility Trial. Any disputes should be brought to the Trial Chair. Exhibitor check-in and the measuring of dogs should be coordinated by the Trial Chair who will be in communication with the judges if any measuring discrepancies occur. The Trial Chair should be responsible for ensuring that the agility equipment is in good working condition.
- **Chief Score Keeper.** The Chief Score Keeper and assigned score table stewards shall be responsible for recording each dog's score into the official catalogs. After the scribe marks any faults for each run onto the scribe sheet, the actual time from the timekeeper's stop watch is recorded on the scribe sheet and the sheet is then turned over to the Chief Score Keeper table where they will convert the timekeeper's stopwatch reading from minutes and seconds over to a total number of seconds. The score table shall also calculate the number of time faults, course faults, total faults for each run in the Regular and Jumpers classes and the total number of points earned for each dog in the Gamblers classes. The score table stewards shall calculate class placements for each jump height and record all qualifying rounds on the appropriate forms. The score table stewards are responsible for ensuring that the course distances and standard course times are recorded for each class. The Chief Score Keeper shall sign the ASCA form certifying that the scores for the trial were verified and correct.
- **Chief Ring Steward.** The duties of the Chief Ring Steward are to assign workers for each class and to ensure that those positions are filled when the class is ready to start so as to not delay the trial. Suggested class workers are: Gate Steward, Timer, Scribe, Leash Runner, Scribe Runner, Pole Setters (at least 2) and Score Table assistants.
- **Chief Course Builder.** The Chief Course Builder is responsible for directing the course builders. He/She should insure that the course is set as closely as possible to the design submitted by the judge without making personal interpretations or changes without explicit permission from the judge.

### **2.4.2 Trial Workers**

In addition to the Trial Officials, additional workers are required to help run the trial. The following positions may be required; some jobs may be combined, where appropriate, when there is a shortage of volunteer help.

- **Gate Steward.** The gate steward is responsible for keeping the trial running smoothly by keeping the dogs entered in each class in order, ready to run, and on the start line when required. The gate steward shall be provided with a running order of dogs entered by the trial secretary. The gate steward shall try to have three dogs in order and prepared to enter the ring.
- **Leash Runner.** The leash runner should obtain the leash and, if worn, the collar from the handler and place it in a convenient place near the finish line.
- **Timer.** The timer shall be the official timekeeper for each class offered at the trial. The timer is responsible for timing each dog's performance, using a stop watch or electronic timing device, and keeping an accurate and consistent accounting of the timekeeping for the class. The timer is also responsible for acknowledging when the dog and handler should start their run. Timers will preferably time the entire class, if that is not possible, they must complete the entire jump height.
- **Scribe.** There shall be a designated scribe for each class offered at the trial. The scribe's job shall be to closely observe the judge during each dog's performance and to mark any faults signaled by the judge. Sheets or a scoring catalog for marking faults shall be provided to the scribe by the trial secretary. Prior to the running of the class, the scribe should work with the gate steward to insure the score sheets are in the correct order.
- **Ring Stewards/Jump Setters.** At least two people (per class) should be assigned to the ring steward/jump setter positions. They are responsible for helping reset the course, changing jump heights, straightening the closed tunnel after each dog's run, and resetting any displaced bars that may occur during each dog's run.
- **Course Builders.** Course builders assist the chief course builder. They are responsible for helping move equipment and set the courses between classes.
- **Scribe Sheet Runner.** The Scribe Sheet Runner will pick up the marked scribe sheets or catalog from the scribe and deliver them to the score table.

## **Section 2.5 – Measuring a Dog's Height**

### **2.5.1 Determining a Dog's Height**

The height of a dog consists of a perpendicular line from a flat surface on the ground to the top of the dog's withers or the points of his shoulders. This point at the top of the shoulders is where the neck appears to meet the shoulders. The dog's legs should be directly under him and the dog should not be leaning forward or backward. The dog's head should be in a natural state and not lowered towards the ground. If a club uses wickets for measuring the dogs, the judge should first measure the wickets to check for accuracy. The judge must re-measure any dog that is within ½" or less of the maximum shoulder height that could cause a jump height class change. Any exhibitor whose dog measures up into a higher jump class height when measured by a steward, may request that the judge re-measure their dog. A dog may have to move up to a higher jump height class after the measure-in process, but no dog shall move to a lower jump height than the height entered at for that trial. The judge's decision shall be final.

### 2.5.2 Required Measurements

Only dogs entering the Small and Medium dog classes (i.e., classes in which the dog's wither height is 18" and under) that do not have permanent NADAC or AKC height cards are required to be measured. Copies of height cards may either be mailed in or presented at trial check in.

### 2.5.3 Jump Height Tables

The Standard Division jump heights are: 8", 12", 16", 20", 20+" and 24". The 24" jump height is an optional jump height and class placements may be combined with the 20+" class. The Veterans Division shall offer separate classes and placements for dogs measuring over 18" (16" veterans class) and dogs measuring over 20" (16+" veterans class).

A handler may not enter a dog in the Veterans Division at a jump height higher than the lowest height the dog is eligible for. Dogs entered in the Junior Handler Division classes may jump at the dog's standard jump height or 4" lower.

The following table lists the maximum height required in each jump height category.

**JUMP HEIGHT TABLE**

Dog's Height at Withers for ASCA Sanctioned Trials					
	Small Dogs		Medium Dogs	Large Dogs	
<b>Standard Division</b>	Withers 11" & under <b>Jump 8"</b>	Withers 14" & under (>11" & ≤14") <b>Jump 12"</b>	Withers 18" & under (>14" & ≤18") <b>Jump 16"</b>	Withers 20" & under (>18" & ≤20") <b>Jump 20"</b>	Withers over 20" are in the 20"+ class <b>Jump 20"</b> (may jump 24")
<b>Jr. Handler Division</b>	Withers 11" & under <b>Jump 4" or 8"</b>	Withers 14" & under (>11" & ≤14") <b>Jump 8" or 12"</b>	Withers 18" & under (>14" & ≤18") <b>Jump 12" or 16"</b>	Withers 20" & under (>18" & ≤20") <b>Jump 16" or 20"</b>	Withers over 20" are in the 16+" or 20"+ class <b>Jump 16" or 20"</b> (may jump 24")
<b>Veterans Division</b>	Withers 11" & under <b>Jump 4"</b>	Withers 14" & under (>11" & ≤14") <b>Jump 8"</b>	Withers 18" & under (>14" & ≤18") <b>Jump 12"</b>	Withers 20" & under (>18" & ≤20") <b>Jump 16"</b>	Withers over 20" are in the 16"+ class <b>Jump 16"</b>

Jump Ht Metric Conversion 4" (10cm), 8" (20cm), 12" (30cm), 16" (40cm), 20" (50cm), 24" (60cm)

### 2.5.4 Jump Height - Exemptions

The following dogs 'may' jump 4" lower than indicated for their wither height if their breed is listed below: Am. Staffordshire Terrier, Australian Terrier, Basset Hound, Bulldog, Bull Terrier, Cairn Terrier, Cardigan & Pembroke Welsh Corgi, Cavalier King Charles Spaniel, Clumber Spaniel, Dachshund, Dogue de Bordeaux "DDB", French Bulldog, Glen of Imaal Terrier, Miniature Bull Terrier, Petite Basset Griffon Vendéen, Pug, Scottish Terrier, Shar-Pei, Skye Terriers, Staffordshire Bull Terrier, Swedish Vallhund, West Highland White Terrier.

Please note that all large dogs (over 20") formerly listed on the Jump Height Exemption List are now eligible to compete in the 20"+ height. These dogs will NOT receive an additional reduction in their jump heights. For example: a German Shepherd Dog measuring 21" at the withers will now be eligible to jump in the 20"+ height in the Standard Division. He will NOT receive a jump height exemption to jump 16". He may jump 16" only if he is a veteran, or is handled by a veteran, junior handler or disabled handler.

A handler may enter a dog in Standard Division classes at a jump height higher than the minimum height the dog is required to jump. A dog jumping at a higher jump height will be scored and have the course time of the jump height class in which the dog participates.

## Section 2.6 Catalog

After entries close, a printed catalog shall be prepared for scoring. This catalog shall include the running order of the classes to be run in each ring, with the jump height groups printed in the order in which they will run. If the show is going to run more than one ring, then each ring's classes should be clearly identified. This catalog is to serve as the official catalog to be submitted to the sanctioning organization.

The scoring catalog must include a line for each dog entered, with the handler's armband number (if used), the dog's registration number, the dog's call name, the owner's name, and the handler's name, if different from the owner.

There shall be sufficient room on each dog's line to record the dog's time, time faults, course faults, and total faults for the Regular Agility class and the Jumpers class. For the Gamblers class, the dog's time, initial points, gamble points, and total points shall be recorded.

At the end of each printed class, there shall be a section to record the placements for the class. Qualifiers in each class must be clearly identified.

At the heading for each class, there shall be a line to record the course distance and the Standard Course Time for small, medium and large dogs.

For the Gamblers class, there shall be room to record the time allowed for the gamble for small, medium and large dogs.

An exhibitor's catalog may also be printed. This catalog must include at a minimum the armband number (if used), the dog's registration number, the dog's call name and the handler name. The catalog should be printed in order the classes and dogs will run. A complete listing of exhibitors and their addresses shall be printed at the back of the catalog.

## **Section 2.7 Awards**

### **2.7.1 Awards for Classes**

Clubs may offer placements based on a percentage of expected entries in each jump height for each class. Clubs may combine the 20" and 20"+, or the 20"+ and 24", or the 20", 20"+, and 24" classes for placements. Where placements are awarded, placements for a minimum of ten percent of the anticipated entry is recommended. Clubs may offer more placements if they choose to. Although placement awards are not absolutely required, they are very strongly encouraged for at least the top qualifying runs in all levels and divisions, and for the Novice level and the Junior Handler divisions regardless of whether the run qualified, where trial finances permit. Placements should not be awarded for runs scored as eliminations. A green qualifying ribbon or rosette shall be given for each qualifying round in each class. Each ribbon awarded at the trial shall have the words "ASCA Sanctioned Trial" printed on it (synonyms such as "event" may be used for the word "trial"). The ribbon or rosette shall be printed with the host club's name and the placement awarded. The ASCA logo may be used in awards if an ASCA affiliate is hosting a sanctioned show, trial, or agility competition. The ribbons or rosette shall each have a place on the back for exhibitors to record the date of the trial, the judge's name, and the class.

Ribbons colors shall be as follows:

1 <sup>st</sup> – Blue	4 <sup>th</sup> – White	7 <sup>th</sup> – Purple
2 <sup>nd</sup> – Red	5 <sup>th</sup> – Pink	8 <sup>th</sup> – Brown
3 <sup>rd</sup> – Yellow	6 <sup>th</sup> – Green	Qualifying Score – Green

### **2.7.2 Awards for High in Levels (Novice, Open, Elite) and High in Trial**

Awards for high scoring in level (Novice, Open, Elite), and/or High in Trial (HIT) are not mandatory. However, such awards shall be given at the ASCA National Specialty and the National Specialty Pre or Post Trials. When such awards are given at the ASCA National Specialty and the National Specialty Pre or Post Trials, computation for these awards shall be done in the following manner:

- a) Separate awards will be given to each of the three Divisions. The Standard Division will award High in Trial to the Novice, Open and Elite levels. The High in Trial Veterans and Junior Handler awards may be calculated by combining scores from all class levels.
- b) Dogs must be at the same level in all classes to be eligible for the Standard Division awards (Novice, Open, Elite). Dogs entered in different class levels may be eligible for the High in Trial Overall, Veterans High in Trial and Junior High in Trial awards, or a High in Trial Combined Levels award, if offered. High in Trial Qualifying points (HITQ-points) earned shall be dependent upon the class level in which qualifying scores are earned (**see item c below**).
- c) Each faultless qualifying run in Regular Agility, Gamblers, or Jumpers shall be given the following HITQ-point value: runs in an Elite class shall be given 7 HITQ-points; runs in an Open class shall be given 6 HITQ-points; runs in a Novice class shall be given 5 HITQ-points. Each faulted (.01 to 5 faults) qualifying run in Regular Agility shall be given one-half the value of the equivalent level HITQ-points (runs in an Elite class shall be given 3.5 HITQ-points; runs in an Open class shall be given 3 HITQ-points; runs in a Novice class shall be given 2.5 HITQ-points).
- d) In the event of a tie for HITQ-points, the following procedures shall be used for breaking the tie. First tie breaker: The dog with the fastest combined YPS in all rounds of the regular classes in which qualifying scores were earned will be declared the winner. Second tie breaker: The dog with the highest number of gamble points and a qualifying score will be declared the winner.

- e) The computation for high scoring awards shall be posted for the competitors.

## **Section 2.8 Submission of Records**

After each ASCA sanctioned Agility Trial the following paperwork shall be submitted to the ASCA Business office: a completed marked catalog (including FEO runs), ASCA Official Entry Forms for all entries, Scorekeeper's Signature Form, Gross Receipts Report (including payment for event membership dues), Late Filing Fees (if applicable), Sanction Grant, Judge's Yardage & Course Times Records, copies of courses (with any changes noted) and Conduct Evaluation of Judges. The above paperwork/forms must be postmarked no later than fifteen (15) days after the close of the show.

See Fee Schedule (on website or contact Business Office) for penalty for non-compliance. Other penalties may be imposed by the Board of Directors of ASCA.

### **2.8.1 Scoring and Results Report**

Clubs must submit a complete results report of all dogs entered in the Regular, Gamblers and Jumpers classes, including scratches, no-shows, eliminated and FEO runs. Results report shall be 8-1/2" by 11" in size; all information must be legible; either an original or a copy is acceptable. Multiple rounds of a class may not be listed in columns across a single page. Qualifying scores for registered Australian Shepherds and dogs with Tracking numbers shall be highlighted. The results report shall follow the format specified in sections 2.6.5.1 and 2.6.5.2 below. Sample pages of acceptable format are available from the ASCA Business Office.

Corrections to the results report may be made by the host club during the trial. Competitors must have the opportunity to review any corrections made to the results. Once the trial has ended, the results report must be submitted to the ASCA Business Office as posted at the trial. Any scoring errors discovered after the close of the trial must be submitted to the ASCA Business Office who shall make the corrections to the results. An explanation must accompany the requested change to the results. Result reports must not be changed by anyone (with the exception of the ASCA Business Office) after the close of the trial. *Effective 06/01/10*

#### **2.8.1.1 Regular and Jumpers Classes**

The header (or footer) of each page of the report must give the club/ affiliate, name, location, and state, date of trial, the class, the level, and the judge. Also, in the header of the page the course distance and the standard course time (in seconds) for small standard dogs, small veteran dogs, medium standard dogs, medium veteran dogs, large standard dogs, and large veteran dogs must be given. The dogs running in a Division (Standard, Veterans, Junior Handler) must be grouped together.

The columns of the report shall be in this order, from left to right (either the long or short orientation of the 8-1/2" by 11" page may be used as long as the same orientation is used throughout the results report; ASCA Registration number; Height dog jumps; Division (Note: the Division information may be put in the header rather than in the column when headers are used to separate classes); Identification of A or B class (for divided classes; leave blank for undivided classes) (Note: the identification of A or B class may be put in the header rather than in the column when headers are used to separate classes); Dog's call name; Breed; Owner/Handler's name; Dog's time (in seconds and hundredths); Time faults; Course faults; Total faults; Place; Qualifying (Q for qualifying dogs, leave blank for non-qualifying dogs).

#### **2.8.1.2 Gamblers Classes**

The header (or footer) of each page of the report must give the club/ affiliate, name, location, and state, date of trial, the class, the level, and the judge. Also, in the header of the page the gamble time (in seconds) for small standard dogs, small veterans/junior dogs, medium standard dogs, medium veterans/junior dogs, large standard dogs, and large veterans/junior dogs must be given. The dogs running in a Division (Standard, Veterans, Junior Handler) must be grouped together.

The columns of the report shall be in this order, from left to right (either the long or short orientation of the 8-1/2" by 11" page may be used as long as the same orientation is used throughout the results report): ASCA Registration number; Height dog jumps; Division (Note: the Division information may be put in the header rather than in the column when headers are used to separate classes); Identification of A or B class (for divided classes; leave blank for undivided classes) (Note: the identification of A or B class may be put in the header rather than in the column when headers are used to separate classes); Dog's call name; Breed; Owner/Handler's name; Dog's time (in seconds and hundredths); Initial points; Gamble points; Total points; Place; Qualifying (Q for qualifying dogs, leave blank for non-qualifying dogs).

## **2.8.2 Event Membership Dues**

Event Membership Dues (See Fee Schedule; on website or contact Business Office) must be submitted along the marked catalog. Dues shall be computed for all Regular, Jumpers and Gamblers runs for all dogs listed in the catalog, including dogs scratched, eliminated and any 'FEO' runs.

## **2.8.3 Submission of Entry Forms**

The original entry forms for all dogs and owner/handlers reported on the results form (marked catalog) must accompany the results form (marked catalog) and be sent to the ASCA office. The ASCA office keeps all entry forms for a period of one

year; the office can make available to a club an entry form, if for some reason the club has need of a specific entry form subsequent to the date that the entry form has sent has been sent to the ASCA office.

## **Section 2.9 Other Financial Responsibilities**

### **2.9.1 Judges expenses**

Whenever an ASCA Affiliate Club is responsible for making arrangements with and paying for the services of an Agility trial judge, the Affiliate club is encouraged to execute a contract with each judge they hire so both the club and the judge have a clear understanding of the financial arrangements. If the club does not fulfill its financial obligations as specified in the contract, ASCA will not sanction any of the club's future events until the financial obligations are fully met. The contract should include the following items as a minimum:

- Transportation (airline coach fare or agreed upon amount for driving); airport parking; shuttle fees; driving to and from the airport; if the judge purchases the ticket as agreed upon with the host club, the host club shall reimburse the judge promptly upon receipt of evidence of payment for the ticket; statement indicating the club will assume the costs for ticket change if the club changes or cancels the event and that the judge will assume costs for ticket change if the judge does not meet the ticket itinerary.
- Meals, snacks, and refreshments to be reimbursed, charged to the club's credit, and/or furnished in kind (address any limitations on numbers of and amounts for meals, including taxes and gratuities; ascertain any special dietary requirements for meals, snacks, and refreshments).
- The host club's arrangements for lodging during the trial (lodging in a member's home is by mutual agreement between the judge and the host club; clubs should indicate in the contract that charges made to the hotel room which have not been agreed upon by the host club must be paid by the judge when checking out of the hotel).
- Other agreements between the club and the judge such as kenneling charges for the judge's dogs.
- The judging fee of one dollar (\$1.00) per run listed in the running order catalog, whether or not the dog runs, or the current minimum fee of \$200.00 per day.

### **2.9.2 Other Trial Expenses**

It is the host group's responsibility to ensure that all financial obligations for holding the trial are promptly paid. All financial obligations for rental of equipment, for the site, for ribbons, for food and refreshments, etc., shall be promptly fulfilled. Judges shall be reimbursed for the expenses they have incurred (travel, duplicating of courses, meals). The judging fee (one dollar per run listed in the running order catalog, whether the dog actually runs or not, or the current minimum fee of \$200.00 per day) should be given to the judge at the conclusion of the trial (usually the computation of this fee can be done before the trial, i.e. as soon as the running order catalog for a pre-entry only trial is printed).

## CHAPTER 3 – ASCA SANCTIONED CLASSES, DIVISIONS AND LEVELS

### Section 3.1 General Descriptions

The ASCA titling structure is based upon **classes**, **divisions** and **levels**. The **classes** are **Regular**, **Jumpers** and **Gamblers** (see the following chapter for detailed information on the classes). The **divisions** offered are **Standard**, **Veterans**, and **Junior Handlers**. The three **levels** offered are **Novice**, **Open** and **Elite**.

In ASCA sanctioned trials, qualifying rounds executed at a level higher than that needed for a lower level ASCA requirement shall be credited for points needed at the lower level title.

‘Finals’ point accumulation for a particular class will not begin until the novice and open titles in that class are completed.  
Effective 06/01/2010

The following lists the classes, divisions and levels of ASCA certified classes.

<b>Class:</b>	<b>Division:</b>	<b>Level:</b>	<b>Class:</b>	<b>Division:</b>	<b>Level:</b>	<b>Class:</b>	<b>Division:</b>	<b>Level:</b>
<b>Regular</b>	<u>Standard</u>	<i>Novice</i>	<b>Jumpers</b>	<u>Standard</u>	<i>Novice</i>	<b>Gamblers</b>	<u>Standard</u>	<i>Novice</i>
<b>Regular</b>	<u>Standard</u>	<i>Open</i>	<b>Jumpers</b>	<u>Standard</u>	<i>Open</i>	<b>Gamblers</b>	<u>Standard</u>	<i>Open</i>
<b>Regular</b>	<u>Standard</u>	<i>Elite</i>	<b>Jumpers</b>	<u>Standard</u>	<i>Elite</i>	<b>Gamblers</b>	<u>Standard</u>	<i>Elite</i>
<b>Regular</b>	<u>Veterans</u>	<i>Novice</i>	<b>Jumpers</b>	<u>Veterans</u>	<i>Novice</i>	<b>Gamblers</b>	<u>Veterans</u>	<i>Novice</i>
<b>Regular</b>	<u>Veterans</u>	<i>Open</i>	<b>Jumpers</b>	<u>Veterans</u>	<i>Open</i>	<b>Gamblers</b>	<u>Veterans</u>	<i>Open</i>
<b>Regular</b>	<u>Veterans</u>	<i>Elite</i>	<b>Jumpers</b>	<u>Veterans</u>	<i>Elite</i>	<b>Gamblers</b>	<u>Veterans</u>	<i>Elite</i>
<b>Regular</b>	<u>Junior Handler</u>	<i>Novice</i>	<b>Jumpers</b>	<u>Junior Handler</u>	<i>Novice</i>	<b>Gamblers</b>	<u>Junior Handler</u>	<i>Novice</i>
<b>Regular</b>	<u>Junior Handler</u>	<i>Open</i>	<b>Jumpers</b>	<u>Junior Handler</u>	<i>Open</i>	<b>Gamblers</b>	<u>Junior Handler</u>	<i>Open</i>
<b>Regular</b>	<u>Junior Handler</u>	<i>Elite</i>	<b>Jumpers</b>	<u>Junior Handler</u>	<i>Elite</i>	<b>Gamblers</b>	<u>Junior Handler</u>	<i>Elite</i>

### Section 3.2 - Levels

#### 3.2.1 Novice Level

The Novice level is the first entry level for every class. The Novice level is for any dog which has not yet earned an ASCA title in a particular class. The purpose of dividing any class level into A/B categories is in the fairness of competition. If the dog and handler are just beginning Agility competition, they should compete in the Novice A category. If the dog or handler has previously earned a Regular Agility Standard – Novice (RS-N) title, a Gamblers Agility Standard – Novice (GS-N) title, or a Jumpers Agility Standard – Novice (JS-N) title or any of the equivalents from any international style agility association, then they must enter in the Novice B category for that particular class. All ASCA Agility Judges must compete in the B category if offered by the Host club. The Gamblers classes and Jumpers classes may or may not be divided into A/B categories at the discretion of the Host club, based upon the estimated number of entries. The Regular Agility class shall always be divided into A/B categories at the Novice Level.

#### 3.2.2 Open Level

If the handler and dog are just beginning Open Agility competition, then they should compete in the Open A category for that class, if it is offered by the club. If the handler has previously earned any Open level title or their equivalents from any international style agility association, then they must enter in the Open B category for that class. All ASCA Agility Judges must compete in the B category if offered by the Host club. The Regular Agility class, Gamblers class and Jumpers class may or may not be divided into A/B categories at the discretion of the Host club, based upon the estimated number of entries.

#### 3.2.3 Elite Level

If the handler and dog are just beginning Elite Agility competition, then they should compete in the Elite A category for that class, if it is offered by the club. If the handler has previously earned any Elite level title or their equivalents from any international style agility association, then they must enter in the Elite B category for that class. All ASCA Agility Judges must compete in the B category if offered by the Host club. The Regular Agility class, Gamblers class and Jumpers class may or may not be divided into A/B categories at the discretion of the Host club, based upon the estimated number of entries.

#### 3.2.4 Moving to another Level - Class Entry Restrictions

Once a dog has completed the requirements in one level of a class on the first day of a show, the handler may choose to move the dog up to the next level for any rounds of that class offered the second day, if the club has offered second day move-ups. Clubs are not required to allow move-ups during a multiple day trial. Dogs shall not move up to a new level in 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.

When a dog moves on to the next level of competition, they may return to the previous level if they have not yet received a qualifying round at the new level. Once a dog has earned a qualifying round at a level, they shall not return to a lower level.

## **Section 3.3 – Divisions**

### **3.3.1 Standard Division**

The Standard Division is open to any dog aged 18 months or older. A handler may not enter a dog in more than one division of the same class on any one day of a trial. Therefore, if a dog is entered in the Veterans Division of the Jumpers Class, then that dog could not also be entered in the Standard Division of the Jumpers Class on the same day at the same show.

However, if a dog is entered in the Veterans Division of the Jumpers Class on Saturday, that dog could be entered in the Standard or Junior Handler Division of the Jumpers Class on Sunday. If a dog is entered in a Veterans Division for one class, it is not required that the dog be entered in the Veterans Division for all other classes for that day. For example: A handler might enter an eight (8) year old dog in the Veterans Division of the Regular Agility Class, and the Standard Division of the Gamblers Class.

### **3.3.2 - Veterans Division**

The Veterans Division is open to any dog age seven (7) or older, or any handler aged 60 or older, or any handler who has a certificate of disability. The dog's age shall be determined by the dog's actual birthday or the closest date as known. The handler's age shall be determined by a birth certificate or any valid document giving date of birth. Disabled handlers shall present a copy of their disabled parking permit or a letter from their doctor.

Dogs entered in the Veterans Division classes will jump 4" lower than their regular jump height. Course times for dogs entered in the Veterans Division of the Regular Agility and Jumpers classes shall be 10% greater than the SCT for the Standard Division. The gamble time in the Veterans Gamblers class shall be two seconds longer than the gamble time for the Standard Division. The maximum course time shall remain the same as the Standard Division.

### **3.3.3 - Junior Handlers Division**

The Junior Handler Division is open to any dog that is being handled by a junior handler who is 17 years of age or younger. Dogs entered in the Junior Handlers Divisions classes may jump at the dog's standard jump height or 4" lower. Standard course times for dogs entered in the Junior Division of the Regular Agility and Jumpers classes shall be 10% greater than the SCT for the Standard Division. The gamble time in the Junior Gamblers class shall be two seconds longer than the gamble time for the Standard Division. The maximum course time shall remain the same as the Standard Division.

#### **3.2.3.1 Junior Handler Division – optional class categories**

The host club may choose to divide the Junior Handler classes into two different groups, youths aged 12 and under and youths 13-17 years. Clubs may choose to divide the Junior Handler classes into A/B categories instead of dividing by ages, if they choose.

## **CHAPTER 4 – REGULAR CLASS**

### **Section 4.1 Regular Class Description**

The purpose of the Regular Agility Class is to demonstrate the handler and dog's ability to perform all of the Agility obstacles.

- At the *Novice Level*, the main goal is to test the dog's ability to perform the obstacles safely. The dog is asked to execute the obstacles at a moderate rate of speed. Any dog which performs an obstacle in an unsafe manner should not be awarded a qualifying round.
- At the *Open Level* the goal is to test the handler and dog's ability to perform the obstacles at a faster rate of speed, while performing the obstacles with more directional and distance control and exhibit obstacle discrimination. 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.

### **Section 4.2 Qualification Requirements**

For a round in the Regular class to be recognized as a qualifying round, the dog must complete the round with five (5) or less faults. This applies to all levels within the Standard Division, the Veterans Division and the Junior Handler Division.

### **Section 4.3 Obstacle Requirements**

The minimum and maximum obstacles allowed for any Regular course is as follows:

Novice: 14 – 16; Open: 16 – 18; Elite: 18 - 20

Individual obstacles may be taken more than once, but the total number of obstacles taken shall not exceed the maximum number of obstacles to be used for any given level.

Required obstacles for Regular class courses are as follows:

- Contact Obstacles - A-Frame, Teeter, Dogwalk,
- Jumps (winged or wingless)
- Weave poles
- Open tunnel(s).

Each contact obstacle must be performed at least once. There shall not be more than four total contact performances required per course. There must be at least one open tunnel performance with no more than three total per course. Jumps may be used as needed. The number of weave poles required is determined by the level. Closed tunnels and Tires are optional. If used, Closed tunnels shall only be used once per course.

### **Section 4.4 Course Design**

The course design for the Regular Agility class shall have an inviting opening sequence using two (2) to four (4) obstacles. There should be a good balance between course segments requiring control versus course segments requiring speed. The course should have a good flow throughout its entirety. All courses should have segments which encourage the handler to work the dog from both sides of the handler. The closing sequence should consist of two to three obstacles which should highlight a fast, successful finish. For safety reasons, the Start and Finish obstacles must be different obstacles with a specific minimum distance between them (see below); 50' or more at all levels being preferred. This will allow ample room for one dog to set up to run while the other dog completes the course. *Effective 06/01/10*

The Regular courses must follow the following guidelines:

- The distance between obstacles should be an average of 21 feet with the minimum distance between two obstacles being no less than 18 feet.
- There should be no 90 degree turns on the course without a minimum distance (shortest path) of 20 feet between the obstacles.
- All double bar jumps shall have top bars at the same height and have straight on approaches. A double bar hurdle shall never follow a closed tunnel. There must be a minimum spacing of 21 feet from the next obstacle on the approach and landing side of the double bar jumps.
- There shall be a clear handler path available on both sides of each piece of equipment.
- Considerations for safety shall be assessed for all size dogs.

The judge should use courses which require a minimum of movement from the judge. The judge should be able to reasonably get to all judging positions without needing to run or interfere with the dog or handler.

#### **4.4.1 Novice Level Course Design**

At the Novice level the goal is to test the dog's ability to perform the obstacles safely. The dog shall be asked to execute the obstacles at a moderate rate of speed. Any dog which performs any obstacle in an unsafe manner should not be awarded a qualifying round. The course for the Novice level should also follow these guidelines:

- The course shall consist of 14-16 obstacles.
- The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 40'-50'; preferably 50' or more.
- The line of weave poles used shall consist of 5-6 poles.
- It is recommended, but not required, that any segments of the course which encourage a change of handling sides shall take place in a tunnel or while executing the A-frame.
- There shall be no turns out of the closed tunnel and the next obstacle shall be no closer than 20 feet from the exit of the closed tunnel.
- The tire jump shall have a straight on approach.
- The course design should encourage a beginning level of obstacle discrimination. The obstacles used for obstacle discrimination shall not be closer than four feet to each other if a tunnel is used under a contact obstacle.

#### **4.4.2 Open Level Course Design**

At the Open Level, the goal is to test the handler's and dog's ability to perform the obstacles at a faster rate of speed, while performing the obstacles with more directional and distance control and exhibit obstacle discrimination. The course design should encourage handlers to work the dog from both sides comfortably. The course for the Open Level shall also follow these guidelines.

- The course shall consist of 16-18 obstacles.
- The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30-40'; preferably 50' or more.
- There shall be 10-12 weave poles on the course, which could be comprised of one long set of 10-12 poles or two short sets of 5-6 poles.
- The tire jump shall always have a safe approach.
- The course shall encourage at least two changes of handling sides that are visible to the dog (such as while the dog is performing a jumping sequence.) The course shall encourage at least three total changes of handling sides.
- There shall be no turns out of the closed tunnel and the next obstacle shall be no closer than 20 feet from the exit of the closed tunnel.
- The course design should encourage an Open level of obstacle discrimination. If a tunnel is used under a contact obstacle for obstacle discrimination, then the edge of the tunnel shall be set 1-2 feet away from the contact obstacle.
- The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- The course could consist of sequences in which the course flow repeats itself for several obstacles before changing direction from the previous sequence to the new course sequence.
- The closing sequence should encourage a brisk exit while still demonstrating good handling control.

#### **4.4.3 Elite Level Course Design**

At the Elite Level more complex handler strategies are tested, with the dog moving at a brisk pace. The dog should work on 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 course for the Elite level shall also follow these guidelines:

- The course shall consist of 18-20 obstacles.
- The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30-40'; preferably 50' or more.
- There shall be a line of weave poles consisting of 10-12 poles. An additional set of 5-6 poles is optional.
- The tire jump shall always have a safe approach.
- There shall be no sharp turns out of the closed tunnel and the next obstacle shall be no closer than 18 feet from the exit of the closed tunnel.
- The course shall encourage at least three changes of handling sides which is visible to the dog (such as while the dog is performing a jumping sequence).
- The course design should encourage a more advanced level of obstacle discrimination. The obstacles used for obstacle discrimination may be side by side if a tunnel is used under a contact obstacle.
- The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- The course could consist of sequences in which the course flow repeats itself for several obstacles before changing direction from the previous sequence to the new course sequence.
- The closing sequence should encourage a brisk exit while still demonstrating good handling control.

### **Section 4.5 Standard Course Time**

The officiating judge shall be responsible for establishing the Standard Course Time (SCT). The judge shall measure the course using a measuring wheel to determine the course distance and then calculate the Standard Course Time (SCT) according to the level of the class, the difficulty of the course and any environmental conditions which may exist. The table below lists the recommended MAXIMUM Yards per Second (YPS) for the different levels and height groups. Any deviation from the following table shall be reported along with the reasons, for the deviation below the recommended Maximum Yards per Second (YPS), in the after-trial Judge's report. At no time may a judge ever ask a dog to exceed the recommended Maximum Yards Per Second (YPS).

<b>Yards Per Second</b>			
	Small	Medium	Large
<b>Novice</b>	2.25	2.5	2.75
<b>Open</b>	2.75	3.0	3.25
<b>Elite</b>	3.25	3.5	3.75

Judges should convert course distance from feet to yards by dividing the number of feet shown on the measuring wheel by three (3). The course yardage (# of feet shown on the measuring wheel divided by 3) should then be divided by the maximum YPS shown in the chart based on the class level and height division. This number should be carried out to the NEAREST 1/100th (i.e., two decimal places or xx.xx) of a second. For example, 34.246 should be used as 34.25 seconds. And 34.243 shall be used as 34.24 seconds. The calculated SCT shall then be recorded on the judge's yardage sheet and handed to the score table. In every case, the arithmetic of the computation of SCT shall be independently checked by the Trial Chair, Trial Secretary, or score-table personnel PRIOR to posting and recording the trial results.

One fault point or part of a point will be assessed for each second or fraction of a second over the SCT. The time shall always be measured in 1/100ths of a second. A judge may establish a maximum course time (approximately 150% of the Standard Course Time (SCT)), after which the dog and handler will be dismissed from the ring.

Course time for exhibitors eliminated for 'Training in the Ring' will be Standard Course Time (SCT). Once an exhibitor has been faulted for Training in the Ring, they have up until the Standard Course Time (SCT) before they are required to leave the ring.

## **CHAPTER 5 – JUMPERS CLASS**

### **Section 5.1 - Class Description**

The goal of the Jumpers class is to demonstrate the ability of the handler and dog to work as a fast-moving, smooth functioning team. This class highlights the natural jumping ability of the dog while testing the handler for effective handling styles while moving at a rapid pace.

The difficulty of the course should be appropriate to the level. The course design shall adhere to the requirements listed below and extra ‘dummy’ jumps may be used.

### **Section 5.2 - Qualification Requirements**

For a round in the Jumpers class to be recognized as a qualifying round, the dog must have a clear round (no course faults and no time faults). All handling faults, obstacle faults and time faults shall be scored in the Jumpers Class the same as they are scored in the Regular Agility Class. See **Chapter 8 – Faults**.

### **Section 5.3 - Obstacle Requirements**

The Jumpers course shall consist of a minimum of 12 different obstacles, of which there can be one double bar hurdle. The minimum and maximum obstacles allowed for any Jumpers course is as follows:

Novice: 14 – 16; Open: 16 – 18; Elite: 18 – 20

The Jumpers course may consist of jumps, a tire jump, open tunnels and a closed tunnel. If a closed tunnel is used, it shall be no used no more than once. A course does not have to utilize the tire jump or any tunnels, therefore consisting only of single jumps and a double bar hurdle, if available.

There shall not be more than three total tunnel (open or closed) performances per course for Open and Novice levels, and not more than two total tunnel (open or closed) performances for Elite level.

### **Section 5.4 - Course Design**

#### **5.4.1 General Guidelines**

There should be a good balance between course segments requiring control versus course segments requiring speed. The course should have a good flow throughout its entirety. All courses should have segments which encourage the handler to work the dog from both sides of the handler. For safety reasons, the Start and Finish obstacles must be different obstacles with a specific minimum distance between them (see below); 50’ or more at all levels being preferred. This will allow ample room for one dog to set up to run while the other dog completes the course. *Effective 06/01/10*

The following are guidelines for all Jumpers courses.

- The distance between obstacles should be an average of 21 feet with the minimum distance between two obstacles being no less than 18 feet.
- The course design for the Jumpers class shall have an inviting opening sequence using two (2) to four (4) obstacles.
- The closing sequence should consist of two to three obstacles which should highlight a fast, successful finish.
- There should be no 90 degree turns on the course without a minimum distance (shortest path) of 20 feet between the obstacles.
- If used, the double bar jump shall have top bars at the same height and have straight on approaches. A double bar hurdle shall never follow a closed tunnel. There must be a minimum spacing of 21 feet from the next obstacle on the approach and landing side of the double bar jumps.
- The tire jump shall have a straight on approach in Novice Jumpers and a safe approach in Open an Elite Jumpers.
- There shall be no turns out of the closed tunnel and the next obstacle shall be no closer than 20 feet from the exit of the closed tunnel.
- Considerations for safety shall be assessed for all size dogs.
- There shall be a clear handler path available on both sides of each obstacle.

#### **5.4.2 Novice Level Course Design**

At the Novice level the goal is to test the dog’s ability to perform the obstacles safely. The dog shall be asked to execute the obstacles at a moderate rate of speed. Any dog which performs any obstacle in an unsafe manner should not be awarded a qualifying round. The course for the Novice level should also follow these guidelines:

- The course shall consist of 14-16 obstacles.
- The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 40’-50’; preferably 50’ or more.
- It is recommended, but not required, that any segments of the course which encourage a change of handling sides shall take place in a tunnel.

#### **5.4.3 Open Level Course Design**

At the Open Level, the goal is to test the handler's and dog's ability to perform the obstacles at a faster rate of speed, while performing the obstacles with more directional and distance control and exhibit obstacle discrimination. The course design should encourage handlers to work the dog from both sides comfortably. The course for the Open Level shall also follow these guidelines.

- The course shall consist of 16-18 obstacles.
- The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30-40'; preferably 50' or more.
- The course shall encourage at least two changes of handling sides that are visible to the dog. The course shall encourage at least three total changes of handling sides.
- The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- The closing sequence should encourage a brisk exit while still demonstrating good handling control.

#### **5.4.4 Elite Level Course Design**

At the Elite Level more complex handler strategies are tested, with the dog moving at a brisk pace. The dog should work on 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 course for the Elite level shall also follow these guidelines:

- The course shall consist of 18-20 obstacles.
- The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30-40'; preferably 50' or more.
- The course shall encourage at least three changes of handling sides which is visible to the dog
- The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- The course could consist of sequences in which the course flow repeats itself for several obstacles before changing direction from the previous sequence to the new course sequence.
- The closing sequence should encourage a brisk exit while still demonstrating good handling control.

#### **Section 5.5 - Standard Course Time**

The officiating judge shall be responsible for establishing the Standard Course Time (SCT) for the Jumpers class. Standard Course Time (SCT) for Jumpers will be computed in accordance with **Section 4.1.2** using the following table of MAXIMUM Yards per Second (YPS).

**Jumpers Class - Yards Per Second**

	Small	Medium	Large
Novice	2.50	2.75	3.0
Open	3.25	3.5	3.75
Elite	4.0	4.25	4.5

One fault point or part of a point will be assessed for each second or fraction of a second over the SCT. The time shall always be measured in 1/100ths of a second. A judge may establish a maximum course time (approximately 150% of the Standard Course Time (SCT)), after which the dog and handler will be dismissed from the ring. Course time for exhibitors eliminated for 'Training in the Ring' will be Standard Course Time (SCT). Once an exhibitor has been faulted for Training in the Ring, they will have up until the Standard Course Time before they are required to leave the ring.

## CHAPTER 6 – GAMBLERS CLASS

### Section 6.1 - Class Description

The goal of the Gamblers Class is to test the course handling strategies of the handler and to test the distance control and directional control of the dog. The dog's ability to differentiate between obstacles may also be tested. The gamblers class has two distinct parts. The first part is a handler's strategy test in which the handler must maneuver the dog amongst the obstacles in any order that they choose to execute them. The dog earns points for each obstacle performed correctly. The handler must guide the dog through their course in an attempt to accumulate enough points for a qualifying round. Each obstacle may be performed two times for points. After the point accumulation segment, the dog must then work independently from the handler through a series of obstacles. During this time, the handler must be confined to a specific area while the dog follows commands from the handler to work their way through a defined obstacle course which has been designed by the judge. The dog will receive points for each obstacle correctly executed in the order set by the judge. If the dog earned enough points during the point accumulation time, then proceeded to earn enough points as needed during the gamble time and within the time allotted by the judge, then the dog will be awarded a qualifying score.

During the performance of the closing gamble sequence, the handler must stay behind the gamble line, however the dog is not required to do so. If the dog crosses the gamble line and/or is redirected by the handler the gamble will not end, as long as the **handler** does not touch or cross the gamble line and time has not expired.

During the point accumulation period, the obstacles comprising the 'gamble sequence' may NOT be performed in order. During the point accumulation period, the gamble obstacles may be performed individually, out of sequence or in reverse order. Any gamble obstacles performed correctly, but in succession (i.e., 1-2, 2-3, 3-4), will be awarded their point value in the opening period, but the gamble will be negated and the run will be non-qualifying. The point at which the gamble obstacles were performed in sequence is where the gamble point accumulation will end. For example, during the opening point accumulation period, a dog performs gamble obstacles 2 and 3 in order. If the obstacles were performed correctly, the judge would award the point value for these obstacles in the opening period. Once the whistle/horn sounds to indicate the start of the gamble, the dog would only receive points if obstacles 1 and 2 were performed correctly. At that point, no more points would be awarded.

Jumps will not be reset during gamblers. If a jump in the required 'gamble sequence' is used in the opening point accumulation period and the bar is displaced, the gamble sequence will end at that obstacle and no more gamble points will be awarded.

### Section 6.2 - Scoring and Qualification Requirements *Effective 08/01/10*

The class will be placed by total points accumulated (i.e. the dog earning the most total points will win the class regardless of if the run is a qualifying score). For a run to meet the requirements for a qualifying score the dog must: (A) during the initial point accumulation time earn at least the minimum number of points as required from Table I and then (B) earn at least 20 points during the gamble time allowed.

**Table I**

Minimum number of points needed during the point accumulation period.

NOVICE	OPEN	ELITE
15	18	21

At the end of the first thirty (30) second point accumulation period, a whistle or horn will sound, indicating that the gamble time has begun. At this time the handler must maneuver their dog into the gamble area to prepare to perform the gamble. The gamble will begin when the dog performs the first obstacle of the gamble correctly. The dog must then perform the gamble obstacles in the exact order as described by the judge's course design.

The dog will receive points for each obstacle performed correctly in the right order in the gamble sequence. Any break in the course design as set by the judge will end the point accumulation time for the gamble. Any obstacles completed after the 30 second point accumulation period, but prior to the first gamble obstacle will not have points awarded. *Effective 06/01/10*

Once a gamble sequence has been broken, then the judge shall say "gamble ended" or "Thank you" or repeat/confirm the point values in the closing sequence for the scribe and the handler shall not make any further attempts at any of the gamble obstacles; instead they shall go immediately to the finish markers to stop the clock.

The points earned for the gamble obstacles shall be as follows:

<b>First obstacle in the gamble</b>	<b>2</b>
<b>Second obstacle in the gamble</b>	<b>4</b>
<b>Third obstacle in the gamble</b>	<b>6</b>
<b>Fourth obstacle in the gamble</b>	<b>8</b>
<b>Fifth obstacle in the gamble</b>	<b>10 (if used)</b>

**Any other obstacles offered for 'extra bonus points' will increase by 2 points more than the previous obstacle in the sequence. The judge shall not add in any extra time for bonus obstacles. The gamble time shall be calculated for the first four obstacles only.**

For example, if one dog were to only do the first obstacle in the gamble sequence, they would earn 2 points, if another dog were to correctly do the first three obstacles in the gamble sequence, they would earn 12 points (2+4+6=12). If another dog were to do the first four obstacles in the gamble sequence they would earn 20 points, which would qualify them for the gamblers class, if that dog also earned at least the minimum number of points required for the level during the initial point accumulation period.

### **Section 6.3 - Obstacle Requirements**

The gamblers course shall consist of a minimum of 14 different obstacles, of which there shall be no more than four 5-point obstacles (if all three contact obstacles and a long set of weaves are being used), five 3-point obstacles and the remainder to consist of one point obstacles. The maximum number of different obstacles on a course shall be 20. The point value of the obstacles shall follow the guidelines as set forth in Table I, below.

#### **6.3.1 Course Obstacles During Initial Point Accumulation Time**

The point value for the obstacles during the initial point accumulation time shall be as follows:

**Table I**

Jumps	1 point
Tire Jump/Tunnels	3 points
5-6 Weave Poles	3 points
A-Frame, Dog Walk, Teeter-Totter	5 points
10-12 Weave Poles	5 points

The following lists the **minimum** of each type of obstacle on any course:

**Table II**

A Frame	1	Weave Pole Lines-Short (5-6)*	1-3
Teeter	1	Jumps	7
Dog Walk	1	Weave Pole Lines-Long (10-12)	(optional)
Tunnels	2	Tire Jump (optional)	1

\* Note: at least one set of weaves is required on each gamblers course. A long set may be used for Open and Elite but a short set must be used for Novice. *Effective 08/01/10*

#### **6.3.2 Course Obstacles allowed in the ‘Gamble’ Sequence**

The following list indicates the gamble obstacles which are acceptable for the different levels:

Novice – Jumps, Tunnels, A-Frame

Open - Jumps, Tunnels, A-Frame, Teeter-Totter, short set of Weave Poles (5-6)

Elite - Jumps, Tunnels, A-Frame, Teeter-Totter, short or long set of weave poles (5-12)

### **Section 6.4 - Course Design Requirements**

The following table lists the minimum distance the obstacle to be performed shall be from the handler at each competitive level for a successful gamble. The first obstacle which starts the gamble might also serve as a boundary line for the handler; therefore it would not have to be the minimum distance from the handler. The judge need not require the handler to remain in a stationary position on the course during the gamble, only to require that the handler stay the minimum distance from each obstacle during the gamble. As with all ASCA course design philosophy, there should be a smooth flow from one obstacle to the next of the gamble sequence. The judge is solely responsible for setting the course time for the gamble. A judge may design a gamble which could include a distance control test, a directional control test, and/or an obstacle discrimination test.

**Table II**

Level & Number (#) of gamble ‘tests’ allowed & Distance from handler

Novice (1-2)	Open (2)	Elite (2-3)
10’	15’	20’

\*Novice competitors **will** be asked to perform one (1) and **may** be asked to perform two (2) of the three tests.

\*Open competitors will be asked to perform two (2) of the tests.

\*Elite competitors will be asked to perform two (2) of the tests and may be asked to perform a combination of all three (3) tests. *Effective 08/01/10*

If the dog is performing an obstacle discrimination test or directional test the dog should be at a minimum distance from the handler.

#### **6.4.1 Distance Control Test Requirements**

A distance control test means that the dog will perform a sequence of gamble obstacles with all of the obstacles being no closer than the minimum distance listed. The gamble may start with one obstacle which determines the start of the handler line. In this case the first obstacle would not have to be the minimum distance away.

#### 6.4.2 Directional Control Test Requirements

A directional control test means that the dog must change direction during the execution of the gamble on a command from the handler.

#### 6.4.3 Obstacle Discrimination Test Requirements

The obstacle discrimination test shall require the dog to discriminate between two obstacles upon direction from the handler. The obstacle discrimination test should not require that the dog be farther away than the minimum distance for their level of competition. At the Novice Level, the two obstacles for the discrimination should be no closer than eight (8) feet to each other, unless one of the obstacles is a contact obstacle. At the Open Level the two obstacles should be no closer than six (6) feet to each other, unless one of the obstacles is a contact obstacle and at the Elite level the two obstacles should be no closer than four (4) feet to each other, unless one of the obstacles is a contact obstacle. In the case that one of the obstacles used for obstacle discrimination is a contact obstacle, then the minimum distance between the two obstacles shall be one-half (1/2) the distance. In other words, if a contact obstacle is used, the minimum Novice level distance would be four (4) feet, the minimum Open level distance would be three (3) feet and the minimum Elite Level distance would be two (2) feet. Although some or all contact obstacles are not allowed as an obstacle to be executed at the different levels, they may be used as an obstacle in an obstacle discrimination test. The judge must always keep in mind that safety is of the utmost importance at all levels and should design gambles with that thought in mind.

### Section 6.5 - Course Time

#### 6.5.1 Opening Sequence Course Time

The time given for the point accumulation period shall be thirty (30) seconds for all dogs.

#### 6.5.2 Course Time for the 'Gamble'

The judge shall be responsible for establishing the time allotted for the 'Gamble'. The 'Gamble' is composed of four obstacles. These four obstacles make up three sequences: 1-2, 2-3, 3-4. Each "sequence" is the transition from obstacle to the next. When calculating the gamble, a judge will start with a "base" time. Seconds will be added to or subtracted from the base time, taking the three sequences in the gamble into consideration.

**Gamble Base Times**

	Large	Large Vet/Jr	Med	Med Vet/Jr	Small	Small Vet/Jr
Elite	14	16	15	17	16	18
Open	15	17	16	18	17	19
Novice	16	18	17	19	18	20

#### **Modifying the Gamble Base Time:**

Add 1 second for each "challenging sequence"

Subtract 1 second for each "simple sequence"

Do nothing for a "normal sequence"

Add 1 second for A-Frame, teeter or short weaves

Add 2 seconds for long weaves

An example of a simple sequence would be two jumps in a straight line. For that kind of sequence, the judge would subtract 1 second. Anytime the sequence is logical or follows the path that the dog is already taking, it should be considered a simple sequence.

Anytime where the dog must change direction, or shorten his stride (collection) a judge would add a second. Based on the class level, a serpentine of four jumps may be considered a challenging sequence and a judge may add one or two seconds. The judge will determine the ease or difficulty of the sequence and add times accordingly. An arc of four jumps would be considered three simple sequences and a judge would subtract three seconds.

No Gamble Time shall ever be 3 seconds less or 3 seconds more than the base Gamble Time for each level.

## CHAPTER 7 – OTHER CLASSES

### Section 7.1 - Non-Regular

Host clubs may offer any 'non-regular' classes they choose. The club may set guidelines for those classes as to entry requirements and goals for those classes, as long as those goals do not conflict with the general philosophies of ASCA.

### Section 7.2 - Pre-Novice

Host clubs may offer Pre-Novice classes for dogs over the age of 12 months. Dogs entered in the pre-novice class must jump at least 4" lower than what their regular jump height is and the **teeter-totter and weave poles may not be used**. Other obstacles may be omitted at the discretion of the host club. Pre-novice courses are not required to be judged by the judge of record and course review is not required.

### Section 7.3 - For Exhibition Only

Host clubs may accept "For Exhibition Only" (FEO) entries, if they choose. Dogs entered "For Exhibition Only" may jump at a lower height than their regular jump height and must be clearly marked as 'FEO' in the catalog. FEO runs shall be included along with the Regular, Jumpers and Gamblers runs to calculate the 'Event Membership Dues'. See section 2.6.5.3 and section 2.6.7.

FEO entries may be accepted for dogs owned by the judge or any member of the judge's household. It is at the discretion of the host club as to whether or not FEO entries can be accepted.

FEO entries may not compete for any prizes or awards (including any 'series', 'year-end', High in Trial, or merit awards).

## CHAPTER 8 – FAULTS

### Section 8.1 - Handling Faults

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. Any commands not given in a spirit of good sportsmanship shall be faulted. The judge shall assess the faults to be equivalent to the degree of the offense, from a five (5) fault penalty to elimination. Displays of anger, foul language or excessive harshness shall always be faulted. Any handler eliminated from the ring for poor sportsmanship shall be excused from the remainder of the trial and a written report shall be sent to the ASCA Business Office. If the judge feels any handler has treated a dog in an inhumane manner, the handler shall be removed from the Agility grounds and a report shall be submitted to the ASCA Business Office.

**Dogs shall be assessed five (5) faults for assistance** per occurrence in the Regular and Jumpers Classes. For the Gamblers class, 'points' for an obstacle will not be awarded for the 'faulted' obstacle.

Faults shall include, although not limited to, the following:

- Delay of Start- If, in the judge's opinion, there is an excessive delay in starting a run after being given the signal to begin OR if there is an excessive delay in entering the ring, the judge may assess a Delay of Start fault. (Note: For gamblers class, 5 points will be deducted from the dog's opening point total.)
- Handler touching the dog while on course.
- Handler touching an obstacle while on course.
- Handler conspicuously leading the dog through the course by appearing to have food as a lure the dog.
- Handler physically assisting the dog at the start line. The dog must be free to cross the start line on his own. If the handler pushes or shoves the dog forward to assist the start, it shall be faulted.
- Spectators influencing the dog's performance. Dogs shall be faulted if the handler loses their direction and is assisted back on course by the spectators. Judges may also fault the dog's performance if they believe the crowd artificially stimulated the dog in an effort to improve the dog's course run. However, cheering will not be faulted if it is done in a sportsmanlike manner for all participants.
- Handler intentionally blocking the judges' view.
- Handler physically body blocking the dog so as to remove any choice for the dog to perform an obstacle on command, but instead forcing a particular path for the dog.

Dogs shall be **eliminated** for the following occurrences:

- Aggression on the course towards any person or dog. See Section 1.5
- Fouling the course area before, during or after their run.
- Leaving the course area.
- 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 that the judge feels that the dog is not trained to a level to perform the obstacles in a safe manner, thereby endangering the dog, the handler or any other person or dog at the event.
- Exiting the ring NOT on leash and NOT under the handler's control.
- Exceeding the maximum course time.

- Training in the ring, during their run. However, the dog and handler will not be excused for training in the ring, provided that no harsh words or measures are employed by the handler. Gentle training in the ring is encouraged, in the interest of safety and motivation, if done within the Standard Course Time (SCT) for that class. Exhibitor will be asked to leave the ring once Standard Course Time has been reached.
- Running with a collar. Judges shall eliminate a dog for running with a collar. The judge should instruct the handler to exit the ring immediately or that they may remove the collar and continue the run up to the time limits indicated for training in the ring (Standard Course Time).
- Food, treats or toys being used or brought within 10 feet or into the agility trial arena.

## **Section 8.2 - Obstacle Faults**

Dogs shall be **assessed faults** for the following occurrences in the Regular and Jumpers Classes. In Gamblers, no 'points' will be awarded for obstacles not performed correctly.

### **• Running the Wrong Course - 10 faults (Regular Agility and Jumpers Classes)**

The dog is faulted for running the wrong course when it commits itself to an obstacle that is out of sequence or is in the wrong direction as defined by the course design. A dog is committed to an obstacle when all four (4) paws have touched, crossed over, under or through an obstacle that is out of sequence. The dog is faulted for running a wrong course if it commits to an obstacle in the incorrect direction as determined by the course design. (For example: If a dog entered the correct end of an open tunnel, backed out, then re-entered and completed it correctly, no faults would be assessed. If the dog entered the tunnel from the incorrect end with all four (4) paws then ten (10) faults would be assessed for running a wrong course.)

### **• Failure to Complete - 20 faults**

A dog is faulted for a *Failure to Complete* if the dog skips or bypasses any obstacle without reaching the completion point for that obstacle. The completion point for the contact obstacles is having all four (4) paws are on the descent side of the obstacle. If a dog commits to a contact obstacle by having all four (4) paws on the obstacle, then, for any reason, gets off the obstacle before completing the obstacle, it will be assessed a *Failure to Complete*. For non-contact obstacles a dog is assessed a *Failure to Complete* if it runs around the obstacle (or backs out of a tunnel and runs around the tunnel) and continues on course without attempting to complete the obstacle. Any dog assessed a *Failure to Complete* must go on to the next obstacle in the course sequence. Any attempt to retry a contact obstacle is cause for elimination. The judge shall say "Go on" to the exhibitor if the judge assessed a *Failure to Complete*.

### **• Unsafe Performance of an Obstacle - 20 faults**

Any dog which executes an obstacle in any manner which the judge assesses as endangering itself, the handler, or anyone else, shall be faulted for *Unsafe Performance*. This fault can be assessed even if the dog has executed the obstacle correctly under the rest of the guidelines. **All obstacles must be executed in a safe manner.** Examples of an unsafe performance are: (a) a dog leaves the teeter-totter ramp before the ramp touches the ground (fly off of the teeter-totter), (b) crashes through a jump, (c) a sideways approach or exit off the A-Frame. The judge's decision about an *Unsafe Performance of an Obstacle* is final.

### **• Missed Contact Zone - 10 Faults**

A dog is faulted for a *Missed Contact Zone* if the dog does not have any paw or any part of a paw in the contact zone prior to leaving the contact obstacle or makes only incidental contact with the contact zone. It will be determined that the dog has left the obstacle when all four paws lift off the obstacle in an attempt to leave the obstacle. (Example: If the dog were to jump off the A-Frame and land with its front paws in the grass and its rear paws in the contact zone then it would be assessed a ten (10) fault penalty, because the dog's contact with the safety zone would be judged as incidental.)

The following safety zones shall be judged for penalties:

- The **descent** ramp of the A-Frame
- The **descent** ramp of the Dog Walk
- The **descent** ramp of the Teeter-Totter

### **• Weave Poles – Failure to Complete in Continuous Motion - 20 Faults**

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. If the dog misses a weave pole, they must begin again by re-entering the weave poles correctly at the beginning, weaving in a continuous motion to the end of the set of the poles. The dog is awarded a *Failure to Complete* (20 faults) if, after a correct entry, the dog makes a backward motion to enter the next correct opening between two poles and the handler does not restart the dog at the beginning.

**The weave poles must be performed as one continuous unit from beginning to end or a *Failure to Complete* (20 faults) will be assessed.**

### **• Displaced Jump Pole, Bar or Tire - 5 Faults**

A dog is faulted a five (5) fault penalty if it displaces a jump pole, bar or tire on any hurdle obstacle. A judge may also assess a five (5) fault penalty if they feel that a dog made enough contact with a pole, bar or board such that it should have

been displaced. If a dog makes no attempt to jump and displaces the jump poles, bars or tire while passing under or through the jump in an unsafe manner, then the dog will be assessed an *Un-safe Performance of an Obstacle*.

- **Crossing Finish Line before Completing Final Obstacle - 20 Faults**

A dog will be assessed a twenty (20) fault penalty if the dogs skips or bypasses the final obstacle on the course and crosses the finish line. If electronic timers are used and the final jump is the finish line then any dog bypassing the final jump will be assessed twenty (20) faults. If manual timing is used and the start/finish line is set back from the first and last obstacle then the dog may be called back to jump the final jump without being assessed twenty (20) faults IF the dog does NOT cross the finish line before completing the final obstacle.

- **Re-Attempting an Obstacle - Elimination**

If the handler elects to re-attempt an obstacle after earning a *Failure to Complete* penalty (on that obstacle) and/or does not continue on after instructed by the judge, the judge shall eliminate the team (on the basis of training) and they will have standard course time (SCT) to finish the run.

### **Section 8.3 - Time Faults - Regular Agility and Jumpers Classes**

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. The time faults shall always be recorded to the 1/100th of a second.

## CHAPTER 9 – ASCA AGILITY – TITLING REQUIREMENTS

### Section 9.1- Qualification Points

The following points can be awarded and applied towards a title:

- 1) Ten (10) points: A qualifying round without faults in the Regular, Gamblers, or Jumpers classes.
- 2) Five (5) points: A qualifying round with faults (.01 to 5 faults) in the Regular class.

### Section 9.2 Basic Titling Requirements

#### **9.2.1 Regular Class**

In all divisions, certification in the Regular classes will require thirty (30) points.

#### **9.2.2 Gamblers Class**

In all divisions, certification in the Gamblers Classes will require twenty (20) points.

#### **9.2.3 Jumpers Class**

In all divisions, certification in the Jumpers Classes will require twenty (20) points.

### Section 9.3 ASCA Agility Trial Champion (ATCH)

#### **9.3.1 Point Accumulation**

A dog may begin earning points toward their ATCH certificate as soon as they have completed the Elite certification requirements for any class, without first having completed the requirements for all three (3) classes. If a dog has completed the requirements for their Elite Agility Certificate, then any subsequent qualifying rounds would be accumulated towards the requirements for their ATCH. That same dog may not have completed all of the requirements for their Elite Jumpers Certificate or their Elite Gamblers Certificate before accumulating ATCH points for their qualifying rounds in the Regular Class (Elite level).

#### **9.3.2 Requirements**

The ATCH Certificate will be awarded to dogs which have completed **all** of the following requirements:

- 1) Successfully earn a minimum of **two hundred (200) points in the Regular Classes** at the Elite Level in one of the three divisions **after earning** an Elite Agility Certificate.

- a. Ten (10) points: Completion of a Regular class at the Elite level with zero faults (no course faults & no time faults).
- b. Five (5) points: Completion of a Regular Class at the Elite Level with five faults or less.

**AND**

- 2) Successfully earn a minimum of **one hundred (100) points in the Gamblers Classes** at the Elite Level in one of the three divisions **after earning** an Elite Gamblers Certificate.

- a. Ten (10) Points: Completion of a Gambler Class-Elite Level with a qualifying round.

**AND**

- 3) Successfully earn a minimum of **one hundred (100) points in the Jumpers Classes** at the Elite Level in one of the three divisions **after earning** an Elite Jumpers Certificate.

- a. Ten (10) points: Completion of a Jumper Class at the Elite level with zero faults (no course faults & no time faults).

#### **9.3.3 ATCH Title Designation**

Subsequent ATCH titles will be followed by a Roman numeric designation reflecting the number of times that the dog has met the requirements of the ATCH title as outlined below. The points listed are required in each class (**AFTER earning the Elite level title**) for each degree of ATCH:

Title	Regular	Gamblers	Jumpers	Title	Regular	Gamblers	Jumpers
ATCH	200	100	100	ATCH-XI	2200	1100	1100
ATCH-II	400	200	200	ATCH-XII	2400	1200	1200
ATCH-III	600	300	300	ATCH-XIII	2600	1300	1300
ATCH-IV	800	400	400	ATCH-XIV	2800	1400	1400
ATCH-V	1000	500	500	ATCH-XV	3000	1500	1500
ATCH-VI	1200	600	600	ATCH-XVI	3200	1600	1600
ATCH-VII	1400	700	700	ATCH-XVII	3400	1700	1700
ATCH-VIII	1600	800	800	ATCH-XVIII	3600	1800	1800
ATCH-IX	1800	900	900	ATCH-XIX	3800	1900	1900
ATCH-X	2000	1000	1000	ATCH-XX	4000	2000	2000

### Section 9.4 Outstanding Performance Titles

The number of points required for Outstanding Performance titles **after earning the title at that level** (Novice, Open, or Elite) in Regular, Gamblers and Jumpers is as follows:

	Novice	Open	Elite
Regular	100	100	200
Gamblers	50	50	100
Jumpers	50	50	100

### **Section 9.5 Superior Performance Titles**

The number of points required for Superior Performance titles **after earning title at that level** (Novice, Open, or Elite) in Regular, Gamblers and Jumpers is as follows:

	Novice	Open	Elite
Regular	200	200	400
Gamblers	100	100	200
Jumpers	100	100	200

### **Section 9.6 ASCA Agility Title Abbreviations**

#### **9.6.1 Basic Titles**

The following chart lists the basic titles for all classes levels and division:

<b>CLASS</b>	<b>DIVISION</b>	<b>LEVEL</b>	<b>TITLE</b>
<b>Regular</b>	STANDARD	<i>Novice</i>	RS-N
<b>Regular</b>	STANDARD	<i>Open</i>	RS-O
<b>Regular</b>	STANDARD	<i>Elite</i>	RS-E
<b>Regular</b>	VETERANS	<i>Novice</i>	RV-N
<b>Regular</b>	VETERANS	<i>Open</i>	RV-O
<b>Regular</b>	VETERANS	<i>Elite</i>	RV-E
<b>Regular</b>	JUNIOR	<i>Novice</i>	RJ-N
<b>Regular</b>	JUNIOR	<i>Open</i>	RJ-O
<b>Regular</b>	JUNIOR	<i>Elite</i>	RJ-E
<b>Jumpers</b>	STANDARD	<i>Novice</i>	JS-N
<b>Jumpers</b>	STANDARD	<i>Open</i>	JS-O
<b>Jumpers</b>	STANDARD	<i>Elite</i>	JS-E
<b>Jumpers</b>	VETERANS	<i>Novice</i>	JV-N
<b>Jumpers</b>	VETERANS	<i>Open</i>	JV-O
<b>Jumpers</b>	VETERANS	<i>Elite</i>	JV-E
<b>Jumpers</b>	JUNIOR	<i>Novice</i>	JJ-N
<b>Jumpers</b>	JUNIOR	<i>Open</i>	JJ-O
<b>Jumpers</b>	JUNIOR	<i>Elite</i>	JJ-E
<b>Gamblers</b>	STANDARD	<i>Novice</i>	GS-N
<b>Gamblers</b>	STANDARD	<i>Open</i>	GS-O
<b>Gamblers</b>	STANDARD	<i>Elite</i>	GS -E
<b>Gamblers</b>	VETERANS	<i>Novice</i>	GV-N
<b>Gamblers</b>	VETERANS	<i>Open</i>	GV-O
<b>Gamblers</b>	VETERANS	<i>Elite</i>	GV-E
<b>Gamblers</b>	JUNIOR	<i>Novice</i>	GJ- N
<b>Gamblers</b>	JUNIOR	<i>Open</i>	GJ- O
<b>Gamblers</b>	JUNIOR	<i>Elite</i>	GJ- E

#### **9.6.2 Outstanding Performance Titles**

Outstanding Performance titles are symbolized with **OP** after the symbols for the basic titles, e.g. **GS-N-OP** stands for Novice Gamblers Outstanding Performance in Standard Division.

### **9.6.3 Superior Performance Titles**

Superior Performance titles are symbolized with –SP after the symbols for the basic titles, e.g. **GS-N-SP** stands for Novice Gamblers Superior Performance in Standard Division.

## **Section 9.7 Combining Standard Division and Veterans Division qualifying scores/points**

### **9.7.1 Crediting Standard Division points to Veterans Division Novice, Open, Elite titles**

A competitor may combine existing qualifying scores/points earned from an unfinished Standard division title to a Veterans division title. For example, if 10 points have been earned toward the Open Jumpers title in the Standard division these points may be credited toward the Open Jumpers title in the Veterans Division. When the dog earns an additional 10 points in Veterans Open Jumpers, the 'Jumpers Veterans-Open' (JV-O) titling certificate will be awarded. If a dog earns a qualifying score in the Veterans Division and returns to compete in the Standard division, any subsequent titles earned in that class will have the Veterans Division designation.

### **9.7.2 Crediting Standard Division Points to Veterans Division Novice, Open, and Elite Outstanding / Superior Titles**

A competitor may combine existing qualifying scores/points earned in the Standard Division with qualifying scores/points from the Veterans Division towards an Outstanding or Superior title in the Veterans Division. If a dog earns a qualifying score in the Veterans Division and returns to compete in the Standard Division, any titles earned will have the Veterans Division designation.

### **9.7.3 Crediting Standard Division and Veterans Division points towards the ATCH title**

A competitor may combine Standard Division qualifying scores/points with qualifying scores/points earned in the Veterans Division towards an ATCH. Once the Elite title is earned in any one class, any additional points in that class in the Standard Division or Veterans Division may be combined and credited towards the ATCH title.

## **CHAPTER 10 - JUDGES RESPONSIBILITIES AND GUIDELINES**

### **Section 10.1 Eligibility for Being a Judge (see also Appendix C)**

Only judges currently on the ASCA Approved Agility Judges List are eligible to judge ASCA sanctioned Agility trials. Any judge who is not in good standing with ASCA shall be removed from the ASCA Approved Agility Judges list.

### **Section 10.2 Judges Responsibilities**

The judge is the officiator of the Agility Trial. The judge is there to evaluate and educate. The judge shall evaluate the performances of the dogs/handlers. The judge helps to educate the handlers, the spectators, timers, scribe, ring stewards, gate stewards and all others involved with the Agility Trial.

It is the judges' responsibility to give a briefing to the steward who is in charge of measuring the dogs' heights. The judge must also brief the timer, the scribe and all stewards involved with the trial.

The judge is the ambassador of the sport during the event. From the presence of the judge, all involved within that event, including exhibitors, spectators and workers, shall leave that event with understanding about the sport of dog Agility, as given to them by the judge.

Judges must be fair, impartial, confident and friendly. Beginners in the sport should feel at ease and welcomed by the judge, not intimidated. Experienced exhibitors should have no doubt but that the judge is in control by the judge's confident and respectful manner.

Judges should dress in a clean, professional manner and should always conduct themselves in a manner above reproach. Judges are representatives of the sport even when they are no longer judging an event. When judges attend an event as an exhibitor or in another capacity, they should continue to reflect an attitude of professionalism which would be expected from an individual in a position of respect and status.

The smoothness of the running of the trial will greatly depend upon the timeliness and efficiency of the judge and the judge's ability to keep the trial running briskly.

For safety reasons, all dogs must exit the ring on leash and under the handler's control. Gentle tugging on the leash will be allowed while the handler exits the ring as long as the dog is secured by the leash. Under no circumstance will the leash be allowed to be placed so that it is used as a target for the dog after the last obstacle. Failure to comply will result in elimination (E) for the run.

When designing courses, judges should always keep in mind that 'flow' is of the utmost importance in all ASCA classes. This includes Regular Agility classes, Jumpers classes, and Gamblers classes. Judges must remember that both the initial point accumulation period and the gamble sequence period of the Gamblers class should be designed with that philosophy.

As standard practice judges may not judge more than 350 agility runs per day. The host club may schedule up to 450 agility runs per day after consulting with and obtaining concurrence from the judge. Such scheduling should take into consideration the facility, seasonal conditions, worker availability, and number of course builds required to support the increased number of runs. The number of runs per day is determined by dogs entered in the catalog for the Regular, Jumpers, and Gamblers classes, including any FEO entries. The host club and the judge shall negotiate judging of and payment for any non-regular classes.

#### **10.2.1 Judges Code of Ethics**

Judging is a privilege, not a right. The ASCA Agility Judge's conduct must always be impartial, dignified, and becoming to the judge, to the sport of agility, and to ASCA. A judge's actions must be above reproach.

Judges shall be professional in demeanor and arrive neatly and professionally dressed, with due consideration of anticipated weather and ring conditions.

Judges shall refrain from negative comments about individuals, dogs and other judges, except when required in the course of trial administration and disciplinary procedures.

Agility placements shall be awarded strictly on the dog's and handler's performance as a team as described in the ASCA Agility Rules, and in no case shall be based on the identity or reputation of the owner, the handler, the breeder, or the dog's lineage.

The safety of the dog and handler shall be the judge's foremost concern in designing, setting and judging courses.

Judges shall be ever mindful that trials are staffed largely or entirely with unpaid volunteers, and shall treat trial workers, exhibitors and spectators with due courtesy and consideration.

Any judge found to be abusing the privilege of judging for ASCA or violating this Code of Ethics may have such judging privileges revoked or suspended by ASCA.

### **Section 10.3 Judge Restrictions**

Judges may not compete in any classes (class and level) in which they are officiating. However, a judge may compete in a trial in which he is officiating with the following restrictions:

1. The judge must complete judging of all assigned runs for a day prior to competing that particular day. Or a judge must compete in all runs a day prior to judging for that particular day. The judge may not judge runs, take a break to compete and then judge more runs in one day.
2. The judge and/or any dogs owned or handled by the judge shall not be eligible for any High In Trial awards for any days while judging, or any High Combined or weekend awards for the trial they are judging.

### **Section 10.4 - Course Designs**

At all levels, the judge is responsible for setting a course that is appropriate for the level which is to be judged. The main focus at all levels is that of safety, flow and fun. The judge shall design courses that meet the criteria for each level while providing an environment of flow, fun and safety for the dog and handler.

At all levels, the judge shall design or use a course which meets the following criteria:

1. The course shall use the appropriate number of obstacles for the level to be judged.
2. The course shall contain all of the mandatory obstacles for that class. Only in extreme cases which involve external factors such as weather or equipment breakdown, shall the judge be allowed to waver from these guidelines. Only for reasons of safety should the judge change the original format as it was approved for that trial.
3. The judge shall only use obstacles which are approved by the current Rules and Regulations of ASCA.
4. The judge shall not use a course which uses more obstacles than the hosting club has listed on the application to hold a trial.
5. The challenges of the course shall be appropriate to the level of the class.
6. The approach to each of the obstacles should be safe, giving the experience level of the dog within that class level.
7. There shall be adequate space for the start and finish lines with no hazards for the dog or handler.
8. There shall be adequate space on each side of every obstacle for the handler with no obstructions or safety hazards.
9. The judge's path should be such that it does not interfere with the handler's or dog's logical path.
10. The start and finish lines should be easily visible for the timer, with a minimum amount of movement from the timer.
11. The scribe's position should be such that the timing information can be readily transferred from the timer to the scribe's sheet. The position of the timer and scribe should be easy for the runner to get the scribe sheet from the scribe and take the sheet to the scoring table.
12. The judge must be sure that all obstacles are visible to the dog.
13. The distribution of the obstacles should balance the area given for the ring.
14. For safety reasons, the obstacles should not be placed within six feet of the ring perimeter.
15. The course layout shall allow the judge to view the entire course with efficient movement. The contact obstacles shall be laid out so that the judge can view all the down contacts from beside the obstacle or at an angle laterally from the obstacle within 30 feet.

### **Section 10.5 – Course Design Review**

1. All agility courses used in Agility Trials for which ASCA is the sole or primary sanctioning organization must receive an ASCA course review to ensure consistency with the ASCA Agility philosophy of safe, flowing courses with challenges appropriate to the intended levels.
2. Course reviewers shall be experienced, respected agility judges appointed by the Board of Directors upon recommendation of the Agility Committee. They shall serve as unpaid volunteers. At least three course reviewers, plus at least one alternate, should be appointed whenever feasible, at least one each to review courses for trials.
3. Judges, upon appointment, shall be advised by the ASCA business office of the name, address, and email address of a course reviewer having review responsibility for the trial(s) they are judging.
4. Upon the hiring of a judge, host clubs shall electronically provide judges with a detailed list of available equipment to be used for each ring, plus a diagram of each ring to be used, showing ring dimensions, location of gates, nature and uniformity of surface, and locations, nature, and dimensions of any ring obstructions. The host club shall also indicate whether electronic timing equipment is available for use. The equipment lists, ring diagrams and information on electronic timing shall be provided not later than 60 days prior to the first day of the trial. *Effective 08/01/10*
5. Judges must electronically submit their proposed courses, in a compressed/zipped file, together with a copy of the host club's equipment list, ring diagrams, and electronic timing information, for review to the applicable course reviewer not later than 30 days prior to the first day of the trial. Unless otherwise agreed by the course reviewer and judge, course diagrams shall be submitted in either "Course Designer 2000" or "Course Designer 2003" format. *Effective 08/01/10*
6. The course reviewer shall review the proposed courses to ensure they are: (1) Safe; (2) Flowing; (3) Appropriately challenging, considering the class and level for which intended; (4) Consistent with the ASCA Agility Philosophy and these Rules and Regulations (including, but not limited to, Section 7.4 - Course Designs); (5) Consistent with host club's equipment lists (e.g., do not use equipment not listed as available); (6) Consistent with the ring sizes, surfaces, gate locations, and configuration, considering any indicated obstructions; (7) If electronic timing is used, consistent with safe use of

electronic timing (e.g., course to start on jump, open tunnel, or collapsed tunnel, and end on jump or open tunnel). Course reviewers are empowered to direct mandatory course revisions to comply with these criteria, as well as to suggest non-mandatory changes to otherwise improve the challenges, flow, or other aspects of the course or courses. However, course reviewers shall respect the judge's individuality, and not re-design the judge's courses solely on the basis of personal preferences.

7. Course reviewers will electronically return copies of the proposed courses, together with any mandatory and recommended non-mandatory changes to the judge(s) not later than 15 days prior to the first day of the applicable trials. Judges must return a final copy of any required/recommended/mandatory changes made on any course to the course reviewer at least 7 days prior to the trial. This will ensure that the course reviewer will have a complete set of finalized courses to be used at the trial. *Effective 08/01/10*

8. To avoid any appearance of a conflict of interest, course reviewers shall not review courses to be used at trials where they expect to compete. If this situation occurs, the course reviewer shall forward the review package immediately to the alternate course reviewer, or another course reviewer, and so notify the trial judge and the ASCA Business Office.

## CHAPTER 11—AGILITY FINALS

### Section 11.1 Rounds

1. The Agility Finals will be run in conjunction with the ASCA National Specialty each year. Agility Finals will not be held on the same day as any other agility competition.
2. All three divisions, Standard, Veterans and Junior Handler, will run four rounds: one Jumpers, one Gamblers and two Regular. There are no elimination rounds. Dogs that qualify for the finals are eligible to compete in all rounds for their division. A dog may only compete in one division. All rounds for a division will take place on the same day.

### Section 11.2 Eligibility

#### 11.2.1 Eligible dogs

Eligible dogs will be ASCA or LEP registered Australian Shepherds whose owners are 'Full' ASCA members in good standing during the qualifying period for the finals as well as during the finals.

The list of Agility Finals Qualifiers as defined below will be published in the *Aussie Times*. Those finalists will be invited to compete at the Agility Finals.

#### 11.2.2 Divisions

The Agility Finals will consist of three divisions: Veterans, Junior Handlers and Standard. The qualifying rules will be the same for each division, however qualifying points will not transfer between the divisions. The jump heights will be divided as specified in the ASCA Jump Height Table in Chapter 2, Section 2.3 - Jump Height Table.

#### 11.2.3 Point Accumulation

Qualifying in an Elite Standard division class with zero faults gives the dog one point towards the Agility Finals in the Standard Division. Qualifying in an Elite Veterans division class with zero faults gives the dog one point towards the Agility Finals in the Veterans Division. Qualifying in an Elite Junior Handler division class with zero faults gives the dog one point towards the Agility Finals in the Junior Handler Division. The dog does not need to be competing in all Elite level classes before accumulating points towards the finals. 'Finals' point accumulation for a particular class will not begin until the novice and open titles in that class are completed. *Effective 06/01/2010*

The height the dog jumps during the year will not have an impact on the points they accumulate during the year.

#### 11.2.4 Minimum Points

For the Standard and Veterans division, a dog needs 7 points total to be eligible to compete at the Agility Finals. A minimum of 2 points must be from the Elite Jumpers class, 2 points from the Elite Gamblers class and 3 points from the Elite Regular class in the Standard and Veterans divisions respectively during the qualifying period. For the Junior Handler division a dog needs 5 total points to be eligible to compete in the Junior Handler division of the Agility Finals. A minimum of 2 points must be from the Elite Jumpers and 3 points from the Elite Regular from the Junior Handler division during the qualifying period. ~~Points from the Standard division can be transferred to the Junior or Veterans division as described in Chapter 3.2~~ *Effective 06/01/2010*. Eligible points will be those received during the ASCA Agility Finals qualifying period.

#### 11.2.5 Qualifying Period

The ASCA Agility Finals qualifying period will be the twelve month period from June 1st of the previous year to May 31st of the year of the ASCA Agility Finals are held.

#### 11.2.6 Invitations

The top 60 qualifiers from the Standard division will be invited to attend the Standard Finals, the top 30 qualifiers from the Veterans division will be invited to attend the Veterans Finals and the top 30 qualifiers from the Junior Handler division will be invited to attend the Juniors Finals. The qualifiers will be ranked based on points accumulated, with the dog accumulating the most points being ranked as #1, the dog with the second most points being ranked as #2, etc. Dogs will be ranked on the list for each division and will be counted towards the total number of invitees (for each division) whether they have an ATCH or not. Current rankings will appear in the Agility Finals List posted in the *Aussie Times* and on the ASCA website. If there is more than one dog with the same number of points as the 60th qualifier in the Standard division and more than one dog with the same number of points as the 30th qualifier in the Veterans and/or Junior Handler division, then all the dogs with that number of points in the respective divisions will be invited. An additional 10 alternates will be notified of their alternate status, based on their point ranking on the Finals List in each division. *Effective 06/01/2010*  
~~6. There will be 40 qualifiers for the Standard division (plus ATCH dogs), 20 qualifiers for the Veterans division (plus ATCH dogs) and 20 qualifiers for the Juniors division. If there are more than the specified number of dogs meeting the minimum requirements, then the top 40 qualifying Standard division dogs and the top 20 qualifying Veterans and Junior division dogs as ranked by the total number of points accumulated in the qualifying period with the highest number of points ranked first, will be invited to compete at the finals. If there is more than one dog with the same number of points as the 40th qualifier Standard and more than one dog with the same number of points as the 20th qualifier Veterans & Juniors, then all the dogs with that number of points will be invited to the Agility Finals.~~

### **11.2.6 ATCH Dog Invitation**

In addition to the yearly qualifiers, an ATCH dog that is not invited to the Agility Finals based on rankings may request an invitation to compete in the Agility Finals, provided it has fulfilled at least the minimum eligibility requirements (see section 11.2.4). The ATCH dogs attending via an ATCH invitation would compete in the division where the points were acquired during the qualifying year. Owners/handlers of ATCH dogs that have met the minimum requirements, should contact the Business Office to obtain an entry form from or download one from the ASCA website. *Effective 06/01/2010* In addition to the yearly qualifiers, all ATCH dogs get an automatic invitation to compete in of the Agility finals. ATCH dogs can compete in the Standard division, or if they are eligible for the Veterans division, they may compete there if the owner so chooses. ATCH dogs handled by a junior may compete in the Junior Division.

### **11.2.7 Allowances for Bitches in Heat**

Bitches in heat will be allowed to run. They will run at the end of each class. A rug or tarp (to be provided by the host club) will be brought out to the start line and the dog will be placed on the rug or tarp to begin her run. Bitches in heat will also wear panties (to be provided by exhibitor) during their run. Bitches in heat must be crated (not in an ex-pen) prior to and during the competition, except when competing, away from the agility ring at a distance or location to be determined by the host club.

## **Section 11.3 Notification**

Using USPS First Class mail, the Business Office will notify all eligible competitors who have qualified for Finals. The letter will be postmarked no later than July 1st of the Finals year. If a competitor believes he/she is Finals eligible and has not received a notifying letter by July 8th of the Finals year, he/she shall notify the Business Office concerning this potential problem.

Alternates will be notified of their standing as well. The ASCA Business Office will take necessary steps to notify foreign qualifiers. ~~ATCH dogs who did not qualify through earning points but would like to attend, by virtue of the automatic invitation for ATCH dogs, must notify the ASCA Business Office as described in item 2 below~~

## **Section 11.4 Verification**

All eligible contestants (including ATCH dogs requesting an invitation) must verify that they will be competing at the Agility Finals by filling out an official entry form and sending it and the entry fees to the ASCA Business Office. The verification must be clearly postmarked by July 15th of the Finals Year. It is the responsibility of all eligible contestants to be able to provide proof of mailing in the event an entry form and fees are not received by the Business Office. Finals entry forms and fees will be forwarded to the host club by the Business Office by the close of Nationals entries. *Effective 06/01/2010*

If an eligible contestant fails to send in an entry, the next alternate who has stated his/her intent to attend will be notified by the Business Office. Alternates must verify their intent to compete at the National Finals by filling out an official entry blank and sending it to the Business Office postmarked no later than July 15 of the Finals year. Alternates will submit the non-refundable entry fee when the Business Office notifies them that they have filled a Finals entry vacancy. Alternates become eligible when a qualifier fails to verify his/her intent to attend the Finals by the due date *Effective 06/01/2010*.

## **Section 11.5 Fees**

The entry fee charged for the Agility Finals will be \$80 for all divisions. No entry fees will be refunded. Dogs will be not be allowed to enter a portion of the rounds. If they enter the Finals, they must enter all rounds available for their division. Entry fees will be used to cover any expenses that the host organization may incur while putting on the Agility Finals as well as for awards. The host club will submit their expenses to the ASCA Board of Directors.

The ASCA Business Office will keep an accounting of all monies received for the Finals fund and is responsible for informing the Host club(s) of the Finals, the Board of Directors, and the ASCA Agility Committee as to the amount received by August 1st of the competition year.

Host Club shall submit a proposed budget to the Board of Directors and the ASCA Agility Committee at least six months prior to the Finals.

## **Section 11.6 Awards**

### **11.6.1 General Information**

All of the monies received from the finals entries minus the expenses to the host club(s) for hosting the Agility finals and all monies donated will be used for prizes for the Agility Finals only. Any unused monies will revert to the Agility Finals Fund.

The Host Club is responsible for procuring rosettes and awards for the Agility Finals.

Presentation of the overall awards for each division shall be done in a manner to showcase the event. The individual round placements may be awarded at a time and location deemed appropriate by the host club (for instance, following each round.)

### **11.6.1 Individual Rounds**

Each round of Regular, Jumpers and Gamblers Agility will be placed one (1) through ten (10) for each division. Rosettes will be awarded for each placement in each division. [Note: All jump heights will be grouped together for placements within each division, as specified in Section 6, item 2 of this Chapter - see Sample Ribbon Order chart at the end of this chapter.] All rosettes will have the date and location of the Agility Finals, placement, name of the class (i.e., Jumpers) and ASCA Agility Finals printed on them. First place will be blue, second place red, third place yellow, fourth place white, fifth place pink, sixth place green, seventh place purple, eighth place brown, ninth place teal and tenth place maroon. A special award will be given to the winner of each class.

### **11.6.2 Overall Placements**

The first placing overall dog in each division (Standard, Veterans and Junior) shall receive a rosette with blue in it that states the date, location, placement and ASCA <division> Agility Finals Champion, e.g. 2002 ASCA Junior Agility Finals Champion. This rosette shall have a side streamer with the dog's full registered name and titles printed on it. A special award will be given to the first placing overall dog in each division.

The second through tenth overall dogs in each division shall receive rosettes. Second through tenth place rosettes shall have the date, location, placement, 'Overall', and ASCA <division> Agility Finals. For example, 2002 ASCA Junior Agility Finals Overall Second Place. Second place will be red, third place yellow, fourth place white, fifth place pink, sixth place green, seventh place purple, eighth place brown, ninth place teal and tenth place maroon. These rosettes shall have a side streamer with the dog's full registered name with titles printed on it.

### **11.6.3 Participation Ribbons**

All dogs not placing in the overall top ten in each division will receive a participation rosette printed with the date and location of the Agility Finals, name of the host club and 'Agility Finalist' printed on them. All these rosettes shall have a side streamer with the dog's full registered name with titles printed on it.

## **Section 11.7 Judging and Scoring**

### **11.7.1 Judge**

One judge will be used to judge all four rounds of each division of the agility finals. This judge may be the same judge that judges the Agility Nationals Trial. The courses for the finals shall not be the same as the ones used for the National Trial.

### **11.7.2 Divisions**

Each division (Standard, Veterans and Junior Handler) will be scored separately. All dogs within each division will be grouped together for placements, regardless of jump height. There will be four rounds used to determine each division champion: 1 Jumpers, 1 Gamblers and 2 Regular.

### **11.7.3 Jump Height**

Dogs entered in the Veterans will jump at their appropriate jump height in Regular, Jumpers and Gamblers, which will be one height lower than their standard division jump height would be.

Dogs entered in the Junior Handler division will have the option of running at the dog's standard jump height or taking the 4" height deduction.

All dogs entered in the Standard Agility division will jump their Standard division jump height.

### **11.7.4 Standard Course Time (Regular and Jumpers)**

There will be a Standard Course Time set by the judge for each division for the two Regular and Jumpers classes. For the Regular and Jumpers classes all Standard Division dogs, regardless of jump height will use the Large Dog Standard Course Time. For the Regular and Jumpers classes the Veterans and Junior Handler Division dogs, regardless of height will use the Large Dog Veterans or Junior Handler Course Time (respectively).

### **11.7.5 Gambler Class – Opening and Gamble Time**

For the Gamblers class, all dogs, regardless of jump height or division, will have 30 seconds for their opening sequence time. The closing sequence "gamble" time will be determined by the judge. Standard Division dogs will use Standard Division large dog gamble time and all Veterans and Junior Handler Division dogs will use Veterans/Junior Handler Division Large Dog gamble time.

### **11.7.6 Faults**

Faults will be assessed in accordance with the current ASCA program rules for agility.

### **11.7.7 Determination of Agility Champions**

Each faultless qualifying run in Regular, Gamblers and Jumpers will be given seven (7) "Q" points. Each faulted (.01 to 5 faults) qualifying run in Regular agility will be given one-half the value of the "Q" points, or 3.5 "Q" points.

Dogs in each division will be ranked by the most "Q" points, then if necessary, by the following ranking procedures:

1. First, sort by the number of "Q" points (a faulted Regular Agility "Q" counts one-half).

2. Then, sort by each dog's total of the number of dogs beaten. (Placement points)  
For example, if twenty dogs are entered in a class such as Jumpers, the first place dog would receive 19 placement points (in other words, beat 19 dogs), the second place dog would receive 18 placement points, the third place dog would receive 17 placement points, etc. Dogs that are eliminated or are scratched receive zero placement points, but still count as dogs defeated.
3. Then, sort by the most points in Gamblers.
4. Then, sort by Jumpers. First rank the dogs by considering whether the dog qualified and then by the dog's run time.

### **11.7.8 Run Order**

The Jumpers class will run first, followed by the Gamblers class and then by the two Regular classes.

In each class, all Standard dogs run first, then Veterans, then Junior Handlers.

Jumpers will be run according to random draw within each division, drawing first for the order of jump heights, and then for the order of dogs within each height. Each subsequent class will be run in reverse order of placement based on cumulative scores within each division. In the event that two dogs are tied for placements, the dogs will run in alphabetical order of call name. Bitches in heat will run last in each class. Handlers with multiple dogs may request to move a dog in the run order so as to give the handler more time to adequately prepare to run the other dog. The dogs may be separated by moving the dog that is to run first (with a lower cumulative score) in the round up in the run order to allow a gap of 3 – 10 dogs in between the multiple dogs. The handler must notify the score table and the gate steward as soon as the sorted run order is posted. Once the round has started, no changes may be made.

### **11.7.9 Scores**

Scores will be posted when they are available. It is required that two different people NOT entered in the finals check the computation of the scores before they are posted.

Qualifying scores will not be applied towards ASCA certifications, the Agility Merit program or the Agility Finals program.

## **Section 11.8 Selection of Finals Judges**

Once the host club, location and dates for the finals have been determined, the Host Club will select judges from the current list of ASCA approved agility judges. Judges shall be in good standing with ASCA.

## **Section 11.9 Agility Finals Workers**

### **11.9.1 Required Workers**

The normal amount of people to run a one ring trial will be needed for the finals. At a minimum the host club will need to fill the following positions:

- 2 Timers
- 1 Scribe
- 1 Gate Steward
- 1 Score Runner
- 3 Jump Setters
- 1 Chute Setter
- 1 Scorer (score table)
- Ribbon preparers (can be the same people as above)
- 4 Course Builders (can be the same people as above)

### **11.9.2 Worker Restriction**

The timer and scribe can not be a family member or a member of the household of any of the Finals competitors. Nor can they be an owner of any dog competing in the finals.

### **11.9.3 Timers**

Both timers will time each round. One timer will be designated as the primary timer and the other the backup. The primary timer's time will be used for all dogs unless the stop watch malfunctions. In the event of a malfunction, the backup timer's time will be used. In the event that both stopwatches malfunction, then the dog will be required to rerun and their previous run will not count. Timers must time the entire round (i.e. the entire Jumpers class).

## **Section 11.10 Photographs of Finals Champions**

The host club is responsible for photographing the three finals champions (Standard, Veterans and Junior). The photographs will be clearly marked with the dog's registered name, owner name, breeder, sire and dam. The photographs MUST be submitted to the editor of the *Aussie Times* before the deadline for the Nationals issue.

## **Section 11.11 Sample Ribbon Order for Agility Finals**

The following table lists what types of ribbons are required. However, the actual amounts will vary depending on how many dogs are entered in each division. For example, if the Junior division only has three dogs in it, then 10 placements will not be required. In addition, remember that all dogs will be grouped together for placements within a division regardless of jump height, so 1st – 10th in each division will encompass all dogs in that division.

<b>Ribbon Type</b>	<b>Qty</b>	<b># of Divisions</b>	<b>Total Qty</b>
Gamblers Individual Round Placements (1st –10th)	10	3	30
Regular Round 1 Individual Placements (1st –10th)	10	3	30
Regular Round 2 Individual Placements (1st – 10th)	10	3	30
Jumpers Individual Round Placements (1st – 10th)	10	3	30
Overall Division Champion	1	3	3
Overall Division 2nd – 10th Placement	9	3	27
Finalist (given to those not in the top 10 overall in each division)	20	3	60

## **CHAPTER 12 - AGILITY NATIONAL SPECIALTIES**

All current agility rules shall govern at the Agility National Specialty Trial, with the exceptions listed below:

### **Section 12.1 Sanctioning**

Host clubs requesting sanction for the Agility National Specialty trial may only request sanctioning with ASCA.

### **Section 12.2 Bitches in Heat**

Bitches in heat will be allowed to run at the National Specialty Agility Trial. They will run at the end of each class. A rug or tarp (to be provided by the host club) will be brought out to the start line and the dog will be placed on the rug or tarp to begin her run. Bitches in heat will also wear panties (to be provided by exhibitor) during their runs. Bitches in heat must be crated (not in an ex-pen) prior to and during the competition, except when competing, away from the agility ring at a distance or location to be determined by the host club. All qualifying scores will count toward the trial, as will placements. Failure to comply with the above rule will result in dismissal from all agility trials held in conjunction with the ASCA Agility National Specialty.

### **Section 12.3 Nationals Trial Results**

In addition to the required trial paperwork, the host club is also responsible for submitting the results of the national trial to the editor of the *Aussie Times* before the deadline for the Nationals issue. The results must include the dog's registered name (not call name), owner and placement for each class. The results should include first through fourth place and any additional qualifying scores beyond fourth place for every class.

### **Section 12.4 Nationals Photographs**

The host club is responsible for submitting photographs of the Nationals Agility Trial High in Trial winners. Each photograph should be labeled with the dog's registered name, owner and award won. Photographs must be submitted to the editor of the *Aussie Times* before the deadline for the Nationals issue.

### **Section 12.5 Eligible Dogs**

Only ASCA registered Australian Shepherds are eligible to compete at the ASCA Agility National Specialty. This rule supersedes Section 1.3.

## APPENDIX A

### EQUIPMENT SPECIFICATIONS

All of the obstacles used must be constructed to be safe and reliable even when used by the smallest or the largest of dogs expected to train or compete on the equipment. When constructing equipment, safety is the primary concern.

#### Section 1 - Contact Obstacles

Contact obstacles should always provide good traction for the dogs without being too rough to damage the dog's pads. Surfaces must be maintained on a regular basis to prevent dogs slipping when performing the obstacles. A very fine sand/paint mixture will provide better traction than a large, coarse sand mixture. All contact zones shall be painted yellow, with the remainder of the ramps painted a contrasting color.

Slats are not required on any of the contact obstacles. A good, non-slip surface is required, so dogs have traction on the ramp surface. If used, the slats on the A-frame shall not be closer than 12 inches apart, and no slat shall be within 4 inches of the end of a contact zone. Slats shall be no greater than 1/2 inch in height and shall not be made out of plywood.

ASCA allows the use of contact equipment meeting the specifications of the following agility organizations: AAC, AKC, CKC, CPE, DOCNA, NADAC and USDAA. Rubber covering on contact obstacles, as approved by NADAC, is allowed as long as equipment meets ASCA specifications in all other respects.

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.

	<b>Height</b>	<b>Ramp Width</b>	<b>Ramp Length</b>	<b>Contact Zone</b>
A-Frame	5' - 5'6"	3' - 4'	9'	42"
Dog Walk	36" - 54"	12" (+/- 1")	8' or 12'	36" - 42"
Teeter-Totter	24"	12" (+/- 1")	12'	36" - 42"

Note: When using a dog walk with 8' planks, a lower dog walk height such as 36" should be used. When using a dog walk with 12' planks, a higher dog walk height such as 46" - 54" should be used. Additionally, a dog walk with 8' ramps should have an 8' center ramp and a dog walk with 12' ramps should have a 12' center ramp.

The teeter - totter shall be constructed or adjusted so that a three-pound weight placed twelve inches from the end on the raised side will cause the plank to drop to ground level in 2.5 to 3 seconds, averaging 12-16" per second. Clubs are required to have a 3 pound weight available for measuring teeter-totter speed at the trial. Note: If required, most teeters can be adjusted to meet this criteria by adding or removing weight, temporarily or permanently, to the underside of the raised end.

The teeter-totter base shall be wider than the board, not hidden underneath, and visible to the dog on approach. The base should extend at least 2 inches past the sides of the plank with a gap not to exceed 4 inches so that dogs can see the pivot point. The ground support of the base may be wider than the portion attached to the base for more visibility. The height of the teeter-totter measured to the top of the board at the pivot is 24 inches plus or minus 2 inches. It is highly recommended the base be painted a different color than the body of the teeter board. The board shall be 12" wide by 12' long, give or take 1" and the center point should be placed 2-4" off center on the base. The base shall be secured to the trial surface, such as sandbags or stakes, to prevent movement of the base. *Effective 06/01/10*

#### Section 2 - Weave Poles

Weave pole construction should be such that it allows for minimum sideways movement of the poles as the dog moves through the poles. If the base is not constructed in such a way to prevent movement, then the base shall be secured so that the weave poles do not move from their location on the course.

Weave poles shall be of rigid construction, no less than 20" from the center of one pole to the center of the next pole and no more than 24" from center to center. The weave poles shall be 36" - 48" in height and the width of the poles shall be 3/4" - 1" in diameter.

The base of the weave poles shall be no more than 3/4" in height and no more than 4" 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, taking into consideration the many sizes of dogs which will be using the weave poles.

#### Section 3 - Tunnels

**Open Tunnel:** The diameter (opening/exit) of the tunnel shall be approximately 24". The length shall be no less than 10' and no more than 20'.

**Closed Tunnel:** The closed tunnel is made up of two parts: a solid opening (barrel) and the fabric chute. The rigid opening shall be 30" to 36" in length and shall have a minimum of 22" inside diameter. The rigid opening shall be supported to prevent swaying, the entrance edge shall be padded and the inside dog running area (normally approximately 24" in width) is to have a non-skid surface. The fabric portion of the chute shall be no more than 8' long and flare out over the 8' distance to a circumference of 86" and 90" at the exit. The above is preferred, however, a combined barrel and cloth length of 12' is also acceptable.

## **Section 4 - Jumps**

Construction of jumps must take the safety of the handler and dog into consideration at all times. Materials should be free from sharp edges and maintained to ensure stability and safety. Jump cups may not protrude from the jump supports more than 1 1/2" and nails, bolts and/or screws may not be used to support the jump bars.

### **Tire Jump:**

The tire jump may be either non-displaceable or displaceable. The inner diameter of the tire shall be 18" to 24" and the tire shall have the ability to be positioned to each of the ASCA jump heights. The jump height of the tire jump is measured from the ground to the lowest point of the inside of the tire opening. The tire shall not be so heavy as to cause injury to a dog because of its weight.

A. Non-displaceable tire. The tire jump shall consist of a circular object that resembles a tire suspended from a rectangular frame. The tire shall be constructed of material with a 4" to 8" diameter. There must be at least 8" between the outside of the tire and the sides of the frame. The uprights of the frame shall be secured to the base and the base weighted or secured properly to the running surface to prevent tipping.

B. Displaceable tire. The tire is to be suspended such that if the tire is hit by a dog, the bottom, top or side portion(s) will displace or spread apart. The side supports shall only be wide enough to suspend the tire, but not wide enough to allow a dog to pass between the frame and the tire. The displaceable tire jump may be constructed in two ways:

1. The tire jump shall be comprised of a rectangular frame and a two part circular tire. The bottom portion shall displace or spread apart, but shall not present a hazard to the dog and will not cause the frame to turn over. The material used for the tire shall be comprised of a plywood/foam sandwich or similar lightweight material so that the tire will retain its circular shape and still be very lightweight and easily displaceable. The tire is to be suspended by a method that can be easily adjusted for all jump heights.

2. The tire jump shall be comprised of a framework similar to a non-winged jump and the tire part that will be two parts of a circle. The top portion of the tire shall be approximately 75-85% of the circle and the lower portion to be 15-25%. Each portion is to have a 1" - 1-1/4" piece of PVC or similar material running through as a suspension device placed in jump cups. The side upright framework from which the tire is suspended can be similar to a non-winged jump. The jump cups for the upper portion of the tire shall be located so the gap between the upper and lower sections of the tire is as small as possible creating the visual appearance of a complete, circular, tire. There shall be no framework over the top of the tire and the tire shall be constructed of lightweight materials.

**Non-Winged Jumps:** All jumps are to be 4' to 5' wide with uprights a minimum of 32" high and adjustable for all ASCA jump heights (4", 8", 12", 16", 20" and 24"). ~~Two bars may be crossed to form an "X" for the 4" jump height.~~ Bars must be easily displaceable, may be made of wood, plastic or PVC and shall be striped for visibility. Jump bar cups or supports may be constructed of any solid material that does not protrude more than 1 1/2" from the horizontal jump supports. The jump bar cups/supports should allow the jump bar to be easily displaced when knocked by the dog. Screws, bolts and nails may not be used as jump bar supports. All jumps/jumps will have two bars except the double bar hurdle which will have four bars. The jump bars should have an outside diameter of 1 1/4" (e.g., 1" inside diameter Schedule 40 PVC). *Effective 01/01/11*

**Winged Jumps:** The specifications are the same as above, with the addition of side wings or other support standards. Wings shall be free of sharp or hazardous edges and shall be a minimum of 6", preferably 12", higher than the highest ASCA jump height.

**Double Bar Jumps:** Two single bar jumps may be placed together to form a double bar hurdle. Or a single obstacle may be constructed for a double bar hurdle. The double bar hurdle consists of two parallel bars positioned at the jump heights specified for the class. The distance between the top 'front' bar and the top 'rear' bar should be one-half the jump height (plus or minus 1"). The lower bars shall be crossed to form an X below the top bars. The crossed bars under the top parallel bars should be placed so that one of the crossed bars is against the front of the standard and the second crossed bar is against the back standard.

## **Section 5 Measuring Wheel**

Unless prior arrangements have been made with each judge, Clubs must provide the judge with a calibrated measuring wheel to determine course yardage. To calibrate the wheel, lay a tape measure on the ground and use it to verify that the wheel is measuring accurately.

## **Section 6 Miscellaneous Equipment - required to host an ASCA Agility Trial**

1. Numbered Cones/Markers - Except for gamble opening obstacles, the obstacles on the course must be clearly marked using sequential numbered objects. Numbers shall be no less than 2" in height.

2. Start/Finish markers - Where electronic timing is not used on the first and last obstacles, the start and finish lines need to be clearly marked. Where electronic timing is used, start/finish markers should be available as backup in case of electronic timer malfunction.

3. Surveyors tape and securing material - The handler lines for the gamblers class need to be clearly marked and secured. On grass, dirt and sand surfaces golf tees or roofing retaining nails (nails with a 1" plastic washer retained by the nail head) may be used to secure the handler's line. Indoors, on surfaces that will not accept tees or nails, tape may be used. If tape is not allowed by the facility then a temporary method, such as spray chalk may be used. If this method is used the line from a previous level must be removed before the new line is marked.

4. Timing Device - An accurate timing device is required in each ring to record the dog's course time to at least the 100th of a second. Where electronic timing is used, stopwatches should be available as backup in case of electronic timer malfunction.
5. Ring Boundary Markers - Some sort of marker or barrier to indicate the boundaries of the ring is required.
6. Whistle - The host club must provide one for the timer in each ring in the event of a stopwatch malfunction and for the gamblers class, and to alert the judge and handler when the maximum course time has been reached. It is recommended that, to reduce confusion among rings, where trials of two or more rings are contemplated, the whistle for each ring have a markedly different tone.
7. Dog Height Measuring Device - Dogs entering the Small and Medium dog classes (i.e., classes in which the dog's wither height is 18" and under) that do not have permanent NADAC or AKC height cards need to be measured. Calibrated wickets are allowed.

## **APPENDIX B**

### **AGILITY MERIT PROGRAM**

1. Merit points can come from any level, any division and any class.
2. There will be nine Merit lists: one for Regular, one for Jumpers and one for Gamblers, within each level, Novice, Open, Elite. The divisions will be grouped together for each class/level. (i.e. The elite regular merit points can come from the Standard, Veterans or Juniors division).
3. Points will be earned by earning a qualifying score in the class. A '10 point' qualifying score will earn 1 point, a '5 point' qualifying score will earn ½ point. The points will only count towards the merit list for the class and level they were earned in. (Points do not transfer.)
4. Dogs can stay at a level and earn points indefinitely.
5. Eligible dogs will be ASCA registered or LEP Australian Shepherds whose owners are Full ASCA members in good standing during the qualifying period for the current merit program year.
6. The program will run from June 1<sup>st</sup> to May 31<sup>st</sup> of the following year.

## **APPENDIX C**

### **ASCA AGILITY JUDGING PROGRAM**

#### **Section 1 APPRENTICE AGILITY JUDGE APPLICATION REQUIREMENTS**

1.1 Apprentice Judge - Applicants must meet the following minimum requirements:

1.1.1 Applicants must be familiar and comfortable with all the positions required to conduct an ASCA Agility trial. Therefore, applicants must have performed each of the positions listed below at a sanctioned ASCA Agility trial. Experience must come from two separate ASCA Sanctioned Agility trials. When performing these jobs, the applicant should work closely with the judge of record to obtain their feedback. Working closely with the judge will help the judge provide an accurate reference for the applicant to use when applying to become an Apprentice Judge. In addition, working closely with the judge can be a valuable source of information to help advance the Apprentice Judge's career.

- Course Builder
- Gate Steward
- Timer
- Scribe
- Scorekeeper

1.1.2. The applicant must have titled at least one dog of any breed in Elite Regular in the ASCA Agility Program.

1.1.3 The applicant must pass an open book test. All questions on the test must be answered correctly. A judge may retake the test until all questions are answered correctly. A copy of the test can be obtained by emailing [agility@asca.org](mailto:agility@asca.org)

1.1.4 The applicant must have Internet access and a valid email address.

1.1.5. The applicant must be in good standing with ASCA.

1.1.6 The applicant must fill out the *ASCA Apprentice Agility Judge Application*, include the required documentation, and send (mail, email, fax) it to the ASCA Business Office.

1.1.7 The applicant must submit a full set of courses for review with their application (two Regular, one jumpers and one gamblers course for each level). The Course Reviewer shall be randomly selected by the Business Office. The courses must comply with the Course Design Guidelines found in Chapter 7 and the Judge's Addendum in ASCA Agility Rulebook as well as follow ASCA's philosophy for flowing courses. The Apprentice shall receive feedback from the course reviewer and shall modify the courses if needed and resubmit for final approval.

#### **1.2 Release from Supervision:**

To be considered for release from supervision, an Apprentice Judge must meet the following requirements:

1.2.1 Receive a minimum of two recommendations to be released from supervision from two different Supervising Judges. A Supervisor Report containing scores of all 5's is a Recommendation of Release from Supervision by that Supervising Judge.

1.2.2 Each judging assignment where a recommendation was earned must meet the following two requirements:

1.2.2.1 There must be a minimum of 100 runs judged by the Apprentice.

1.2.2.2 The recommendations must be earned within four years of becoming an Apprentice Judge.

1.2.3. When combined, the runs from judging assignments where a recommendation was earned must total a minimum of 500 runs. There must be a minimum of 50 runs each of Jumpers, Gamblers and Regular classes accumulated during the assignments for recommendation. [Note: Depending on the size of the trials where the recommendations are received, an Apprentice Judge may need additional recommendations to earn the minimum required runs.]

1.2.4 If it has been more than two years since applying to become an Apprentice Judge, an open book test must be completed with all questions answered correctly.

1.2.5 The Apprentice must design a full set of courses and receive approval from a designated course reviewer. The courses must be a different set than used when previously applying to become an Apprentice Judge. The Apprentice shall submit a full set of courses for review (two Regular, one jumpers and one gamblers course for each level). The course reviewer shall be randomly selected by the Business Office. The courses must comply with the Course Design Guidelines found in Chapter 7 and the Judge's Addendum of the ASCA Agility Rulebook as well as follow ASCA's philosophy for flowing courses. The Apprentice shall receive feedback from the course reviewer and shall modify the courses if needed and resubmit for final approval.

1.2.6 Once these requirements are met, the Apprentice Judge may apply to the ASCA Board of Directors for release from supervision. The *Apprentice Agility Judge Application for Promotion* form must be filled out and sent to the ASCA Business Office. The form must include the documentation required in section 1.2. The form is available at [www.asca.org](http://www.asca.org).

## **Section 2 SUPERVISION REQUIREMENTS FOR ASCA APPRENTICE AGILITY JUDGES**

- 2.1 Apprentice Judges must be supervised by an ASCA Supervising Judge at ASCA agility trials. A Supervising Judge may only supervise one Apprentice Judge at a time. Two (or more) Apprentices may judge at different times at the same trial, but they may not be supervised by the same Supervising Judge at the same time.
- 2.2 The Supervising Judge shall supervise all aspects of the Apprentice Judge's assignment. The goal is to teach the Apprentice Judge as much as possible through one-on-one mentoring by the Supervising Judge. The Supervisor shall review previous Supervisor reports, if available, in order to help the Apprentice Judge in areas needing improvement.
- 2.3 The Apprentice Judge shall be responsible for setting the assigned courses and determining all course times. The Supervising Judge shall review the course setup and course times before the start of each class. Any changes to improve safety, flow or layout shall be made and discussed prior to the start of each class.
- 2.4 The Supervising Judge must watch all runs the Apprentice Judge is judging. At the end of each class the Supervising Judge shall review judge position, faults called and any other issues or suggestions for improvement. If the Supervising Judge has suggestions for improvement, they shall use their judgment to determine if the class should be stopped briefly to talk with the Apprentice Judge, or if the suggestion can wait until the end of the class. If the Supervising Judge feels a call made by the Apprentice Judge needs to be modified, the Supervising Judge may modify the call and any associated faults at their discretion.
- 2.5 The Supervising Judge shall attend the judge's briefing and provide comments and feedback afterwards.
- 2.6 Once approved as an Apprentice Judge by the Board of Directors, an Apprentice Judge may obtain assignments two ways:
- 2.6.1 An Affiliate may invite the Apprentice to judge, after obtaining an approved Supervisor Judge.
- 2.6.2 An Apprentice Judge may apply to apprentice under a Supervising Judge who is scheduled to judge an ASCA sanctioned agility trial.
- 2.6.2.1 The *Application to Apprentice* must be postmarked 45 days before the start of the trial. *Effective 08/01/10*
- 2.6.2.2 The Business Office shall notify the Trial Secretary that an Apprentice Judge has been accepted and shall provide contact information for the Apprentice.
- 2.6.2.3 Apprentice Judges who apply to apprentice are responsible for their expenses.
- 2.6.2.4 When an application is approved, the Apprentice Judge should work with the host club to agree on a schedule of classes they will judge. The schedule of classes offered to the Apprentice Judge should be based on expected number of runs, expected finish time, as well as other factors that could affect the running of the trial.
- 2.6.2.5 The host club is required, at a minimum, to offer the Apprentice Judge one class of each titling type of class scheduled each day of the trial. For example, for a full slate of titling classes, the Apprentice Judge may be offered all Novice Jumpers, Novice Regular Round 1 and Novice Gamblers if the trial is expected to be large and time is a factor. If the trial is expected to be small and time is not an issue, the host club may offer the Apprentice Judge all classes all weekend. If the club is only offering an afternoon of Jumpers classes, then the Apprentice shall only be offered Jumpers runs.
- 2.6.2.6 The expected number of runs offered to the Apprentice Judge shall be no less than 100 runs per day of judging in any combination of the above required Regular, Gamblers and Jumpers. If the total number of runs for the entire trial per day is less than 100 runs, then the Apprentice Judge shall be offered all runs for judging.
- 2.7 When an Apprentice is scheduled to judge, he/she shall be the judge of record for the assigned classes. However, the premium shall list all names of judges officiating at the trial (Supervisor, Apprentice Judge and Apprentice Supervisor.)
- 2.8 The judge of record shall be responsible for designing courses for the classes assigned to them.

## **Section 3 ASCA SUPERVISOR AGILITY JUDGES**

- 3.1. Requirements for Supervisor Judge Applicants:
- 3.1.1 Applicants must be an approved ASCA Agility Judge.
- 3.1.2 Applicants must fill out the *ASCA Apprentice Supervisor Agility Judge Application* and send (email, mail, fax) it to the ASCA Business Office.
- 3.1.3 Applicants must have judged a minimum of ten ASCA agility trials with no significant comments for improvement reported on the *Conduct Evaluation of Judges* form from host clubs.
- 3.1.4 Applicants must receive two recommendations from two different current Supervisor Judges at two different ASCA agility trials to be promoted to Supervisor Judge. A Supervisor Report containing scores of all 5's shall be considered a recommendation of "Promotion to Supervisor" by that Supervisor Judge, also known as a recommendation.

3.1.5 Applicants must Apprentice Supervise a minimum of 750 runs total and at least 200 each Regular, Gamblers and Jumpers. [Note: Depending on the size of the trials where the Recommendations are received, an Apprentice Supervisor may need additional Recommendations to earn the total required runs.]

### 3.2. Apprentice Supervisor Assignments

3.2.1 Judges interested in becoming a Supervisor Judge may request permission to apprentice as a Supervisor Judge from the Business Office at trials where a Supervisor Judge and Apprentice Judge are scheduled. Assignments will be granted on a first come, first served basis. The Business Office will notify the Supervising Judge and host affiliate when an Apprentice Supervisor has applied, or the applicant may be invited by the host club.

3.2.2. The trial must have an Apprentice Judge and Supervising Judge scheduled.

3.2.3. The *Application to Apprentice Supervise* must be postmarked 45 days before the start date of the trial. *Effective 08/01/10*

3.2.4. The Business Office shall notify the Trial Secretary and Supervising Judge that an apprentice Supervising Judge has been accepted and shall provide contact information for the Apprentice.

3.2.5. No more than one Apprentice Supervisor Judge is allowed under a single Supervisor Judge at an ASCA agility trial.

3.2.6. Apprentice Supervisor Judges are responsible for their expenses.

3.2.7. An Apprentice Supervisor Judge may not judge at any trial while they are apprenticing. They shall be available at all times to mentor the Apprentice Judge and receive mentoring from the Supervising Judge. The Apprentice Supervisor Judge may judge runs or exhibit a dog when the Apprentice Judge is not scheduled to judge (i.e. under a different judge.)

3.2.8. The Apprentice Supervisor Judge must evaluate at least one Apprentice Judge who does not have any recommendations. This helps ensure that the apprentice Supervising Judge can mentor an Apprentice Judge who requires the most supervision.

3.2.9. Apprentice Supervising Judges may not exhibit dogs under any Apprentice they are supervising.

### 3.3. Restrictions on Supervisor Judges

3.3.1. The Supervisor Judge must be available on site for any questions or issues the Apprentice Supervisor and/or Apprentice Judge have during the day.

3.3.2. The Supervisor Judge may not trial a dog under an Apprentice Judge and/or Apprentice Supervisor Judge he is supervising. An Apprentice Supervisor Judge may not trial a dog under an Apprentice Judge he is supervising. They may, however, trial a dog in a different ring or class when the Apprentice Judge is not the judge.

3.3.3. A Supervisor Judge may not judge at any trial while he is supervising an Apprentice Judge and/or Apprentice Supervisor Judge. He may judge classes before or after the Apprentice Judge completes his assigned classes.

3.3.4. There shall be one Supervisor Judge per Apprentice Judge. A club may hire one Supervisor Judge to supervise two Apprentice Judges to judge different classes that do not run at the same time. A club cannot hire one Supervisor Judge to oversee two Apprentice Judges scheduled to judge at the same time.

3.3.5. Supervisor Judges may only supervise one Apprentice Supervisor Judge at a time. Apprentice Supervisor Judges may only supervise one Apprentice Judge at a time.

3.3.6. Apprentice Supervisor Judges must adhere to all the rules pertaining to Supervisor Judges.

## **Section 4 – ACCEPTANCE**

4.1. Judging at an ASCA sanctioned event is an honor and a privilege, not a right. Judging applicants must satisfy ASCA's stated minimum requirements for an ASCA Agility Judge. Satisfying the minimum requirements to become or remain an ASCA Agility Judge grants the applicant the right to be considered for the position of an ASCA Agility Judge but does not entitle the applicant to become or remain an ASCA Agility Judge. An applicant may be turned down at the discretion of the ASCA Board of Directors.

4.2. In addition to satisfying other stated qualifications to serve, an applicant (and current judges) must consistently display the highest level of ethical conduct, impartial demeanor, professional comportment and dedication to the ASCA Agility Judges Code of Ethics and to upholding ASCA's codes, rules, decisions, procedures and the Statement of Purpose in ASCA's bylaws. Failure to perform at this level may result in denial or revocation of judging privileges by the ASCA Board of Directors without regard to any other qualification or prior service.

4.3. All applicants for Apprentice Agility Judge, Apprentice Supervisor Judges and approved Judges will have their names published in the Aussie Times for comments before being voted on by the Board of Directors. Once published, there will be 45 days for membership comments to be submitted to the Agility Committee Chair. The comments will be collected and forwarded to the Board of Directors prior to their vote.

4.4. Once judges have been approved by the Board of Directors, the judge shall be notified of their acceptance by the Business Office. In addition, notice of the judge's approval shall be published in the Aussie Times and their name shall be added to the Agility Judges List to the appropriate section.

4.5. Judges may not accept or contract for assignments until they have received notification from the Business Office that they have been approved as an ASCA Agility Judge (for any of the three categories of Judges.)

4.6. The Agility Committee is the advisory body on agility matters for the Board of Directors. The committee will review and make recommendations to the Board of Directors concerning qualifications of all applicants to be appointed ASCA Agility Judges.

## **Section 5 – JUDGE'S DUTIES**

5.1. An ASCA Agility Judge must enforce and be knowledgeable of the rules and regulations in the current Agility Rulebook.

5.2. The ASCA Agility Judge is authorized to judge contestants in an Agility Trial acting as an official Judge. This authorization is granted by ASCA and can be revoked at any time by the Board of Directors.

5.3. All ASCA Agility Judges must conduct themselves in a manner consistent with the ASCA Agility Judges Code of Ethics and must avoid improper fraternization with the contestants during a trial.

5.4. Judges must submit their proposed courses to the ASCA Course Review subcommittee according to the guidelines described in Appendix D.

5.5. ASCA Agility Judges are expected to design courses for each assignment. In extraordinary circumstances and with review committee approval, a judge may opt to request approved courses from the Course Reviewer instead of designing their own for any upcoming assignments. Requests must be made as soon as possible before the upcoming trial.

5.6. Each time a Judge uses courses for an ASCA sanctioned trial, the courses must be approved by the assigned Course Reviewer prior to the trial. Judges may reuse previously designed and approved courses. Any courses that are reused are not permitted to be used for trials that are located within 200 miles from the location where previously used. Previously approved courses are not automatically approved for future trials. Prior to the trial, all courses, whether new or previously used, must be sent to the assigned Course Reviewer for approval each time they are used.

5.7. Judges must set courses as closely as possible to the layout and scale approved by the Course Review subcommittee. Extenuating circumstances that require the course to be set differently than the layout approved by the Course Review subcommittee must be documented in the Judge's Show Report.

5.8. Judges shall not send their courses to the host club prior to the trial. The only exception is sending the first course (without numbers) so the club may set the equipment prior to the judge's arrival.

5.9. Judges are required to submit (via email, fax or U.S. Mail to the attention of the ASCA Agility Coordinator) the Judge's Show Report within two weeks of their assignment to the ASCA Business Office. Failure to do so, may lead to loss of future judging privileges and/or removal from the ASCA Approved Judges List. At the end of the trial, judges shall submit the Yardage & Course Times Record and course copies to the trial committee to include with the trial paperwork sent to the ASCA Business Office (see section 2.6.7).

5.10. Upon approval as an ASCA Agility Judge, the judge must join the ASCA Agility Judges' discussion group. The purpose of this group is to share information among judges and Agility Committee members. In addition, it is a forum for judges to ask questions.

## **Section 6 - PROTESTS AND COMPLAINTS**

6.1. Any person wishing to lodge a protest or complaint against a judge shall do so in accordance with the ASCA Dispute Rules.

6.2. General comments and impressions of judges can be submitted by the host club using the *Judges' Conduct Evaluation Form*. The Business Office will forward comments on a judge's performance to the Agility Committee for review. Multiple negative comments may be used to suspend judging privileges.

## **Section 7 – DISCIPLINE**

7.1. An ASCA Agility Judge may be temporarily denied judging privileges and/or accepting new assignments from clubs for sixty days by the Board of Directors while it investigate any infractions, violations of the Judges Code of Ethics or ASCA rules and procedures.

7.2. A judge may be suspended from judging assignments by the Board of Directors.

7.3. If a formal complaint is filed against a judge concerning a trial, it shall be investigated. If the complaint is valid, the judge may be reprimanded, suspended, or have judging privileges revoked by the Board of Directors.

## **Section 8 – ASCA AGILITY JUDGING CLINIC**

8.1 An ASCA Affiliate in good standing may apply to host an ASCA Agility Judging Clinic. The judging clinic shall either take place the day(s) before an ASCA sanctioned agility trial, or before agility run throughs where the participants can gain judging experience.

8.2 Judging clinics must be lead by a current approved ASCA Supervisor Agility Judge.

8.3 In the event that the Judging Clinic occurs in conjunction with an ASCA sanctioned agility trial, the clinic attendees shall judge the runs, however the Supervisor judge shall be the judge of record. The available titling runs shall be divided equally between the clinic attendees. The clinic attendees shall judge one at a time. The Supervisor shall be outside the ring in a position where they can accurately evaluate the attendees' performance. If the Supervising Judge feels a call made by the attendee needs to be modified, the Supervising Judge may modify the call and any associated faults at their discretion.

8.4 All Supervision and Apprentice rules shall apply to clinic attendees when judging an ASCA sanctioned agility trial.

8.5 The expenses and fees of the Judging Clinic shall be negotiated between the host club and the Supervising Judge.

8.6 Upon completion of the Judging Clinic, the Supervising Judge shall fill out a supervisor's report for each attendee. The supervisor will review the report with each attendee prior to the conclusion of the clinic. The attendees shall receive a copy and the Supervisor will forward the report to the ASCA Business Office for filing.

8.7 Clinic attendees are not required to be Apprentice Judges. Anyone in good standing with ASCA may attend an Agility Judges Clinic for educational purposes. If the attendee chooses to apply to be an Apprentice Judge, any recommendations earned from a clinic may be kept for future use if the attendee is approved as an Apprentice Judge.

8.8 Apprentice Judges are not required to attend a clinic, however, a recommendation may be earned from a clinic if the number of runs available to judge at the associated trial or run throughs meet the minimum requirements for a recommendation.

## **Section 9 - PERIODIC REVIEW OF AGILITY JUDGES**

9.1 Negative comments received on the *Conduct Evaluation of Judges* form concerning all judges' general conduct, adherence to and application of ASCA agility rules received from the host club, shall be forwarded from the Business Office to the Agility Committee for review.

9.2 If a judge receives comments on the *Conduct Evaluation of Judges* form from three different host clubs indicating that the judge needs additional mentoring; OR if two official ASCA complaints are filed against the judge for rule violations and are found valid; the Agility Committee may recommend to the ASCA Board of Directors that the judge be placed under supervision. The Agility Committee shall also recommend to the ASCA Board of Directors the number of recommendations required for release from supervision.

9.3 If an official complaint is filed against an ASCA Agility Judge, the Agility Committee shall advise the ASCA Board of Directors as needed.

9.4 If a judge is placed under supervision by the ASCA Board of Directors, the judge will be considered an Apprentice Judge and must earn the number of recommendations required by the Board of Directors for release from supervision.

## Appendix D - Judges' Addendum

This document is intended to be a guide for judges. It is not a replacement for the ASCA Agility Rulebook. The ASCA Agility Rulebook is the governing document for all ASCA sanctioned agility trials.

When a judge contracts with an affiliate for a judging assignment, they should clearly specify all expenses and any arrangements that will be required to fulfill their judging assignment. This should be done when the club first contacts the judge to avoid any misunderstandings.

The judge should request a list of available equipment and ring sizes from the host club prior to designing courses. The judge should not include obstacles in the course design that the club does not have. The judge is responsible for designing courses for all classes they have agreed to judge. In extraordinary circumstances a judge may ask the Course Review Committee to provide a full set of courses. See Appendix D for guidelines.

Each course that is submitted to the ASCA Course Review Committee must have the Class, Level, Affiliate Club's name, trial date and judge's name marked on it.

Judges are not required to bring course copies for competitors. However, if they choose to do so, they shall not send the courses in advance for the host club to make copies. If judges choose to make copies, they should bring the copies with them for distribution the morning of the trial. Only the courses used that day will be distributed that morning. Courses for the next day will not be distributed until the next morning.

Judges must take at least two sets of course copies to be used at the trial. There should be one course per page. They should provide one set for the course builders and one set to post for competitors. Judges will also need to provide a full set of course copies for the trial chair/secretary to be included with the trial paperwork.

Judges are required to submit their 'Judge's Trial Report' to the ASCA office within two weeks following a trial.

While judging, Judges shall use the following hand signals to indicate faults received by a dog:

- One hand raised – 5 faults (knocked bar, handler intentionally blocking, etc.)
- Two hands raised – 10 faults (missed contact, off course, etc.)
- Two hands lowered crossed in front of body – 20 faults (unsafe execution, failure to perform, etc.)
- Elimination signal – Elimination (Can vary depending on judge. Most judges make a hand motion across their throat or blow a whistle.)

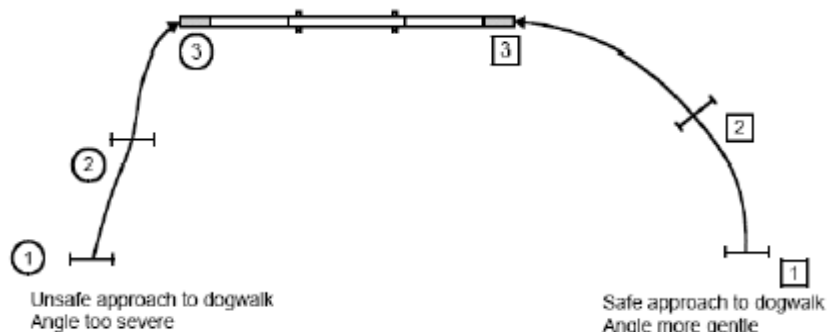
### Course Design Guidelines

Judges should try to follow the course layouts as approved. However, safety and flow are very important. The judge should always balance following the exact layout with safety and flow. If a course needs to be modified to maintain safety and/or flow, then the judge should modify appropriately. Any modifications to the course layouts should be clearly identified on the course copies submitted to ASCA.

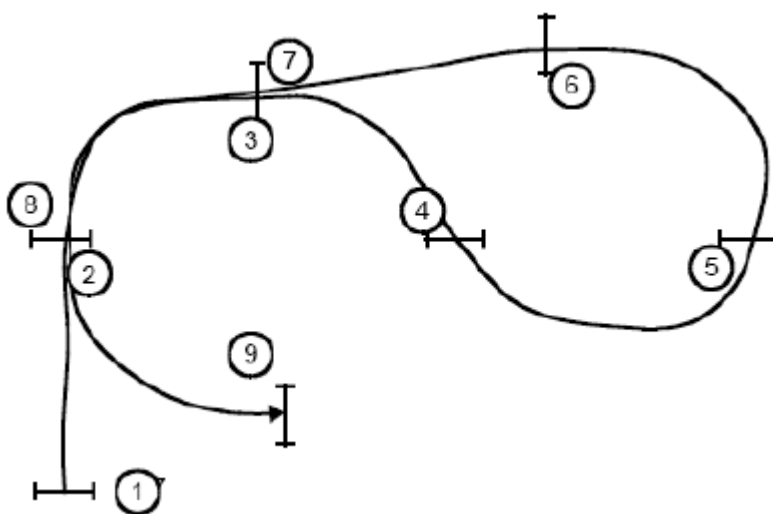
The judge should set courses appropriate for the level of the class. The course design should focus on safety and flow. The judge should design courses that meet the criteria in each level. In addition, the judge should keep the following criteria in mind for all courses.

1. The course should be composed of the appropriate number of obstacles for the level of the class.
2. The judge should only use ASCA approved obstacles and also only use the obstacles that the club has specified are available for the trial.
3. The challenges of the course should be appropriate for the level of the class.
4. The approach to all obstacles should be safe (see examples of safe approaches).
5. There should be ample space for the start and finish lines.
6. There should be a handler path on all sides of the obstacles with no obstructions or safety hazards.
7. The judge's path should not interfere with the handler or dog's logical path.
8. The start and finish lines should be easily visible to the timer with minimal movement.
9. For safety reasons, the Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30-40' for Elite and Open and 40-50' for Novice; with 50' or more at all levels being preferred. This will allow ample room for one dog to set up to run while the other dog completes the course. *Effective 06/01/10*
10. The distribution of the course obstacles should be spread evenly across the ring area.
11. Obstacles should not be placed within 6 feet of the ring barriers.
12. The course layout shall allow the judge to view the entire course with efficient movement. The contact obstacles shall be laid out so that the judge can view all the down contacts from beside the obstacle or at an angle laterally from the obstacle within 30 feet.

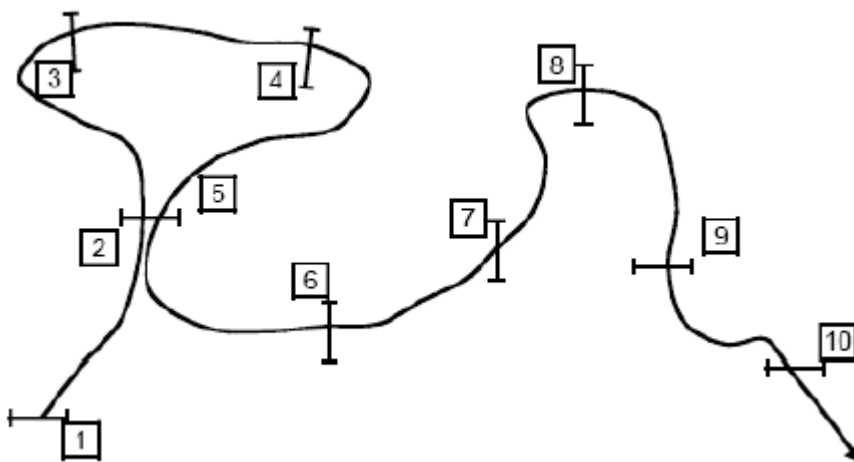
Below are examples of safe and unsafe approaches to contact obstacle:



Below is an example of good course flow. Note the distance between the obstacles as well as the natural arc the dog's path will take. The natural arc is what makes an ASCA course fun, fast and flowing.



Below is an example of poor course flow. This course will require lot of intervention by the handler and the next obstacle is not always obvious to the dog. The course does not have many sections that follow a natural arc. This course could be considered more 'technical' than the ASCA philosophy embraces.



## Judges' Path

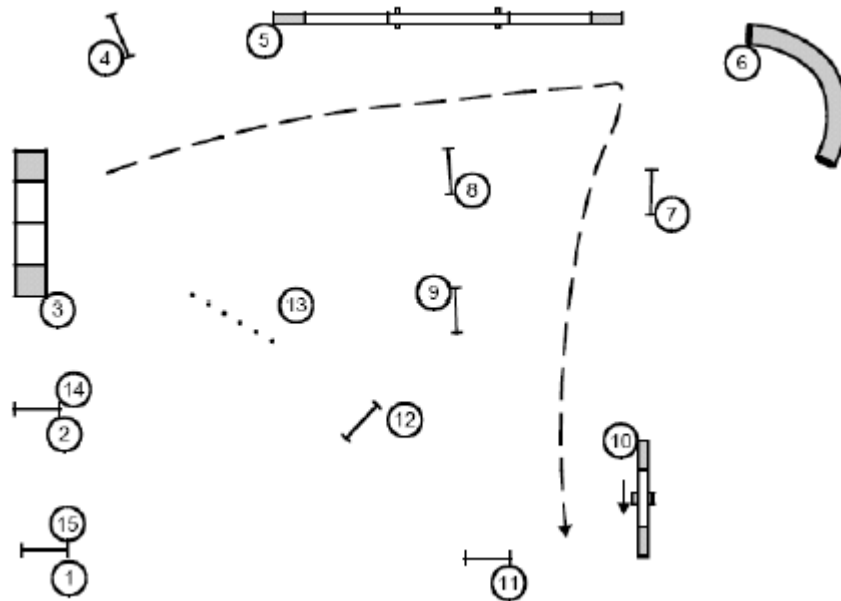
The course layout shall allow the judge to have a clear view of all obstacles on the course with efficient movement and minimal impact to the dog and handler. However, the judge will still need to move around the course in order to accurately evaluate the performance of all dogs.

In the Regular class contacts shall be judged from within 30 feet of the contact zone being performed. Contact obstacles shall not be judged directly behind or in front of the obstacle due to the possibility of the judge's view being blocked by the obstacle itself and/or the dog's body. In the Gamblers class, the contacts shall be judged as the Regular class, except in the case where the judge's position may interfere with the dog's performance of the gamble obstacles and/or handler path. In the Gamblers class, the judge shall make his/her best effort to be within 30 feet of the contact obstacle being judged and shall judge the contact from beside the obstacle or at an angle laterally from the obstacle.

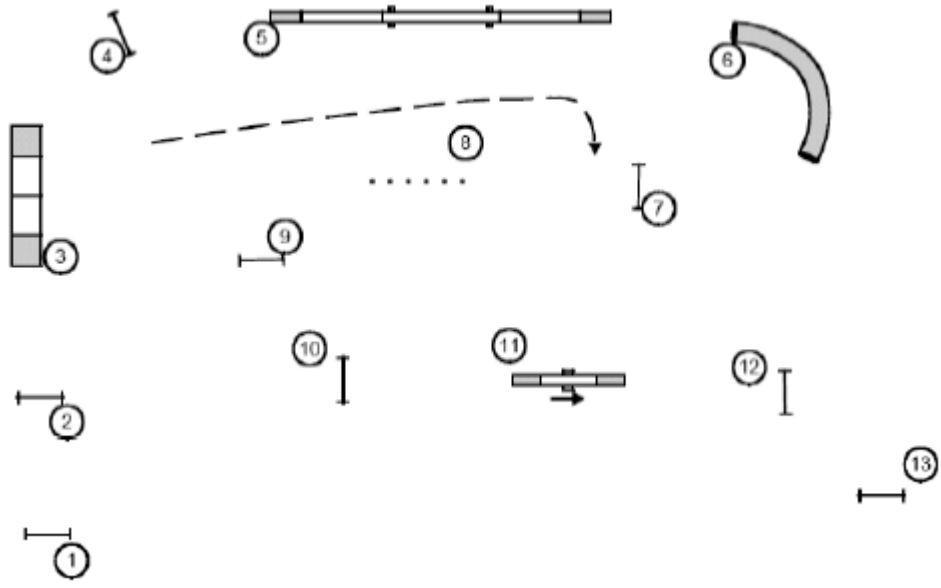
The judge's path shall take into account tunnels under contact obstacles. The judge must position himself and move as needed in order to clearly see a contact/tunnel discrimination sequence. The judge must be able to clearly see the opening of a tunnel in order to evaluate if all four paws have been placed in the tunnel. The judge shall not rely on whether the dog emerges from the other end of the tunnel to make their determination if an off course has occurred. The entrance and exits of tunnels must be visible.

For example in the diagram below, depicting a poor judge's path, the judge may not stand by the #7 jump to judge the entire course. The judge will be too far away from the A-frame and once the teeter rotates, the judge's view will be blocked by the teeter board.

If the judge chooses to follow the judge's path illustrated below, (dashed line) the judge will have to do a lot of walking in order to see all the contact zones properly. In addition, it will be difficult to see the teeter contact zone since the judge is approaching it from the rear of the teeter. With a fast dog, the judge will really have to hustle to get to the teeter. The start/finish obstacles are the same jump. This is not desirable because it does not allow the next dog to be on the line and ready when the previous dog finishes. This will make for a very long trial. On the other hand, this course does have good flow as well as safe approaches to the contact obstacles. This would be appropriate difficulty for a novice course.



Below is an example of better course design to achieve a more efficient judge's path. After judging the dog walk, the judge only needs to move a little bit to be in position to judge the teeter. The placement of the weave poles, allows the judge some extra time to get into position. The flow is good in this course and the start/finish obstacles are now separate obstacles. This is ideal for safety and keeping the trial running.



# **Appendix E - ASCA DISPUTE RULES**

## **1 Disputes Defined**

In these rules, the term “dispute” means any controversy, claim, complaint, dispute, appeal, disciplinary matter or the like which is related to ASCA, its objectives, or its activities; either between members of the Australian Shepherd Club of America (ASCA or the Club), ASCA’s Affiliates claiming violation of its program rules, or policies.

### **1.1 Matters Not Subject to the Dispute Rules**

Disagreements or disputes relating to the following matters are not subject to these Dispute Rules or its process:

#### **1.1.1 Breeder-Buyer or Co-Owner Disputes**

ASCA does not resolve Breeder-Buyer disputes or disputes between co-owners of dogs. ASCA will only enforce the judgments or decisions of a court of competent jurisdiction when any such dispute is raised, unless otherwise provided for in the ASCA Registry Rules.

#### **1.1.2 Complaints against Judges**

Complaints about the conduct of an ASCA Judge relating to such Judge’s conduct as a Judge are not subject to these Dispute Rules. If remediable at the time of the show or trial, a complaint concerning the conduct of an ASCA Judge at such show or trial should be brought to the attention of the Show or Trial Committee. Any other such complaint should be addressed to the Executive Secretary who shall advise the ASCA Board. The Board shall use its discretion in determining how to proceed and whether the matter should be referred to the appropriate program committee.

Urgent complaints concerning judges should be brought informally (without filing a form) to the Show or Trial Committee for ruling and appropriate action.

#### **1.1.3 Breeder’s Code of Ethics**

The Breeder’s Code of Ethics is a statement of conduct and principles that ASCA requires all breeders of Australian Shepherds to adhere to in order to maintain the integrity of the Australian Shepherd and ASCA’s registry. Any complaint relating to a violation of ASCA’s Breeder’s Code of Ethics shall not be subject to these Dispute Rules.

#### **1.1.4 Registry Issues**

The Board retains the authority to handle a registry issue at any time without the filing of a formal dispute.

## **2 Jurisdiction**

ASCA intends that disputes be resolved quickly and fairly. To this end, ASCA has established two tiers of dispute resolution: Affiliate level proceedings and Board level proceedings. All disputes shall be resolved according to these Rules. In order to file a dispute, the ASCA member must be in good standing with the Club.

### **2.1 Affiliate Jurisdiction**

Disputes involving any of the following rules and authorities shall be addressed in the first instance to the affected Affiliate club for resolution.

- The Affiliate’s own bylaws, rules and procedures,
- The ASCA Stockdog Rules and Regulations,
- The ASCA Conformation Show Rules and Regulations,
- The ASCA Tracking Rules and Regulations,
- The ASCA Agility Rules and Regulations,
- The ASCA Rally Rules and Regulations,
- The ASCA Obedience Rules and Regulations, and
- The ASCA Junior Rules and Regulations

### **2.2 ASCA Board Jurisdiction**

All other disputes, including those involving the ASCA registry, the ASCA Bylaws, or a claim against an Affiliate, must be addressed in the first instance to the ASCA Board for resolution. A dispute not resolved satisfactorily at the Affiliate level may be appealed to the Board. The Board may, in its sole discretion, investigate and assume or decline jurisdiction over any dispute involving the Club. At the Board’s request, an Affiliate shall immediately yield

jurisdiction to the Board. The Board may, in its discretion, transfer dispute resolutions to a committee established for such purpose. Any dispute determination made by the Board or its committee shall be final and is not subject to appeal.

### 3 Procedure

#### 3.1 Urgent Disputes before Affiliates

An urgent dispute is one which will become moot if not resolved within a very short time. An example would be a dispute which involves the conduct of a show presently in progress. Expedited procedures are appropriate for such disputes.

##### 3.1.1 Complaints

Any ASCA member in good standing may raise an urgent dispute before an Affiliate by a written complaint using the Official Complaint Form delivered to an officer or director of the Affiliate. When extreme urgency makes a written complaint not practical, a complaint may be made orally and later followed with a written version. There is no fee for filing an urgent complaint.

##### 3.1.2 Hearing

The Affiliate shall promptly convene a hearing before an appropriate body, such as its Board of Directors or a show committee, unless otherwise stated in the program rules. The hearing officials may conduct any inquiry they deem necessary to resolve the dispute. As examples, they may review documents; question witnesses; examine dogs, kennel conditions, breeding records, and the like. Extended investigations and lengthy hearings are discouraged in the case of urgent disputes.

##### 3.1.3 Due Process

Hearing officials shall convey the complaint to any party accused and afford such party a reasonable opportunity to respond to the charges, bearing in mind the expedited nature of the process. This provision does not assume or admit that the Affiliate is bound by any state or U.S. Constitutional requirement of due process. The hearing officials shall make a good faith effort to obtain factual information concerning the dispute from both the Complainant and the Respondent.

##### 3.1.4 Decision

The hearing officials shall reach and announce their decision at the earliest possible time, normally at the initial hearing, and in every case within 24 hours of receiving the complaint. A dated, summary, written notice of the decision shall be delivered promptly to the parties. This notice determines the date of decision for purposes of further proceedings. The decision upon a matter handled as an urgent dispute may be appealed to the Affiliate; such an appeal shall be handled as if it were an ordinary dispute before an Affiliate.

##### 3.1.5 Timing

The following timelines shall apply to urgent disputes before an Affiliate:

What	When
Filing of urgent complaint	At time of event giving rise to complaint – Immediately, if possible
Payment of filing fee	There is no fee for filing an urgent dispute
Notice to opposing parties	Handled by hearing officials
Response by Respondent	Respondent afforded reasonable opportunity to respond to charges at the hearing
Decision by hearing officials	Normally at the time of the hearing and always within 24 hours of receiving complaint
Appeal to Affiliate as an ordinary dispute	Within 7 days of decision by hearing officials

The hearing officials may summarily rule against any party who fails to comply with these timelines.

#### 3.2 Ordinary Disputes before Affiliates

An ordinary dispute is one which does not require immediate resolution, or an appeal to an Affiliate of the decision upon an urgent dispute. In order to prevent unnecessary characterization of a dispute as urgent, an Affiliate may, in its sole discretion, treat any dispute as ordinary. Ordinary disputes shall be resolved using the following procedures.

##### 3.2.1 Complaints and Answers

Any ASCA member in good standing may raise a dispute before an Affiliate by filing a written complaint using the Official Complaint Form delivered to an officer or director of the Affiliate, and paying a filing fee of \$50 to the Affiliate. A party accused in a complaint may file a written answer.

##### 3.2.2 Due Process

Any party filing a complaint or answer with an Affiliate must also serve copies upon the other party. Delivery of copies shall be made by either personally serving, mailing by both first class mail and certified mail, return receipt requested, faxing, or delivering by common carrier, such as Federal Express or UPS, a copy of the complaint or answer together with a statement, signed by the party, that such complaint or answer has been filed with the Affiliate. Hearing officials shall afford the Respondent a reasonable opportunity to respond to the charges against him or her. This provision does not assume or admit that the Affiliate is bound by any state or U.S. Constitutional requirement of due process. The hearing officials shall make a good faith effort to obtain factual information concerning the dispute from both the Complainant and the Respondent. Each party shall be provided all written materials submitted by the other party to the Affiliate prior to deliberations.

### 3.2.3 Deliberations

Deliberations shall be conducted before an appropriate body, such as the Affiliate’s Board or a committee designated by the Affiliate. The hearing officials may conduct any inquiry they deem necessary to resolve the dispute. As examples, they may review documents; question witnesses; examine dogs, kennel conditions, breeding records and the like; and may request briefs (written statements and/or explanation and argument) from the parties.

### 3.2.4 Memo of Decision

A dated summary, written notice of the decision shall be delivered promptly to the parties. This notice determines the date of decision for purposes of further proceedings.

### 3.2.5 Timing

The following timelines shall apply to ordinary disputes before an Affiliate:

<b>What</b>	<b>When</b>
Filing of ordinary complaint	Within 21 days of discovery (knowledge) of an event which is the basis of the; complaints must be filed within one year of the date of the occurrence of the event
Payment of filing fee	\$50 due when complaint or appeal is filed
Notice to opposing parties	Parties must provide notice to their opponents as set forth in Section 3.2.2
Filing answer to complaint	Within 21 days of the date of mailing of the complaint to the other party
Deliberations by Affiliate	Within 21 days of last day for timely filing of answer to complaint
Decision by Affiliate	Within 7 days of deliberations
Appeal to ASCA Board	Within 21 days of Affiliate decision

The Affiliate may summarily rule against any party who fails to comply with these timelines.

## 3.3 Disputes before the ASCA Board

The following rules shall govern disputes over which the ASCA Board assumes jurisdiction:

### 3.3.1 Complaints and Appeals

Any ASCA member in good standing may raise a dispute before the Board by filing a written complaint or appeal using the Official Complaint Form delivered to the Executive Secretary of ASCA. A party accused in a complaint or appeal may file a written answer. Every dispute raised before the Board, whether an original complaint or an appeal, must be accompanied by a \$100 filing fee. Original complaints involving the Registry Rules brought before the Board are exempt from the filing fee.

### 3.3.2 Temporary Measures in Urgent Cases

When necessary to preserve its power to decide a dispute, the Board may impose immediate temporary measures to remain in effect pending its decision. For example, if a complaint alleges that dogs infected with a disease have been entered in a competition, the Board may suspend competition privileges for the affected animals pending its decision.

### 3.3.3 Notice to Respondent

Upon receipt of a complaint, the Executive Secretary shall notify the Board and shall deliver a Notice of the filing of the Complaint and a copy of the complaint, together with a copy of the Dispute Rules, to the opposing party, known as the Respondent, at the last known address of the Respondent in ASCA’s records. The Notice shall state that the Respondent must file a written answer, together with written materials which support the Respondent’s position, which shall be filed with the Executive Secretary within 21 days from the date of mailing of Notice of filing by the Executive Secretary.

### 3.3.4 Argument

All disputes shall be submitted for decision on written statements and arguments (briefs). The Board may, in its discretion, request oral argument, person or by telephone.

### 3.3.5 Due Process

The Board or its committee shall afford the Respondent a reasonable opportunity to respond to the charges. The Executive Secretary shall provide each party with copies of all written materials submitted by the other party prior to deliberation by the Board. This provision does not assume or admit that ASCA is bound by any state or U.S. Constitutional requirement of due process.

### 3.3.6 Deliberations and Decision

After the expiration of the time for the parties to have submitted their materials for consideration, the Executive Secretary shall submit the matter, along with all materials submitted by the parties and all other relevant information in ASCA's possession, to the Board for decision. No motion nor second shall be required for the Board to act. Deliberation shall be conducted by the Board or its committee, which shall consist of not less than three Directors appointed by the President. The Board or its committee shall issue a written decision.

### 3.3.7 Memo of Decision

A written notice of the decision shall be delivered promptly to the parties upon the decision becoming final. Decisions made by a committee of the Board may be reviewed by the entire Board within 7 days of issuance upon the request of at least three (3) Directors, or they become final and not subject to further appeal. All decisions made by the Board are final and are not subject to appeal. If additional facts or evidence arise, either party may resubmit the dispute as a new dispute pursuant to these Dispute Rules.

### 3.3.8 Timing

The following timelines shall apply to disputes before the Board and appeals from decisions of Affiliates:

<b>What</b>	<b>When</b>
Filing a complaint	Within 21 days of discovery (knowledge) of an event giving rise to complaint; complaints must be filed within one year of the date of the event
Filing of appeal from Affiliate action	Within 21 days of Affiliate's decision
Payment of filing fee	\$100, due at time of filing of complaint
Notice to opposing parties	Provided by ASCA pursuant to Section 3.3.3
Filing answer to complaint or appeal	Within 21 days of the date of mailing notice to Respondent by the Executive Secretary
Deliberations by Board	21 days after last day for timely filing of answer
Decision by Board	Within 21 days of deliberations

The Board or its committee may summarily rule against any party who fails to comply with these timelines.

## 4 Sanctions

In addition to rectifying or affirming the event complained of, an Affiliate may impose sanctions against either party involved in the complaint.

### 4.1 Affiliate Sanctions

An Affiliate may do any one or more of the following as a sanction:

#### 4.1.1 Reprimands

The Affiliate may issue a public or private reprimand.

#### 4.1.2 Recommendations to the ASCA Board

The Affiliate may recommend that the ASCA Board investigate a dispute or impose a sanction.

#### 4.1.3 Fines

The Affiliate may assess reasonable fines, not to exceed \$100.

### 4.2 ASCA Board Sanctions

In addition to rectifying or affirming the event complained of, the Board of Directors may impose sanctions against either party involved in the complaint.

The ASCA Board has general authority to enter any sanction which is appropriate to the circumstances; for example, and without limiting that general authority, the Board may do any one or more of the following things as a sanction.

#### 4.2.1 Reprimands

The Board may issue a public or private reprimand.

#### 4.2.2 Suspension

The Board may suspend any privilege granted by ASCA or an Affiliate for any length of time. By way of example, but not of limitation, the Board may: exclude persons and/or dogs from participation in any event conducted by ASCA or an Affiliate for any length of time; prohibit Affiliates from hosting shows; exclude participation in or use of the ASCA registry; revoke registry papers; refuse to accept advertising in ASCA publications; or suspend delivery of ASCA's official newsletter.

#### 4.2.3 Fines

The Board may assess reasonable fines, not to exceed \$1,000.

#### 4.2.4 Enforcement of Board Sanctions

All ASCA Affiliates shall honor sanctions imposed by the Board and shall refrain from taking actions which tend to minimize or lessen such sanctions. For example, if a member is suspended from participating in competitions, Affiliates shall prohibit such participation.

#### 4.2.5 Notice of Sanctions

Final decisions imposing sanctions against any ASCA member shall be published in the official ASCA newsletter.



## **AUSTRALIAN SHEPHERD CLUB OF AMERICA**

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If you find the need to file a dispute or find that you are involved in a dispute, what follows is a summary of the ASCA dispute process.

The ASCA Complaint Form is included with each sanctioning packet sent to Affiliate Clubs. The Event Committee should have copies of the form on the grounds of all events or the form is available on request from the ASCA Business Office.

### **FIRST DECIDE WHAT TYPE OF DISPUTE IT IS**

There are 3 types of ASCA disputes:

- 1) Urgent
- 2) Ordinary
- 3) ASCA Board jurisdiction---appeals from affiliate disputes and disputes originating with the ASCA Board regarding the ASCA Bylaws and ASCA Registry.

#### **URGENT DISPUTES**

URGENT disputes are for violations in the process of being committed. They involve violations of affiliate bylaws or rules or ASCA program rules.

- 1) Complaint is filed on an Official Complaint Form. Only in an extreme emergency may it be filed orally. Oral complaints must be followed up in writing on the Official Complaint Form. NO FEE is required with an Urgent Complaint.
- 2) A hearing body is chosen. This is normally either the club Board of Directors or the Event Committee.
- 3) The complaint is delivered to the accused by the hearing body.
- 4) The hearing body conducts the hearing as soon as possible. Any necessary inquiry will be pursued by the hearing officials. Long investigations and hearings are discouraged in urgent disputes.
- 5) Both parties are allowed to state their case. Both parties may be questioned by the hearing body.
- 6) The hearing body will reach a decision.
- 7) The hearing body announces their decision as soon as possible. Normally this would occur immediately following the hearing. In no case will it be delayed more than 24 hours from the filing of the complaint.
- 8) Both parties receive the decision in writing.
- 9) Either party may appeal within 7 days of the decision.
- 10) Appeals are handled as "ordinary" disputes.

## **ORDINARY DISPUTES**

ORDINARY disputes do not require immediate attention. An Affiliate may designate an urgent dispute as ordinary if the dispute is not truly urgent.

- 1) Written complaint is submitted on the Official Complaint Form.
- 2) Form is delivered to an Officer or Director of the Affiliate Club within 21 days of discovery of the event with a \$20 filing fee.
- 3) Copy of complaint is given to the accused by the party filing the complaint.
- 4) Accused files an answer within 21 days of effective date of complaint (either day of sending by US Certified Mail or common carrier, day of confirmed receipt by fax or day of delivery by personal messenger).
- 5) Affiliate will deliberate within 21 days of last day for filing of an accused person's answer.
- 6) Affiliate reaches a decision within 7 days of start of deliberations.
- 7) Any appeal must be filed within 21 days of the Affiliate's decision. Appeals must be filed with the ASCA Board.

## **ASCA BOARD JURISDICTION**

ASCA BOARD JURISDICTION occurs with appeals from Affiliate decisions and violations involving the ASCA Registry Rules or ASCA Bylaws.

- 1) Fill out the Official Complaint Form within 21 days of discovery of the event. In the case of appeals, the Form must be submitted within 7 days of the Affiliate decision.
- 2) Deliver to the ASCA Executive Secretary with the \$100 filing fee. (Complaints regarding Registry Rules violations are exempt from the filing fee.)
- 3) Deliver a copy of the complaint to the accused (see section 5 of the Dispute Rules).
- 4) The accused may file a written answer within 21 days of the effective date of the complaint or appeal. The Board must allow the accused a reasonable opportunity to meet the charges.
- 5) The accused may give oral arguments. The Board may require the parties to pay the costs of Board travel and lodging related to an oral hearing.
- 6) The Board deliberates within 21 days of the last day for filing an answer by the accused.
- 7) The Board delivers dated notice of the decision to both parties within 7 days of the deliberation.
- 8) Arbitration concerning a Board decision must be initiated within 21 days of the Board decision (see Dispute rules--3.4)

This Help Sheet is not intended as a substitute for the Dispute Rules. Complete Dispute Rules can be found in the back of every ASCA program rulebook. It is required that copies of the Dispute Rules and Complaint Forms be available at any ASCA sanctioned event.

# Australian Shepherd Club of America

## Complaint Form

Resolve problems yourself without a formal complaint whenever possible. Failing that, use this form to bring a complaint before an affiliate or the ASCA Board under ASCA's Dispute Rules. This is a formal procedure. You must read and follow the Dispute Rules. Complete each space or your complaint will not be processed.

<i>Your Name</i>	<i>Names of parties about whom you are complaining.</i> You must serve a copy of this complaint to everyone you name here (Dispute Rules section 3.2.2 and 3.3.5). The hearing officials will serve these parties for you only in the case of urgent disputes before affiliates (Dispute Rules section 3.1.3).	
<i>Today's Date</i>	<i>Date of event giving rise to this complaint</i>	<i>Date you first learned of the event</i> <i>Dispute Rules section 3.2.5 and 3.3.8</i>
<b><i>State the grounds for your complaint.</i></b> Include reference to ASCA rules, regulations and bylaws which have been violated. Confine your statement to this space if possible. Lengthy statements are discouraged.		
<b><i>Dollar amount of certified check or money order</i></b> which accompanies this form (Dispute Rules section 3.2.1 and 3.3.1). No money is required for urgent disputes before affiliates (Dispute Rules section 3.1.1).		\$
<b><i>Sign here.</i></b> By doing so you certify that you have attempted to resolve this dispute informally and that you have served parties with this complaint as required.		✕