

SADAA
(South African Dog Agility Association)
RULES



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INTRODUCTION

The South African Dog Agility Association (hereafter referred to as SADAA) was established in 2001 to promote the sport of Dog Agility in South Africa. SADAA is affiliated to the South African Working Dogs Association (SAWDA), which is the umbrella body for several Working Dog disciplines in South Africa.

This document focuses on the running of Agility Trials (comprising Agility and Jumping) and Games Trials (comprising Snooker and Gamblers).

For information on the organisation of SADAA, refer to the document 'South African Dog Agility Association Constitution'.

PRINCIPLES OF AGILITY TRIALS

Agility is a challenge and a competition to be enjoyed by handler, dog and spectator. The main elements of the sport are good sportsmanship and fun for the dog and handler. It is a sport which is open to all dogs, without regard for pedigree.

Agility Trials should test the ability of the dog and its handler to work as a smoothly functioning team. The dog should be under control at all times and show a willingness to work with the handler.

ELIGIBILITY

3.1. Handlers and owners of dogs participating in SADAA events must be paid-up members of SADAA. (Refer to the SADAA Constitution).

3.2. Judges must be current members of SADAA. (Refer to the SADAA Constitution).

3.3. Dogs competing in SADAA events must be registered with SAWDA. (Refer to the SAWDA Constitution).

3.4. On registering, proof of dogs' date of birth in the form of a copy of the dog's Pedigree Certificate/Vet record book/registration with another canine organisation must be supplied together with the SAWDA Application Form. The Regional Directors must have proof of date of birth before applying to SAWDA Admin for a SAWDA number.

3.5. The same initial fee to register a dog with SAWDA will apply should a handler wish to re-register their dog should any changes be required.

3.6. No dog or person entering SADAA Trials shall be under suspension or disqualification by SAWDA or SADAA. (Refer to the SAWDA and SADAA Constitutions).

3.7. Dogs must be a minimum of 18 months old on the day they compete for the first time. No exceptions.

3.8. Handlers are encouraged to maintain and update their qualifications on the electronic record system in use and report any issues to their RD.

SIZE CATEGORIES

4.1. In all SADAA Trials, dogs will compete in the category determined by their size:

Toy	30.0cm or less
Mini	35.0cm or less
Midi	42.0cm or less
Large	50.0cm or less
Maxi	50.1cm or more

fig1

4.2. A dog can only be measured at 18 months of age, or just prior to competing for the first time in a SADAA Trial. The measuring must be done by a qualified SADAA Judge.

4.3. The dog's height at the withers in centimetres and the applicable height category must be entered on the dog's profile in the electronic record system.

4.4. Should a dog's measurement be brought into question, (i.e., a dog that is deemed to be close to one of the height limits – 'borderline'); the dog must be re-measured by at least 2 senior judges. Once the height is agreed on, the dog's height can be captured or altered on the electronic record system.

- 4.5. Any qualifications earned in a previously incorrect height category, will be retained.
- 4.6. The height, length and width of certain obstacles will differ for the size categories.

CLASSES AND TITLES

5.1 Agility/Jumping/Snooker/Gambler Classes

- 5.1.1. In Agility Classes the course must include all obstacles listed in Section 12.1.1 and any obstacles in 12.1.2. In Jumping Classes, the course must exclude the three contact obstacles referred to in 12.1.1. Qualifications will only be recognised at official SADAA Club Trials and Regional Trials.
- 5.1.2. Any dog that has not previously entered a SADAA Agility Trial must begin in Agility/Jumping 1.
- 5.1.3. Agility/Jumping/Snooker/Gambler 1
 - 5.1.3.1. A qualification is achieved by having a clear round (zero faults). These can be obtained at Club Trials or Regional Trials.
 - 5.1.3.2. A dog must qualify three (3) times in Agility/Jumping/Snooker/Gambler 1, after which it must progress to Grade 2.
- 5.1.4. Agility/Jumping/Snooker/Gambler 2
 - 5.1.4.1. A dog must qualify three (3) times in Agility/Jumping/Snooker/Gambler 2, after which it must progress to Grade 3.
- 5.1.5. Agility/Jumping/Snooker/Gambler 3
 - 5.1.5.1. Agility/Jumping/Snooker/Gambler 3 titles are divided into two (2) classes, namely Champion and Performance Champion.
 - 5.1.5.2. Both are determined by points gained at Club Trials and Regional Trials.
 - 5.1.5.3. Points toward the Champion Title are awarded only to the dog placed 1st with a clear round.
 - 5.1.5.4. Points toward the Performance Champion are awarded for all other dogs with a clear round. (Refer 5.1.5.2)
 - 5.1.5.5. Qualifying/Championship Certificates or Titles gained under other recognised canine bodies will not count towards SADAA Agility/Jumping/Snooker/Gambler Champion status.

	Regional Trials	Club Trials
Placing	Points	
1	12	2
2	8	1
3	6	1
4	4	1
5	2	1
6	1	1
7	1	1
8	1	1
9	1	1
10,etc	1	1

fig 2

5.2 Titles

- 5.2.1. Agility/Jumping/Snooker/Gambler
 - 5.2.1.1. Agility/Jumping/Snooker/Gambler 1 Dog:
A dog that has qualified three (3) times in Agility/Jumping 1 will be awarded the 'Agility/Jumping/Snooker/Gambler 1' Certificate.
 - 5.2.1.2. Agility/Jumping/Snooker/Gambler 2 Dog:
A dog that has qualified three (3) times in Agility/Jumping/Snooker/Gambler 2 will be awarded the 'Agility/Jumping 2' Certificate.
 - 5.2.1.3. Agility/Jumping/Snooker/Gambler 3 Dog:
A dog that has recorded ten (10) clear rounds in Agility/Jumping 3 will be awarded the 'Agility/Jumping/Snooker/Gambler 3' Certificate. These can be obtained at Club Trials or Regional Trials.
 - 5.2.1.4. Agility/Jumping/Snooker/Gambler Champion
A dog awarded sixty (60) points from wins (zero faults) in Agility/Jumping 3 at Regional or Club Trials, will qualify as an 'Agility/Jumping/Snooker/Gambler Champion' and a Certificate to this effect will be issued.
 - 5.2.1.5. Agility/Jumping/Snooker/Gambler Champion II
A dog awarded one hundred and twenty (120) points from wins (zero faults) in Agility/Jumping/Snooker/Gambler 3 at Regional or Club Trials, will qualify as an 'Agility/Jumping Champion II' and a Certificate to this

effect will be issued.

5.2.1.6. Agility/Jumping/Snooker/Gambler Champion III

dog awarded one hundred and eighty (180) points from wins (zero faults) in Agility/Jumping 3 at Regional or Club Trials, will qualify as an 'Agility/Jumping/Snooker/Gambler Champion III' and a Certificate to this effect will be issued.

5.2.1.7. Agility/Jumping/Snooker/Gambler Grand Champion

A dog awarded two hundred and forty (240) points from wins (zero faults) in Agility/Jumping/Snooker/Gambler 3 at Regional or Club Trials, will qualify as an 'Agility/Jumping Grand Champion' and a Certificate to this effect will be issued.

5.2.1.8. The above-mentioned information in 5.2.1.4 to 5.2.1.7 pertaining to Agility/Jumping/Snooker/Gambler Champion status also applies to the Agility/Jumping/Snooker/Gambler Performance Champion status, with the exception that points will be awarded to dogs placed 2nd, 3rd, etc/ with a clear round (zero faults).

Qualifications Level	Number of Qualifying Scores	Title
Grade 1	3 at CTs or RTs	Grade 1 "All Disciplines" Dog
Grade 2	3 at CTs or RTs	Grade 2 "All Disciplines" Dog
Grade 3	10 at CTs or RTs	Grade 3 "All Disciplines" Dog
Champion	5 Wins at RTs - at least two different regions	Champion "All Disciplines" Dog
Performance Champion	5 Wins at RTs - at least two different regions	Champion "All Disciplines" Dog
Champion 2	10 Wins at RTs - at least two different regions	Champion "All Disciplines" Dog 2
Performance Champion 2	10 Wins at RTs - at least two different regions	Champion "All Disciplines" Dog 2
Champion 3	15 Wins at RTs - at least two different regions	Champion "All Disciplines" Dog 3
Performance Champion 3	15 Wins at RTs - at least two different regions	Champion "All Disciplines" Dog 3
Grand Champion	20 Wins at RTs - at least two different regions	Grand Champion "All Disciplines" Dog
Grand Champion	20 Wins at RTs - at least two different regions	Grand Champion "All Disciplines" Dog

fig 3

5.2.2 DUAL TITLES

5.2.2.1. Master "All Disciplines" Champion

A dog that has become an Agility Champion and a Jumping Champion will be awarded the title 'Master "All Disciplines" Champion' and a Certificate to this effect will be issued.

5.2.2.2. Elite "All Disciplines" Champion

A dog that has become an Agility Grand Champion and a Jumping Grand Champion will be awarded the title 'Elite Agility Champion' and an award to this effect will be issued.

5.3 REGION CLASSIFICATION – POINT SYSTEM ONLY

5.3.1. At least 24 Points towards Championship and Performance Championship Status must be obtained from Regional Trials or Club Trials other than Regional Trials or Club Trials held in your own region.

5.3.2. The regions are defined as follows:

- Boland
- Free State
- Gauteng (Mpumalanga and North West)
- South-East Coast
- Western Province
- KwaZulu-Natal
- Any other new Region as determined by the SADAA Board

TRIALS

SADAA affiliated Clubs wishing to hold Trials must undertake to comply with all the requirements set out in these Rules and in the SADAA Constitution.

Each Trial will be allocated a unique number by the Trials Administrator. The trial number must be present on the show schedule, running orders or on the manual scribe sheets if the electronic record system is unavailable.

6.1 CLUB TRIALS

6.1.1. Club Trials must include all of the recognised Classes referred to in Sections 5.1.

6.1.2. Points towards Champion and Performance Champion Status in Agility/Jumping/Snooker/Gambler 3 are awarded at Club Trials.

6.1.3. Club Trials may be held throughout the year.

6.1.4. Clubs must apply to their Regional SADAA Director for a permit to hold Club Trials. Regional Directors will apply to Central SADAA Administration. Applications must be submitted at least 2 weeks before the proposed Trials date and may be accompanied by the appropriate fees.

6.1.5. Competing judges officiating at Club Trials as a judge are allowed to jump their own courses and must be judged by another judge at the trials. A competing Judge is entitled to the same qualifying criteria as all other competitors.

6.2 REGIONAL TRIALS

6.2.1. Regional Trials must include all the recognised Classes referred to in Sections 5.1.

6.2.2. Points towards Champion and Performance Champion Status in Agility and Jumping as well as Gamblers and Snooker are awarded at Regional Trials

6.2.3. Each Region may hold a maximum of four Regional Trials per calendar year, ideally over a weekend. These should be scheduled as a group of Agility and Jumping Trials plus an/2 official Games Trial/s, i.e. Gamblers and Snooker. It is at the discretion of the hosting region to drop an Agility/Games Trial or Grade/s.

6.2.4. Regions must apply to Central SADAA Administration for a permit to hold Regional Trials. Applications must be submitted at least two months before the proposed Trials date and may be accompanied by the appropriate fees.

6.2.5. To ensure that there are no date clashes between the Regions, the allocation of dates for Regional Trials will be controlled by the SADAA Board. Dates for Regional Trials will be published at the beginning of each calendar year so that the Regions can schedule their Club Trials accordingly.

6.2.6. The results of the Grade 3 Classes will be used as qualifying scores for the annual SADAA National Titles.

6.2.7. The following SADAA Medals are awarded:

Maxi, Large, Midi, Mini and Toy size categories, provided that the dogs have clear rounds (zero faults):

- Gold medal awarded to 1st Place in Agility, Jumping, Gamblers or Snooker.
- Silver medal awarded to 2nd Place in Agility, Jumping, Gamblers or Snooker.
- Bronze medal awarded to 3rd Place in Agility, Jumping, Gamblers or Snooker.

6.2.8. The top dog in each size category at each set of Regional Trials will receive the local SADAA Floating Trophy which will remain in their possession for 12 months. It will be the hosting regions responsibility to ensure that it is NOT engraved on. The hosting region will further be responsible to have a photograph taken of the winners of each height category with the trophy. Only dogs that compete in Agility 3 and Jumping 3 in at least three of the Regional Trials will be eligible to win the trophy.

6.2.9. Point Allocation System – Overall Winners (each individual height category)

6.2.9.1. Clear Rounds

- 15 points will be allocated to each dog with a clear round.
- 1 additional point will be allocated to each dog for every two seconds faster than the SCT.

6.2.9.2. Fault Rounds

- As a norm each dog will be allocated 13 points for faulted rounds.
- For every 2.5 faults incurred, one point will be deducted from the total of 13 and so on.

6.2.9.3. Elimination Rounds

- 0 (zero) points will be allocated for all elimination rounds.

6.2.9.4. Calculation of overall winner

- Combine the total points, dogs' time and course length for Agility and Jumping rounds to get a total for each trial.
- Combine points, dogs' time and course length for all the trials.
- The dog with the most points over ALL the trials will be the winner.
- If two or more dogs have the same points, the dog with the fastest combined (m/s) will be the winner and so on.

6.2.10. Competing judges officiating at Regional Trials as a judge are allowed to jump their own courses and must be judged by another senior judge at the trials. The judge has the choice not to compete with his/her own dog/s. The judge will be awarded zero (0) points should he/she decide not to compete on his/her own course and is still eligible for the overall winner title.

6.3 ENTRIES FOR TRIALS

6.3.1. Entries for Trials must be submitted to the host Club at least three weeks before the Trials in the case of Regional Trials and one week before the Trials in the case of Club Trials.

6.3.2. A dog may not be entered in a Class in anticipation of the dog qualifying to compete in that Class at a previous Trial

6.3.3. It is permissible for a dog to compete in a higher Class than the Class entered in advance of a Trial, provided that the dog has qualified out of the lower Class prior to the Trial.

6.3.4. Judges may compete in all Classes whether they are judging or not. Dogs and/or handlers may enter Trials under a Judge who resides in the same household.

6.3.5. All entry fees belong to SADAA.

6.3.6 Entries must be submitted on the electronic record system. In the event that the electronic record system is unavailable entries should be made on an official SADAA Agility Trial Entry Form in the case of an Agility Trial or a Games Trial Entry Form in the case of a Games Trial. It must include the Registration number(s) of the dog(s) - SAWDA number and the Handler's and Owner's Membership numbers - SADAA number. All scribing needs to be done manually and uploaded to the electronic record system by the RD once it becomes available again.

6.4 MANAGEMENT OF TRIALS

6.4.1 Responsibilities of the host club

6.4.1.1. To appoint a SADAA Judge who is suitably qualified to judge the Classes being offered at the Trials. When a Judge from another area is being appointed, the Club may come to an arrangement with the Judge regarding the reimbursement of accommodation and/or travel expenses.

6.4.1.2. The Schedule must be distributed at least two weeks in advance of a Club Trial and one month in advance of a Regional Trial. This schedule needs to include the date, venue, details of Classes to be held, starting times, names of Judges, entry fees, closing date for entries and methods of payment.

6.4.1.3. To ensure that all the necessary equipment is available, in good condition and conforms to SADAA specifications.

6.4.1.4. To determine the running order for each Class in advance of the Trial. This will be done by a manual draw or by a recognised computer program. Handlers with more than one dog in a Class will be given a reasonable gap between dogs when the draw is made. In the higher Classes, provision must be made to cater for dogs that qualified up to a higher Class after entering the Trial. Running orders may change on the day of competition, due to Handlers competing in two different rings or because dogs have withdrawn/moved up to a higher grade.

6.4.1.5. To provide a ring preferably measuring minimum 35m x 35m and maximum 40m x 40m. The ring must be clearly demarcated. When two rings are used, they must be separated by a minimum 5m corridor. The ground surface must be as level as possible and provide safe footing for handlers and dogs.

6.4.1.6. To appoint the assistants for the Judges, including a scribe, at least two timekeepers and a scorer and ensure that they are fully conversant with the duties they will be expected to perform.

6.4.1.7 All trials will be run on an electronic record system unless it is not available. The club shall provide manual scribing necessities if for any reason it is not available.

6.4.2 Disputes and misconduct

6.4.2.1. Any disputed matter requiring an immediate decision will be resolved by the Judge and the Regional Director if he/she is in attendance.

6.4.2.2. Misconduct, such as unseemly behaviour towards any official, bad sportsmanship, harsh handling of a dog and physical or verbal abuse of a dog anywhere on the grounds at a Trial, any dog that leaves the show ring and interferes with another dog and is no longer under the control of the handler, dogs that are off lead during a show and interfere with another dog, working or not, will be severely condemned. In the event of such behaviour the Judge, RD or MD may exclude the handler from further competition at the Trials and order the handler to forfeit any awards, prizes or qualifications and points gained at the Trials. An incident report needs to be drafted immediately following an incident.

6.4.2.3. Depending on the severity of the offence, an official complaint against the handler may be lodged with the Regional Director. (Refer to the SADAA Constitution for more information on dealing with misconduct).

6.4.2.4. Written complaints must be submitted to the Regional Director. Every complaint must be dealt with within Fourteen days.

6.4.2.5. Unresolved disputes or complaints not satisfactorily dealt with by the Regional Director must be reported to the Area Director and, if necessary, the Managing Director.

6.4.2.6 Any complaints regarding a handlers round need to be raised with the judge as soon as possible, preferably directly after their round . All complaints other than those on course need to be made to the RD of

the province which the handler resides in. If this is not possible an RD that is present at the show. All complaints will be dealt with at an RD level and if no resolution has been found it will be escalated to an MD/Board level.

6.4.3 Running Of Classes

6.4.3.1. No Judge shall be required to test more than 150 dogs per agility and jumping round at one Trial. If the number of entries in Classes to be judged by one person exceeds this limit, the Committee of the host Club shall appoint an extra Judge. Ideally the extra Judge will be assigned to judge one or more of the lower Classes, so that the advertised Judge can still officiate in the highest Class, particularly at a Regional Trial where Qualifying Scores may be obtained.

6.4.3.2. A dog may be handled by different people in different Classes at a Trial, i.e. one person may handle the dog in an Agility Class and another person may handle the dog in a Jumping Class.

6.4.4 Physical Condition Of Competing Dogs

6.4.4.1. Pregnant bitches, lactating bitches, lame dogs or dogs that are apparently ill or hurt are ineligible for entry, as is any dog with a deformity which may cause a judge to not be able to reasonably assess the dog's ability to perform the obstacles safely and in a manner that is in the best interest, health and welfare of the dog.

6.4.4.2. Bitches in season may compete at SADAA Club Trials and Regional Trials and should wear identification to this effect, i.e. red ribbon. Handlers with a bitch in season need to declare this when entering a Trial and be prepared to always run last in a discipline and supply and use a mat at the start line. The handler should be considerate of other dogs and to keep the bitch separate so as not to be a distraction to other dogs. Handlers with intact males also need to be considerate and ensure that their dogs are kept at a distance.

6.4.4.3. If a dog is being bandaged and/or strapped (including the use of plasters), while competing, it is up to the handler to approach the judge prior to the Trial to present reason and a current vet certificate that this is a preventative measure and that the dog is sound and able to compete. It will still be the judge's decision whether to allow the dog to compete.

6.4.4.4. Dogs coming from or going to a Region infected with Rabies must have a valid inoculation certificate against Rabies.

6.4.4.5. Doping of a dog is strictly prohibited. Doping includes, but is not be limited to, any performance enhancing drug or substance. Where there is a reasonable suspicion that a dog has been doped, it must be reported to the Judge and the Regional Director, if he/she is in attendance.

6.4.4.6. Dogs are not allowed to compete if they have been given painkillers within 24 hours before or during the competition. If a dog requires painkillers on the day of competition (e.g. due to an injury incurring on the day), the Judge must be informed, and the dog may not compete for the rest of the day.

6.4.5 Environmental Conditions

6.4.5.1. It is the responsibility of the Judge to ensure that all dogs in a Class compete under the same conditions as far as this is practical.

6.4.5.2. It shall be at the discretion of the Judge(s), RD, or/and MD whether or not competition should be interrupted on account of inclement weather. Cancellation of a Trial shall be at the discretion of the Judge(s), RD, or/and MD). If consensus cannot be reached the MD must be contacted if not present, and the decision will lie with them.

6.4.6 Responsibilities Of The Judge

6.4.6.1. To have a thorough knowledge of the Rules covering the Class/es to be judged.

6.4.6.2. To ensure that the course has been laid out correctly.

6.4.6.3. The course layout must be kept confidential (within reason) by the judge prior to the day of the event. At the Judge's discretion a copy of the course plan may be displayed at the ring for the competitors to view prior to the commencement of the Class.

6.4.6.4. To measure the length of the course (following the natural path of the dog) and set the Standard Course Time (SCT) and Maximum Course Time (MCT).

6.4.6.5. To ensure that the Scribe, Timekeepers and Stewards are familiar with their duties and to brief them on any specific requirements.

6.4.6.6. To brief the competitors prior to the commencement of the competition. The briefing must include details such as the course length, metres per second, SCT and MCT and who will signal the competitor to commence the exercise. The Judge may also draw attention to some of the rules and ring procedures, such as waiting for the designated Official's signal to commence the exercise. The Judge may also answer questions from the competitors on any aspects of the course.

6.4.6.7. To observe each dog's performance and signal all faults clearly to the scribe. No video or other means of instant replay may be used to determine course faults.

6.4.6.8. The Judge must position him/herself in the arena to be aware at all times of physical handling or guiding of the dog by the handler.

6.4.6.9. The judge must indicate faults by means of hand signals to the scribe. Course Faults will be indicated by an open hand and Refusals by a clenched fist. Eliminations must be indicated clearly by the Judge using a predetermined hand signal or an audible signal (whistle, etc.)

At the Judges' discretion, the dog may continue the exercise and complete the course after it has been eliminated.

6.4.6.10. If it is pre-determined that the results must be read out immediately that the dog completes its round, these must be given clearly so as to be heard.

6.4.6.11. Standardised judging is of paramount importance. Judges must adhere strictly to the SADAA Rules and may not introduce their own variations into the competition.

6.4.7 Responsibilities Of The Competitors

6.4.7.1. All competitors must be present at the site of the Trial at least 30 minutes before the advertised starting time of the Trial. Any competitor who does not report for a Class by the given time may be scratched and excluded from the competition.

6.4.7.2. All handlers must have a thorough knowledge of the Rules covering the classes entered.

6.4.7.3. All dogs must remain on lead/crated and under the control of handlers at trials all the time, even during prize giving and after the trial has finished and handlers are packing up. The only time dogs can run free is when most of the handlers have left and handlers wish to stay behind to let their dogs run free. You still then need to be considerate to other handlers and dogs staying behind.

6.4.7.4. No Judge may permit a dog to compete in any Class that he is judging unless the handler produces the dog's Record Book showing that the dog is eligible to compete in that Class.

6.4.7.5. For safety reasons, dogs must not wear slip chains, collars or any other item while competing. Any dog wearing any of the aforementioned items while competing will be eliminated. This does not apply to a handler leading a dog to the start line with a leash and collar.

6.4.7.6. The Judge shall expel from competition any dog that behaves in an uncontrollable manner, any handler who interferes wilfully with another competitor or his/her dog, or any dog who is deemed too aggressive to be let off lead and unable to work under the control of the handler.

6.4.7.7. When entering a SADAA Trial, the handler and owner undertake to abide by the SADAA Constitution and Rules.

6.4.7.8. Any dog or handler entering or competing in a SADAA event and using the equipment provided does so at his/her own and the dog's risk.

6.4.7.9. Handlers are only allowed in the ring when competing, walking the course or assisting with the construction and dismantling of the course. Before, during and after any Trial, dogs are only allowed in the ring when they are competing.

6.4.7.10. Handlers will be allowed to warm up their dogs in areas provided specifically for this or set up and use their own equipment to warm up, provided that they do not interfere with or distract competing dogs or handlers. This area needs to be a minimum of 5m from the ring.

6.4.7.11. Prior to the commencement of the Class, competitors will be allowed to walk the course without their dogs and will have a minimum of five (5) minutes and a maximum of ten (10) minutes to do so at the Judge's discretion. When a walking group is large, the group may be split.

6.4.7.12. No food is allowed within the boundaries of the arena at any time. This applies to handlers, helpers, officials and judges. Handlers not obeying this rule will be disqualified from further competition in that arena and officials will be reprimanded.

6.4.7.13. Training aids or toys are allowed in competition; however, restrictions do apply. The handler may not have anything visible in the arena that might be construed as an aid to the performance of the dog. Baiting, the offering of any toys or other inducement whilst in the arena will result in immediate elimination. Purposefully leaving the toy within 3m of the ring within the eyeline of the dog will be seen as baiting. This includes any person using the toy or food to bait the dog. Before entering the arena, the aid/toy must be concealed until after the dog has completed the exercise and left the ring. Making the toy/aid visible or by using the aid/toy in the arena while performing the exercise will result in elimination.

6.4.7.14. Handlers may reward their dogs outside the boundaries of the arena without penalty as long as it does not interfere with competing dogs and handlers. All rewarding must be done outside the ring. Handlers must refrain from squeaking, tugging or throwing toys within 3m of the course where other dogs are working.

6.4.7.15. The handler may use the dog's 'call name' and may signal without penalty. The use of any kind of manufactured whistle is prohibited. No assistance in the form of touching the dog or the equipment is allowed.

THE EXERCISE

The handler enters the ring and places the dog in either the sit/down/stand position behind the plane of the starting obstacle or starting line. The dog's lead and collar are removed and handed to the steward. The handler is not permitted to have any object in his hands. The handler may position him/herself anywhere on the course and must start his/her dog on a signal from the designated official. The handler must make a concerted effort to begin the exercise immediately after this signal. The time will commence running as soon as the dog crosses the 'start line'. A variety of commands and signals are permitted during the test. The handler must ensure that the dog traverses the obstacles in the correct order, without making any physical contact with the dog or any obstacle. The test is completed, and the time stopped when the dog crosses the 'finish line'. The steward hands the lead back to the handler. The handler puts the dog back on the lead and leaves the ring.

7.1 TIMING

7.1.1. The course must be completed by the dog within a predetermined time, the Standard Course Time (SCT). The SCT is one aspect that contributes to the degree of difficulty of the exercise, in conjunction with the length and complexity of the course.

7.1.2. The SCT (in seconds) will be determined by dividing the length of the course by the speed (in metres per second) for that class. Example: An Agility 2 course is 150m long and the speed for maxi size dogs is 2.5 m/s. The SCT for the maxi size dogs will be $150/2.5 = 60$ seconds. If the calculated time works out with decimal seconds, it must be rounded up or down, i.e. $43.27 = \text{SCT } 43$ seconds SCT or $43.57 = 44$ seconds SCT.

7.1.3. The Maximum Course Time (MCT) must be more than 1.5 x the SCT and less than or equal to 2 x the SCT. A dog that exceeds the MCT will be eliminated.

7.1.4. The table below lists the speeds for the different levels of each Class. The speed in metres per second chosen for the course will determine the SCT.

	Agility (metres/sec)			Jumping (metres/sec)		
	<i>Maxi / Large</i>	<i>Midi</i>	<i>Mini /Toy</i>	<i>Maxi / Large</i>	<i>Midi</i>	<i>Mini /Toy</i>
1	2.00	1.75	1.50	2.50	2.25	2.00
2	2.50	2.25	2.05	3.00	2.75	2.55
3	3.20	2.75	2.60	4.00	3.50	3.20

fig 4

7.1.5. Dogs with clear rounds with the same times will receive the same places and rosettes/medals and points.

PENALTIES

8.1 GENERAL

8.1.1. Time will start when the dog crosses the plane of the first obstacle or the 'start line' .

8.1.2. A handler who touches the dog will be penalised with 5 (five) faults on each occasion.

8.1.3. A handler who touches an obstacle will be penalised with 5 (five) faults on each occasion.

8.1.4.1 Should the judge deem that the handler assisted the dog on the course by intentionally touching the dog or an obstacle; the dog will be eliminated instead of being given 5 faults.

8.1.4.2 No faults will be given if the dog accidentally touches the handler by either jumping up at their hands or running into them or the handler falling over the dog. A dog may be checked for soundness after a slip or fall.

8.2 COURSE FAULTS

8.2.1. All course faults, e.g. dropped/knocked bars or missing a contact area, will be penalised with five (5) faults.

8.2.2. It is a course fault each time any part of any obstacle is knocked down by the handler or dog in the process of negotiating the obstacle.

8.3 REFUSALS

8.3.1. Besides the refusals specific to certain obstacles mentioned in Section 8.6, any of the following will be also considered as a refusal:

8.3.1.1. A dog stopping on the course not under the instruction from its handler i.e seen as a dog refusing to continue working.

8.3.1.2. A dog running past the plane of an obstacle that is next in sequence and having to circle or be taken back by the handler to attempt the obstacle again.

8.3.2. The dog will not be faulted when:

8.3.2.1. A dog stopping on the course under the instruction of the handler.

8.4 COURSE FAULTS and REFUSALS – Procedure to be followed by competitors

8.4.1. Refusals must be corrected immediately, i.e. the dog must re-negotiate the obstacle before taking the next obstacle. Failure to do so will result in elimination.

8.4.2. When Course Faults are incurred the dog will be penalised but must continue its run. The exception is the weave poles. The weaves have to be completed by continuing to the end of the poles and taking the dog through the last two poles or re-doing them from the start.

8.5 TIME FAULTS

Time Faults are incurred for failing to complete the course within the SCT. Exceeding the SCT is penalised with one (1) fault per second or fraction thereof to two (2) decimal places. Example: SCT = 60 seconds; Dog's time = 62.16 seconds; Time faults = 2.16.

8.6 FAULTS AT SPECIFIC OBSTACLES

8.6.1. THE DOG WALK

8.6.1.1. **Refusals:**

8.6.1.1.1. The dog jumps off the Dog Walk before touching the descending ramp with at least one paw or part thereof.

8.6.1.1.2. The dog runs past the whole ascending contact area and has to be brought back to negotiate the obstacle. i.e. the dog does not attempt to ascend the up ramp.

8.6.1.2. **Course Faults:**

8.6.1.2.1. The dog must touch the descending contact with at least one paw or part thereof.

8.6.2. THE SEE SAW

8.6.2.1. **Refusals:**

8.6.2.1.1. The dog jumps off the See-Saw before passing the central bracket with one front paw or part thereof.

8.6.2.1.2. The dog runs past the whole ascending contact area and has to be brought back to negotiate the obstacle. i.e. the dog does not attempt to ascend the up ramp before the pivot point.

8.6.2.2. **Course Faults:**

8.6.2.2.1. The dog must touch descending contact area with at least one paw or part thereof.

8.6.2.2.2. One course fault is incurred for each missed descending contact.

8.6.2.2.3. The dog jumping off the see saw before it touches the ground (fly off), i.e. not grounded would incur an additional 5 (five) faults.

8.6.2.2.4. A total of 10 faults could be incurred on the see saw.

8.6.2.2.5. Dogs need to negotiate the see saw correctly and control the grounding.

8.6.3. THE A-FRAME

8.6.3.1. **Refusals:**

8.6.3.1.1. The dog jumps off the A-Frame before touching the descending ramp with one front paw or part thereof.

8.6.3.1.2. The dog runs past whole ascending contact area and has to be brought back to negotiate the obstacle. i.e. the dog does not attempt to ascend the up ramp.

8.6.3.2. **Course Faults:**

8.6.3.2.1. The dog must touch the descending contact area with at least one paw or part thereof.

8.6.3.2.2. One course fault is incurred for each missed contact.

8.6.4. THE JUMPS

8.6.4.1. Refusals:

8.6.4.1.1. Running under the crossbar.

8.6.4.1.2. Running past the plane of obstacle and having to be taken back to negotiate it.

8.6.4.1.3. Jumping over the wing of the hurdle.

8.6.4.1.4. Jumping a spread jump at such an angle that the full spread is not cleared.

8.6.4.2. Course Faults:

8.6.4.2.1. Dislodging a crossbar.

8.6.4.3. Elimination:

8.6.4.3.1. Dog jumping the hurdle or going under it from the wrong side.

8.6.4.3.2. Dog refuses the hurdle and dislodges the crossbar or wing, so it is unable to be re-negotiated correctly.

8.6.5. THE WEAVE POLES

8.6.5.1. When entering the obstacle, the first pole must be on the left of the dog, the second on the right.

8.6.5.2. Refusals:

8.6.5.2.1. For each incorrect entry.

8.6.5.2.2. Any part of the dog passing the first pole on the left-hand side.

8.6.5.2.3. Any part of the dog passing the second pole on the right-hand side.

8.6.5.3. Course Faults:

8.6.5.3.1. Can only be faulted once regardless of how many times a dog has to correct the weave poles.

8.6.5.3.2. A handler who deliberately passes his/her hands back and forth through the weave poles will be penalised five (5) faults only. The only exception is when the dog misses a pole and the handler corrects the fault at approximately where it occurred to show the dog where to enter. Can only be faulted once per round for this.

8.6.5.3.3. A maximum of 10 (ten) course faults can be incurred in the weave poles.

8.6.5.4. Elimination:

8.6.5.4.1. Before moving on to the next obstacle, the weaves have to be completed by continuing to the end of the poles and taking the dog through the last two poles or re-doing them from the start.

8.6.5.4.2. Back-weaving; doing more than two gates of the obstacle in the wrong direction. NB: It is not an elimination if a dog crosses between any poles to the handler, trying to correct a missed pole.

8.6.5.4.3. The dog cuts through the weaves on the way to the next obstacle if that obstacle is not the weaves.

8.6.5.4.4 The handler passes through the weaves at any point during the round.

8.6.6. THE LONG JUMP

8.6.6.1. Refusals:

8.6.6.1.1. Running past the obstacle and having to be taken back to negotiate it.

8.6.6.1.2. Walking/running through/on/between the elements, with no attempt to clear it.

8.6.6.1.3. Jumping the obstacle at an angle such that it enters or exits the side of the jump. Dog jumping the long jump from side to side (sideways).

8.6.6.2. Course Faults:

8.6.6.2.1. Knocking over one or more of the elements.

8.6.6.3. Not faulted:

8.6.6.3.1. A dog clipping an element and not knocking it over.

8.6.6.3.2. The marker poles at the four corners of the long jump are only a 'judging guide'. They help determine whether the dog has negotiated the obstacle correctly. It is, therefore, not faulted when a dog or the handler touches or knocks down one of these poles, even if it causes one of the elements to fall down.

8.6.7. THE TYRE – MAGNETIC (BREAKAWAY)

8.6.7.1. Refusals:

8.6.7.1.1. Jumping between the tyre and the frame or running under the tyre jump.

8.6.7.1.2. Running past the obstacle and having to be taken back to negotiate it.

8.6.7.2. Course Faults:

8.6.7.2.1. One course fault if the tyre 'breaks' while being negotiated correctly.

8.6.7.3. Elimination:

8.6.7.3.1. If the dog runs under/through the tyre jump from the incorrect side.

8.6.7.3.2. If the tyre 'breaks' apart on a refusal and it is unable to be re-negotiated correctly.

8.6.8. TUNNELS

8.6.8.1. Refusals:

8.6.8.1.1. The dog putting any part of its body in the tunnel and coming back out again.

8.6.8.1.2. The dog going into the tunnel completely and then coming out of the entrance.

8.6.8.1.3. Dog running past the refusal line and has to be brought back to negotiate the obstacle.

8.6.8.1.4. Dog jumping over the tunnel when it is the obstacle to be negotiated.

8.6.8.2. Elimination:

8.6.8.2.1. Dog jumping over the tunnel when it is NOT the next obstacle to be negotiated.

8.6.8.2.2. Handler takes a shortcut over the tunnel (i.e. jumps over or runs across a tunnel)

8.6.8.2.3. Dog jumping over the tunnel coming back to handler after refusal.

8.6.9. THE WALL

8.6.9.1. Refusals:

Running past the obstacle and having to be taken back to negotiate it.

8.6.9.2. Course Faults:

Dislodging any of the displaceable units on the top of the wall.

8.6.9.3. Elimination:

Dog jumping the wall from the wrong side.

8.7 FORCE MAJEURE

If, in the Judge's opinion, a dog's performance was unfairly affected by unusual circumstances, the dog must re-run the entire course and a new time will be taken.

8.7.1. All the faults that occurred in the first round before the point of interference will be kept and no new faults up to that point will be added. Additional faults, if any, will be incurred in the second round at the point of interference or after. Dogs that have been Eliminated before the point of interruption do not get to re-run.

8.7.2. The handler still has to negotiate the course to the best of his/her ability, i.e., must be a good attempt. For Gambler and snooker rounds the handler must run the same course to the point of interruption to the best of their ability.

8.7.3. Circumstances qualifying as Force Majeure

8.7.3.1. Crossbars and/or wings being blown over.

8.7.3.2. Rigid tunnel comes loose which make it dangerous for the dog if it needs to be negotiated again.

8.7.3.3. Weave pole spacing changes, due to bases been shifted by previous dogs going through.

8.7.3.4. Another dog runs onto the course and interferes with the competing dog and handler.

8.7.3.5. See saw is blown the wrong side up and the handler needs to push it back down for the dog to ascend.

8.7.3.6. A handlers time not being captured. The handler will be given the option to re-run or accept standard course time.

8.8 ELIMINATIONS

8.8.1. Dogs will be eliminated for the following reasons:

- 8.8.1.1. Unseemly or aggressive behaviour towards any official.
- 8.8.1.2. Exceeding the Maximum Course Time (MCT).
- 8.8.1.3. Incurring three (3) refusals on the whole course.
- 8.8.1.4. Doing an obstacle from the wrong direction.
- 8.8.1.5. Leaving out an obstacle.
- 8.8.1.6. Doing an obstacle in the wrong sequence.
- 8.8.1.7. Dog taking a short cut by clearing an obstacle, such as jumping over a dog walk ramp, running under the dog walk/A-Frame, jumping over a solid tunnel or cutting through the weave poles if this is not the obstacle that is currently being negotiated.
- 8.8.1.8. The dog wearing a collar or any other item of adornment in the ring. (excluding elastics to keep hair out of a dog's eyes) and strapping around dog's feet/legs (see 6.4.4.3).
- 8.8.1.9. Dog fouling the ring at any stage during the exercise, i.e. from the moment it enters the ring to start its run, until it leaves the ring after the run is completed.
- 8.8.1.10. The dog leaving the course area, while appearing to be inattentive to the handler. If the judge determines that the dog is outside the ring area, but is still working for the handler, then he will give no faults.
- 8.8.1.11. The dog 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 itself, the handler, or any other person or dog at the event.
- 8.8.1.12. If an obstacle is knocked down or disturbed by the dog or handler in such a way that it is unable to be negotiated/re-negotiated safely in its dislodged state, the dog will be eliminated.
- 8.8.2. Handlers will be eliminated for the following reasons:
 - 8.8.2.1. Taking food onto the course. Eating or using food within the ring boundaries.
 - 8.8.2.2. Taking anything visible into the ring that might be construed to be an aid to the performance of the dog.
 - 8.8.2.3. Taking anything into the ring that is an aid to the dog's performance and that the dog is seen to be aware of.
 - 8.8.2.4. Baiting, using any toys or other incentives while in the ring.
 - 8.8.2.5. The use of any kind of manufactured whistle.
 - 8.8.2.6. Unseemly behaviour towards any official and fellow handlers and spectators.
 - 8.8.2.7. Harsh treatment of the dog by the handler, including verbal abuse.
 - 8.8.2.8. Unsportsmanlike behaviour by the handler.
 - 8.8.2.9. Taking a short cut to the next obstacle by crossing over contact obstacle ramps, cutting through the weave poles or running under contact obstacles.
 - 8.8.2.10. Replacing the dog on the start line after it has crossed the start line (i.e., the dog has already crossed the refusal line of the first obstacle).
 - 8.8.2.11. A handler not continuing to complete the course in the designed sequence, or leaving the course before completion.
 - 8.8.2.12. Touching the dog or an obstacle to assist the dog on the course.
- 8.8.3. Not eliminated when:
 - 8.8.3.1. Handler leads the dog to the start line with a lead and collar.
 - 8.8.3.2. Handler leads the dog out of the ring with a lead and collar after completing their run (this is when the lead and collar has been placed inside the ring for collection by the handler).
 - 8.8.3.3. Whistling (handler's own voice).

RESULTS

9.1 Competitor's Score

- 9.1.1. Scores may not be changed subsequently except to correct arithmetical errors or to eliminate a competitor for misconduct in terms of Paragraph 6.4.2.2.

9.1.2. Results must be accessible to the competitors.

9.2 PLACING OF DOGS

9.2.1. The total faults are taken into account (course faults + time faults).

9.2.2. In cases where the total faults are the same, the fastest dog will be placed highest.

9.2.3. In cases where there are clear rounds with the same times both dogs will receive the same places and rosettes/medals and points.

9.3 ANNOUNCEMENT OF RESULTS

After the scores have been totalled, the Judge shall announce the winner, any Qualifications or Qualifying Points and the other competitors placed.

9.4 COMPLETION OF DOGS' RECORD BOOKS

At the conclusion of the Class, any qualifications or qualifying points towards Championship and Performance status as well as the particulars of the Trial will be available on Agibase. All qualifications must be recorded – It is the handlers responsibility to ensure that their signings as well as points are recorder accurately on Agibase.

9.5 ISSUING OF TITLE CERTIFICATES

For dogs that have been awarded the required number of points for any of the Champion Status', the onus will be on the Handler to submit a request to the SADAA Administration Manager who will verify the dog's qualifications and issue the relevant Certificate. The dog's title will be recorded on the SADAA database.

TRAINING AND QUALIFICATION OF JUDGES

Judges will be required to pay a deposit as a sign of intent to complete the course in its entirety. This will be refunded once they have judged their first Club Trial.

10.1. The SADAA Board will give permission for a Judges Course to be held where and when necessary as approved by the presenters of the Judges Course.

10.2. Any person wishing to become a judge must be a SADAA member and have assisted at Trials as a scribe, scorer and timekeeper.

10.3. A Judges' Training Course consists of a Distance Learning Module over a period of a month, in which the candidate is required to complete assignments. This is followed by the candidate's participation in a full weekend of training. During this weekend the candidate will be given instruction on SADAA rules, judging techniques, course design, scoring and the general running of a trial.

10.4. Prospective judges will then take a written examination on the rules, as well as a practical examination on course design and judging of dogs over a full agility course. The candidate must pass with no less than 80% overall in order to qualify and be considered a Junior Judge and judge Club Trials.

10.5. Prior to each judging appointment the New Judge must submit his/her course design to the Judges' Course presenters, who must either oversee the Trial itself or appoint another Experienced judge to do so and complete an assessment on the New Judge's performance. Judges are deemed Qualified Judges once an assessment is done and either the Course presenter or overseeing experienced judge and RD deems the Judge to possess the necessary skills. All RT judging appointments need to be confirmed with the RD of the region where the prospective judge resides.

10.6. A nominated Regional Director, whom is not yet a current a SADAA judge, should be encouraged to do the Judges' Course.

COURSE DESIGN

11.1 AIMS OF GOOD COURSE DESIGN

11.1.1. The aim when designing an Agility and Jumping course is to achieve a balance between the control over the dog, avoiding faults on the obstacles and the speed with which the course is negotiated. A well-designed course will flow and allow a dog to go around smoothly and safely.

11.1.2. The design of the course is left entirely to the Judge's imagination but should change direction at least twice.

11.1.3. The difference in the courses used for the different Classes (Agility 1, Agility 2 and Agility 3 or Jumping 1, Jumping 2 and Jumping 3) must be determined by both of the following factors:

11.1.3.1. The degree of difficulty.

11.1.3.2. The speed (metres per second).

11.1.4. To maintain consistency and a high standard of Course Design in SADAA, all judges will occasionally be evaluated by a Senior judge present at Regional or Club trials. The judges' evaluation form will be sent to the SADAA Board for observation. If it is the opinion of the board that a judge is not maintaining the required standard, then that judge will be asked to judge only at club trial level until the board feels that the judge has improved; only then can that judge be appointed to judge a Regional trial.

11.1.5. All SADAA Judges are encouraged to get another opinion from another Experienced Judge on their courses.

11.2 RESTRICTIONS IN COURSE DESIGN

11.2.1. GENERAL

11.2.1.1. The Weave Poles are to be negotiated only once during a test.

11.2.1.2. The approach from the obstacles prior to the Tyre/Long Jump/Spread Jump/Wall Jump must be in a straight line for the dog to safely negotiate the obstacle without handler intervention to straighten the dog up to it. It is important to consider the dogs natural path from two jumps before the Tyre/Long Jump/Spread Jump/Wall Jump/Frame/Seesaw/Walk. It is however allowed for these obstacles to be placed on a natural curve on the course if the dogs path allows it to be a safe approach.

11.2.1.3. The distance between two (2) consecutive obstacles must range from 5m (minimum) to 7m. This represents the distance that the dog will cover between two obstacles.

11.2.1.4. Should the need arise (to accommodate the safety of the dog and the flow of the course), the maximum distance between two obstacles may be extended but must NOT exceed 10 metres and must be the exception rather than the norm.

11.2.1.5. The length of the course will be from 100 to 220m.

11.2.1.6. The first and last obstacles must be set up a minimum of 5m from the ring boundary.

11.2.1.7. Obstacles placed on course to have a minimum of 1-meter distance between them. Tunnels to additionally allow for changing shape.

11.2.1.8. Contact obstacles and weave poles must not be the first or the last obstacles in a course. The long jump and spread jump must not be the first obstacles in a course.

11.2.1.9 It is not encouraged to reuse courses. Sections or Sequences that a judge would like to reincorporate in future courses should be used in moderation.

11.2.2. AGILITY COURSES

11.2.2.1. All Agility courses must have all 3 Contact Obstacles.

11.2.2.2. Agility 1 dogs must only be required to negotiate the 3 Contact Obstacles once each.

11.2.2.3. Agility 2 and Agility 3 courses can have a maximum of four Contact Obstacles (any one of the 3 can be done twice only), at the Judge's discretion.

11.2.2.4. The course must contain a minimum of fifteen and a maximum of twenty-two obstacles, including at least seven physical/actual jumps.

11.2.3. JUMPING COURSES

11.2.3.1. Only the obstacles mentioned in Paragraph 12.1.2 may be used.

11.2.3.2. The course must contain a minimum of fifteen and a maximum of twenty-two obstacles, including at least nine physical/actual jumps.

SPECIFICATIONS OF THE OBSTACLES

12.1 GENERAL

12.1.1. Agility only (Contact Obstacles):

A-Frame

Dog Walk

See-Saw

12.1.2. Agility and Jumping:

Jumps

Rigid Tunnel

Weave Poles

Long Jump

Tyre

Wall Jump

12.1.3. All obstacles must be sturdily constructed, so that they will be safe and reliable when used by all dogs. Contact obstacles must always provide good traction for the dogs without being too rough as to injure the dog's feet. Surfaces must be maintained on a regular basis so that the dogs will not slip when performing these obstacles. The 'contact areas' must be a different colour (on the sides as well), and preferably not white, black or brown.

12.2 DESCRIPTIONS AND DIMENSIONS

Obstacles must comply with the following measurements and specifications.

12.2.1. The A-Frame

The A-Frame consists of two ramps, securely joined or hinged at the apex. When set at maximum height, the angle at the apex must be 105 degrees.

2.6m planks = 1.58m height at apex 2.7m planks = 1.64m

height at apex 2.8m planks = 1.70m height at apex

Width of ramps: 90cm at the apex and bottom.

Each ramp must have rounded anti-slip slats at 25cm intervals, but not within 10cm of the line indicating the contact area. The slats must be from 5 to 10mm high and 10mm wide.

The last 1,06m from the bottom of each ramp, (contact area), must be a different colour.

Chains or other support devices must be securely fastened to the side walls of each ramp, at least 65cm from the ground (to allow the rigid tunnel to be placed under the A-Frame).

The top of the A-Frame must not present any danger to the dogs and must be covered if necessary.

12.2.2. The Dog Walk

The Dog Walk consists of one horizontal cross-plank and two ramp-planks.

The planks must be 3,6m long and 30cm wide.

The height of the horizontal plank must be 120cm above the ground and supported by a rigid support at each end of the plank.

Each ramp must have rounded anti-slip slats at 25cm intervals, but not within 10cm of the line indicating the contact area. The slats must be from 5 to 10mm high and 10mm wide.

The last 90cm from the bottom of each ramp, (contact area), must be a different colour.

12.2.3. The See-Saw

The plank must be 3,6m long and 30cm wide.

The height of the See-Saw at the point of the central bracket must be 60cm from the ground.

The last 90cm from the bottom of each side of the plank, (contact area), must be a different colour.

The obstacle must be stable, and the plank must have a non-slip surface. However, it must not be equipped with anti-slip slats.

An additional weight may be attached to the See-Saw to ensure that it will start tipping before the dog reaches the descending contact area. (Weight test guideline: A 1kg weight placed on the down contact should 'drop' the see saw within 3 seconds).

12.2.4. Jumps

Uprights with or without wings are permitted. The uprights must be sturdily constructed and stable.

The crossbars must be displaceable, but must not be so light that they can be easily dislodged by wind, etc. The crossbars must not be made of metal.

The crossbars must be striped with light and dark colours.

The height of the Jump is measured from the ground to the top of the cross bar.

12.2.4.1. Single Jumps

Dog Height	Jump Height
Toy	250mm
Mini	300mm
Midi	400mm
Large	500mm
Maxi	600mm

fig 5

Minimum width between the uprights: 1,20m.

12.2.4.2. Spread Jumps (2 single jumps placed together).

A Spread Jump must have a straight approach to them on the course.

The crossbars must be placed in ascending height order. The rear crossbar must be the height for that specific class and the front crossbar minimum 10cm lower.

Maximum depth (the distance between the two jumps):

Dog Height	Jump Height
Toy	up to 250mm
Mini	up to 300mm
Midi	up to 400mm
Large	up to 500mm
Maxi	up to 600mm

fig 6

12.2.5. The Tunnel

The Rigid Tunnel must be fully enclosed except for the openings at each end and, depending on the length, be capable of being curved to the extent that it is not possible to see through the tunnel from one end to the other.

Length: from 3 to 6m.

Diameter: 60cm.

Tunnel bags should be used to secure the tunnels : 1 bag per metre of tunnel.

12.2.6. The Weave Poles

Number of poles: 12 to comprise one obstacle only.

The poles must be minimum 25mm - maximum 40mm in diameter and at least 1m in height.

The poles must be separated from each other by a distance of 60cm (measured between the poles) and must be in a straight line.

The top of the poles must be rounded or covered for protection.

The ends of the base plate must be securely pegged to the ground.

The base plate should ideally not be wider than 10cm and thicker than 6mm and preferably have stabiliser bars at appropriate distances to assure that they are safe and secure.

12.2.7. The Long Jump

The Long Jump consists of five units of which two (2) to five (5) separate units must be used for Maxi, Midi, Mini and Toy Dogs.

Dog Height	Long Jump Distance
Toy	500mm
Mini	600mm
Midi	900mm
Large	1200mm
Maxi	1500mm

fig 7

Width of the jump: 1,2m minimum.

Height of the highest unit: 28cm. Height of the lowest

unit: 15cm.

Depth of each unit: 15cm slightly slanting upwards.

Corner poles with a minimum height of 1,2m and a minimum diameter of 20cm must be placed at all four corners. The top of the poles must be rounded or covered for protection. The corner poles must not be fixed to the jump units. The corner poles can be free standing or fixed into the ground.

12.2.8. The Tyre Jump MAGNETIC (BREAKAWAY)

The Tyre Jump consists of a tyre-like hoop suspended within a sturdy frame by chains or ropes (fixed attachments are not allowed).

The hoop may be a tyre, a piece of flexible drainage pipe curved to form a circle, or similar suitable material.

If a tyre is used, it must be 'closed' or the inner part must be filled.

The tyre must be adjustable in height.

The tyre may not only be black or white in colour but must be painted/taped in different colours to make it more visible.

If bungee ropes are used, they must be fastened securely and may not cause a sling shot effect should a dog get tangled in the tyre.

Size of inside diameter: From 50 to 60cm.

Height of the centre of the opening from the ground:

Dog Height	Tyre
Toy	350mm
Mini	400mm
Midi	550mm
Large	750mm
Maxi	800mm

fig 8

The magnets should be positioned in such a way as to ensure the safest possible way of separating should the dog break the connections. Magnets should be of similar strength throughout all SADAA Regions.

12.2.9. The Wall

Dog Height	Wall Height
Toy	250mm
Mini	300mm
Midi	400mm
Large	500mm
Maxi	600mm

fig 9

Minimum Width: 1,2m.

The thickness of the Wall must be approximately 20cm.

The Wall must have easy displaceable units on the top.

FUN EVENTS

13.1. Fun events may be held at SADAA Club and Regional Trials.

13.2. Fun events should not interfere with the running of a Trial.

13.3. Clubs may deviate from the designated height categories and but all handlers competing should adhere to SADAA rules with regard to safety and control of their dogs for the duration of the trial that the fun event forms part of.

GAMBLERS

INTRODUCTION

14.1. The Gamblers game specifically showcases a dog's willingness and skills to work at an appreciable distance from the handler.

14.2. Gamblers is a two (2) part game consisting of a '**Point Accumulation Period/Opening Sequence**' and a '**Gamble**'.

14.3. The objective of Gamblers is for the dog and handler team to accumulate as many points as possible in the Opening Sequence and then perform a designated Gamble, which if performed successfully in the allotted time doubles the points gained in the Opening Sequence.

14.2. POINT ACCUMULATION PERIOD

14.2.1. The Judge arranges obstacles on the course and the handler chooses their own line/sequence.

14.2.2. The dog earns points for each obstacle successfully performed.

14.2.3. Each obstacle has a points value (determined by the points system) and can be negotiated any number of times but will only score points for two (2) correct negotiations.

14.2.4. The dog is not penalized for failing to negotiate, refusing or faulting an obstacle, it simply fails to score on that obstacle.

14.2.4.1. **Weaves:** If the dog does the weaves and pops out anywhere after pole #3 then it is a standard fault (not a refusal.) The weaves have to be completed by continuing to the end of the poles and taking the dog through the last two poles or re-doing them from the start. Re-doing them from the start will not be seen as pulling the dog out of the poles. No points will be awarded for this attempt. The dog needs to complete another obstacle before attempting the weave poles again to get points. If the dog is pulled out of weaves at the fault and directed to another obstacle, this will result in cease of scoring. However, if the dog has an incorrect entry in the weaves (refusal), this can be corrected and completed. Points will be scored if completed successfully.

14.2.4.2. **Contact obstacles:** Missing a descending contact area is a standard fault and will not earn points. The handler cannot go back and re-do it to correct it. However, any dog that jumps off before one front paw has touched the down ramp of either the A-Frame/dog walk or the pivot point of the see-saw, it will be seen as a refusal. Dogs must complete the obstacle correctly to get points.

14.2.4.3. **Refuse: Redo** **Faulted: Move on** (do something in between before re-attempting faulted obstacle).

14.2.5. The time allowed for the Opening Sequence is determined from the scoring table (section 6).

14.2.6. The time begins when the dog performs the start as designated by the Judge.

14.2.7. The Judge will call, loudly for the scribe, the point value of each obstacle correctly performed.

14.2.8. The dog may not perform two or more obstacles in a row (from either direction) that are part of the Gamble without a non-gamble obstacle being placed in between. Should the dog perform any obstacles in the Gamble consecutively, the penalty will be an elimination.

14.2.9. The dog may not perform any one obstacle immediately a second time, i.e. back to back (the second attempt will not be scored).

14.2.10. When the whistle blows for end of the Opening Sequence, the dog MUST have finished an obstacle to gain points for that obstacle, e.g. must be out the tunnel, finished the weaves or reached the down contact of a contact obstacle.

14.2.11. Cease of scoring will happen if a dog runs under contact obstacles, over tunnels or through weave poles.

14.2.12. A jump is deemed to be "dead" if the bar has been dropped, and no further points can be scored on that jump.

14.3. THE GAMBLE

14.3.1. The Gamble begins on a timekeeper's signal, which also indicates the end of the Opening Sequence.

14.3.2. During the Gamble the dog is required to perform a series of obstacles known as the Gamble, in a time limit, direction and sequence indicated by the Judge.

14.3.3. The handler is required to remain behind the Gamble Line, also indicated by the Judge, requiring the dog to work at a distance away from the handler.

14.3.4. A further signal from the timekeeper indicates the end of the Gamble and end of the game.

14.3.5. If a dog dislodges a Gamble obstacle during the opening sequence period, then the dog cannot attempt the Gamble and must go straight to the finish line.

14.3.6. If the Gamble is negotiated successfully, then the points accumulated from the Opening Sequence will be doubled to obtain a final score.

14.3.7. The dog must cross the finish line or negotiate the finish obstacle to obtain a score.

14.3.8. If the Gamble is not successful, the dog will retain all points from the Opening Sequence.

14.3.9. NO points for the Gamble will be awarded if:

- 14.3.9.1. the dog exceeds the time allowed for the Gamble
- 14.3.9.2. the dog faults an obstacle in the Gamble sequence, e.g. knocked bar, refusal
- 14.3.9.3. the dog negotiates an obstacle out of order or in the wrong direction
- 14.3.9.4. the handler steps on or over the Gamble Line (the dog is permitted to cross the gamble line)
- 14.3.9.5. the handler loiters near the start of the Gamble whilst time remains in the Opening Sequence.
- 14.3.9.6. Before the whistle blows for the completion of the opening sequence, the dog takes a shortcut on the way to the Gamble by running through/over/under an obstacle.

14.4. POINTS SYSTEMS

The judge shall assign points to the obstacles on the basis of difficulty. A: 1-3-5-7 point system or B: 1-2-3-5 point system shall be utilized, with points allocated as shown in the following table:

	A the 1-3-5-7 System	B the 1-2-3-5 System
Jumps	1 Point	1 Point
Tunnels, Tyre Jump, Long Jump, Spread Jump, Wall Jump	3 Points	2 Points
6 Weave Poles, Seesaw, A-Frame	5 Points	3 Points
12 Weave Poles or Dog Walk	7 Points	5 Points

fig 10

14.5. QUALIFYING

14.5.1. To achieve a Gamblers qualification, the dog must achieve the minimum appropriate score within the Opening Sequence and perform the Gamble without fault and within the Gamble Period.

14.5.2. The dog with the highest points will be ranked first and the dog with the next highest score will be ranked second etc.

14.5.3. The dog with the faster time will be ranked higher where dogs achieve equal point scores.

14.6. TIMING

14.6.1. The timekeeper will signal the end of the time for the Opening Sequence as well as the end of the fully allotted time (OS Time + Gamble Time), unless the gamble has been successfully completed prior to this time.

14.6.2. The timekeeper will stop the time when the dog finishes the course/completes the last obstacle as designated by the Judge.

14.6.3. The Gamble time shall be no less than ten (10) seconds and no more than twenty (20) seconds. The time set for the Gamble shall be a continuance of the normal course time, with a little additional time being permitted for positioning prior to the performance of the Gamble.

14.6.4. Gamble time is set by the judge depending on difficulty and within parameters set out in scoring table.

14.6.5. Times could differ for different height categories, i.e. Maxi/Midi and Mini/Toy.

14.7. COURSE DESIGN

14.7.1. A course shall be designed by the Judge without any overall pattern to create risk/reward alternatives for a handler but with the safety of the dogs still in consideration, i.e. the tyre, long jump and spread jump should have a straight approach if used in the gamble and the tyre should not be used in the 'Opening Sequence'.

14.7.2. The course for the Opening Sequence should not be flowing in design.

14.7.3. The judge may specify that an obstacle can be taken in either direction.

14.7.4. The judge may place up to 2 sets of 6 weaves or 1 set of 12 weaves on the course.

14.7.5. High scoring obstacles should be well separated to remove the opportunity to perform them sequentially.

14.7.6. The Judge may nominate a line/obstacle in the course where the handler will position the dog to start and a line/obstacle across which a dog must pass/negotiate to finish.

15 SNOOKER

INTRODUCTION

The object of the game Snooker is to score as many points within the maximum course time set by the judge. The course consists of 3 or 4 red jumps and one of each of the other Snooker colours (all other obstacles). Judges have a lot of leeway in Snooker as long as basic rules are followed. Each individual Judge's challenges keep the game interesting. THE JUDGES' CHALLENGES FOR THE GAME MUST BE MADE CLEAR TO ALL HANDLERS AT THE START OF THE GAME IN THE JUDGE'S BRIEFING.

15.1.1. Snooker is a two (2) part game of an Opening Sequence and a Closing Sequence.

15.1.2. Each obstacle is given a value which can be added to the points total if completed successfully.

15.1.3. The judge will establish a time limit for Snooker. Points can only be earned within the allotted time.

15.2. THE OPENING SEQUENCE (OS)

15.2.1. During the OS obstacles should be performed in the following sequence; Red Jump -> Coloured obstacle -> Red Jump -> Coloured obstacle Red Jump -> Coloured obstacle (At judge's discretion another Red Jump -> Coloured obstacle can be added).

15.2.2. Each red jump value is 1 point and coloured obstacle is valued from 2-7 points.

15.2.3. A minimum of 6 obstacles is possible in the OS which can earn a maximum of 24 points

Opening sequence options for Judges.

15.2.3.1 – 3 red jumps, 3 colored obstacles	All three red and colored obstacles need to be completed (max 24 points)
15.2.3.2 – 4 red jumps, 4 colored obstacles	3 red and colored obstacles need to be completed with the 4 th red and colored obstacle being attempted at the handlers discretion for the extra points (max 32 points)
15.2.3.3 – 4 red jumps, 3 colored obstacles	3 red and color obstacles need to be completed. The remaining red jump serves as a spare in case of a knocked red.
15.2.3.4 – 4 red jumps, 4 colored obstacles	The judge cannot require a dog/handler to complete all 4 red and color obstacles in the opening sequence.

fig 12

15.2.4. If the dog faults a red obstacle by knocking down the bar, it cannot attempt a coloured obstacle before performing another red correctly.

15.2.5. The handler decides the order in which the red jumps are performed and which of the coloured obstacles is performed after each red obstacle.

15.2.6. The handler can choose to take the same coloured obstacle after each successful red.

15.2.7. Reds:

15.2.7.1. A 'red' may be taken from either direction.

15.2.7.2. A 'red' must be taken successfully before a 'colour' is taken.

15.2.7.3. Each 'red' may be taken only once.

15.2.8. After a successful 'red', a 'colour' must be attempted before the next 'red' is taken.

15.2.9. A dog that faults all reds will not receive any points for the OS and will go directly to the closing sequence.

15.2.10. Refusals are not faulted in the opening sequence.

15.2.11. No points will be scored for a colored obstacle on which there were standard agility course faults.

15.2.12. If a bar is knocked in the opening sequence, no points will be awarded for that attempt. Jumps remain "live" and every attempt should be made to reset the jump/s, but if this is not possible, the dog will not be penalised for a bar being on the ground and will still score for further attempts as long as it goes through the uprights. Should the jump uprights be knocked over every attempt should be made to reset the jump/s, but if this is not possible the jump should remain dead in the opening and closing. Should an element of the LONG

JUMP be knocked the dog will not score for that attempt, but future attempts in opening or closing will be scored.

NOTES:

Weaves: If the dog does the weaves and pops out anywhere after pole #3 then it is a standard fault (not a refusal.) The weaves have to be completed, by continuing to the end of the poles, taking the dog through the last two poles, or re-doing them from the start.

Re-doing them from the start will not be seen as pulling the dog out of the poles. No points will be awarded for this attempt.

The dog needs to complete another red obstacle before attempting the weave poles again to get points.

If the dog is pulled out of weaves at the fault and directed to any other obstacle, this will result in cease of scoring.

If the dog has an incorrect entry in the weaves (refusal), this can be corrected and completed. Points will be scored if completed successfully.

Contacts: Missing a contact area is a standard fault and will not earn points. The handler cannot go back and re-do it to get it right. However, any dog that runs past the contact obstacle and has to be brought back to negotiate it or jumps off before one front paw has touched the down ramp of either of the A-Frame/dog walk or the pivot point of the see-saw, it will be seen as a refusal. Dogs must complete the obstacle correctly to get points

Combinations: Every attempt should be made to reset any dropped bars, especially on high value combinations, to allow handlers the opportunity to score. Should the bars not be reset, it is at the judge's discretion as to whether the jump is "live" or "dead". This must be stipulated in the judge's briefing. Red jumps cannot form part of a combination obstacle. Combination obstacles can be taken in alphabetical order i.e A -> B -> C or in reverse C -> B -> A. (Front of A, B and C or back of C, B and A as per illustration below.) Combinations cannot be taken in any other form.

15.3. CEASE OF SCORING IN OPENING SEQUENCES

15.3.1. During the OS, scoring will cease and the dog must go to the closing sequence, when any of the following occur:

15.3.1.1. The dog commits to a coloured obstacle without first successfully performing a red.

15.3.1.2. The dog performs a red immediately after successfully performing another red.

15.3.1.3. The dog performs a red that has already been performed.

15.3.1.4. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.

15.3.1.5. The dog fails to complete an obstacle to which it has been committed.

15. 3.1.6 The dog is not permitted to run under contacts, through weave poles or over tunnels.

Should the judge perceive that a dog is taking a shortcut by going over or under or through obstacles, (i.e. it is not the obstacle being attempted), then scoring will cease entirely. This will also prevent the handler from attempting a successful Snooker.

15.3.2. Cease of scoring will be signalled by the judge (using a whistle or similar device).

15.3.3. Opening Scenarios:

Scenario	Outcome
Red jump faulted	go directly to another red
Red jump faulted followed by a coloured obstacle	Cease of scoring, go to closing sequence. Any obstacle taken on the way after the whistle, will cease scoring for the closing sequence too.
Successfully completed red jump followed by another red jump	Cease of scoring, go to closing sequence. Any obstacle taken on the way after the whistle, will cease scoring for the closing sequence too.
Third red jump faulted when there are 4 red jumps	go directly to 4th red
Third red jump faulted when there are 3 red jumps	begin closing (2-7)
All red jumps faulted	begin closing (2-7)
Last red jump followed by yellow 2 point	repeat yellow 2 to begin closing 2-7
Faulting a coloured obstacle in the opening	go to next red
Refusal of any obstacles in opening	Not faulted, complete obstacle correctly & points will be awarded
The handler deliberately touching or blocking the dog	Elimination – Leave the course.
Coloured obstacle followed by coloured obstacle	Cease of scoring, go to closing sequence. Any obstacle taken on the way after the whistle, will cease scoring for the closing sequence too.

fig 13

15.4. THE CLOSING SEQUENCE (CS)

15.4.1. After the opening sequence, the dog-and-handler team will perform all coloured obstacles in the numerical sequence indicated by their point value (#2, then #3, and so forth, through #7).

15.4.2. Any jumps knocked in the OS will become alive again in the CS, unless deemed unsafe by the judge. All attempts should be made to reset bars between opening and closing sequence. Should an element of the LONG JUMP be knocked in the OS, it will be alive in the CS. Should a dog break the collapsible tyre THAT OBSTACLE IS DEAD IN OPENING AND CLOSING.

15.4.3. The dog will earn the value assigned to each of these obstacles as long as the obstacle is not faulted and the dog is within the time.

15.4.4. The CS allows a maximum of 27 points.

15.4.5. If the #2 obstacle was chosen as a coloured obstacle for the last red/colour combination in the opening sequence, the #2 must be repeated to begin the closing sequence. This is the only instance where an obstacle can be taken twice in succession.

15.4.5. The dog must go to the finish to stop the clock.

15.5. CEASE OF SCORING IN CLOSING SEQUENCE

15.5.1. During the closing sequence, scoring will cease and the dog must go to the finish when any of the following occur:

15.5.1.1. An obstacle is faulted, either course fault or refusal.

15.5.1.2. An obstacle is taken out of numerical sequence

15.5.1.3. The allotted course time expires (signalled by a whistle)

15.5.1.4. A red jump is taken during the CS

15.5.1.5. An obstacle is taken on the way to the closing sequence if the whistle has blown indicating a fault and scoring has ceased in the opening sequence .

15.5.2. After completing the opening sequence, any additional obstacle taken on the way to the closing sequence #2 will result in cease of scoring.

15.5.3. Closing Scenarios:

Scenario	Outcome
Any obstacle (coloured or red) taken after whistle has blown (indicating end of the allowed time) on way to finish	Not faulted, no additional points
Any obstacle taken after 7 on way to finish	Not faulted, no additional points received
Dog doesn't cross the finish line	No time, all points lost
The Handler deliberately touching or blocking the dog	Elimination
Red jump taken on the way to closing/during closing (2-7)	Cease of scoring, cross finish line to stop the clock
A coloured obstacle, other than no.2 is taken on the way to the closing sequence.	Cease of scoring, cross finish line to stop the clock
Coloured obstacle taken out of order in closing	Cease of scoring, cross finish line to stop the clock
Any fault of an obstacle in the closing (including refusals)	Cease of scoring, cross finish line to stop the clock
Taking a combination coloured obstacle out of judge's order	Cease of scoring, cross finish line to stop the clock

fig

14

15.6. SCORING

15.6.1. The dog with the highest points will be placed first.

15.6.2. When two or more dogs have equal points and equal time, they will both be awarded the same placing (e.g. two equal first places, the next dog will receive third place).

15.6.3. The dog with the faster time will be placed higher where dogs achieve equal point scores.

15.6.4. The judge will call out the point value of each obstacle correctly performed during the 'Opening Sequence' and the 'Closing Sequence'.

15.6.5. The Opening Sequence allows for a maximum of 32 points.

15.6.6. To achieve the maximum points the competitor must successfully complete the 7-point obstacle and/or obstacle combination after each "red".

15.6.7. The Closing Sequence allows for a maximum of 27 points. $2 + 3 + 4 + 5 + 6 + 7 = 27$

15.6.8. Points will be scored on obstacles completed successfully up until any forced errors or until the time is up.

15.7. QUALIFYING AND TITLES

15.7.1. A qualification will be awarded at any level, if:

15.7.1.1. Enough points are accumulated within the course time.

15.7.1.2. Minimum qualifying points requirements for ALL GRADES is 40 points.

15.7.2. Dual Championships

15.7.2.1. A dog can gain the title of Master Games Champion once it has received the same title, at the same level in both Snooker and Gamblers.

15.7.2.2. Once a dog has gained grand championship status in Gamblers and Snooker it will receive the title Elite Games Champion and be presented with a plaque.

15.8. TIMING

15.8.1. The time allocated for the combined Opening and Closing Sequence shall be designated by the Judge based on the complexity of course design and spacing of obstacles.

15.8.2. Allocated times will be determined as per the table below.

15.8.3. Time starts when the dog crosses the start.

15.8.4. The timekeeper signals the end of the time allowed.

15.8.5. The dog MUST cross the finish (line/obstacle) to stop the clock.

15.8.6. Any obstacles performed after the time allowed has expired are not counted.

15.8.7. If the dog fails to cross the finish line it will have failed to complete the course and will be disqualified.

15.9. COURSE TIMES

15.9.1. MAXI/LARGE 40 – 50 SECONDS

15.9.2. MIDI 45 – 55 SECONDS

15.9.3. MINI/TOY 55 - 65 SECONDS

15.9.4. The judge still has the flexibility to amend the times should he/she deem the times are not suitable for the course design.

15.10. EQUIPMENT

Equipment for the event will be selected from the following:

Single jumps A-Frame Dog walk See-saw Wall jump
Spread jump Long Jump Rigid tunnels Weave poles Tyre

15.11. THE COURSE

15.11.1. The dog must have a defined or demarcated start and finish line or obstacle.

15.11.2. All individual obstacles are normally bi-directional (except See-Saw, ascending Spread jumps and ascending Long jump).

15.11.3. Obstacle combinations may be multidirectional in both the Opening and Closing Sequence, they may be multidirectional in the Opening Sequence but have a prescribed order/direction in the Closing Sequence or they may have a prescribed order/direction in both the Opening and Closing Sequence.

15.11.4. The Judge is to brief Handlers on bi-directional requirements at the Judge's briefing.

15.11.5. Each obstacle is assigned a sequence number and corresponding value. A course will have at least three red jumps and may contain more.

15.11.6. Each number on course corresponds to a traditional colour for that number: 1 - red, 2 - yellow, 3 - green, 4 - brown, 5 - blue, 6 - pink, and 7 - black.

15.11.7. A single or double set of 6 weave poles may be used. These cannot be done in succession.

15.11.8. The judge assigns obstacles a colour/number based on the difficulty of performance or the distance from a certain point on the course.

15.11.9. All reds must be single jumps.

15.11.10. At the judge's discretion, up to two (2) obstacles in Gr1 and up to three (3) obstacles in Gr2 and up to four (4) obstacles in Gr3 can be combined to become one single coloured obstacle. This is called a combination obstacle. The combination obstacle must be performed in the order and direction specified by the judge. Once a dog has committed to a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.

15.11.12. The course shall include a minimum of nine (9) obstacles that are assigned colours and point values, as follows:

Obstacle Values COLOR	VALUE
Red: Single Jump	1 point
Yellow:	2 points
Green:	3 points
Brown:	4 points
Blue:	5 points
Pink:	6 points
Black:	7 points

fig 15

Appendix B - SADAA National Titles

A SADAA National Agility Dog Title and a SADAA National Games Dog Title will be awarded each year over a 12-month period.

1. PERIOD

1.1. The period for dogs and Handlers to gain points to be awarded the title of National Agility and/or National Games Dog of the year will be from Boland Regional Trials to Free State Regional Trials (both inclusive).

2. QUALIFYING CRITERIA

2.1. Handlers must be fully paid up members of SADAA and have renewed by the annual renewal date.

2.2. Only dogs in Agility 3 and Jumping 3 will be eligible for the National Agility Dog of the Year title and only dogs in Snooker 3 and Gamblers 3 will be eligible for the National Games Dog of the Year title.

3. SCORING OF POINTS

3.1. During the nominated year, dogs will be awarded points for their performances in Agility 3 and Jumping 3 Classes as well as Snooker 3 and Gamblers 3 Classes at Regional Trials.

3.2. Points from the best 3 Regional Trial weekends of Agility and/or Games attended during this period, will count towards the titles.

3.3. Overall points (and times) as they are currently set up at Regional Trials, will be used for Agility and Games.

3.4. National Title Points will be allocated: 5 points for 1st place, 3 points for 2nd place and 1 point for 3rd place per height category for both the Agility National Title and the Games National Title.

3.5. These points are added to give final scores for qualifying for IFCS

4. TIMING

4.1. Times as they are currently set up at Regional Trials will be used.

4.2. The table below lists the speeds for the different height classes. The speed in metres per second chosen for the course will determine the SCT.

Agility			Jumping		
MAXI/LARGE	MIDI	MINI/TOY	MAXI/LARGE	MIDI	MINI/TOY
3.2m/s	2.75m/s	2.6m/s	4.0m/s	3.5m/s	3.2m/s

fig 15

5. RECOGNITION

The current floating National trophy will be presented to the dog with the most points in each height category; together with a Certificate recognizing the title.

Appendix B - IFCS QUALIFICATION REGULATIONS

This section focuses on the scoring system for determining the most suitable dog/s to represent South Africa at the IFCS World Agility Championships. The World Championships is hosted every year and usually in the months of April-May. The period for scoring will be a 12-month period, determined by the Board, prior to IFCS World Championships. This will be Boland to Boland.

1. TIMING AND VENUE

Regional Trials will be scheduled throughout the calendar year prior to the IFCS World Championships in any of the established SADAA regions.

2. QUALIFYING CRITERIA

- 2.1. Handlers must be fully paid up members of SADAA and renewed by the annual renewal date in June/July of each year, to be considered for IFCS.
- 2.2. Regional Trials:
 - 2.2.1. Dogs will be awarded points for their performance according to SADAA point allocation system for Overall Winners in all Agility 3 and Jumping 3 Classes, per height category, at all Regional Trials in that year.
 - 2.2.2. Handler and Dog must have competed in at least three (3) Regional Trial weekends of the applicable calendar year in order to become eligible for selection.
 - 2.2.3. Handler and Dog must have competed in Grade 3 for all Agility and Jumping Regional Trial weekends.
 - 2.2.4. Handler and Dog must have competed in at least 2 (two) Regional Games Trials (both Snooker 3 and Gamblers 3) in 2 (two) different Regions.

3. SCORING OF POINTS

The IFCS Standard Course Times (see table below) will be used to determine the scores.

Agility			Jumping		
MAXI/LARGE	MIDI	MINI/TOY	MAXI/LARGE	MIDI	MINI/TOY
3.2m/s	2.75m/s	2.6m/s	4.0m/s	3.5m/s	3.2m/s

fig 16

4. REGIONAL TRIALS

AGILITY AND JUMPING

- 4.1. 15 points for a clear round.
- 4.2. Additional time bonus points for the SCT time beaten. This may vary.
- 4.3. 12 points for 5 fault rounds, i.e. total faults.
- 4.4. 10 points for 10 fault rounds, i.e. total faults.
- 4.5. No rounds with more than 10 faults will be considered.
- 4.6. Eliminations will score a zero (0).
- 4.7. The best three (3) RT weekend scores per dog will count. The rest will be discarded in the case of dogs attending more than three (3)RT weekends.
- 4.8. All rounds per trial/s per dog per height category will be used.

5. NATIONAL TITLES POINTS

- 5.1. 5 points for the National Agility and/or Games Title winner.
- 5.2. 3 points for 2nd place.
- 5.3. 1 point for 3rd place.
- 5.4. Winning either of the SADAA National titles will in no way be grounds for selection. The dog/s will score the bonus points as recognition for the title/s which will be added to their overall scores in determining the dogs for selection.

6. CALCULATION OF POINTS

- 6.1. The best score per dog per height category will be used. A detailed result sheet will be used for this.
- 6.2. The total overall score of the best 3 RT weekends per dog is then sorted according to the dog with the highest to the lowest score.
- 6.3. The top FOUR (4) dogs per height category are the most suitable candidates for selection based on their performance at all Regional Trials.
- 6.4. Only dogs up to 5th place will be offered the opportunity to show their intent to compete at IFCS.
- 6.5. Points for Games will not be used to determine IFCS selection and no other points will be used.

7. REPRESENTATION AT IFCS WORLD CHAMPS

- 7.1. SAWDA/SADAA being a full member with IFCS is entitled to send a National team comprising of 16 dogs, FOUR dogs per height category to represent South Africa. (Maximum of twenty (20) Dogs per Country).
- 7.2. In addition, each country is allowed to send up to four (4) previous IFCS medal winners. This is 'optional' and may include any Handler that has won an IFCS Gold, Silver or Bronze medal from any IFCS World Agility Championship or IFCS Continental Championship since 2002.
- 7.3. Member Nations will have to nominate the IFCS Medal and Class and year/event that the Handler won the medal on the entry form for each of the four (4) "past" IFCS Medal winner entries.

8. TEAM COMPETITION

All individuals from a Member Country National team, including 'past' IFCS Medal Winners, are eligible for selection by Team Manager/Team Coach for the Team Triathlon event.

- 8.1. There is no restriction on the height of the dogs on a Member Country Team, but Teams will still require a mix of small (Toy and Mini) and Large (Midi and Maxi) dogs if they wish to compete in the Triathlon.
- 8.2. Handlers are restricted to one dog per height category. No handler may run two dogs in ANY height category but may run a dog in each height category.
- 8.3. Every country can submit up to four (4) Triathlon teams with a limit of no more than 2 teams classified as a Small Dog Group and no more than 2 teams classified as a Large Dog Group. A mix of small and large dogs is required in each Triathlon team submission.
- 8.4. The Team will be made up of the sizes according to the criteria for that particular year.
- 8.5. No dogs will be allowed entry on an individual basis other than the indicated qualifiers per height category or past IFCS medal winners.

9. INTENT TO COMPETE

- 9.1. Each candidate will be sent a letter of intent to compete by SADAA Administration.
- 9.2. Accepting candidates must each put down a non-refundable R1000 deposit, (deposited into SADAA bank account), this money will be used towards that particular handler's expenses.
- 9.3. Candidates must complete and sign the acceptance form and fax it back together with pop to the Administration Manager for record purposes and to be presented to the board of directors for evaluation.
- 9.4. Only once the handlers have indicated their intent to compete with the applicable deposit will the names of the candidates be published.
- 9.5. If a candidate has no intention to compete then he/she should indicate so in writing to the Administration Manager via fax or e-mail.
- 9.6. The next handler/dog team in line will then have the chance of indicating their intent to compete. The selection process will only be open for and up to the 5th dog per height category but limited with approval thereof from the SADAA Board.

10. SADAA CONTRIBUTION

The main aim of SADAA is to send the top FOUR dogs and handlers per height category to represent South Africa, irrespective of their financial status.

10.1. SADAA will give financial assistance where possible to send the representatives to the World Champs. The onus is however still on the handler to acquire financial assistance from private organisations/institutions or individuals.

10.2. A SADAA sponsored Team Manager will be sent with a minimum of 3 dogs competing as a Team.

10.3. SADAA will account for all the entry fees of the dogs and any fees for formal welcoming functions the handlers have to attend.

11. IFCS RULES

Some IFCS Rules differ to SADAA Rules; the onus is on the handler to familiarise him/her with the contents thereof. A copy can be obtained from your Regional Director or on the SADAA website.

12. CONCLUSION: SADAA wishes all successful candidates the best of luck. Go for Gold!!!