



**AGILITY REGULATIONS
OF THE
Open Junior Agility Championships
2019**

OJAC



Open Junior Agility Championships

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Open Junior Agility Championships

A. Our Aim

To provide a world-class event for young dog agility handlers. To help improve and develop the understand and skill set to compete at a high level.

Handler Age categories

Class Name	Handlers Age Regulations
Under	12 years and under on the day of the event
Overs	13-20 years old on the day of the event.

Jump height Categories

Name	Dogs Measurement	Jump Height
Small	Dogs measuring under 35cm	300cm
Medium	Dogs measuring between 35cm and 43cm	400cm
Standard	Dogs measuring between 43cm and 50cm	500cm
Large	Dogs measuring over 43cm	600cm

Note: Dogs can only enter one height category.

Courses

A course is built with a variety of obstacles; the way they are placed determines the degree of difficulty and speed. The dog must complete the course within a pre-determined time and the obstacles must be negotiated in the correct order.

Equipment requirements for each class.

Equipment List	Individual Agility	Individual Jumping	Speed Jump Off	Agility Team Relay	Jumping Team Relay
A frame	√	×	×	√	×
Dog Walk	√	×	×	×	×
Seesaw	√	×	×	×	×
12 weaves	√	√	×	√	√
Tyre	√	√	×	×	×
Pipe Tunnel	√	√	√	√	√
Long Jump	√	√	×	√	√
Jumps	√	√	√	√	√
Wall	√	√	×	×	√

Course design

The design of the course is left entirely to the judge's inventiveness.

- Each course, with the exception of the Team relay event, MUST start and finish with a single jump.
- The distance between two consecutive obstacles must range between a minimum of 5m and a maximum of 10m.
- The handler should be able to pass each obstacle on both sides successfully
- There should be sufficient space at the start and finish obstacle.

Collecting Ring & Entry to the completion ring.

Stage 1	Check in table/board	Present yourself to the table so we know you are running
Stage 2	Warm up	This will allow you time to warm your dog up.
Stage 3	Drop off table	You must leave any toys/ foot / bags / etc
Stage 4	Tunnel entry	You are next to run, and will be escorted to the start line
Stage 5	Good Luck	You're on the start line

Obstacles approved by the OJAC are:

A frame	Dog walk	Seesaw
Jumps / Spreads	Long Jump	12 Weaves
Breakaway Tyre	Pipe Tunnel	Wall

Hurdles:

<u>Jump Height</u>	<u>Long Jump</u>	<u>Spread Jump Depth</u>	<u>Tyre at centre.</u>
300	500mm (2 boards)	280mm	450mm
400	800mm (3 boards)	370mm	550mm
500	1000mm (4 boards)	500mm	650mm
600	1200mm (5 boards)	560mm	750mm

Dog Walk:

Each ramp should have anti-slip slats and a good quality rubber surface approved by OJAC. The last 90 cm. from the bottom of each ramp should have a different colour (on the sides as well) to indicate the contact area. Centre Plank Height – (1.37m 4'6")

See-saw:

The Obstacle should have an anti-slip and good quality rubber surface. (No Slats)
Contact areas: should be the same as the dog walk. The seesaw must be properly balanced (it must not tip too fast or too slow) and must allow the small dogs to tip it without problems.

A-frame:

Each ramp should have ant-slip rubber surface slats at regular intervals to avoid slipping and making the climb easier.

Weaving Poles

Number of poles: 12 minimum

The poles are rigid and have a diameter of 3 to 5 cm. The height of the poles is 1 to 1,20m and they should be placed **60 cm** apart.

Pipe tunnel:

Diameter: 60 cm. - Length:3 to 6 m. The tunnel should be flexible so that one or more bends can be formed.

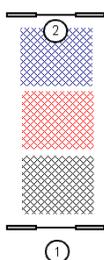
Judging

5 Faults should be issued when

Knocking a bar down	5 Faults
Missing a down contact	5 Faults
Incorrect Weave process during the obstacle	5 Faults
Knocking a brick out the wall	5 Faults
Knocking an element of the long jump down	5 Faults
Leaving the seesaw before it has made contact with the ground	5 Faults
Dislodging the tyre from the original shape	5 faults

5 faults for a refusal should be issued when

A dog shows any of the behaviour shown in the diagram below	5R Faults
Runs past the point line of the up contact on the contact equipment	5R Faults
Does not pass the tipping point on the seesaw	5R Faults
Does not pass the apex of the a frame	5R Faults
Does not pass the apex on the "upward plank on the dog walk	5R Faults
Misses the weave pole entry	5R Faults
Runs past the active refusal line of a piece of equipment.	5R Faults
Runs past or under the first jump	5R Faults
Runs past or under the last jump	5R Faults
Runs past any jump on course	5R Faults
Enters a tunnels, and exits the same side	5R Faults



Execution Third / Final Third

Refusal Calls.

- Head turns away from obstacle
- Any deviation on line
- Dog Spins
- Dog turn away from obstacle
- Dog stops
- Handler moves the dog away from the approach of the next obstacle.

Active Third / 2nd third

Refusal Calls.

- Any deviation on line
- Dog Spins
- Dog turn away from jump
- Dog stops
- Handler moves the dog away from the approach of the next obstacle.

Completion Third

No Refusal can be given in this area

In case of dogs finishing in a tie, the dog with the least amount of faults on the course should be favoured. The time will be taken into consideration only when the total faults are the same. If, by chance, the total faults (course + time faults) are exactly the same the judge can run off the equally placed dogs.

a) Other Faults

Baton Change failure	25 Faults
Exceeding the course time	1 fault for every second over the time.

<u>Elimination</u>
Unseemly behaviour towards the judge
Harsh handling of the dog
Three refusals
Taking or touching obstacles out of sequence
Forgetting to take an obstacle
Taking an obstacle in the wrong direction
Handler negotiates an obstacle himself, jumps or passes under the obstacle.
A handler who starts past the refusal plane of the first jump and sends the dog around the jump to begin.
A handler who gains an advantage by touching his dog.
A handler who gains an advantage touching an obstacle
If a handler destroys an obstacle so the dog cannot complete it correctly.
Handler holds something in his hand while under test
Dog wearing a collar not approved by OJAC (See rules above)
Stopping on the course because the handler retires (unless instructed by the judge)
Dog fouls in the ring after stage 4 of entry procedure
Dog deemed out of control for more than 5 seconds.
Dog leaving the ring at any time while under test.
An elimination will be incurred if a team member's dog runs onto the course during another members run in the "team relay" test

When a dog leaves the ring, the competitor will proceed to the finish of the course and retrieve the dog safely, however neither the handler nor the dog may re-enter the ring and continue the round.

Unexpected Problems with equipment

- Under circumstances beyond the handler's control – the judge can stop the handler and when the issue is resolved the judge will restart the dog from the beginning.
- All faults incurred before the dog was stopped will still apply. Up to that point no other faults will be given. However, the handler still has to negotiate the course to the best of his/her ability; i.e. must make a good attempt.
- Additional faults will be incurred only after the point at which the dog was originally stopped.

All breeds including mixed breeds are eligible; dog must be over at least 18 months old to compete

<u>Ineligible to enter:</u>
Pregnant bitches
Dogs that are apparently ill or hurt
Doped dogs

Classes and Competitions

Tests will be judged according to the OJAC rules and regulations.

Only dogs that have been entered in the show will be able to run,

Speed Jump Off

2 x Speed Jump Off course, this course will consist of only Jumps and Pipe tunnels, this test is an open class and all heights & age categories will compete against each other. This course will be designed to be fast and open.

Individual Test

- 1 Agility test - (to include A frame Dog Walk and Seesaw)
- 1 Jumping test

Each course will only contain the approved obstacles. The two results added together will determine the winner of the Individual class

If the OVERALL entry of one age group is smaller than 30 dogs and handlers, all heights within that age group will complete against each other

2 x Team RELAY TESTS (Agility Relay & Jumping Relay)

- A team must consist of 4 dogs (of any height & age category)
- Dogs of any different heights can be mixed within the team. Small and Medium dogs will run over Small height jumps and large dogs will run over large height jumps, meaning the team could consist of all dogs running at small height or all dogs running large height or a variety of dog heights.
- Teams will be competing against each other in one competition under and over combined.
- Handlers may enter more than one team
- Dogs may only compete in one team, handlers may run a MAXIMUM of two dogs in 1 team and would have a running order of 1 & 3 or 2 & 4 or 1 & 4 (to give the handler time to change over dogs).
- Box / changeover area - 1 additional adult will be allowed in the changeover box during the teams run
- The course will consist of two separate sections one set at small and one set at standard, the agility relay course will consist of an A frame and weaves that both sides (small and standard) will have to complete. (See sample Course on page 8 of rule booklet)
- All team members will be in the ring at once and there will be a baton change between all handlers (See baton change rules in booklet)

All team members and dogs must remain within the changeover box until the final dog has completed its test and broken the timing beam.

Scoring and results

- Eliminations will result in 100 faults
- Dropping or a missed baton change will result in 20 faults added to the team.
- A dog and handler can only be eliminated on course once, however a reasonable effort to finish the course must be made or a whole team disqualification will be issued.

Baton Rules:

The judge shall designate an area for a baton exchange between handlers. The next dog and handler to run for the team will wait in this area for their turn to run. The baton exchange must happen with both handlers and their dogs **within or behind** the boundaries of the designated exchange box. The baton must exchange hands without being dropped or thrown before the next handler and dog to run can move out of the exchange area to begin their course. Dogs and handlers must remain in the **competition ring** once the baton has been passed. The baton must remain within or behind the exchange box at all times and the returning handler must hold the baton for 5 (five) seconds to be considered a successful exchange. The handler waiting in the exchange area can hold or restrain his or her dog in anyway, providing it is not deemed abusive or harsh by the judge. Dogs may be placed on leads before and after their runs while other team members are running. However, a lead must not be on the dog at the time of the baton exchange. Elimination will be incurred if another team member's dog runs into the course area during another members run. At the discretion of the judge they may appoint someone to judge the exchange box. If a box judge is appointed they will be deemed as an event judge and therefore must comply with all judging rules. Dropping or a missed baton change will result in 25 faults added to the team.

1 (one) Adult / Team leader may also be present in the exchange box to assist while the team is under test.

