

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

**June 1, 2021**



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## Table of Contents

Table of Contents .....	2
Appendix 1: About NADAC .....	5
1.1 Mission Statement .....	5
1.2 NADAC Forum Discussion Group.....	5
Appendix 2: NADAC Trials.....	5
2.1 Eligibility for Entry .....	6
2.2 Registering a Dog.....	6
2.3 Becoming a NADAC Associate .....	7
2.4 Containerized Trials.....	7
Appendix 3: Determining a Dog's Jump Height.....	7
3.1 NADAC Jump Heights .....	7
3.2 Jump Height Exemptions.....	8
3.3 For Exhibition Only (FEO) Entries: .....	9
3.4 Permanent Measurement Cards .....	9
3.5 Official Measurement.....	9
Appendix 4: Levels, Divisions, Categories, and Classes .....	10
4.1 Levels .....	10
4.2 Divisions.....	13
4.3 Categories.....	14
4.4 Classes .....	15
4.4.1 Regular Agility Class .....	15
4.4.2 Jumpers Class .....	16
4.4.3 Chances Class .....	16
4.4.4 Touch N Go Class.....	18
4.4.5 Tunnelers Class.....	18
4.4.6 Weavers Class .....	18
4.4.7 Hoopers Class.....	19

4.4.8	Barrelers Class .....	20
4.4.9	Gamblers Class .....	20
Appendix 5:	NADAC Scoring .....	23
5.1	Non-obstacle Faults .....	23
5.2	Non-obstacle Eliminations/Excusals .....	24
5.3	Obstacle Faults .....	25
5.3.1	Start Line .....	25
5.3.2	Failure to Complete an Obstacle.....	26
5.3.3	Wrong Course .....	27
5.3.4	Weave Poles .....	27
5.3.5	Missed Safety (Contact) Zone .....	28
5.3.6	Displaced Jump Pole/Bar .....	28
5.3.7	Unsafe Performance of an Obstacle .....	28
5.3.8	Time Faults .....	28
Appendix 6:	Standard Course Time .....	29
Appendix 7:	Obstacles Used at NADAC Agility Trials.....	30
Appendix 8:	Programs .....	31
8.1	Video Tape Program (VT).....	
31		
Appendix 9:	Points and Transfers .....	32
Appendix 10:	Dog's Run Index.....	33
Appendix 11:	Bonus Point Runs.....	35
Appendix 12:	Entering a NADAC trial .....	39
Appendix 13:	Sample Entry Form .....	43
Appendix 14:	Awards.....	45
Appendix 15:	Regular Agility Class-Elite (sample course maps) .....	46
Appendix 16:	Regular Agility Class-Open (sample course maps) .....	47
Appendix 17:	Regular Agility Class-Novice (sample course maps) .....	48
Appendix 18:	Regular Agility Class-Intro (sample course maps) .....	49

Appendix 19:	Chances Class (sample course maps) .....	50
Appendix 20:	Jumpers Class (sample course maps) .....	51
Appendix 21:	Touch N Go Class (sample course maps).....	55
Appendix 22:	Tunnelers Class (sample course maps) .....	58
Appendix 23:	Weavers Class (sample course maps) .....	60
Appendix 24:	Hoopers Class (sample course maps) .....	63
Appendix 25:	Barrelers Class (sample course maps).....	69

## Appendix 1: About NADAC

The North American Dog Agility Council (NADAC) was formed in 1993 to provide North American dogs and their handlers with a fast, safe and enjoyable form of the sport of dog agility. NADAC sanctions agility trials sponsored by affiliated clubs.

The purpose of a NADAC agility trial is to demonstrate the ability of a dog and its handler to work as a smoothly functioning team. With separate class divisions for Veterans and Junior Handlers and a variety of games, NADAC dog agility offers something for everyone! NADAC courses are traditionally fun and fast due to the flow and distance between obstacles. The goal is to maintain an environment that tests dog and handler teams with appropriate challenges, while combining speed, accuracy, distance, and teamwork. We are also a 'Good Luck' venue, which means leashes may not be removed at the start line until the judge says "Good Luck" to the handler. This ensures that only one dog is off leash at any time while in the ring.

### 1.1 Mission Statement

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

### 1.2 NADAC Forum Discussion Group

Exhibitors are encouraged to join the NADAC Forum by going to the [www.nadacforum.com](http://www.nadacforum.com) and submitting your request to join. The forum is used for updates and discussions for NADAC.

## Appendix 2: NADAC Trials

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

The following obstacles are allowed at NADAC agility trials:

- Dog Walk
- A-frame
- Weave poles
- Open tunnel
- Non-winged jumps
- Winged jumps
- Hoops
- Barrels

For more information on obstacle specifications see Appendix 7: Obstacles Used at NADAC Agility Trials

## 2.1 Eligibility for Entry

- All healthy, trained dogs over eighteen (18) months of age are eligible to compete in NADAC agility trials in the Novice, Open and Elite Levels. There is no leeway in the dog's age. The dog MUST be a minimum of eighteen months old on the day of the trial in which the dog is to compete. **As of June 1, 2021, all dogs over 15 months of age are eligible to compete in the Intro Level. If Intro level titles are earned, they may not compete in a higher level until the dog is 18 months or older.**
- Dogs must be registered with NADAC prior to competing in a NADAC sanctioned trial. Refer to the section: Registering a dog with NADAC below.
- Bitches in heat, lame, or blind dogs are ineligible for entry, as is any dog with a deformity that may cause a judge to not be able to reasonably assess the dog's ability to function and perform agility obstacles safely in a manner that is in the best interest, health, and welfare of the dog.
- Any dog that demonstrates aggression towards any person or any dog, whether inside or outside the ring, must be excused from the agility trial.
- Any dog that the judge feels is not under handler control or cannot perform all obstacles in a safe manner must be excused from the agility trial.
- All NADAC agility trials shall be open to purebred and mixed breed dogs.
- Any dog that has not previously entered a NADAC trial must begin all classes at the Intro or Novice level.

For more information on entering a NADAC trial see Entering a NADAC trial.

## 2.2 Registering a Dog

Dogs must be registered with NADAC prior to competing in a NADAC sanctioned trial. A dog registration is a one-time process and the number assigned is permanent. Dogs may be registered online at [www.nadac.com/register-your-dog/](http://www.nadac.com/register-your-dog/) or the form may be printed out and mailed to the NADAC office.

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

## **2.3 Becoming a NADAC Associate**

You can become a NADAC Associate by filling out and sending in the application form found at [www.nadac.com/associate-application/](http://www.nadac.com/associate-application/). Associateship is renewable on January 1st each year; multi-year membership is also available at a discount. An associate may register dogs at a reduced rate and receive completed height cards at no charge. As of Jan 1<sup>st</sup>, 2020, title certificates will be mailed out once per month to all associate members. Special Awards earned by an associate's dog will be sent to the owner at no charge every 3 months. Non-associates may request Special Awards at a cost of \$15 each plus shipping charges. Exhibitors are not required to become NADAC associates to register their dogs or compete in NADAC sanctioned events.

## **2.4 Containerized Trials**

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

## **Appendix 3: Determining a Dog's Jump Height**

The height of a dog is the measurement of a perpendicular line from a flat surface on the ground to the top of the dog's withers, which is the highest point of the dog's shoulders. This point is at the top of the shoulders where the neck appears to meet the shoulders. When performing the measurement, the dog's legs should be directly underneath, and the dog should not be leaning forward or backward. The dog's head should be in a natural state and not be lowered downward. Wickets are the official measuring device used by NADAC. No other type of measuring device shall be used for measuring at a NADAC trial.

### **3.1 NADAC Jump Heights**

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

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

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

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

### 3.2 Jump Height Exemptions

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

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

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

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



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

### **3.3 For Exhibition Only (FEO) Entries:**

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

### **3.4 Permanent Measurement Cards**

An application for a Permanent Height Card can be downloaded from the NADAC web site.

Click here: <https://www.nadac.com/WPsite/wp-content/uploads/2021/01/HeightCardFormToday.pdf>

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

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

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

There is a fee to receive a permanent height card, which covers processing, printing and mailing costs. Height cards are issued to NADAC Associates at no cost.

### **3.5 Official Measurement**

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

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

A dog may have to move up to a higher jump height after the measure-in process. An exhibitor may choose to jump at the lower height and run as an FEO (For Exhibition Only) entry. The decision of the judge or supervising judge shall be final.

A judge may choose to measure a dog at that trial regardless of whether that dog has a measurement card. The judge may change the jumping height that the dog competes in for that trial if the judge deems that the dog should be in a different height group than that which he was entered in. If a judge places a dog with a height card into a different jump height group, then a report must be made to the NADAC office notifying them of the move up in jump height.

## Appendix 4: Levels, Divisions, Categories, and Classes

NADAC offers *four levels of competition*, which are Intro, Novice, Open, and Elite. The *three divisions* offered are Standard, Veterans, and Junior Handlers. The Veterans division includes Veteran Dogs, Veteran Handlers, and Disabled Handlers. The *two categories* offered are Skilled and Proficient.

The *nine certification classes* are Regular Agility, Jumpers, Chances, Touch N Go, Tunnelers, Weavers, Hoopers, Barrelers and Gamblers

### 4.1 Levels

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

The max height a dog may jump at the Intro level is 16 inches

As of June 1<sup>st</sup> 2019, Intro handlers may bring a toy into the ring for a training run. You cannot earn a Qualifying score if you wish to bring a toy into the ring. And you must declare that you are training at the start of your run, not in the middle or end. For safety purposes, toys cannot be in the dog's mouth while performing obstacles. A toy can be thrown, or given to the dog, as a reward after performing obstacles. Toys thrown should be limited to short distances and never thrown toward the exit gate, or towards the start line dogs. Toys are limited to non-squeaky toys.

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

As of June 1<sup>st</sup> 2019, Novice handlers may bring a toy into the ring for a training run. You cannot earn a Qualifying score if you wish to bring a toy into the ring. And you must declare that you are training at the start of your run, not in the middle or end. For safety purposes, toys cannot be in the dog's mouth while performing obstacles. A toy can be thrown, or given to the dog, as a reward after performing obstacles. Toys thrown should be limited to short distances and never thrown toward the exit gate, or towards the start line dogs. Toys are limited to non-squeaky toys.

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

As of January 1, 2021, Open handlers may bring a toy into the ring for a training run. You cannot earn a Qualifying score if you wish to bring a toy into the ring. And you must declare that you are training at the start of your run, not in the middle or end. For safety purposes, toys cannot be in the dog's mouth while performing obstacles. A toy can be thrown, or given to the dog, as a reward after performing obstacles. Toys thrown should be limited to short distances and never thrown toward the exit gate, or towards the start line dogs. Toys are limited to non-squeaky toys.

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

As of January 1, 2021, Elite handlers may bring a toy into the ring for a training run. You cannot earn a Qualifying score if you wish to bring a toy into the ring. And you must declare that you are training at the start of your run, not in the middle or end. For safety purposes, toys cannot be in the dog's mouth while performing obstacles. A toy can be thrown, or given to the dog, as a reward after performing obstacles. Toys thrown should be limited to short distances and never thrown toward the exit gate, or towards the start line dogs. Toys are limited to non-squeaky toys.

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

If a dog is prematurely moved to a higher level in a class before completing the requirements for the lower level title in that class, the dog must go back to the lower level to complete the requirements for that level title before any higher level titles will be awarded. Any points earned at the higher level prior to the completion of the lower level title will be lost. This rule applies to the certification title, which in each class requires 30-points, and not to the Outstanding and Superior titles. Thus, a dog may move to

Open Jumpers and earn points and titles once the Novice Jumpers title has been earned; the Outstanding Open Jumpers title, however, does not require the Outstanding Novice Jumpers title, and so forth.

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

Special awards are described in the Appendix 14: Awards.

## **Grandfathering**

As of January 1st, 2019:

NADAC now allows grandfathering in from other venues. Meaning if you are at a high level of competition you can transfer over to NADAC and continue to run at the higher level of competition.

Because of the increasing number of agility venues and constantly evolving sport of dog agility we are taking a simplistic approach to this rather than complicating the issue.

### **Regular class:**

To run in the Elite level, you will need to be competing in the highest level of competition in your chosen venue.

To run in the Open Level, you will need to be competing in the Open level of competition in your chosen venue.

### **Jumpers:**

Same requirements as Regular above.

### **Gamblers:**

Same requirements as Regular above.

### **Touch n Go, Chances, Tunnelers, Weavers, Barrelers and Hoopers:**

Since there is no equivalent to these classes in most other venues you will need a combination of Regular, Jumpers and Gamblers to grandfather into these classes.

If you are competing at the highest level of competition in Regular, Jumpers and Gamblers (or their equivalents) then you may enter at the Elite level in all classes offered.

Same applies for the Open Level.

When entering trials, you do NOT need to show these titles in order to enter. Simply enter the trial as you normally would at the level you wish to run.

If you have submitted your titles to be reviewed correctly then when your points come to the NADAC office, they will show up in your records and accumulate properly. If you have not submitted the proper documents for review, or the review process has not been completed your points will show up with a value of Zero and will not count towards title or awards.

Please note that once your review has been completed, they will start to accumulate. You do not need to wait for the review process to complete in order to enter trials. You could enter a trial and then submit your documents after the trial is over, and once your review is finished your points would then show up as normal.

You can submit your titles for review from this page:

[www.nadac.com/grandfathering-submission/](http://www.nadac.com/grandfathering-submission/)

## 4.2 Divisions

### Standard Division

- The Standard Division is open to all dogs under 9 years of age.
- Dogs in this division are given the allocated Standard course times.

### Veteran Division (Veteran Dogs, Veteran Handlers, and Disabled Handlers)

- The Veteran division is open to:
  - Any dog age seven (7) years of age or older. The dog's age shall be determined by the dog's actual birthday, or the closest date, as known.
  - Any handler age 60 or older. The handler's age shall be determined by any piece of identification with their birth date listed.
  - Any handler who has a certificate of disability. Handlers with a disability shall present a copy of their disabled parking permit or a letter from their doctor.

- If a handler wishes to enter any class as a VH/DH, they must enter all classes and all dogs that they compete with for that weekend as VH/DH. They may not enter particular classes or a particular dog using the VH/DH status while entering a different dog or different classes in the other divisions.
- Dogs must enter the Veteran Division after their 9th birthday. Dogs in this division are given the allocated Veteran course times.
- After their 12th birthday dogs must enter the Skilled Category, Veteran Division.

#### Junior Handler Division

- The Junior Handler division is open to any dog which is being handled by a handler who is 17 years of age or younger.
- Dogs in this division are given the allocated Junior Handler standard course time.

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

### 4.3 Categories

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

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

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

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

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

## 4.4 Classes

NADAC offers titling opportunities in the following classes. A dog may be entered in only ONE division and only ONE level per class.

### 4.4.1 Regular Agility Class

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

- At the ***Intro level***, the main goal is to introduce agility obstacles to the dog and ensure that the dog will perform the obstacles safely.
- At the ***Novice level***, the main goal is to test the dog's ability to perform the obstacles safely, with beginning level discriminations and directional control. The dog is asked to perform the obstacles at a moderate pace and at a moderate distance.
- At the ***Open level***, the goal is to test the handler and dog's ability to perform the obstacles at a faster pace, while performing the obstacles with more directional and distance control and exhibit more difficult obstacle discriminations. The course design should encourage handlers to work the dog from both sides comfortably.
- At the ***Elite level***, more complex handler strategies are tested, with the dog moving at a brisk pace. The dog should work off both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control.

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

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

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

A sample set of Regular Agility courses for all levels can be found in Regular Agility Class-Elite (sample course maps), Regular Agility Class-Open (sample course maps), Regular Agility Class-Novice (sample course maps), and Regular Agility Class-Intro (sample course maps).

#### 4.4.2 Jumpers Class

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

- At the ***Intro level***, the main goal is to introduce basic jumping sequences to the dog and ensure that the dog will perform the obstacles safely.
- At the ***Novice level***, the main goal is to test the dog's ability to perform the obstacles safely, with beginning level discriminations and directional control. The dog is asked to perform the obstacles at a moderate pace and at a moderate distance.
- At the ***Open level***, the goal is to test the handler and dog's ability to perform the obstacles at a brisk pace, while performing the obstacles with more directional and distance control and exhibit more difficult obstacle discriminations. The course design should encourage handlers to work the dog from both sides comfortably.
- At the ***Elite level***, more complex handler strategies are tested, with the dog moving at a rapid pace. The dog should work off both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control. The dog will be tested on more difficult directional sequences while maintaining a rapid pace.

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

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

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

A sample set of courses for all levels can be found in Jumpers Class (sample course maps).

#### 4.4.3 Chances Class

The Chances class is a special skills class that is a numbered course that could have any of the acceptable obstacles listed in the NADAC equipment list. The goal of the Chances class is to test the distance, directional and discrimination (DD&D) skills of the dog and handler team. The Chances course shall consist of a numbered sequence of 10-14 obstacles. In addition, the course shall include distance tests, discrimination tests, and directional tests.



The course will be the same course for the Novice, Open and Elite levels, with the distance tests being adjusted to the appropriate distance for each level. The course may or may not change for the Intro level, depending upon the original design. At each level the tests will include more difficult sequences as the dog's progress through the Intro/Novice, Open and Elite levels.

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

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

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

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

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

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

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

A sample set of courses for all levels can be found in Chances Class (sample course maps).

#### **4.4.4 Touch N Go Class**

The Touch N Go class is a special skills class that is a numbered course comprised of contact obstacles, tunnels, barrels, and/or hoops. The goal of the Touch N Go class is to demonstrate the dog's ability to perform contact obstacles with directional and discrimination tests.

The course will be the same course for the Novice, Open and Elite levels, with the course time being adjusted to the appropriate time for each level. Typically, there shall be three to four contact performances in the class. The course will be shortened for the Intro level. At the Intro level there will be no contact/tunnel discriminations. For a clean, non-faulted run under the appropriate Standard Course time, the dog shall earn 10-points.

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

A sample set of courses for all levels can be found in Touch N Go Class (sample course maps).

#### **4.4.5 Tunnelers Class**

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

The course will be the same course for the Novice, Open and Elite levels, with the course time being adjusted to the appropriate time for each level. The course will be shortened for the Intro level. For a clean, non-faulted run under the appropriate Standard Course time, the dog shall earn 10-points.

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

A sample set of courses for all levels can be found in Tunnelers Class (sample course maps).

#### **4.4.6 Weavers Class**

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

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

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

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

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

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

A sample set of courses for all levels can be found in Weavers Class (sample course maps).

#### **4.4.7 Hoopers Class**

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

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

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

If the handler is also able to run the course from behind a challenge line placed on the course, then the team will be awarded 5 extra points, for a total of 15 Q points per run. These runs are also required to be in flow from start to finish, but not as strict of a path as required for Bonus Runs. Spinning, or large wide paths completely off the flow of the course or redirects will negate the extra 5 Q points.

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

A sample set of courses for all levels can be found in Hoopers Class (sample course maps).

#### 4.4.8 Barrelers Class

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

The goal of the Barrelers class is to demonstrate the handler's ability to direct their dog through a series of ground-based obstacles – hoops, tunnels and barrels.

Whiskers are no longer required. Barrel criteria is now the dog passing the barrel on the correct side, with no distance criteria involved.

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

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

A sample set of courses for all levels can be found Barrelers Class (sample course maps).

#### 4.4.9 Gamblers Class

**~Please note this is a new class, and as such there will be adjustments that need to be made, possibly quicker than the normal once every 6 months' time frame that we normally follow. We welcome feedback and we look forward to making this a great class for everyone! Please bear with us as we accomplish that~**

The Gamblers class is a strategy game combined with a small distance test, referred to as the Gamble.

Handlers will have a set amount of time to complete the course based on their dogs jumping height.

All NADAC approved obstacles can be placed on course.

Points are earned by completing obstacles. Each obstacle can be taken a maximum number of times.

Obstacle points values are as follows:

**Dog walk** : 7 Points ( Limit of 1 performance ) If the course is designed in such a way that the judge cannot see both the dog walk and a frame from their position, then the judge gets to choose a specific direction that the dog walk must be taken to receive points.

**A-Frame**: 5 Points ( Limit of 2 performances )

**6 Weave Poles**: 6 Points ( Limit of 2 performances )

**Tunnels:** 3 Points ( Limit of 4 performances )

**Jumps and Hoops:** 1 Point ( Limit of 10 performances )

**Barrels:** 4 Points ( Limit of 3 Performances) ( At least two sides of the barrel must be completed to earn the points, Pass by performances do not count)

The amount of time the team can earn points is based on the dogs jumping height.

**20"** = 34 Seconds

**16"** = 38 Seconds

**12"** = 42 Seconds

**8"** = 46 Seconds

**4"** = 50 Seconds

For every full second UNDER Standard Course Time (SCT) The team will earn an additional 2 points, with a maximum of 10 points earned via time.

For every full second OVER SCT the team will have 2 points deducted from their score.

A Successfully completed Gamble will be worth 20 points. The obstacles completed within the gamble also count towards your score.

In order to earn a Qualifying score teams must complete the gamble and must meet the minimum number of points required for their level.

**As of June 1, 2021 the minimum points needed by level are:**

**Elite:** 50-64 points to earn 10 Q pts, 65-74 pts to earn 15 Q pts, 75+ points to earn 20 Q pts.

**Open:** 40-54 Points to earn 10 Q pts, 55-64 pts to earn 15 Q pts, 65+ points to earn 20 Q pts.

**Novice:** 30-44 Points to earn 10 Q pts, 45-54 pts to earn 15 Q pts, 55+ points to earn 20 Q pts

Intro is not offered in Gamblers.

### **Gamblers Specific Rules:**

1. As of Jan 1, 2020, the gamble will be considered attempted when the first obstacle is taken, in the correct direction of the gamble.
2. There is only a single attempt at the gamble.
3. Back to back performances are not allowed. If performed, the second performance will not have a point value.
4. Flips into Tunnels, or out of Tunnels onto Contact Equipment is not allowed. If performed the second obstacle will have no point value.
5. The back to back rule, and the flip rule, when being used on the first obstacle of a gamble, both negate the gamble attempt. So essentially, if you have a dog who does the #1 gamble jump in the wrong direction, you would be given 1 point, if they then turn right back around and do that jump again, you would be given a zero for the back to back, and if they then attempted the gamble it would also negate the gamble.
6. Skipping large portions of the course is not allowed. Your dog can not travel more than 42 feet without performing an obstacle. Doing so will be an Elimination for that round.
7. The start obstacle must be taken to start the clock. The finish obstacle **MUST** also be completed. This is what will stop your time and it cannot be bypassed. If your dog runs past it, it's in your own best interest to get them back through it as fast as possible. Your dog completing it in the opposite direction is still acceptable to stop the clock.
8. All standard NADAC rules apply.
9. General rules of Chances lines will apply regards to four feet across the line negate the gamble attempt. Handler cannot cross or step on the Gamble line.
10. Faulted obstacles will receive no points. E.G missed contacts, knocked bars (which negate points for that jump for the remainder of the run), unsafe weave poles.
11. Placements are based off highest number of points in your height and group.
12. You receive points for the obstacles within the gamble, while you're attempting it.

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

## **Appendix 5: NADAC Scoring**

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

### **5.1 Non-obstacle Faults**

In all classes, the handler shall direct their dog through the course without a collar or lead. No food, balls or other device may be used within ten (10) feet of the ring. Any violation of these rules would invoke an Elimination for that run.

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

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

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

Any handler eliminated from the ring for poor sportsmanship shall be excused for the remainder of the trial and a written report shall be sent to the NADAC office.

As of January 1st, 2019: Ring gates may now be closed, and a qualifying run may still be earned. This is a club level decision on whether they will have ring fencing that accommodates this option. Most clubs will continue to have open fencing where this is not an option.

This does not negate the fact that dogs must still enter the ring in a timely manner. A dog waiting outside the ring gates for the dog ahead of them to finish will still be considered a delay of trial and faulted accordingly to the severity of the action.

If a handler wishes for the gates to be closed, and for the next dog to not enter until their dog is leashed then this will be considered a training run and an E will be given.

Any handler which the judge feels has treated a dog in an inhumane manner shall be excused from the agility grounds and a report must be submitted to the NADAC office

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

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

## **5.2 Non-obstacle Eliminations/Excusals**

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

- Any dog which demonstrates aggression towards a person or dog, whether inside the ring or outside the ring, must be excused from the agility trial. Aggression does not mean there must be actual physical contact. A dog that breaks away from its owner and chases another dog can be considered to have demonstrated aggression. A dog that lunges at the end of a leash shall be excused for demonstrating aggression, as is the dog who charges any person, child or dog.
- A dog will be eliminated and may be excused from the trial if the handler has already been spoken to, by the Judge of Record, for repeated nipping and continues to nip or jump aggressively towards the handler.
- A dog will be eliminated for fouling the course area before, during, or after their run. The course area is the entire ring area indicated by ring gates or ring ropes or as indicated by the show committee if there are no ring barriers. The time for faulting the dog for fouling the ring includes the time the dog enters the ring before the run begins, until the dog leaves the ring area on leash after the run is completed. This includes a male dog lifting a leg on the ring posts at the entry and exit of the rings.
- A dog will be eliminated for being inattentive to the handler for longer than five seconds. The judge shall count for a five second count whenever they feel that the dog is no longer working. If the dog has not returned to performing obstacles with the handler after five seconds, then the dog shall be eliminated for that run. This includes a dog having “zoomies” before or during the run, sniffing, wandering, or any behavior where the judge feels the dog is being inattentive and not working for the handler.
- A dog will be eliminated for being out of control, as viewed by the judge. The judge may choose to eliminate a dog for being out of control at any time if the judge feels the dog is not trained to a level to perform the obstacles in a safe manner, thereby endangering the dog itself, the handler, or any other person or dog at the event.
- A dog will be eliminated for loss of control as displayed by a handler harshly downing/sitting/stopping a dog during their course run or repeatedly recalling the dog back to the handler in an attempt to keep the dog in the ring and under control. A handler may



down/sit/stop a dog to regain a handling position on the course or to redirect the dog to a new direction. But if the judge feels the dog was put into a sit, down, or stay because the dog was out of control in the ring, they shall be eliminated.

- Dogs may not eat grass in the ring. Or have anything in their mouth while running. If this happens it will be an elimination.
- Training in the ring. This could include re-doing an obstacle, or sequence of obstacles, which appear to be training that sequence or obstacle after it has been faulted. This could include a handler taking an excessive amount of time to perform an obstacle, or more than three attempts to perform an obstacle that the dog has refused repeatedly. This might also include a handler using aggressive body language or excessive harsh tones to get their dog to perform an obstacle. If the judge at any time feels that the handler is not trying to successfully complete a course, but is working an obstacle or type of obstacle (ie, discrimination), or schooling a specific performance pattern on that obstacle, then the judge may eliminate that run for training in the ring. **A handler who touches any equipment while trying to lure the dog to perform any equipment shall be faulted for training in the ring.** The judge may allow the handler to continue their run and continue using sportsmanlike behavior while trying to improve their dog's performance on those obstacles.

As of January 1st, 2019: Once a dog has been Eliminated the dog and handler team will be allowed to continue training in the ring up to a maximum of 60 seconds. This includes the time the team has already spent in the ring leading up to the elimination. Once 60 seconds has elapsed the judge will ask the team to leave the ring. Teams may continue to put their dogs on the contact equipment as long as it's done in a safe manner. Teams may also continue to train their start line, so long as the team has not continued past the 3rd obstacle on course. Once a team has made it past the 3rd obstacle on course they will not be allowed to come back to the start line in order to avoid having two dogs in the same area at once.

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

## **5.3 Obstacle Faults**

### **5.3.1 Start Line**

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

- Once the handler has left the dog to prepare to start the run and has crossed the plane of the first obstacle, the handler may not cross back over the plane of the first obstacle to return to the dog. Crossing back over the plane of the first obstacle and back to the dog will be considered

'Training the Start Line' and the judge will award an 'Elimination' fault. Note: After being eliminated, the dog/handler may re-start the run and continue their run up to 60 seconds, but their run will be scored as 'Elimination'.

- Situations that are not to be considered 'Training the Start Line' are when:
  1. The handler has left the dog to prepare to start the run and has crossed the plane of the first obstacle. The dog has not crossed the plane of the first obstacle. The handler may move back and forth as long as they don't cross back over the plane of the first obstacle.
  2. The dog crosses the plane of the first obstacle without performing the first obstacle. (The run time has started when the dog crosses the plane of the first obstacle.) The handler may cross back over the plane of the first obstacle with the dog to get the dog to perform the first obstacle but cannot touch the dog or reset the dog.
  3. The handler steps away from the dog to start the run but does not cross the plane of the first obstacle and the dog has not crossed the plane of the first obstacle. The handler may go back to the dog to cue the dog but cannot touch the dog.
  4. In all situations, once the handler steps away from the dog, they cannot touch the dog, or it will result in an 'Elimination' fault for 'Training the Start Line'.

### **5.3.2 Failure to Complete an Obstacle**

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

Any dog which commits to a contact obstacle by having all four paws on the obstacle, and then for any reason gets off the obstacle after passing the upside of the contact zone with all four paws and before reaching the point of completion, shall be assessed for a Failure to Complete. After a Failure to complete penalty, any attempt to retry a contact obstacle will be a cause for elimination. If the dog doesn't pass the contact zone on the upside of the contact obstacle with all four feet and comes off the contact obstacle, the handler may retry the contact obstacle without penalty. If a dog has three "failure to complete" faults on a course, it shall be scored as an elimination.

### 5.3.3 Wrong Course

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

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

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

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

### 5.3.4 Weave Poles

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

### **5.3.5 Missed Safety (Contact) Zone**

A dog shall be assessed a 10-point fault for missing a safety zone. The following safety zones shall be judged for penalties:

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

A handler shall be faulted for interference if the judge believes that the handler is intentionally blocking the judge's view of a contact zone. The judge's call is final on the contact performance calls.

### **5.3.6 Displaced Jump Pole/Bar**

A dog or handler shall be scored with a 5-point fault if they displace the top jump pole, bar, on any hurdle obstacle, even if done accidentally. If a dog makes no attempt to jump and displaces the jump poles/bar while passing under or through the jump in an unsafe manner, then the dog will be assessed an unsafe performance of an obstacle, as described below.

### **5.3.7 Unsafe Performance of an Obstacle**

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

### **5.3.8 Time Faults**

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

## Appendix 6: Standard Course Time

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

Regular					
	20"	16"	12"	8"	4"
Elite YPS	3.45	3.20	2.95	2.45	2.20
Open YPS	3.10	2.90	2.65	2.20	2.00
Novice YPS	2.80	2.60	2.40	2.00	1.80
Intro YPS	2.50	2.35	2.15	1.80	1.60
Jumpers					
	20"	16"	12"	8"	4"
Elite YPS	4.15	3.85	3.55	2.70	2.45
Open YPS	3.75	3.45	3.20	2.45	2.20
Novice YPS	3.40	3.10	2.90	2.20	2.00
Intro YPS	3.05	2.80	2.60	2.00	1.80
Weavers					
	20"	16"	12"	8"	4"
Elite YPS	3.40	3.15	2.85	2.30	2.05
Open YPS	3.05	2.85	2.55	2.10	1.85
Novice YPS	2.75	2.55	2.30	1.90	1.65
Intro YPS	2.45	2.30	2.05	1.70	1.50
Barrelers					
	20"	16"	12"	8"	4"
Elite YPS	4.75	4.10	3.60	3.00	2.70
Open YPS	4.30	3.70	3.25	2.70	2.45
Novice YPS	3.85	3.35	2.95	2.45	2.20
Intro YPS	3.45	3.00	2.65	2.20	2.00

Hoopers					
	20"	16"	12"	8"	4"
Elite YPS	4.40	4.00	3.50	2.80	2.50
Open YPS	3.95	3.60	3.15	2.50	2.25
Novice YPS	3.55	3.25	2.85	2.25	2.05
Intro YPS	3.20	2.95	2.55	2.00	1.85
Tunnelers					
	20"	16"	12"	8"	4"
Elite YPS	5.05	4.65	4.10	3.35	3.00
Open YPS	4.55	4.20	3.70	3.00	2.70
Novice YPS	4.10	3.80	3.35	2.70	2.45
Intro YPS	3.70	3.40	3.00	2.45	2.20
Touch n Go					
	20"	16"	12"	8"	4"
Elite YPS	3.80	3.50	3.25	2.60	2.35
Open YPS	3.40	3.15	2.95	2.35	2.10
Novice YPS	3.05	2.85	2.65	2.10	1.90
Intro YPS	2.75	2.55	2.40	1.90	1.70

The Chances class has a 40 second standard course time in all levels.

## Appendix 7: Obstacles Used at NADAC Agility Trials

All obstacles used in NADAC-sanctioned competitions must meet NADAC specifications. Obstacles must be constructed to be safe and reliable when used by the smallest or the largest of dogs expected to train or compete on that equipment. Equipment builders should always have safety as the primary concern when constructing equipment. **Equipment Specifications can be found on the NADAC Website under Rule Books**

The following obstacles are allowed at NADAC agility trials:

- Dog Walk
- A-frame
- Weave poles
- Open tunnel
- Non-winged jumps
- Winged jumps
- Hoops
- Barrels

## Appendix 8: Programs

### 8.1 Video Tape Program (VT)

#### Amended Rules to the NADAC Video Tape Program (VT)

**Because of Covid there are a few rule allowances. Please read the VT rule changes on the website.**

As of January 1, 2018, NADAC adjusted the criteria for submitting videotaped runs for Qualifying purposes. Courses will be posted on the NADAC website (Nadac.com) under the Train and Play/Video Runs tab. NADAC will post a new set of courses once a month on the first Weds of every month. VT runs are a replacement for competitors who cannot make it to trials, not a supplement for those also trialing.

Any dog registered with NADAC may run courses and submit videos via the Video Runs tab.

- Each video review costs \$10. Payments are to be made via the Video Run submission tab on Nadac.com. Under Train and Play/Video Runs/Submit your video runs tab.
- Videos must be submitted within 5 days of running the course.
- All NADAC rules apply, as does sound ethics and good sportsmanship.
- **The first run of a VT Course is the only one that can be submitted for review.** You may not run sections of the course for practice, nor can you run a higher-level course for practice and then submit a lower level run for credit. (You can't run Elite for practice and then run Open for credit and so on). Each course may only be run at one level.
- Descending Contacts (dog walk and A-frame) must be clearly visible from the camera angle and the dog running must be visible from start to finish.
- The dog must come to the start line with a leash on. They must run with no collar and this needs to be on video. Therefore, the person doing the taping must continue to record until the leash is on the dog.
- No treats allowed within the ring area.
- VT runs cannot be submitted if there is a trial within 150 miles 5 days before AND 5 days after a VT submitted run.
- **There are no 5-point qualifying runs in VT.**
- **VT course maps cannot be mirrored when set.**

#### Equipment and Space requirements

- The equipment must meet NADAC specifications. (see the Equipment Specifications on NADAC.com under Rule books)
- The course must be set within a reasonable standard of the original course diagram.
- Spacing must meet NADAC course design requirements.  
The minimum ring size is 80x100 for all classes with jumps.

**Submission limits for VT runs:**

You may submit a total of 10 runs per dog per month providing all the other criteria for the VT run have been met.

## **Appendix 9: Points and Transfers**

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

Ten (10) points for each clean, non-faulted run under the Standard Course time (qualifying run);

Five (5) points for a Regular run with five or fewer faults (either course faults or time faults)

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

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

Exhibitors may check the status of the points their dogs have earned by checking the results of each trial via the NADAC website at [www.nadac.com](http://www.nadac.com). Points are updated on the 15<sup>th</sup> and the 30<sup>th</sup> of every month (if the clubs submit them on time!)

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

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

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



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

## **Appendix 10: Dog's Run Index**

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

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

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

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

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

The height for which your DRI is calculated is based off your proficient standard height. Height breaks for Skilled or Veterans have no bearing on your DRI.

The YPS (Yards per second) that a dog must run in order to earn a 100 DRI are listed below. A run faster than the listed YPS will receive a higher than 100 DRI. While a run slower will receive a lower than 100 DRI. Those numbers are all percentages of how far above or below your run was from the target number of 100.

Regular				
	20"	16"	12"	8"
Elite YPS	5.45	5.15	5.05	4.55
Jumpers				
	20"	16"	12"	8"
Elite YPS	6.15	5.75	5.70	4.80
Weavers				
	20"	16"	12"	8"
Elite YPS	5.35	4.85	4.65	4.45
Barrelers				
	20"	16"	12"	8"
Elite YPS	7.15	6.00	5.75	5.20
Hoopers				
	20"	16"	12"	8"
Elite YPS	6.50	5.80	5.50	4.85
Tunnelers				
	20"	16"	12"	8"
Elite YPS	7.35	6.75	6.50	5.60
Touch n Go				
	20"	16"	12"	8"
Elite YPS	5.95	5.50	5.30	4.80

## Appendix 11: Bonus Point Runs

An optional bonus or distance challenge may be found on some NADAC courses at the Elite level. Distance challenges are only offered in the Regular Agility class, whereas a bonus might be available on any of the Elite classes. The obstacles that constitute the bonus or distance challenge must be completed “in flow” within the numbering of the course design. Final determination of whether the challenges were completed “in flow” is up to the Bonus Review Team.

As of August 1<sup>st</sup>, 2019 the bonus program is switching to a ‘Championship’ style scoring method. What this means is the course will be separated into 4 distinct sections.

Each section must be completed successfully, but if a section is failed, the handler could still earn bonus points if they can stay clean for the rest of the course.

Bonus sequences will very often end at the same obstacle that starts the next sequence. An example would be sequence #1 being obstacles 1 through 6, and sequence #2 being obstacles 6 through 12.

When a fault occurs on the #6 obstacle, which for this example we will call a jump, it can be faulted in one of two ways for the bonus sequences, depending on what has happened earlier in the sequence. Both of these scenarios occur to give some leniency to the teams running, so as not to 'kill' two sequences with one obstacle.

Scenario #1:

The dog has faulted sequence #1 before the #6 jump, let's say a spin at the #2 obstacle. This means the first sequence is failed. If the dog also knocks the #6 jump, then the #2 sequence will be failed as well.

Scenario #2: The dog has ran sequence #1 cleanly with no faults so far, but knocks the #6 jump, this will fail the #1 sequence, but the #2 sequence will still be 'live' and can be attempted successfully.

So while it is possible to fail two sequences, you can't fail two sequences at the exact same obstacle, which would be a form of double faulting.

A 'bobble', as defined below, which in the past took 5 points off your score, will now count as failing that section. The dog shall not stop, spin or turn in a direction that is not in the flow of the correct direction of the course, doing so will count as failing that section. A brief stop of one second or less, with no change of direction, will be acceptable. For example, a brief stop in the weaves or a brief stop above the contact zone is ok.

- The dog cannot be out of flow in going towards correct obstacles, nor can directional turns be excessively wide, doing so will count as failing that section.
- The handler should never have to redirect or resend their dog while performing the course, doing so will count as failing that section.
- Stopping above the contact for more than 1 second, will count as failing that section.

As of August 1<sup>st</sup>, 2019, there will be a single line placed on the Regular course, and the number of successful sections completed will determine whether it gets classified as a Bonus or Distance Challenge in your records.

DC Points are not offered on courses other than Regular Agility classes. DC Points are allowed on Regular Agility courses as they tend to be longer in yardage and have a wider diversity of skills and challenges with a variety of obstacles. DC points cannot be used for awards such as Achievement Cups or MODSQUAD awards.

Teams can now attempt and submit a bonus in the second round of the course, regardless of what training or attempts were made in the first round.

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

Bonus and distance challenge runs must be videoed and submitted and evaluated by the Video Review Team. The video may be submitted via the bonus submission form on the NADAC web site <https://www.nadac.com/bonus-run-submissions/>). Videos must clearly show the dog and handler.

The contact performances will be judged by the judge of record at the trial, the only time the contact call will be overruled is if the video shows an obvious missed contact. The judge can allow the videographer to stand off to the side of the course inside the ring if that is the best position for video clarity for the run. The video must be submitted within 72 hours of the run. Videos must be uploaded to YouTube first and the link submitted via the bonus submission form. A handler will be notified via email as to the status of the bonus awarded and their dog's points are updated to indicate the additional awarded points after the next points upload. The bonus points will not show immediately; they are updated after a points upload so they might show as a normal qualifying round until bonuses are uploaded to the records.

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

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

The bonus areas are to be clearly delineated so they can be evaluated via video replay.

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

- **Distance Skills:** A bonus test on a Regular Agility course should test distances of 25'-100'.
- **Speed:** A bonus with a run index of over 100 will receive more points. Any dog that runs over 100 run index in any run is within the top 7% of all dogs competing in a class, so if a dog can also display that speed combined with distance challenges they earn more bonus points.
- **Path Work:** While running the course and attempting a bonus or distance challenge on a course the dog must stay within the flow path of the course. See above for more accurate description of what is considered a bobble and out of flow.
- **Directional Skills:** On all bonus tests, the dog will be tested for their ability to make directional turns away from the handler and directional turns towards the handler.
- **Discrimination Skills:** On all bonus tests, the dog shall be tested for their ability to correctly perform obstacle discriminations while staying within the flow path of the course.

- **Contact Obstacle Performance:** During a bonus or distance challenge run, the dog must perform high level, clear, and solid contacts. A dog might still have a qualifying run with a part of a toe hitting the contact zone, but a bonus level dog must show a higher level of performance than what is needed for the normal performance for a qualifying run. There should be no question about the contact performance during a bonus attempt if a dog is to earn extra bonus points for the run.

Bonus and Distance Points				
Class	Run Type	DRI	Sections Completed	Points
Regular	Bonus	Over 100	4	30
Regular	Bonus	Under 100	4	25
Regular	Bonus	Over 100	3	20
Regular	Bonus	Under 100	3	15
Regular	Distance Challenge	Under 100	2	15
Regular	Distance Challenge	Over 100	2	20
Non-Regular Class	Bonus	Over 100	Entire Course	20
Non-Regular Class	Bonus	Under 100	Entire Course	15

# Appendix

## Appendix 12: Entering a NADAC trial

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

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

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

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

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

As of Jan 1<sup>st</sup>, 2021, handlers may carry a **small** leash (no harnesses) with them during their run. The leash must be secured in a pocket or fanny pack, in a way that it will not dangle or fall out of the pocket. **Or the leash can be looped around the shoulder or waist, but not hanging from the neck.** The handler cannot carry the leash in their hand during the run. The leash must be secured or on the ground before the dog or handler passes the plane of the first obstacle. Handlers still have the option of dropping the leash on the ground for the leash runner to pick up.

As of June 1<sup>st</sup>, 2019 handlers may attach a small toy, no larger than your hand, to their leash. The toy cannot be detached from the leash.

As of June 1<sup>st</sup>, 2019 Handlers may tug with their dogs at the finish line. Dogs may not tug at the start line. Tugging should be respectful, the handler may not man handle the dogs and the dog should be in control of their own body while playing. Dogs do need to be leashed up first before tugging to ensure the trial moves along at a decent pace.

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

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

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

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

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

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



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

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

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

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

Effective immediately:

Maximum walk through time of five minutes

At the end of the five-minute walk through the judge or ring crew will give a two minute warning to first dog on the line.

If all handlers leave the course before the five-minute walk through is finished, the two minute warning will come at that time.

If there are at least 3 dogs lined up and ready to run, then the class can begin running without waiting the 2 minutes.

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

When you are the next dog to run, the gate steward will ask you to enter the ring. Keep your dog on leash until you hear the judge say, "Good Luck". That is your signal that the previous dog has been

leashed up and it is your turn to run. Your collar and leash or harness must be removed. When running on course, you may not have any type of collar on your dog. You should use a collar or harness that is easily removed off the dog. NADAC allows any style of collar except for electronic shock collars. Some individual clubs restrict the use of pinch collars, so be sure to check the trial premium for any collar type restrictions. Handlers are to always use any type of collar in a humane manner. Even a buckle collar can be used harshly, so always be sure to behave in a humane and sportsmanlike manner with your dog.

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

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

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

## Appendix 13: Sample Entry Form

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

{{Trial Name}}, {{Trial Date}}, {{Trial Location}}

Make Checks Payable to: {{Check payee}}

Send entries to: {{Address for checks}}

Owner					Dog					
Name					Call Name					
Address					NADAC Reg #					
City/State/Zip					Date of Birth					
Phone					Height at Withers					
Email					Breed					
Handler, If not owner					Emergency Contact Name/Phone					
PLEASE INCLUDE A COPY OF YOUR DOG'S HEIGHT CARD IF YOU DO NOT HAVE ONE ON FILE.										
CATEGORY: PROFICIENT <input type="checkbox"/> SKILLED <input type="checkbox"/>										
DIVISION: STANDARD <input type="checkbox"/> VET DOG <input type="checkbox"/> VET HANDLER <input type="checkbox"/> JUNIOR HANDLER <input type="checkbox"/>										
I WANT MY DOG TO JUMP: <input type="checkbox"/> 4 <input type="checkbox"/> 8 <input type="checkbox"/> 12 <input type="checkbox"/> 16 <input type="checkbox"/> 20										
Class	Level				Day					
	Intro	Novice	Open	Elite	Friday		Saturday		Sunday	
Regular	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>
Chances	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>
Jumpers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>
Touch n Go	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>
Tunnelers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>
Weavers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>
Hoopers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>
Barrelers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>	Rd 1 <input type="checkbox"/> Rd 2 <input type="checkbox"/>	<input type="checkbox"/>

In consideration of the acceptance of this entry, I/we certify that I/we have knowledge of, and are familiar with, and agree to abide by, the Rules and Regulations of NADAC in effect at the time of this trial, and by any additional rules and regulations as approved by NADAC for this trial. I/we certify that the dog entered is not a hazard to persons or other dogs. I/we further agree to be bound by the "Agreement" printed on page 5 of this premium

Number of Total Runs Entered (all dogs): # \_\_\_\_\_  
☐ 1- 11 Runs = \$10 each = \_\_\_\_\_  
☐ 12 or more runs = \$9 each = \_\_\_\_\_  
☐ Junior Handler = \$5 each = \_\_\_\_\_  
☐ Day of Show (after closing) \$12 each = \_\_\_\_\_

TOTAL ENCLOSED = \_\_\_\_\_

Owner/Exhibitor: \_\_\_\_\_ Date \_\_\_\_\_

Parent or Legal Guardian of Junior Handler \_\_\_\_\_

## AGREEMENT

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

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

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

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

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

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

their employees or agents or any other persons.

\*\*\*\*\*

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

## **Appendix 14:     Awards**

For info on all available awards please view this document on the NADAC website:

[https://www.nadac.com/WPsite/wp-content/uploads/2019/07/NADACAwards\\_July\\_2019.pdf](https://www.nadac.com/WPsite/wp-content/uploads/2019/07/NADACAwards_July_2019.pdf)

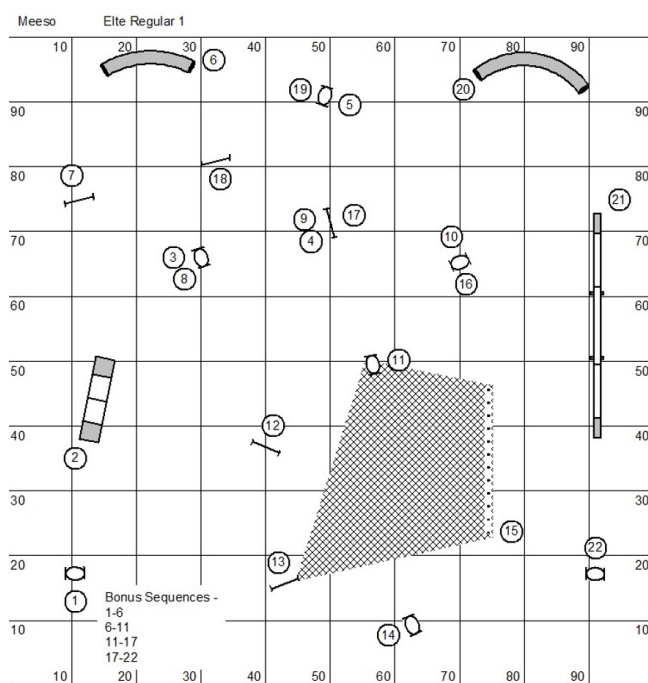
## Appendix 15: Regular Agility Class-Elite (sample course maps)

Below is a sample set of courses that represent the typical Regular Agility class Elite level courses that could be presented at a NADAC trial.

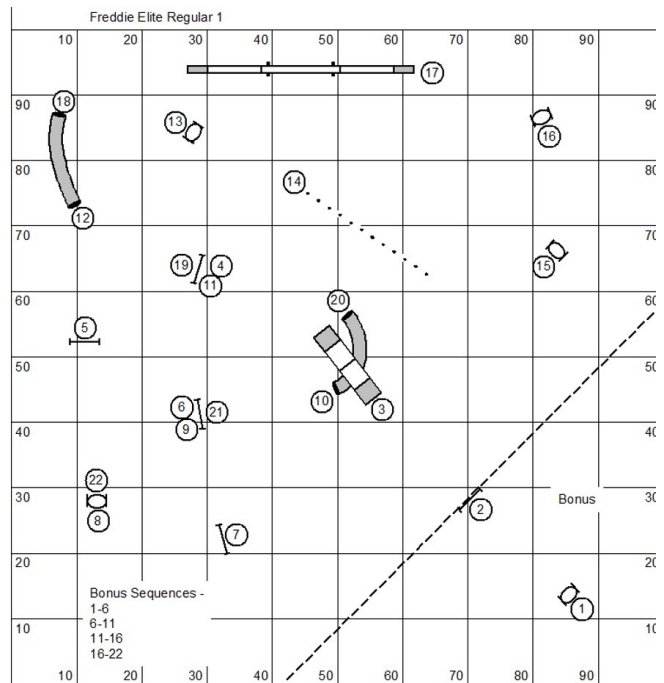
For the Elite Samples, it shows where the bonus lines can be located and it displays which bonus sequences are for each section for bonus points. All handlers not attempting a bonus or distance challenge may handle from any position. These Elite course samples represent a typical style of challenge with directional challenges, discriminations and open sequences that encourage speed.

In some cases, Round 2 of Regular Agility is a reverse direction of Round 1. Some course sets do not have a bonus/distance challenge on both rounds of Regular Agility.

### Elite Sample 1



### Elite Sample 2

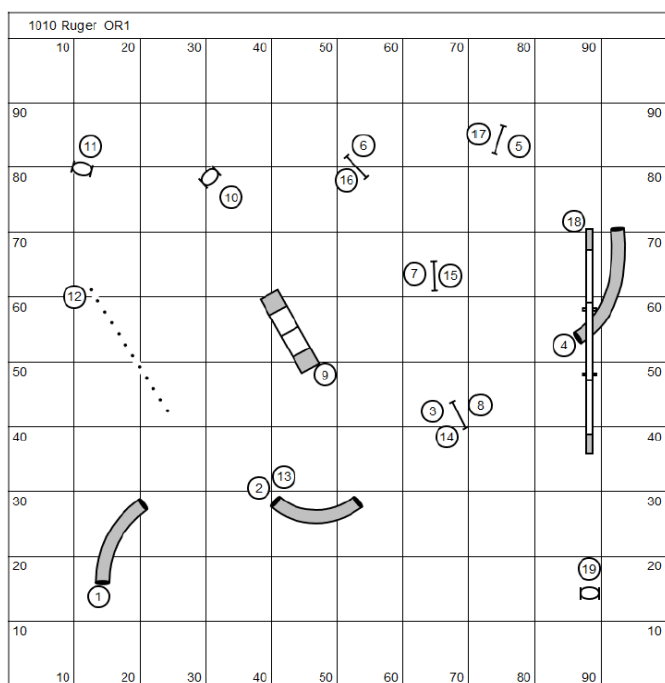


## Appendix 16: Regular Agility Class-Open (sample course maps)

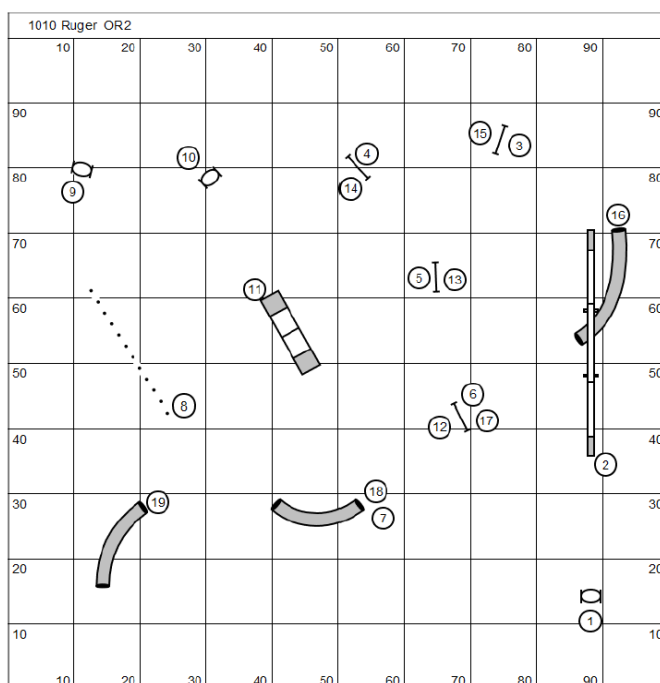
Below is a sample set of courses that represent the typical Regular Agility class Open level courses that could be presented at a NADAC trial

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

### Open Round 1



### Open Round 2

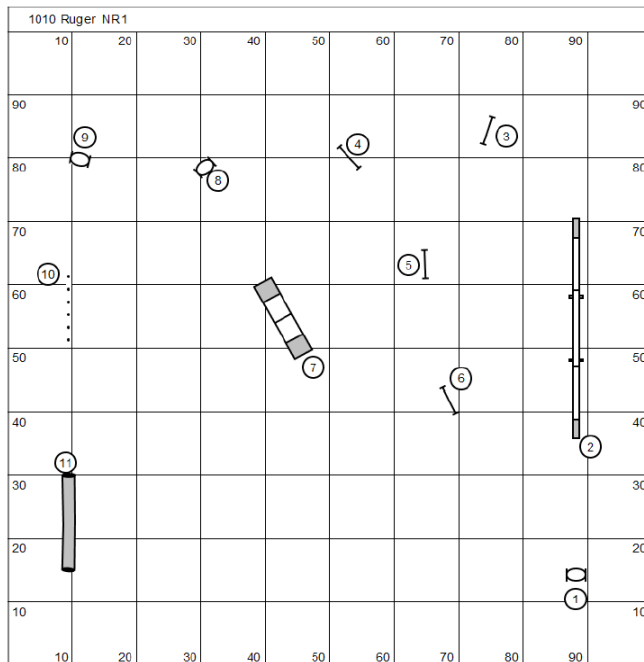


## Appendix 17: Regular Agility Class-Novice (sample course maps)

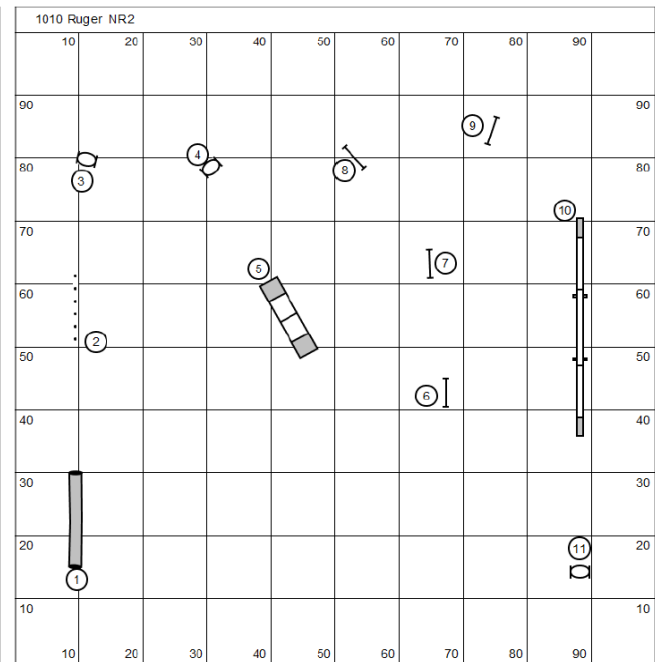
Below is a sample set of courses that represent the typical Regular Agility class Novice level courses that could be presented at a NADAC trial

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

**Novice Round 1**



**Novice Round 2**



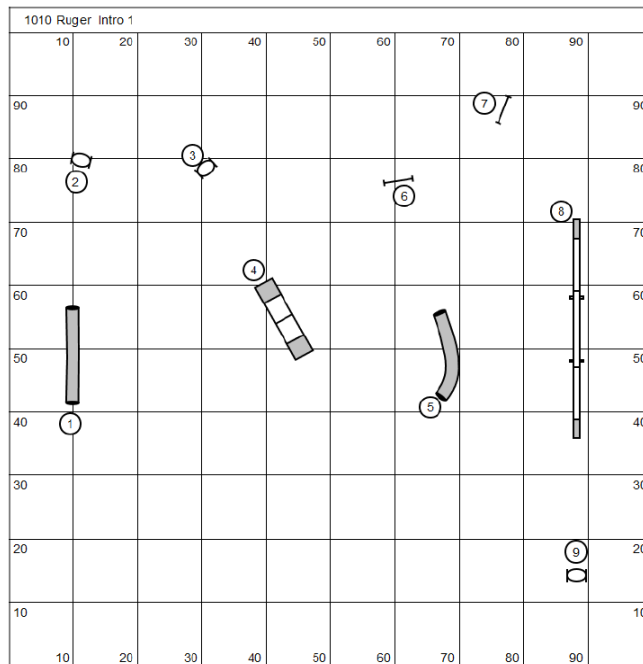


## Appendix 18: Regular Agility Class-Intro (sample course maps)

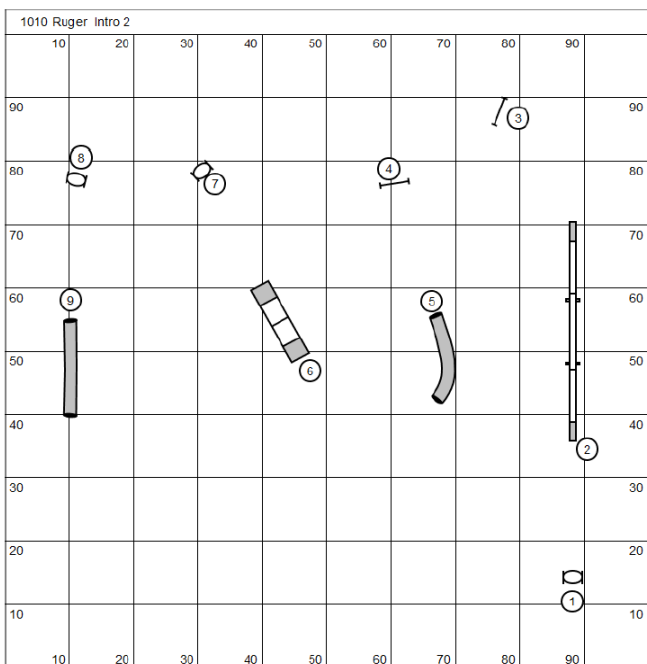
Below is a sample set of courses that represent the typical Regular Agility class Intro level courses that could be presented at a NADAC trial

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

**Intro Round 1**



**Intro Round 2**



## Appendix 19: Chances Class (sample course maps)

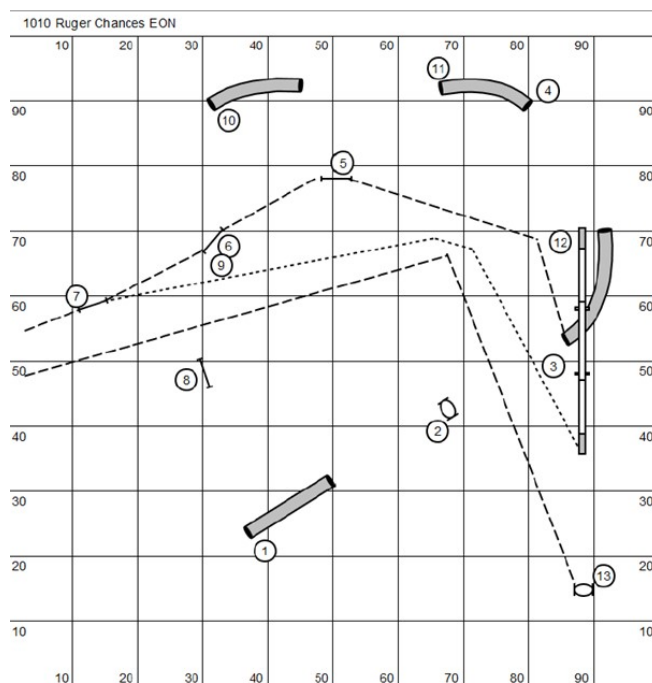
The goal of the Chances class is to test the distance, directional and discrimination skills of the dog and handler team. Once the dog performs an obstacle of a test sequence, if they cross over the line to the handler side with four paws, then it is a fault. If the dog crosses the line while on a natural path to the next obstacle they will not be faulted.

If the handler touches the line with a foot or crosses the line at any time it is a fault.

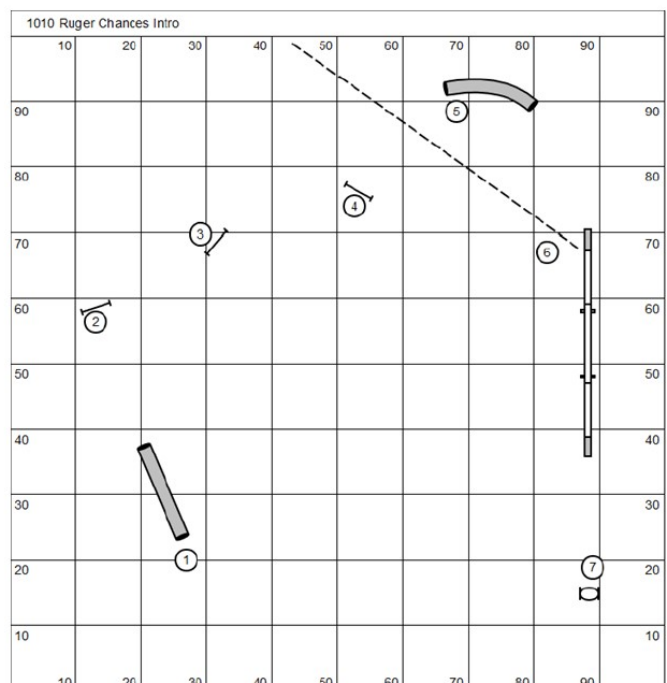
The Chances class is a pass/fail class and if any obstacle is faulted or if the dog or handler crosses the line inappropriately then the scoring will indicate a fail for the class. The dog must perform all tests correctly within 40 seconds with the handler staying on their side of the handling line and the dog remaining on the dog side of the line during the tests.

The course will be the same course for the Novice, Open and Elite levels, with the distance tests being adjusted to the appropriate distance for each level. At the Elite level, it is possible that a bonus option could be available on the course. At the Intro level the distance tests shall be set at a minimum of 8 feet and shall not include the descent end of contacts as part of a distance test.

**Elite, Open, Novice level**



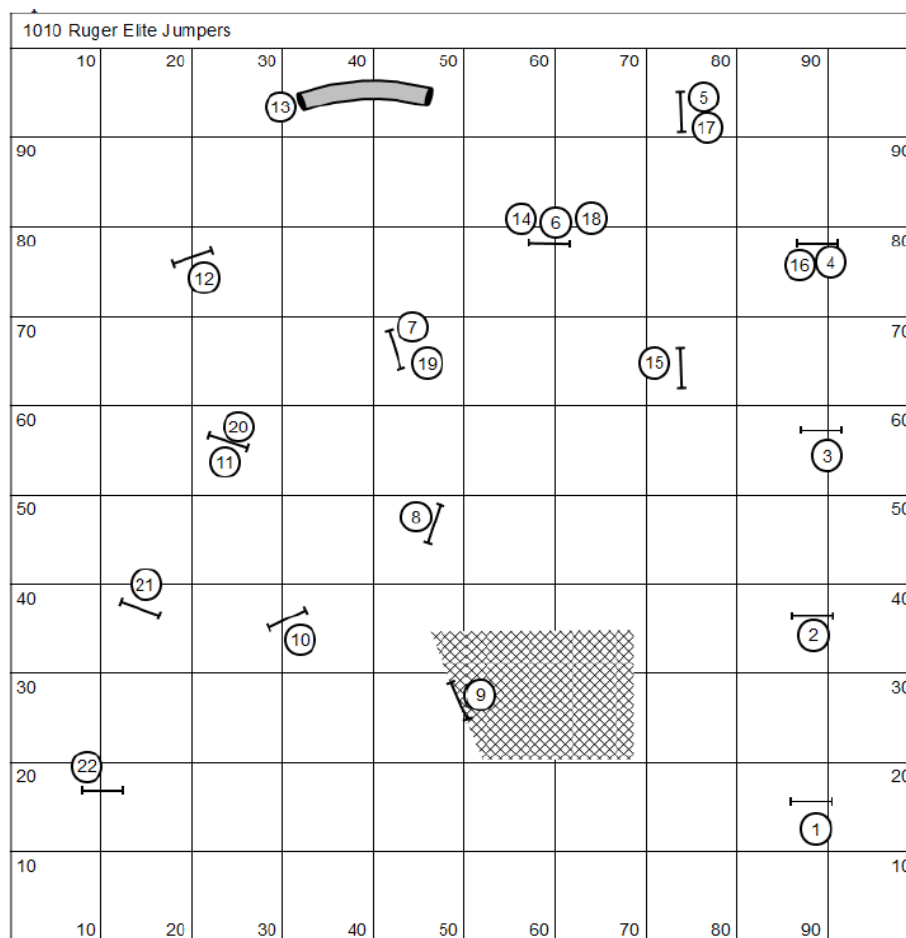
**Intro level**



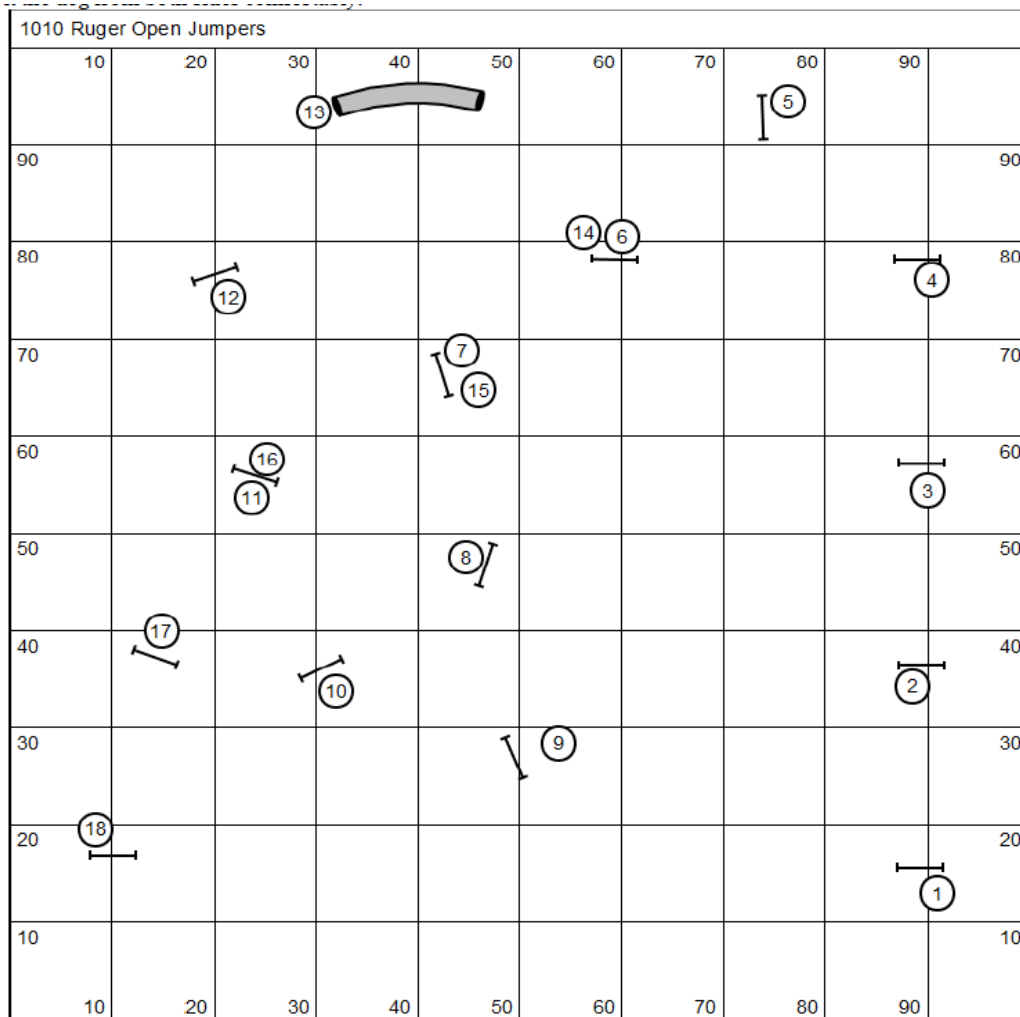
## Appendix 20: Jumpers Class (sample course maps)

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

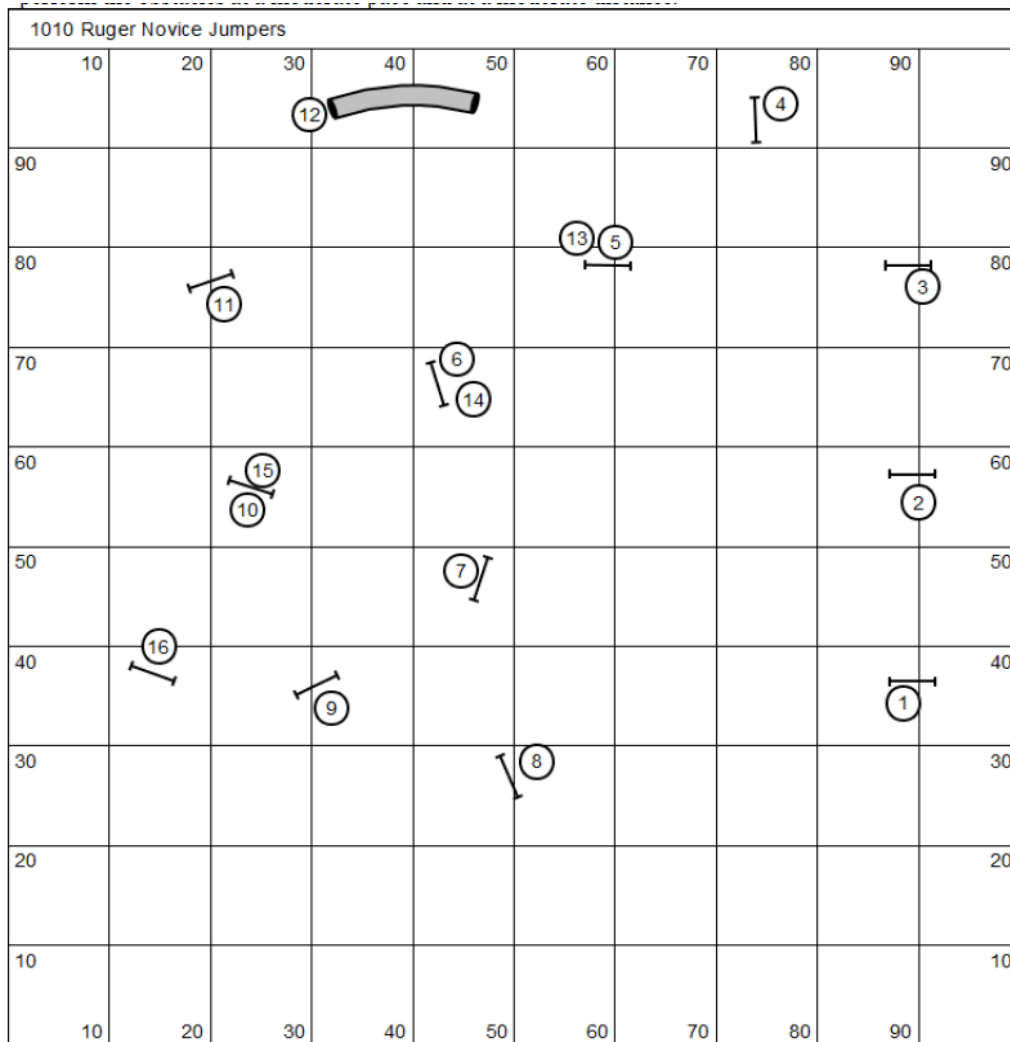
Elite level: At the Elite level, more complex handler strategies are tested, with the dog moving at a rapid pace. The dog should work off both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and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



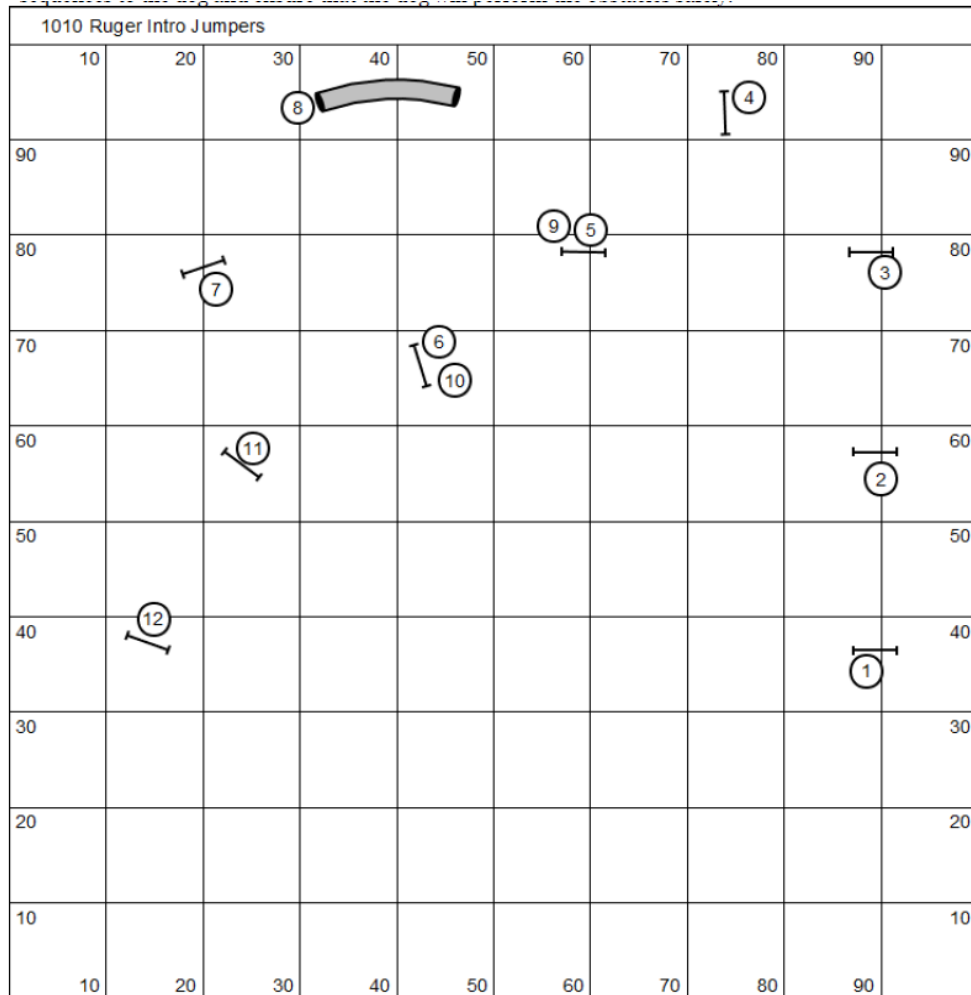
Open level: At the Open level, the goal is to test the handler and dog's ability to perform the obstacles at a brisk pace, while performing the obstacles with more directional and distance control and exhibit more difficult obstacle discriminations. The course design should encourage handlers to work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



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



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

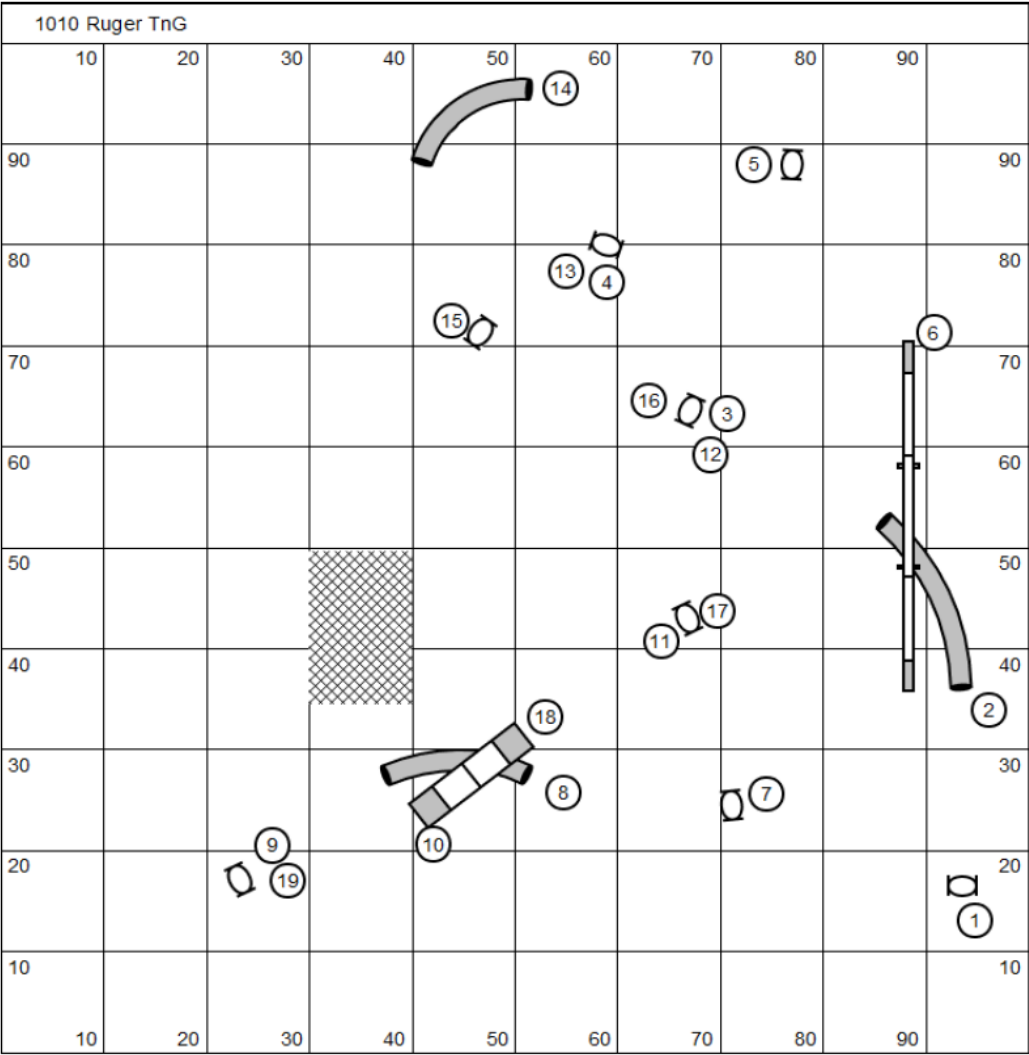


## **Appendix 21: Touch N Go Class (sample course maps)**

The Touch N Go class is a special skills class that is a numbered course comprised of contact obstacles, tunnels, barrels, and/or hoops. The goal of the Touch N Go class is to demonstrate the dog's ability to perform contact obstacles with directional and discrimination tests.

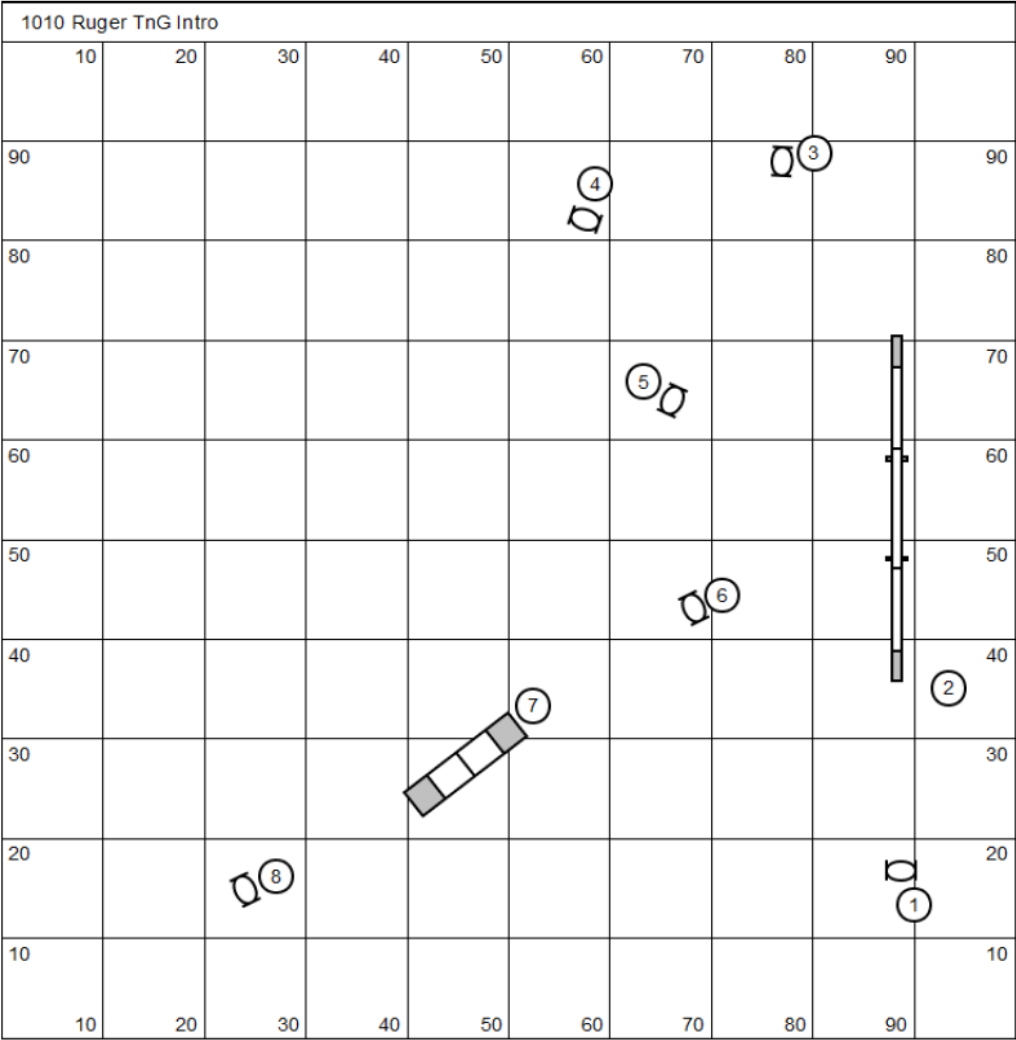
The course will be the same course for the Novice, Open and Elite levels, with the course time being adjusted to the appropriate time for each level. Typically, there shall be three to four contact performances in the class. At the Elite level, it is possible that a bonus option could be available on the course. The course will be shortened for the Intro level. At the Intro level, there will be no contact/tunnel discriminations.

Elite, Open, Novice level





Intro level

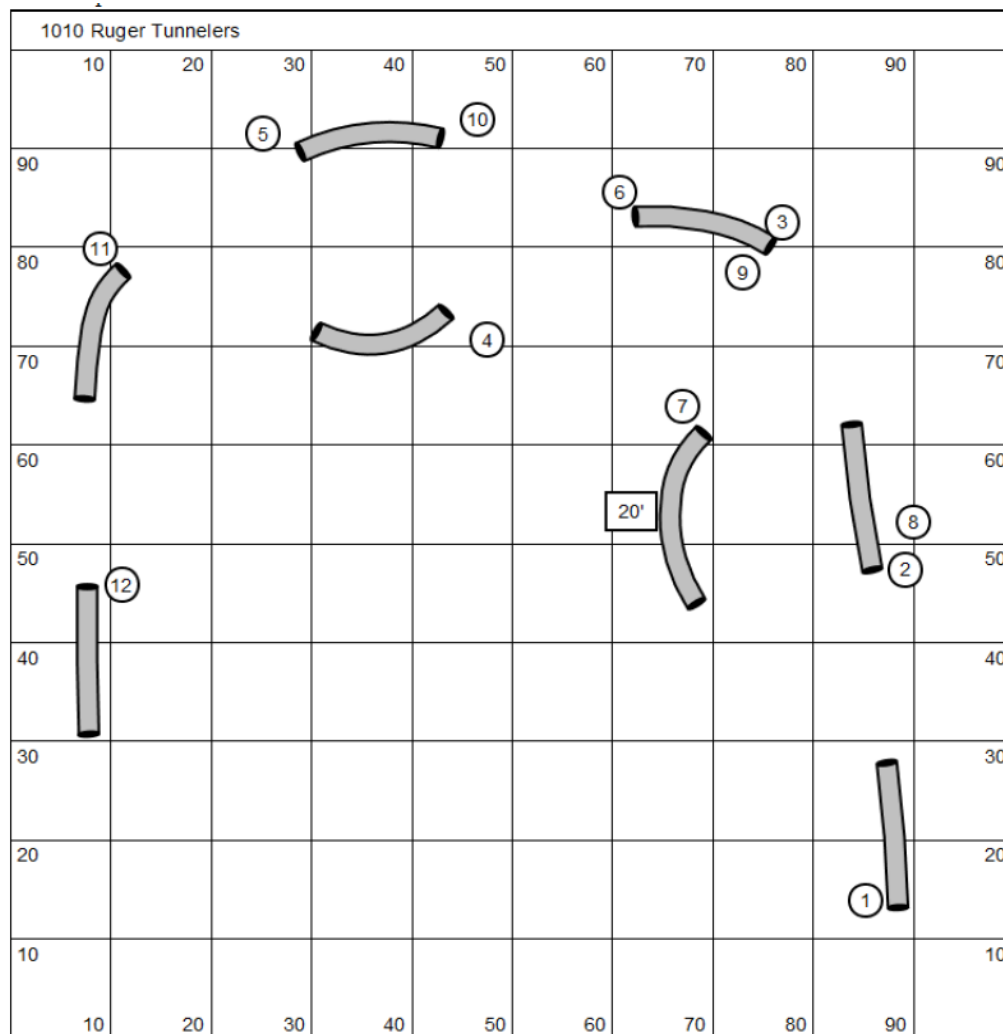


## Appendix 22: Tunnelers Class (sample course maps)

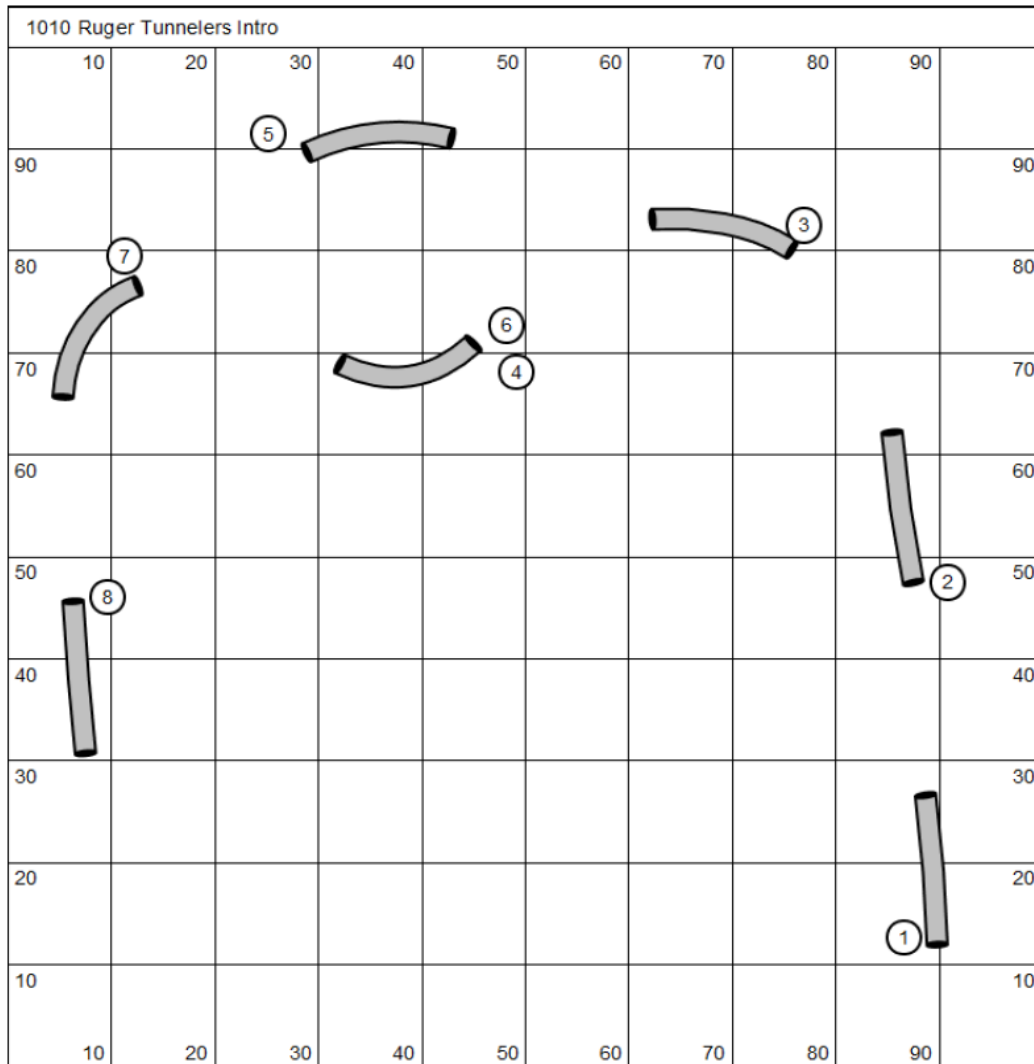
The Tunnelers class is a special skills class that is a numbered course comprised of mostly tunnels. The goal is to demonstrate the dog's ability to respond quickly to directional commands from the handler while negotiating a course comprised of tunnels.

The course will be the same for the Novice, Open and Elite levels, with the course time being adjusted for each level. At the Elite level, a bonus option could be available. The Intro level course will be shortened.

### Elite, Open, Novice level



## Intro level

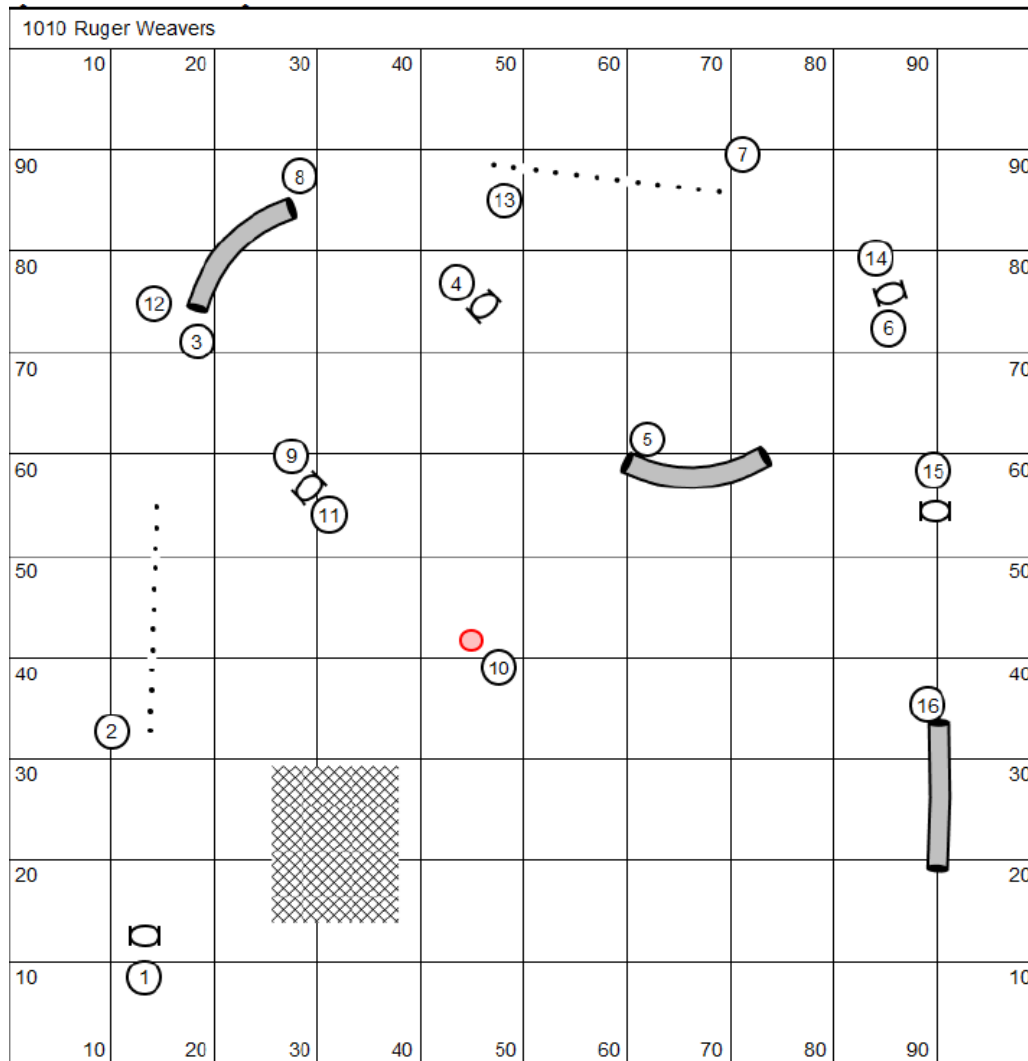


## **Appendix 23: Weavers Class (sample course maps)**

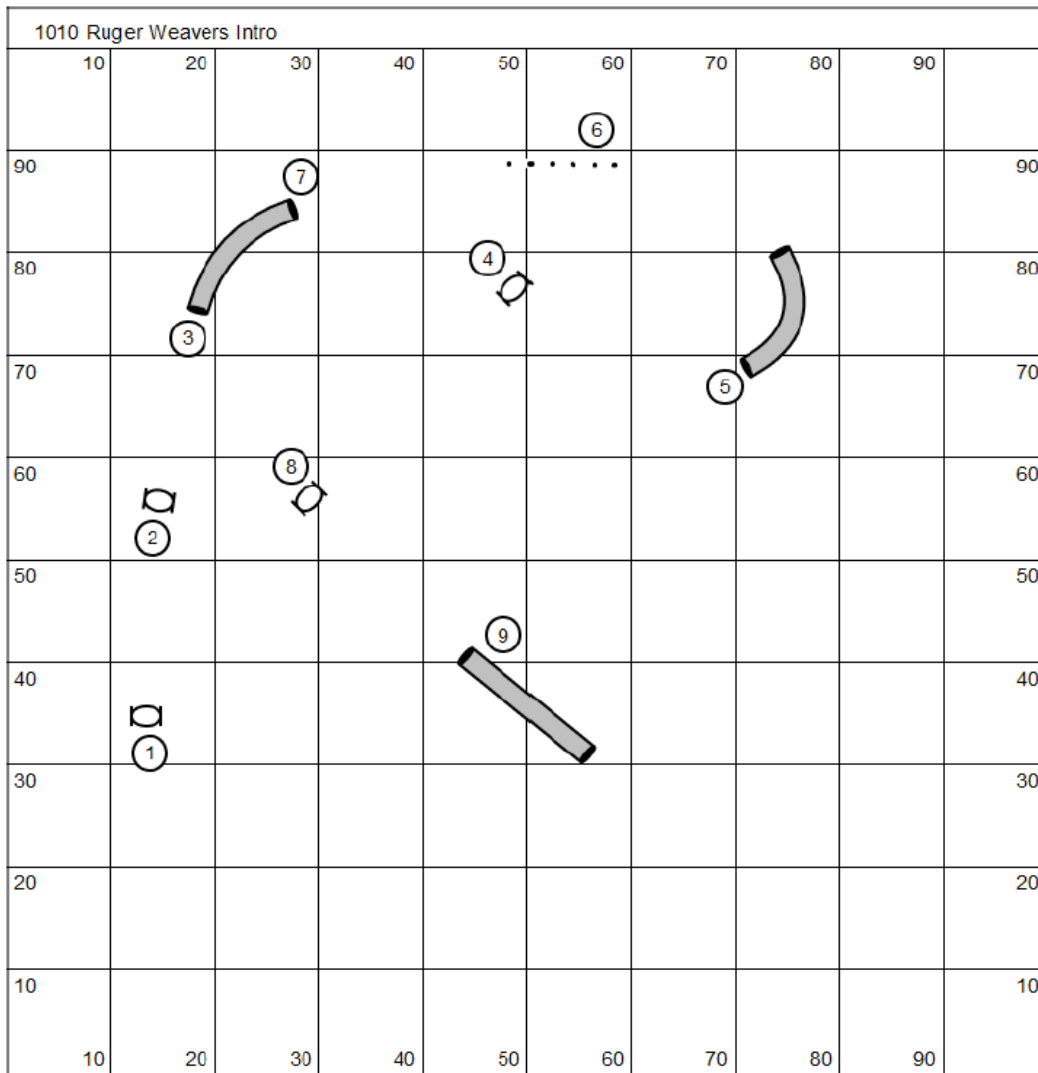
The Weavers class is a special skills class that is a numbered course comprised of weave poles, tunnels, hoops, and/or barrels. The goal is to demonstrate the dog's ability to correctly enter weave poles at a variety of angles and at greater speeds than required in the Regular Agility class. The course will be the same course for the Novice, Open and Elite levels, with the course time and the length of each set of weave poles being adjusted to the appropriate time and number for each level.

- Elite level shall have three sets of long weave poles; a bonus option could be available
- Open level shall have one long set and two short sets
- Novice level shall have three short sets of weave poles
- The course will be shortened for the Intro level. At the Intro level, there shall be one short set of weave poles.

# Elite, Open, Novice level



## Intro level

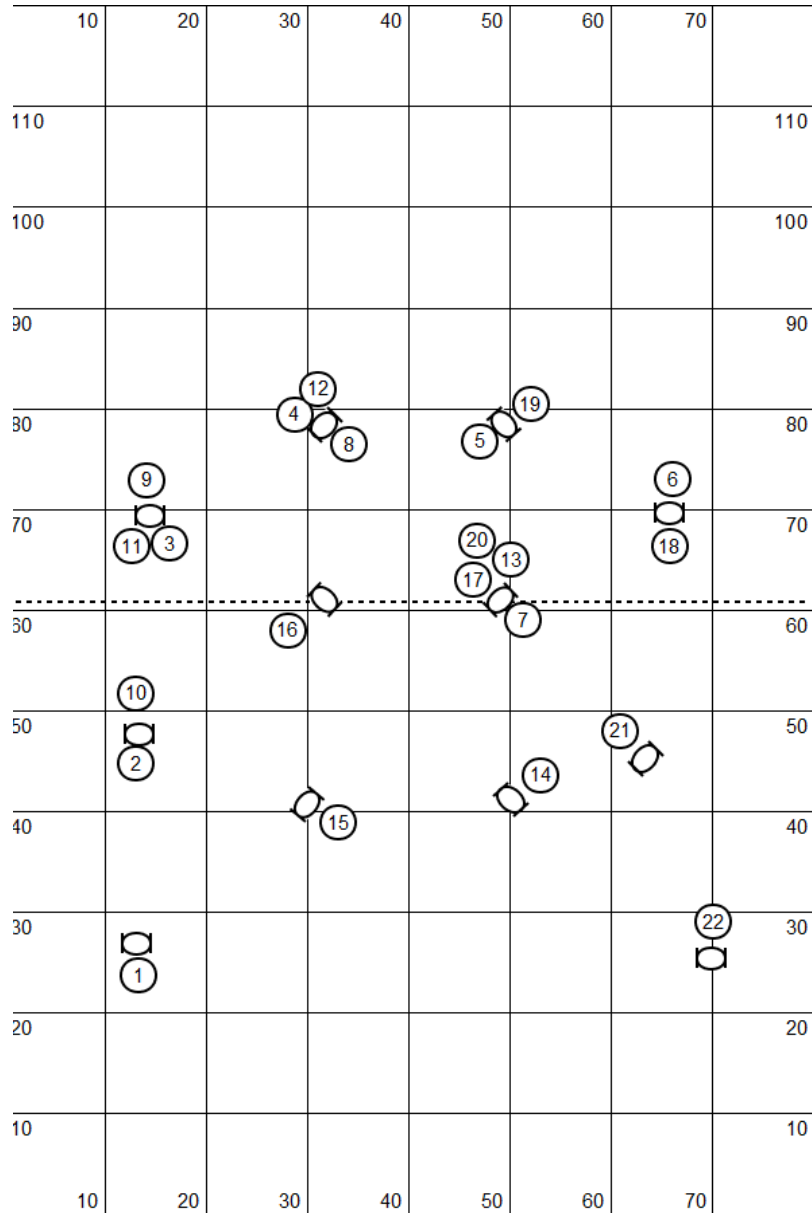


## **Appendix 24: Hoopers Class (sample course maps)**

The Hoopers class is a special skills class that emphasizes handling via a numbered course comprised of hoops in an “X” pattern. The goal of the Hoopers class is to demonstrate the handler’s ability to direct their dog through a series of hoops. The handler must create the best path for the dog by communicating with body language and verbal skills for the dog to follow efficiently and rapidly.

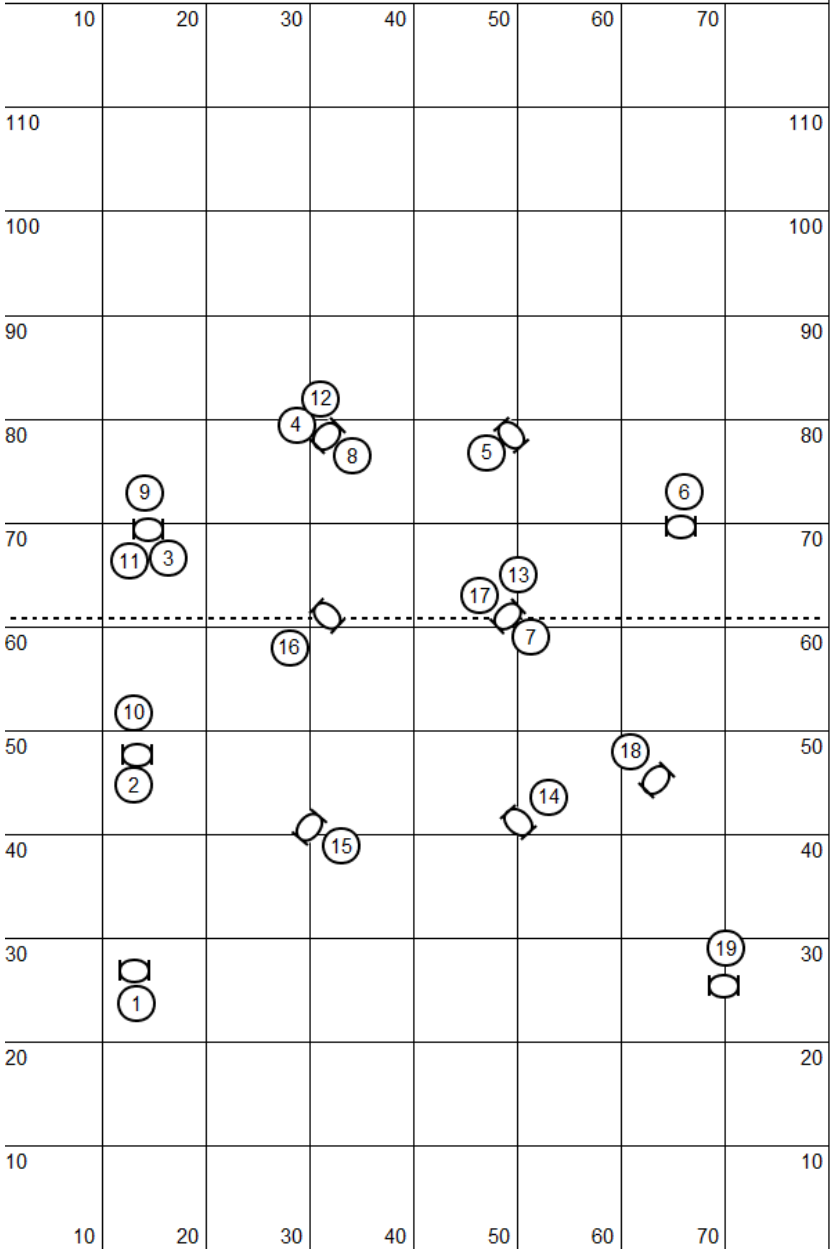
If handlers are able to achieve this while also staying behind a challenge line, they will be awarded 5 extra points. These runs must be done with the handlers staying below the line shown on the sample courses. These runs are also required to be in flow from start to finish, but not as strict of a path as required for Bonus Runs. Spinning, or large wide paths completely off the flow of the course or redirects will negate the extra 5 points.

# Elite Level

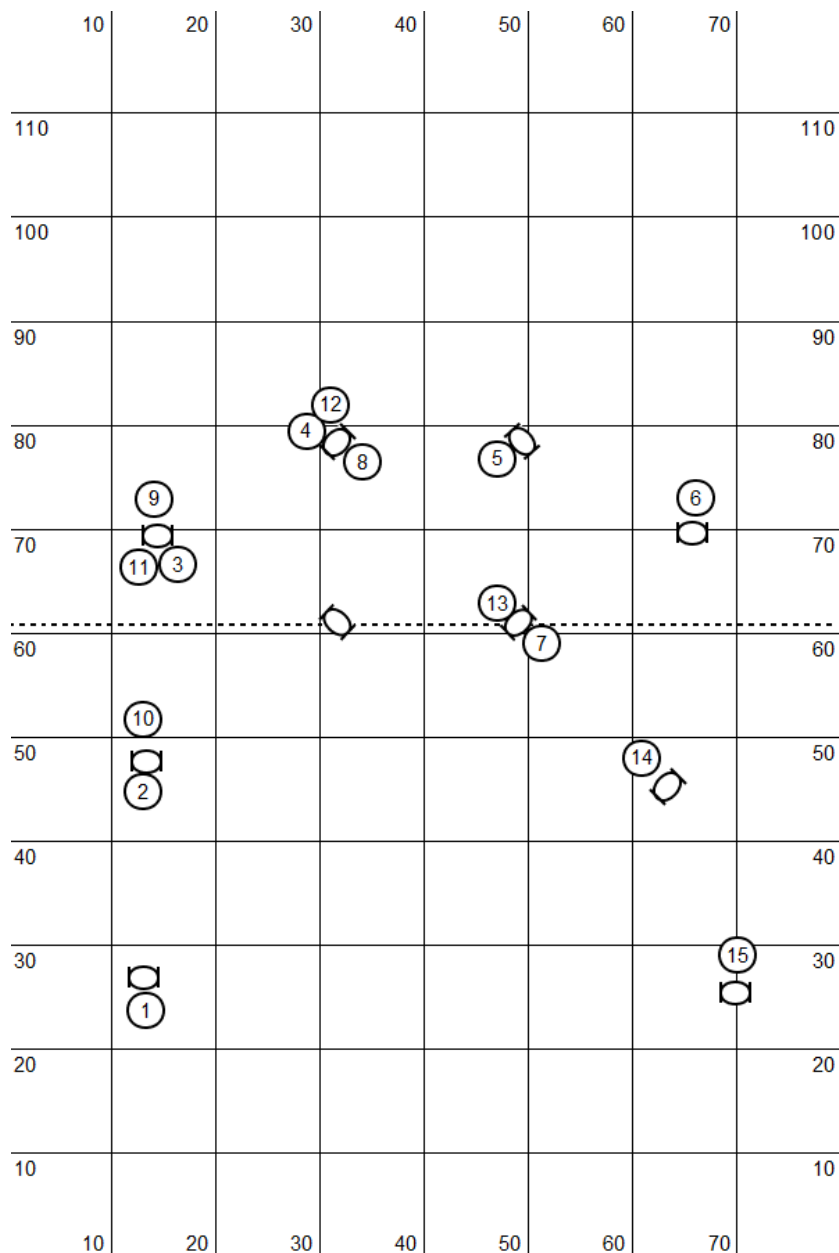




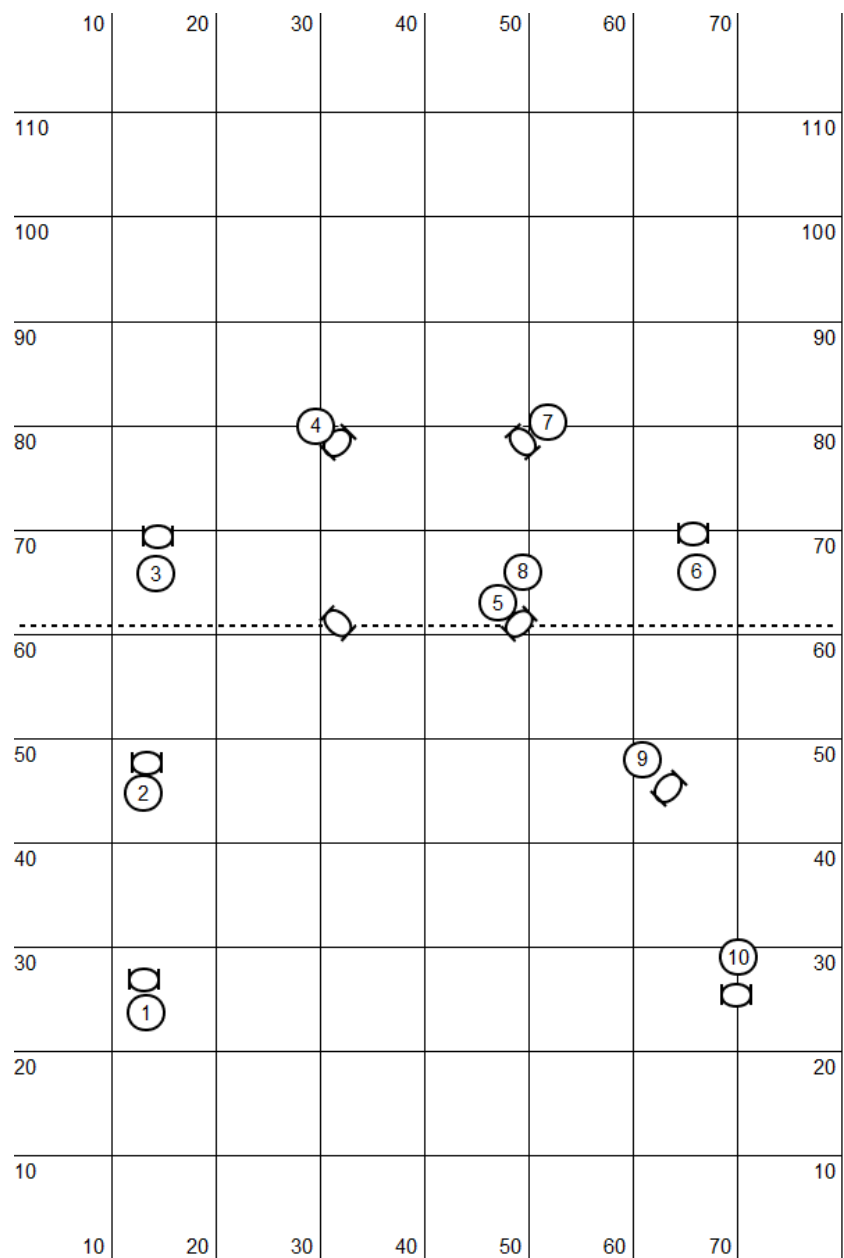
Open level:



Novice level:

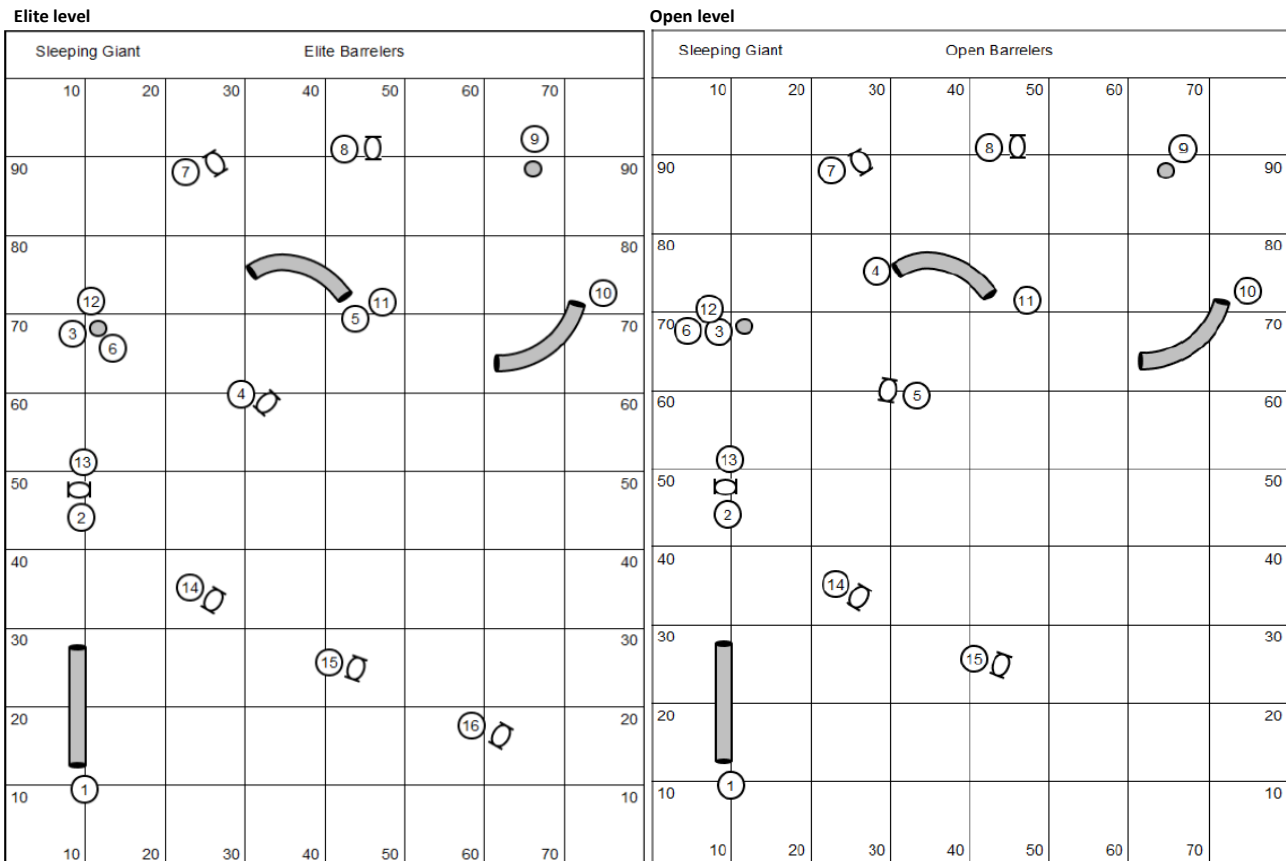


Intro level:

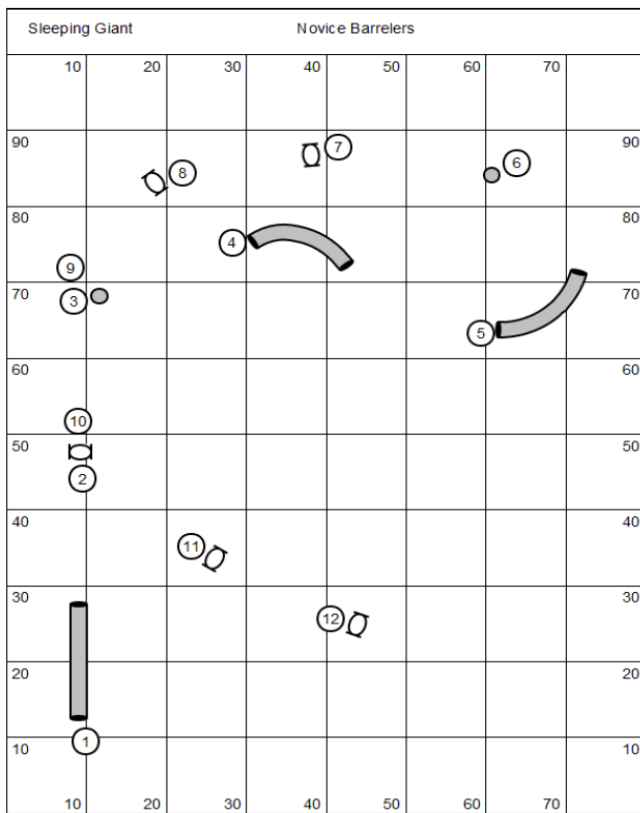


## Appendix 25: Barrelers Class (sample course maps)

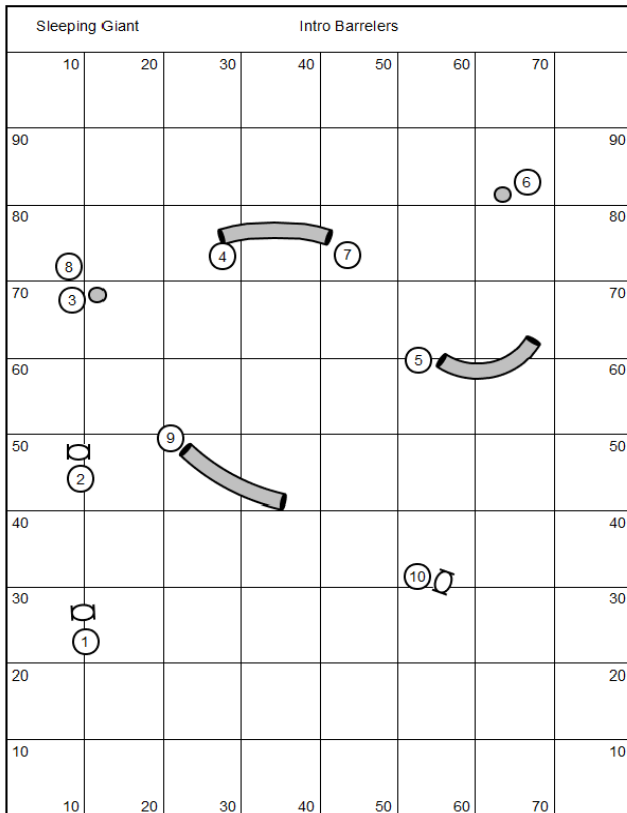
Barrelers is a special skills class that emphasizes handling via a numbered course comprised of barrels, hoops and tunnels. The goal of the Barrelers class is to demonstrate the handler's ability to direct their dog through a series of ground based obstacles.



### Novice level



### Intro level



## Appendix 26 Gamblers Class

The Gamblers class is a strategy class requiring spatial awareness, awareness, time awareness, obstacle performance and a small amount of distance.

The course will stay the same for all levels, the amount of points required and sometimes the distance of the gamble line is what will change based on level. It is up to the course designer whether the line will move for different levels, based on the challenge of the course.

