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MICHIGAN 4-H

DOG AGILITY

MANUAL





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DOG AGILITY MANUAL

INTRODUCTION

Originating in England in 1977, dog agility is now a popular sport in the United States that is exciting for both competitors and spectators. Each dog organization – AKC (American Kennel Club), UKC (United Kennel Club), USDAA (United States Dog Agility Association) and CPE (Canine Performance Events) – has its own form of agility. When competing, be familiar with the rules of the club or organization hosting the event.

In Michigan 4-H, agility supplies 4-H members and their dogs with something fun to do. It also helps to build confidence and teamwork between the 4-H members and their dogs. These traits should carry over to obedience, Rally and Junior Showmanship rings. Taking part in a 4-H dog agility program will encourage handlers to work harder on their obedience training. As they reach higher levels of competition, the members will be required to have greater control of their dogs off leash. Although training for agility should always remain fun for both handler and dog, safety and safe use of equipment should be a top priority. An annual equipment inspection is recommended. Members should help their dogs gradually develop the high level of concentration that agility requires, guiding them in a positive manner.

Requirements for Training Agility

Showing Equipment:

- ▶ Plain buckle collar without tags
- ▶ Training leash – 6 feet (beginner level)

Dog:

The dog must be at least 1 year old to participate in agility. This allows the dog to be both mentally and physically mature at the time of the competition. Dogs aged 12 to 15 months must jump at 8 inches. However, dogs between 12 and 15 months, and under 10 inches at withers, must jump at 4 inches. Dogs aged 12 to 15 months may use pause boxes and tunnels. Allowing young dogs on the other obstacles could result in permanent injury. Overweight dogs should not participate.



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Agility Obstacles



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- ▶ Long Jump
- ▶ Tire/Window Jump
- ▶ Other Types of Jumps
- ▶ Pause Table or Pause Box
- ▶ Open Tunnel
- ▶ Closed Tunnel
- ▶ Weave Poles (intermediate and advanced classes only)
- ▶ Dog Walk - modified to a height of 3 feet (intermediate and advanced classes only)
- ▶ A-Frame - modified to a height of 4 feet 6 inches for beginners, 5 feet for intermediate and 5 feet 6 inches for advanced (measured from the apex to the ground)
- ▶ Teeter-Totter (advanced class only)
- ▶ Sway Bridge (advanced class only)

In all Michigan 4-H agility classes, once the judge has set up the course, the 4-H handlers may walk the course without their dogs to plan their running strategy and familiarize themselves with the course.

BEGINNER AGILITY CLASS A & B

Dogs that have not competed at the Intermediate Agility Class level may compete in the Michigan 4-H Beginner Agility Class. Dogs must be on a 6-foot leash with a buckle collar without tags. All jumps and table heights are 8 inches high. The long jump is 16 inches wide. Handlers may jump the jumps with their dogs. The handler may not touch the dog at any time during the competition. Doing so will cause the handler to be faulted. The course should be set up in a simple course shape with minimal challenges. If the dog cannot perform an obstacle without a tight leash, the handler will be faulted. It is up to the discretion of the judge to fault for tight leashes.

Obstacles:

A course will have at least 11 but not more than 13 obstacles. An obstacle may be used more than once. The course will include the following obstacles:

- ▶ A-Frame (modified to 4 feet 6 inches)
- ▶ Closed Tunnel
- ▶ Open Tunnel
- ▶ Table or Pause Box (It's up to the judge to tell the handler to sit or down the dog.)
- ▶ Tire/Window Jump
- ▶ Long Jump
- ▶ Other Jumps and Hurdles

INTERMEDIATE AGILITY CLASS A & B

Dogs that have received their titles at the Beginner level may compete in the Michigan 4-H Intermediate Agility Class. (See additional considerations on page 4 for dogs that have non-4-H titles.) Dogs must be off leash with a buckle collar without tags. All jumps and table heights are 12 inches high. The long jump is 24 inches wide. For dogs 10 inches and under at

the withers, the jumps will be 8 inches high and the long jump will be 16 inches wide. Handlers may not jump the jumps with their dogs. The handler may not touch the dog at any time during the competition. Doing so will cause the handler to be faulted. The intermediate course should be more challenging than the beginner course.

Intermediate Agility Class A & B, continued

Obstacles:

A course will have at least 13 but not more than 15 obstacles. An obstacle may be used more than once.

The course will include the following obstacles:

- ▶ A-Frame (modified to 5 feet)
- ▶ Dog Walk (modified to 3 feet)
- ▶ Closed Tunnel
- ▶ Open Tunnel
- ▶ Weave Poles – 6 (See “Judging Michigan 4-H Agility – Judging Weaves in Intermediate Level” on page 9 for complete rules.)

- ▶ Table or Pause Box (It’s up to the judge to tell the handler to sit or down the dog.)
- ▶ Tire/Window Jump
- ▶ Long Jump
- ▶ Other Jumps and Hurdles

For specific measurements and requirements for each obstacle, refer to the table “Michigan 4-H Agility Quick Reference for Obstacles” on page 5.

ADVANCED AGILITY CLASS A & B

Dogs who have received their titles at the Intermediate Agility level may compete in the Michigan 4-H Advanced Agility Class. (See additional considerations on page 4 for dogs that have non-4-H titles.) The handler may not touch the dog at any time during

the competition. Doing so will cause the handler to be faulted. The course should have at least 17 but not more than 20 obstacles. Dogs must be off leash with a buckle collar without tags using the following jump heights:

	Dog’s Height at Withers				
	Over 20”	20” to 14”	14” to 10”	10” to 9”	8” and Under
Jump Heights	20”	16”	12”	8”	4”
Long Jump Length	40”	32”	24”	16”	8”
Maximum Table Height	16”	16”	8”	8”	8”
Tire Jump Height	16”	12”	8”	4”	4”

Note: For Veterans/Dogs with Disabilities Classes, jumps and table heights should be 4 inches less than the dog would normally jump. These are not included in high points competitions.

For information and instruction on how to measure a dog’s height, visit the MSU 4-H Companion Animal website at http://4h.msue.msu.edu/events/event/state_4_h_dog_show1.

Obstacles:

Obstacles will include all of those listed under the Intermediate Agility, plus either the sway-bridge or the teeter-totter, and there may be up to 12 weave poles. The A-Frame will be modified to 5 feet 6 inches based on 9-foot boards.



PATCH REQUIREMENTS

Participants may earn Qualifying Scores for patches at 4-H fun matches or other non-4-H sponsored events. If the sponsoring club will permit it, the 4-H member can compete at a lower jump height and still earn a qualifying score. However, by competing at a lower jump height at an event other than a 4-H event, competitors may be penalized or considered exhibition only.

Beginner Agility: To earn this patch, the 4-H member must receive three qualifying scores (as defined in Michigan 4-H Agility Judging Quick Reference for All Classes on page 6) at three separate events. Upon receiving the Beginner patch, participants should move on to the next level. Each dog may receive only one Beginner patch.

Intermediate Agility: To earn this patch, the 4-H member must receive three qualifying scores (as defined in Michigan 4-H Agility Judging Quick Reference for All Classes on page 6) at three separate events. Upon receiving the Intermediate patch, participants should move on to the next level. Each dog may receive only one Intermediate patch.

Advanced Agility: To earn this patch, the 4-H member must receive three qualifying scores (as defined in Michigan 4-H Agility Judging Quick Reference for All Classes on page 6) at three separate events. Each dog may receive only one advanced patch.

For more information on the Michigan 4-H Dog Patch Program, please visit http://4h.msue.msu.edu/resources/dog_patch_pgm.

ADDITIONAL CONSIDERATIONS

Beginner, Intermediate and Advanced Agility are each divided into an “A” and “B” class:

- ▶ Class A is for members who will be competing for the first year with an inexperienced dog.
- ▶ Class B is for members who competed in Class A in the previous year and have not received their titles or are competing with a new dog in this class and have previously run dogs before at this level. Class B is also for a 4-H member running a dog that has been trained in agility by someone else.

All members must work through each level with the following exceptions:

- ▶ Members who are doing novice obedience work may begin in the Intermediate Level class “A” at the discretion of the project leader.
- ▶ Dogs that have earned a title other than a 4-H title in Agility while being handled by the 4-H member will go to the Advanced Level Class B.
- ▶ Dogs that have been trained and handled by someone other than the 4-H member will go in Class B at the 4-H dog’s level.

MICHIGAN 4-H AGILITY

QUICK REFERENCE FOR OBSTACLES

All Classes Standard Course Times (SCT) = 1.0 to 1.5 seconds/yards + 5 seconds pause
 All Classes Maximum Course Time = 3 minutes per dog

BEGINNERS	INTERMEDIATE	ADVANCED
On Leash: Handlers may jump the jumps with dogs. Buckle collars - NO TAGS	Off Leash: Handlers may not jump the jumps with dogs. Buckle collars - NO TAGS	Off Leash: Handlers may not jump the jumps with dogs. Buckle collars - NO TAGS
Number of Obstacles: 11-13	Number of Obstacles: 13-15	Number of Obstacles: 17-20
Jump Heights: <ul style="list-style-type: none"> ▶ 8" Vertical ▶ 16" Long/Broad 	Jump Heights: <ul style="list-style-type: none"> ▶ 12" Vertical ▶ 24" Long/Broad (Except for dogs less than 10" at withers, then same as beginners)	Jump Heights: <ul style="list-style-type: none"> ▶ By dog's height at withers. Refer to the table "Dog's Height at Withers" on page 3.
A-Frame Height: 4' 6" based on 9' Boards	A-Frame Height: 5' based on 9' Boards	A-Frame Height: 5' 6" based on 9' Boards
Pause Table/Box: 8"	Pause Table/Box: 12" (Except for dogs less than 10" at withers, then same as beginners)	Pause Table/Box: Same as Jump Heights
Dog Walk: Not Allowed	Dog Walk: 3' height, 8' to 12' planks	Dog Walk: 3' height, 8' to 12' planks
Weave Poles: Not Allowed	Weave Poles: 6 poles, 24" apart Dogs must do weaves correctly. Dog enters with first pole on the left but will not be faulted.	Weave Poles: 6-12 Poles, 24" apart
Open/Closed Tunnels: Allowed	Open/Closed Tunnels: Allowed	Open/Closed Tunnels: Allowed
Teeter-Totter and Sway Bridge: Not Allowed	Teeter-Totter and Sway Bridge: Not Allowed	Teeter-Totter and Sway Bridge: Allowed
* Veterans/Dogs with Disabilities Classes, jump/table heights should be 4" less than the dog would normally jump.		

MICHIGAN 4-H AGILITY

JUDGING QUICK REFERENCE FOR ALL CLASSES

All Classes: Standard Course Time (SCT) = 1.0 to 1.5 seconds/yards + 5 seconds pause
 All Classes: Maximum course time = 3 minutes per dog

BEGINNERS	INTERMEDIATE	ADVANCED
On Leash: Handlers may jump the jumps with dogs. Buckle collars – NO TAGS	Off Leash: Handlers may not jump the jumps with dogs. Buckle collars – NO TAGS. Dogs must do weaves correctly. Dog enters with first pole on the left. (See page 9 “Judging Michigan 4-H Agility – Judging Weaves in Intermediate Level” for complete rules.)	Off Leash: Handlers may not jump the jumps with dogs. Buckle collars – NO TAGS

1 POINT FAULTS:

Time Faults: 1 Fault for every 2 Seconds over SCT (1 Fault = 1 Point)	Time Faults: 1 Fault for every 2 seconds over SCT (1 Fault = 1 Point)	Time Faults: 1 Fault for every 2 seconds over SCT (1 Fault = 1 Point)
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2 POINT FAULTS:

<ul style="list-style-type: none"> ▶ Touching the dog ▶ Dropping the leash between obstacles ▶ Running by an obstacle ▶ Performing on an obstacle out of sequence ▶ Jumping on and off the table (dog) ▶ Guiding dog/Tight leash ▶ Receiving outside assistance ▶ Touching an obstacle 	<ul style="list-style-type: none"> ▶ Touching the dog ▶ Running by an obstacle ▶ Performing on an obstacle out of sequence ▶ Jumping on and off the table (dog) ▶ Guiding dog with collar ▶ Receiving outside assistance ▶ Touching an obstacle 	<ul style="list-style-type: none"> ▶ Touching the dog ▶ Running by an obstacle ▶ Performing on an obstacle out of sequence ▶ Jumping on and off the table (dog) ▶ Receiving outside assistance ▶ Touching an obstacle
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5 POINT FAULTS:

Refusals: Dog makes contact with obstacle – puts any feet on and jumps off. Includes any significant pause or hesitation at any obstacle.	Refusals: Dog makes contact with obstacle – puts any feet on and jumps off. Includes any significant pause or hesitation at any obstacle.	Refusals: Dog makes contact with obstacle – puts any feet on and jumps off. Includes any significant pause or hesitation at any obstacle.
<ul style="list-style-type: none"> ▶ Knocking down jump (dog or handler) ▶ Knocking down a bar on a jump ▶ Jumping a knocked-down jump (dog) ▶ Improper collar or collar with tags 	<ul style="list-style-type: none"> ▶ Knocking down jump (dog or handler) ▶ Knocking down a bar on a jump ▶ Jumping a knocked-down jump (dog) ▶ Improper collar or collar with tags 	<ul style="list-style-type: none"> ▶ Knocking down jump (dog or handler) ▶ Knocking down a bar on a jump ▶ Jumping a knocked-down jump (dog) ▶ Improper collar or collar with tags

MICHIGAN 4-H AGILITY

JUDGING QUICK REFERENCE FOR ALL CLASSES

All Classes: Standard Course Time (SCT) = 1.0 to 1.5 seconds/yards + 5 seconds pause
 All Classes: Maximum course time = 3 minutes per dog

BEGINNERS	INTERMEDIATE	ADVANCED
On Leash: Handlers may jump the jumps with dogs. Buckle collars – NO TAGS	Off Leash: Handlers may not jump the jumps with dogs. Buckle collars – NO TAGS. Dogs must do weaves correctly. Dog enters with first pole on the left. (See page 9 “Judging Michigan 4-H Agility – Judging Weaves in Intermediate Level” for complete rules.)	Off Leash: Handlers may not jump the jumps with dogs. Buckle collars – NO TAGS

10 POINT FAULTS:

Missing a Contact Zone (Dog does not need to repeat the contact obstacle.)	Missing a Contact Zone (Dog does not need to repeat the contact obstacle.)	Missing a Contact Zone (Dog does not need to repeat the contact obstacle.)
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ELIMINATION – NONQUALIFYING:

<ul style="list-style-type: none"> ▶ Exceeding the course time ▶ Dog fouling in the ring ▶ Excessive handler loudness ▶ Abuse of dog in the ring ▶ Dog leaving the ring and stops working ▶ Failure to perform ▶ Walking the broad jump ▶ Food or toys in the ring ▶ 3 attempts or refusals on any obstacle 	<ul style="list-style-type: none"> ▶ Exceeding the course time ▶ Dog fouling in the ring ▶ Excessive handler loudness ▶ Abuse of dog in the ring ▶ Dog leaving the ring and stops working ▶ Failure to perform ▶ Walking the broad jump ▶ Weave poles not completed or completed incorrectly ▶ Food or toys in the ring ▶ 2 attempts or refusals on any obstacle 	<ul style="list-style-type: none"> ▶ Exceeding the course time ▶ Dog fouling in the ring ▶ Excessive handler loudness ▶ Abuse of dog in the ring ▶ Dog leaving the ring and stops working ▶ Failure to perform ▶ Walking the broad jump ▶ Weave poles not completed or completed incorrectly ▶ Guiding the dog with collar ▶ Food or toys in the ring ▶ 1 refusal on any obstacle ▶ More than 1 attempt on any obstacle ▶ Flying off the teeter-totter
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Qualifying Score for all classes is 85 points or more out of 100 points.

GLOSSARY OF AGILITY TERMS

Course time - the time the exhibitor and dog has to finish the course before receiving a penalty. The course time is determined by the judge's measurement of the distance the dog must run around the entire course times the number of seconds allowed per yard.

Contact obstacles - the A-frame, dog walk, teeter-totter and sway bridge

Contact zone - section painted a different color from that of the contact obstacles. Contact zones are on the up-and-down portions of the A-frame, dog walk, teeter-totter and sway bridge. The dog must have one foot hit the contact zone going up and down on each contact obstacle.

Dropping the leash between obstacles - in beginner level, the leash must be held by the exhibitor at all times except when the dog is going through the open tunnel, closed tunnel (chute) or the hoop jump.

Flying off (the teeter-totter) - the dog does not allow the teeter-totter to hit the ground. The dog "flies off" the teeter-totter when it is in the air.

Improper collar or collar with tags - a buckle collar without tags is the proper collar for 4-H agility. Any other type of collar is improper. Points will be deducted from the exhibitor's score if the dog is wearing an improper collar or if the buckle collar has tags.

Interference or outside assistance - individuals outside of the ring assisting an exhibitor or dog by directing using verbal commands, hand signals or gestures.

Knocking down a bar off a jump - the bar of a jump drops partially or totally to the ground. It does not matter if the dog or the exhibitor causes the bar to fall. Points will be deducted from the exhibitor's score.

Refusal of an obstacle - the dog stops or hesitates at an obstacle. On a contact, the dog may start up the contact obstacle then jump off the side, refusing to complete the obstacle. Points will be deducted for a refusal of an obstacle. The exhibitor will be disqualified if the dog does not complete the obstacle.



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Running by an obstacle - the dog runs past the entry of an obstacle. Points will be deducted for running by an obstacle. The exhibitor will be disqualified if the dog does not complete the obstacle.

Significant pause or hesitation at any obstacle - a refusal to do the obstacle. (See refusal of an obstacle.) The handler may redirect the dog to complete the obstacle. Points will be deducted for a refusal of an obstacle. The exhibitor will be disqualified if the dog does not complete the obstacle.

Tight leash - the handler pulls the leash so there is no slack in the leash. (In the beginner level, the leash is present for safety so the dog does not leave the ring. The handler should control the dog with verbal commands or hand signals not by pulling on the leash.)

Weave poles - a series of 6 to 12 poles, 24 inches apart, in a straight line. The dog must weave back and forth through them continuously until completed. The dog enters the weaves with the first pole on the dog's left side.

Wrong course - the dog takes the obstacles in an incorrect order. A wrong course occurs by missing an obstacle completely or by taking obstacles in an improper order.

JUDGING MICHIGAN 4-H AGILITY

There will be a standard course time of 1.0 to 1.5 yards per second plus 5 seconds added for the pause table/box depending on the course difficulty and judge's discretion. There is a 3-minute time limit per dog.

To receive a qualifying score, a dog must pass with a score of 85 points or better out of 100 and not receive any nonqualifying deductions/elimination.

Scoring Deductions for Judging:

- ▶ 1 point for every 2 seconds over the course time limit
- ▶ 2 points for interference or outside assistance
- ▶ 2 points for running the wrong course (such as taking an obstacle out of sequence) or running by an obstacle
- ▶ 2 points for each time the handler touches the dog, guides the dog or touches an obstacle
- ▶ 2 points for jumping on and off the table. The 5-second pause count will begin each time the dog jumps off or moves from the required position (sit or down).
- ▶ 2 points for each occurrence of tight leash or dropping the leash between obstacles (beginner level)
- ▶ 5 points for knocking down a bar off a jump and an additional 5 points for each time the course repeats over a downed jump
- ▶ 5 points for improper collar or collar with tags
- ▶ 5 points for each refusal of an obstacle (The dog puts any feet on a contact obstacle, jumps off but will attempt it again correctly or makes any

significant pause or hesitation at any obstacle.) Points are deducted for each failed attempt.

- Beginners are allowed 2 refusals for each obstacle. The judge may ask exhibitor to continue.
 - Intermediates are allowed 1 refusal for each obstacle. The judge may ask exhibitor to continue.
- ▶ 10 points for missing a contact zone. (The contact obstacle does not need to be repeated.)

Judging Weaves in Intermediate Level:

The weave poles must be entered correctly. The dog will enter the first weave pole on its left shoulder. Dogs must complete the weave poles. The exhibitor may continue to work on the weave poles until the dog completes them correctly or the course time is exhausted. No performance faults will be given.

Only time faults will be given if the weave poles are completed correctly. If the weave poles are not completed or not completed correctly, the exhibitor will be eliminated.



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Nonqualifying Elimination:

The following will result in a nonqualifying elimination:

- ▶ The handler exceeds the maximum course time.
 - ▶ The dog fouls the ring or equipment at any time.
 - ▶ The handler is excessively loud or abuses the dog in the ring.
 - ▶ The dog leaves the course area and discontinues working.
 - ▶ The dog fails to perform.
 - ▶ The handler allows the dog to have food or toys on the course.
 - ▶ The handler leads or guides the dog excessively over obstacle or course.
- ▶ For beginners, the dog has 3 refusals on any obstacle.
 - ▶ For intermediates, the dog has 2 refusals on any obstacle.
 - ▶ For advanced, the dog has 1 refusal on any obstacle.
 - ▶ The dog “flies off” the end of the teeter-totter.
 - ▶ The dog does not complete the weave poles (intermediate and advanced levels).
 - ▶ The dog does not complete the weave poles correctly (intermediate and advanced levels).
 - ▶ The dog flies off the teeter-totter (advanced level).

Michigan 4-H Agility Judge's Worksheet (Beginner)

Beginner: A or B Dog no: _____

Breed: _____ Dog's Name: _____

TIME FAULTS

Standard Course Time: _____
 (SCT)=1.0 – 1.5 yards per second plus 5 seconds added for the pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2 (1 fault for every 2 seconds)

Total Time Faults: _____

REFUSAL FAULTS

-5 points:
 ___ Contacts, obstacles, any feet on, jumps off
 ___ Any significant pause or hesitation on any obstacle

Total Refusal Faults: _____

COURSE FAULTS

-10 Points:
 ___ Missing a contact zone
 ___ Knocking down jump/going over a knocked-down jump
 ___ Improper collar/collar with tags

-2 Points:

___ Each time a dog is touched
 ___ Obstacle: out of sequence/running by
 ___ Jumping on then off the table
 ___ Guiding dog/leash: Tight or dropping between obstacle
 ___ Touching an obstacle
 ___ Outside assistance

Total Course Faults: _____

ELIMINATION—NONQUALIFYING

___ Exceeding max. course time ___ Failure to perform obstacle/
 walking broad jump
 ___ Dog fouls ring ___ Food or toys in ring
 ___ Excessive handler loudness ___ 3 refusals on any obstacle
 ___ Abuse of dog in ring
 ___ Dog leaving ring and stops working

Total: _____

TOTALS

Total Faults = Time Faults + Refusal Faults + Course Faults **100**
Total Faults: _____

Qualifying is 85 points or more of 100
 points with no “nonqualifications.”

Final Score: _____
 (100 - Total Faults)

Michigan 4-H Agility Judge's Worksheet (Beginner)

Beginner: A or B Dog no: _____

Breed: _____ Dog's Name: _____

TIME FAULTS

Standard Course Time: _____
 (SCT)=1.0 – 1.5 yards per second plus 5 seconds added for the pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2 (1 fault for every 2 seconds)

Total Time Faults: _____

REFUSAL FAULTS

-5 points:
 ___ Contacts, obstacles, any feet on, jumps off
 ___ Any significant pause or hesitation on any obstacle

Total Refusal Faults: _____

COURSE FAULTS

-10 Points:
 ___ Missing a contact zone
 ___ Knocking down jump/going over a knocked-down jump
 ___ Improper collar/collar with tags

-2 Points:

___ Each time a dog is touched
 ___ Obstacle: out of sequence/running by
 ___ Jumping on then off the table
 ___ Guiding dog/leash: Tight or dropping between obstacle
 ___ Touching an obstacle
 ___ Outside assistance

Total Course Faults: _____

ELIMINATION—NONQUALIFYING

___ Exceeding max. course time ___ Failure to perform obstacle/
 walking broad jump
 ___ Dog fouls ring ___ Food or toys in ring
 ___ Excessive handler loudness ___ 3 refusals on any obstacle
 ___ Abuse of dog in ring
 ___ Dog leaving ring and stops working

Total: _____

TOTALS

Total Faults = Time Faults + Refusal Faults + Course Faults **100**
Total Faults: _____

Qualifying is 85 points or more of 100
 points with no “nonqualifications.”

Final Score: _____
 (100 - Total Faults)

Michigan 4-H Agility Judge's Worksheet (Intermediate)

Intermediate: A or B Dog no: _____

Breed: _____ Dog's Name: _____

TIME FAULTS

Standard Course Time: _____
 (SCT)=1.0 - 1.5 yards per second plus 5 seconds added for the pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2 (1 fault for every 2 seconds)

Total Time Faults: _____

REFUSAL FAULTS

- 5 points:**
- ___ Contacts, obstacles, any feet on, jumps off
 - ___ Any significant pause or hesitation on any obstacle

Total Refusal Faults: _____

COURSE FAULTS

- 10 Points:**
- ___ Missing a contact zone
- 5 Points:**
- ___ Knocking down jump/going over a knocked-down jump
 - ___ Improper collar/collar with tags
- 2 Points:**
- ___ Each time a dog is touched
 - ___ Obstacle: out of sequence/running by
 - ___ Jumping on then off the table
 - ___ Guiding dog with collar
 - ___ Touching an obstacle
 - ___ Outside assistance

Total Course Faults: _____

ELIMINATION—NONQUALIFYING

- ___ Exceeding max. course time _____ Failure to perform obstacle/
walking broad jump
- ___ Dog fouls ring _____ Food or toys in ring
- ___ Excessive handler loudness _____ 2 refusals on any obstacle
- ___ Abuse of dog in ring _____
- ___ Dog leaving ring and stops working

Total: _____

TOTALS

Total Faults = Time Faults + Refusal Faults + Course Faults **100**
Total Faults: _____

Qualifying is 85 points or more of 100 points with no "nonqualifications."

Final Score: _____
 (100 - Total Faults)

Michigan 4-H Agility Judge's Worksheet (Intermediate)

Intermediate: A or B Dog no: _____

Breed: _____ Dog's Name: _____

TIME FAULTS

Standard Course Time: _____
 (SCT)=1.0 - 1.5 yards per second plus 5 seconds added for the pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2 (1 fault for every 2 seconds)

Total Time Faults: _____

REFUSAL FAULTS

- 5 points:**
- ___ Contacts, obstacles, any feet on, jumps off
 - ___ Any significant pause or hesitation on any obstacle

Total Refusal Faults: _____

COURSE FAULTS

- 10 Points:**
- ___ Missing a contact zone
- 5 Points:**
- ___ Knocking down jump/going over a knocked-down jump
 - ___ Improper collar/collar with tags
- 2 Points:**
- ___ Each time a dog is touched
 - ___ Obstacle: out of sequence/running by
 - ___ Jumping on then off the table
 - ___ Guiding dog with collar
 - ___ Touching an obstacle
 - ___ Outside assistance

Total Course Faults: _____

ELIMINATION—NONQUALIFYING

- ___ Exceeding max. course time _____ Failure to perform obstacle/
walking broad jump
- ___ Dog fouls ring _____ Food or toys in ring
- ___ Excessive handler loudness _____ 2 refusals on any obstacle
- ___ Abuse of dog in ring _____
- ___ Dog leaving ring and stops working

Total: _____

TOTALS

Total Faults = Time Faults + Refusal Faults + Course Faults **100**
Total Faults: _____

Qualifying is 85 points or more of 100 points with no "nonqualifications."

Final Score: _____
 (100 - Total Faults)

Michigan 4-H Agility Judge's Worksheet (Advanced)

Advanced: A or B Dog no: _____

Breed: _____ Dog's Name: _____

TIME FAULTS

Standard Course Time: _____
 (SCT=I.0 - 1.5 yards per second plus 5 seconds added for the pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2 (1 fault for every 2 seconds)

Total Time Faults: _____

REFUSAL FAULTS

-5 points:
 ___ Contacts, obstacles, any feet on, jumps off
 ___ Any significant pause or hesitation on any obstacle

Total Refusal Faults: _____

COURSE FAULTS

-10 Points:
 ___ Missing a contact zone
 ___ Knocking down jump/going over a knocked-down jump
 ___ Improper collar/collar with tags

-2 Points:

___ Each time a dog is touched
 ___ Obstacle: out of sequence/running by
 ___ Jumping on then off the table
 ___ Touching an obstacle
 ___ Outside assistance

Total Course Faults: _____

ELIMINATION—NONQUALIFYING

___ Guiding dog with collar
 ___ Exceeding max. course time
 ___ Dog fouls ring
 ___ Excessive handler loudness
 ___ Abuse of dog in ring
 ___ Dog leaving ring and stops working

Total: _____

TOTALS

Total Faults = Time Faults + Refusal Faults + Course Faults

100

Total Faults: _____

Qualifying is 85 points or more of 100 points with no "nonqualifications."

Final Score: _____
 (100 - Total Faults)

Michigan 4-H Agility Judge's Worksheet (Advanced)

Advanced: A or B Dog no: _____

Breed: _____ Dog's Name: _____

TIME FAULTS

Standard Course Time: _____
 (SCT=I.0 - 1.5 yards per second plus 5 seconds added for the pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2 (1 fault for every 2 seconds)

Total Time Faults: _____

REFUSAL FAULTS

-5 points:
 ___ Contacts, obstacles, any feet on, jumps off
 ___ Any significant pause or hesitation on any obstacle

Total Refusal Faults: _____

COURSE FAULTS

-10 Points:
 ___ Missing a contact zone
 ___ Knocking down jump/going over a knocked-down jump
 ___ Improper collar/collar with tags

-2 Points:

___ Each time a dog is touched
 ___ Obstacle: out of sequence/running by
 ___ Jumping on then off the table
 ___ Touching an obstacle
 ___ Outside assistance

Total Course Faults: _____

ELIMINATION—NONQUALIFYING

___ Guiding dog with collar
 ___ Exceeding max. course time
 ___ Dog fouls ring
 ___ Excessive handler loudness
 ___ Abuse of dog in ring
 ___ Dog leaving ring and stops working

Total: _____

TOTALS

Total Faults = Time Faults + Refusal Faults + Course Faults

100

Total Faults: _____

Qualifying is 85 points or more of 100 points with no "nonqualifications."

Final Score: _____
 (100 - Total Faults)



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