

**Official Rulebook
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Updates

3/19/2011

SECTION 8: DOCNA Titling Awards – added Ruby, Sapphire, & Diamond Awards

7/22/2011

SECTION 4 & 6 & Awards area: Added what level to enter the NAC at if you are running specialist standard.

1/27/2012

SECTION 3 : Added statement approving the use of rubberized slatted equipment.

1/8/2015

SECTION 1: Collars in the ring rules updated.

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SECTION 1

Dogs On Course in North America, LLC General Statements of Purpose

Introduction

Dogs On Course in North America, LLC (DOCNA) recognizes today's agility enthusiast as a versatile competitor that challenges the bounds of success by training for and competing in multiple agility venues and dog sports other than agility. This competitor chooses the classes and division or level that allows them to challenge their abilities and develop their skills at their own pace, and meet their goals. In designing our events and in our course philosophy, we have worked diligently to take these factors into account, striving to incorporate many of the techniques and challenges available, including, but not limited to, tight teamwork-oriented handling sequences, flow, distance, strategic games, and speed. The training and equipment required for the different agility venues may vary: i.e. (slatted or non-slatted contacts, A-frame height, spread jumps, etc). As such, many types of equipment are owned by clubs/groups or businesses and are used in preparation for competition. Dogs On Course in North America, LLC extends to clubs/groups or businesses the opportunity to use approved existing equipment because we believe that competitors are well-informed and can make their own choice to enter trials based on advance knowledge of equipment offered.

Mission Statement

To present a multi-division agility venue that everyone can participate in from Competition, Select, Veteran, Grand Veteran and Junior Handler. In offering this agility venue, we recognize the competitor as a voice in any change to rules or achievement opportunities. Dogs On Course in North America, LLC will support an open line of communication for any proposed changes. This communication will involve solicitation and consideration of feedback and explanation of decisions.

Agility Philosophy

Agility is a sport for anyone having a healthy dog capable of competing in agility. Agility is a competitive sport, and each dog/handler team has the right to achieve a level equal with their performance. It is a fun sport, but also one that requires dog and handler team to work as a team.

Competitors have voiced that they like the challenge of planning their path in strategic events such as Traditional Gamblers and Strategic Time Gamble; we offer these two events as well as additional such challenges with two new events called Snakes 'N Ladders and Trigility.

Standard and Jumpers agility courses are traditional classes that will challenge the handler/dog team by having both work away sections and close proximity handling challenges without losing site of flow on course.

Purpose of Agility Trials

Agility trials are for competing dog/handler teams to demonstrate their ability to work as a cohesive team while competing for agility merit awards. At all times handlers should be aware that agility is a spectator sport watched by adults and children and should conduct themselves in a professional manner using positive approaches.

Rulebook

The Dogs On Course in North America, LLC rule book is available to read online at <http://www.docna.com> or you may print your own copy.

Dogs On Course in North America, LLC Entry Eligibility

Healthy, trained dogs over 12 months or older may compete in a Dogs On Course in North America, LLC trial. Mixed-Breeds as well as purebreds are welcome and eligible for entry. Any dog 12 months old may enter the Select or Junior Handler Division. Dogs are not eligible to enter the Competition Division until they are 15 months old.

Dogs on Course believes that competitors who choose to compete with dogs 12-18 months of age have taken all reasonable precautions to ensure their safety in participating in agility and that they recognize

that training and physical activity will be required by both the dog and the handler when competing in agility. In participating, the competitor also understands that this activity will involve some running, jumping, and the use of obstacles such as tunnels, scaling planks, jumps, tires, and weave poles. Some of these above precautions may include veterinarian check ups and X-rays to ensure the closure of growth plates and hip and joint correctness.

In offering the opportunity for dogs to begin their ring awareness training at the age of 12 months, handlers should recognize that not all dogs are ready to begin competing at 12 months of age. Handlers should assess their individual dog for readiness to complete both mentally and physically. This should include a veterinary check up and X-rays to ensure the closure of growth plates and hip and joint correctness. In addition, handlers should recognize the benefits of being able to ring socialize a dog without the pressure to qualify or even complete every obstacle correctly. Some dogs are ready to weave, others are not, some dogs will lack confidence and all ring exposure needs to be very positive.

Dogs which are not eligible to compete:

- Bitches in season
- Lamé or blind dogs (restrictions – see section on physically challenged dogs)
- Aggressive dogs

EVERY DOG ENTERING OR PARTICIPATING MUST BE IN THE CARE AND CUSTODY AND CONTROL OF HIS/HER OWNER OR HANDLER AT ALL TIMES ON THE TRIAL SITE PREMISES. BY ENTERING YOU agree to assume full responsibility and liability for any and all injury or damage caused in any way by your dog(s) or yourself.

The Trial Club or group official, Show Judge of record, or any Dogs On Course in North America, LLC staff has the authority to dismiss a dog or handler from the ring area or show grounds. At the time of dismissal, those being dismissed will be given a reason for this dismissal. Any dog the show judge of record deems aggressive or out of control (on course or on site), will be excused from the agility trial. The show judge of record must include information about such dismissals in their judge's report and the trial club/groups must include the same information in their show report. The information to be reported should include handler's name, dog's name and registration number and an unemotional account of the circumstances. A fair review will be done within 14 days, with consideration given to input from those dismissed, to determine if the dog may show again at a future trial. During this 14 day period or until the review is complete, the dog in question may not compete in a Dogs On Course in North America, LLC trial.

Exhibitor and Spectator Dogs/Children at the Show Site

Any person's whose dogs and/or children create unnecessary disturbances or repeatedly engage in unsafe or disruptive behavior may be asked to leave the site.

For the safety of a puppy, please do not bring puppies under the age of 8 weeks to the show site.

Any agility ring that is not in use is out of bounds for exhibitor's or spectator's children and/or their dogs. Any exhibitor not following these rules may be excused for the balance of the trial without refund of entry fees. Spectators may be excused from the immediate trial site.

Collars in the Ring

March 2, 2015 – Collars, **WITH APPROPRIATE ID**, will be permitted on the course only in the following circumstances:

- Outdoor trials – **Beginner Level classes only**
- Under special circumstances a handler not in Beginner events may approach the Judge to ask for permission to use an appropriate collar – Judge's discretion.

DOCNA in the past felt the purpose in allowing collars in the ring was designed to assist the handler in finding their dog should it escape or wander off from the agility trial and still want to give beginner handlers the option for those that might have a RUN AWAY dog. **For the purposes of safety, DOCNA strongly recommends that dogs run WITHOUT a collar.**

For safety reasons, all competitors in Beginner events are encouraged to run their dogs without a collar. For those who choose to run with a collar, a quick release collar is suggested. Flat or rolled collars with a buckle or plastic release clasp made of fabric or leather are also acceptable designs. **For the purposes of safety, DOCNA strongly recommends that dogs run WITHOUT a collar.**

Appropriate ID on Collar

*It is mandatory that any collar worn in the ring have appropriate owner contact info (phone number at a minimum). Acceptable identification examples include an info plaque riveted flat against the collar or info stitched into the collar. This could also include a collar with (phone number at a minimum) in Permanent marking Pen. It is also acceptable to use tag bags that contain license tags and owner information on a collar as long as it fits securely on the collar.

**Collars without acceptable contact info will not be allowed in the ring. Collars with dangling tags, martingale type loops, haltis, gentle leaders, harnesses, and any electronic training devices (shock, bark, pinch, citronella, etc.) will not be allowed in the ring. Any dog that runs with an unacceptable collar will be eliminated from the run. Should a judge feel that a collar does not fall within DOCNA standards or is otherwise unsafe, they will have the authority to request that the exhibitor remove it from the dog or not run.

For those handler teams that meet the requirements of using a collar, the following should be observed.

Infractions

- At no time should a collar be used as a training device at the start line, nor should the dog be dragged to the line by the collar, from the course, or back to an obstacle during training in the ring.
- At no time should a collar be purposely used to hold the dog's front feet up off the ground while entering or leaving the course or to lead a dog back to an obstacle during training in the ring.
- The handler's hand should be free and clear of the collar prior to starting the run.
- Competitors may not use a collar as a holding device, bowling the dog to start by holding the collar.
- In Trigrility, once the dog is finished, you are welcome to hold this collar in a positive manner.

Faults and Elimination

- Any competitor that uses a collar in an unacceptable way will receive a minimum of 5 faults, but may also be eliminated from the run.
- At the judge's discretion, any competitor that uses a collar in an unacceptable way while training in the ring (after the run has been eliminated) may be eliminated for the rest of the day or the weekend depending on the severity of the infraction.
- Any dog that runs with an unacceptable collar will be eliminated from the run.

Training Devices

The following devices are not allowed at the trial site: shock collars, bark collars, pinch collars, electronic training/collar devices.

Registering your Dog with Dogs On Course in North America, LLC

In order to compete in Dogs On Course in North America, LLC events, you must register your dog. **Dog registration is now available online at <http://www.docna.com>.** Please follow the instructions in the Headline News document to complete the registration. The registration fee if you register online is \$10/dog. To register, you must first register yourself as a member and then register your dogs. Please note that the member and dog information that you provide will be used to print and mail title and award certificates and may be needed in the event we need to contact you. Please enter complete and correct information and remember to keep it up to date. You must send payment for your dog registration within 15 days or you may be deleted from the DOCNA database. Payment instructions are provided in the confirmation email you receive when you register a dog; you may pay via a personal check or online with Paypal. Please note, you will not receive any registration cards in the mail, only the email confirmations. Also, member registrations with no attached dog registrations will be deleted within 30 days as well.

If you do not have computer access, you may instead mail a printed registration form (obtained in the forms library) to register your dog at a cost of \$15/dog registration. You must also include payment for all registrations and a self-addressed stamped envelope and so that we can communicate your registration

number(s) to you. **It is strongly recommended that you use the online registration process, even if you need to find a friend to help you do it.**

Transfer of Dog Ownership

Dog Registrations are associated in the DOCNA database with member registrations. If you would like to transfer ownership of a dog to another member, please email your request to info@docna.com.

Names and Mailing Addresses for Award Certificate Generation

Award certificates are generated automatically using the information provided by the DOCNA member in the DOCNA Dog Registration Database. Certificates are mailed to the address listed in the database. The owners name as is listed in the database and the dog's registered name as is listed in the database is what is put on the certificate. There will be a \$5 per certificate reprinting charge to correct misspellings or replace lost certificates due to an incorrect mailing address. Please make every effort to keep your database information up to date.

SECTION 2

Dogs On Course in North America, LLC Organizational Structure

The Dogs On Course in North America, LLC agility program offers five competitive divisions in which certificates of merit (titles) can be earned: Competition, Select, Veterans, Grand Veterans and Junior Handlers.

Within each division, there are six titling events offered at three experience levels: Beginner, Intern and Specialist.

The six titling events in which certificates of merit (titles) can be earned in each level and in each division are Standard Agility, Jumpers, Combination Gamblers (Traditional and Strategic Time Gamble), Snakes 'N Ladders, and Trigrity.

In addition to the six titling events, there will be a championship qualifying event called the North America Challenge which will be the basis for qualification into the Championships.

DIVISIONS

Competition Division

The Competition Division is the most demanding division for both the dog and handler. The division Jump heights are 8", 12", 16", 20" and 24" and double jumps may be used at the Intern level and double and triple jumps may be used at the Specialist level. This division is also the most demanding in terms of standard course times in each event.

Entry Eligibility

Any physically capable dog over the age of 15 months may enter the Competition Division.

Select Division

The Select Division is somewhat less demanding than the Competition Division. Jump heights are reduced to 4", 8", 12", 16" and 20" in the Select Division. Standard course time for the Select Division will be 15% more than the Competition Division standard **course times in each event.**

Entry Eligibility

Any physically capable dog over the age of 12 months may enter the Select Division.

Veterans Division

The Veterans Division is for those dogs that have reached 7 years of age, but are still physically capable of doing competitive agility or dogs being handled by anyone 60 years of age or older. Jump heights are 4", 8", 12", 16" and 20" in the Veterans Division.

***Veteran Dog Opportunity – for dogs 7 years or older**

DOCNA recognizes not all veteran dogs will age at the same level; some dogs 7 years or older may require additional assistance as they grow older. Those Competitors/Handlers entering the Veteran Division that feel their Veteran dog may require additional time and that a lower jump height would be in the best interest of their dog and are not using this assistance just to obtain a competitive advantage, may choose to jump their veteran dog 4 inches lower than the official Veteran Heights.

In the Veteran Division, courses may not contain double or triple jumps. Standard course time for the Veterans Division will be 20% more than the Competition Division standard course times in each event.

Entry Eligibility

Any physically capable dog 7 years old or older or any physically capable dog that is handled by a competitor that is 60 years old or older may enter the Veterans Division. The Veteran Dog Opportunity is only valid when the dog is 7 years or older.

Grand Veterans Division

The Grand Veterans Division is for those dogs that have reached 10 years of age, but are still physically capable of doing competitive agility or any handler 60 years old or older handling a physically capable dog 7 years old or older. Jump heights are reduced to 4", 8", 12", and 16" in the Grand Veterans Division. Courses may not contain double or triple jumps. Standard course time for the Grand Veterans Division will be 25% more than the Competition Division standard course times in each event.

** Dogs entering the Grand Veteran Division must jump their official jump height. They may not choose to jump 1 jump height higher.

Entry Eligibility

Any physically capable dog 10 year old or older or any handler 60 years old or older handling a physically capable dog 7 years old or older may enter the Grand Veterans Division.

Junior Handler Division

The Junior Handler Division is geared towards encouraging younger handlers to be involved in the sport. Jump heights are reduced to 4", 8", 12", 16" and 20" in the Junior Handler Division. No double or triple jumps may be used. Standard course time for the Junior Handler Division will be 20% more than the Competition Division standard course times in each event.

Entry Eligibility

Any physically capable dog handled by a competitor who is between the ages of 7 and 16 years of age may enter the Junior Handler Division.

While we generally believe that 7-8 years of age is the optimal age for a handler to start competing, we also recognize that there are some exceptional kids who may be ready to compete earlier than 7 years of age. Competitors who are younger than 7, but have titled a dog in another venue may also enter this division. In addition, any parent/guardian who feels strongly that their child is ready to compete may contact DOCNA (info@docna.com) and provide information on age of child, training that their child has done, experience of their child, experience of the child's dog, etc, and DOCNA will review the situation and approve on a case by case basis.

Juniors (ages 7 and older) may compete in other divisions and will be given same SCT as posted.

Physically Challenged Dogs

Physically Challenged Dogs mainly includes, but is not limited to, canine amputees, and visually or hearing compromised dogs. Our primary concern is for the safety of the dog. We acknowledge that canine health encompasses both the physical and the mental aspects of life. Physically challenged dogs that may otherwise be in good health and that display the desire and ability to safely execute required obstacle performances are welcome to enter and compete in DOCNA events.

Physically Challenged Dogs that have visual or hearing challenges but have demonstrated the ability to perform at a higher level by either having competed in another venue or have completed training that establishes the team as safe to compete physically at a higher level are approved to compete in the division that they are eligible for, but they may decide to compete as in Group B (see below explanation).

Physically Challenged status is only available in Select, Veteran, Grand Veteran and Junior Handler Divisions providing the dog meets the requirements of that division. At no time may a dog that has been given the status of Physically Challenged compete in the Competition Division.

Entry Eligibility:

Canine Amputees:

Canine amputees should acquire a letter from their veterinarian stating that the dog is capable of competing in agility and that the dog will not likely suffer any long term affects above and beyond what might be normal for dogs that engage in this sport. The letter should be available on request for view by the judge or trial committee.

Physically Challenged:

We acknowledge that there may be dogs that have the ability to participate in agility but cannot jump the official jump heights required. Dogs that require additional jump height exemptions are welcome to enter and compete in DOCNA events providing these dogs are in good health and that display the desire and ability to safely execute required obstacle performances. Handlers should acquire a letter from their veterinarian stating that the dog is capable of competing in agility, but needs to jump at a lower height than the official jump height, and that the dog will not likely suffer any long term affects above and beyond what might be normal for dogs that engage in this sport. The letter should be available on request for view by the judge or trial committee.

Both categories shall enter the division they are eligible to enter, and are eligible to jump whatever height has been approved by DOCNA. Officers of DOCNA, and/or their designated appointee at a trial (judge and/or trial committee) reserve the right to excuse/dismiss a dog from competition that appears to be in obvious pain or discomfort and/or to designate that a dog be limited to specific classes and/or be placed under a jump height restriction. The owner of the dog may appeal a judge's/appointee's trial decision to the DOCNA offices for a binding ruling. **DOCNA trusts that only exhibitors who have documented medical conditions will enter this category. Competitors with special circumstances beyond the above listed may contact DOCNA at info@docna.com to determine if their situation applies.**

DOCNA supports the desire of these dogs to play in agility and allows these dogs with the opportunity to earn qualifying runs and titles, but placements are not appropriate in this category. Dogs competing at a jump height lower than the official jump height for their size may not achieve a placement over a dog jumping at its correct jump height.

It shall be the decision of the club if they wish to hand out ribbon or achievement awards separately from the height class for dogs participating.

Disabled/Handicapped Handler Designation

Dogs On Course in North America, LLC is providing a special designation for disabled/handicapped exhibitors. Such exhibitors will be allowed extra time for qualifying purposes only. There will be a place on the entry form to designate this category. When entering as a disabled/handicapped handler, it is required that you enter all events with this designation. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. **DOCNA trusts that only exhibitors who have documented medical conditions will enter this category.**

Disabled/handicapped handlers will receive additional time in titling events for the purposes of qualifying as follows:

Standard, Jumpers and Snakes 'N Ladders

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Traditional Gamblers will have 2 seconds additional added to the division and level the competitor is competing in.

Trigility will have 5 seconds added for qualifying purposes for each disabled/handicapped competitor on the team.

Strategic Time Gamble will have no additional time allotted because of how it is scored.

Traditional Gamblers will have 2 seconds additional added to the division and level the competitor is competing in.

Strategic Time Gamble will have no additional time allotted because of how it is scored.

Experience Levels

Within each titling event in each division, the experience level that a competitor may choose to enter is based on the certificate of merit (titling) record of an individual dog. It is always considered appropriate

that a competitor will start a dog at the Beginner level in all titling events in the Dogs On Course in North America, LLC venue irregardless of their level of achievement in other organizations.

**** SPECIAL NOTE ****

Until the foreseeable future, competitors will be allowed to enter dogs in a higher level than Beginner in **some** titling events based on their qualifications in other agility venues as outlined in the experience level grandfathering clause. At some point in the future, all dogs may be required to start at the Beginner level in all titling events and work their way up.

Beginner

The Beginner level is the first experience level in all divisions. Its purpose is to offer a successful experience and a reasonable level of challenge for the beginning dog.

Within each division and titling event, the Beginner level is open to any dog that is at least 12 months old who has not recorded a qualifying round in the Specialist level for that titling event. Dogs may move back one level but not two (you cannot move to beginner level in any titling event after achieving a qualifying round at the specialist level in that same titling event). Dogs may not move up to the Intern level until they have earned a certificate of merit (title) for that titling event (exception is the experience grandfathering clause if applicable).

Intern

The Intern level is the middle experience level in all divisions. Its purpose is to offer challenges that demonstrate dog responsiveness on obstacles and competitor confidence with a variety of handling techniques at a greater rate of speed.

Within each division and titling class, the Intern level is open to any dog that has earned a certificate of merit (title) at the Beginner Level for that titling event and is at least 15 months old. Dogs at the Intern level may move back one level to Beginner if it is desired. Dogs may not move up to the Specialist level until they have earned a certificate of merit (title) for that titling event (exception is the experience grandfathering clause if applicable).

Specialist

The Specialist level is the top experience level in all divisions. Its purpose is to offer ****advanced**** agility challenges that require a variety of handling techniques and demonstrate dog and handler teamwork at the highest rate of speed.

Within each division and titling event, the Specialist level is open to any dog that has earned a certificate of merit (title) at the Intern Level for that titling event and is at least 15 months old. Dogs at the Specialist level may move back one level to Intern if it is desired, but they may not move back more than one level (to Beginner).

Switching Between Divisions permanently

Competitors may move their dogs between divisions (that they are eligible for) transferring any qualifying rounds not designated towards an existing title.

- Lateral move from Competition Division to Select, Veterans or to the Grand Veterans Division.
- Lateral move from Select Division to either Veterans or Grand Veterans Division.
- Lateral move from Veterans to Grand Veterans Division.
- Lateral move from Junior Handler to Select, Veterans or Grand Veterans Division

Switching Between Divisions in a single show

A dog may be entered in the first round of an event at a different division and/or level than the second round of that event. However, it may not be entered in the same event in multiple divisions at the same show.

Grandfathering in Experience Levels

While it is appropriate and suggested that new Dogs On Course in North America, LLC competitors start a dog at the Beginner level in all titling events, it will be admissible in the foreseeable future, competitors will be allowed to enter dogs in a higher level than Beginner in **some** titling events based on their qualifications in other agility venues as outlined in the experience level grandfathering clause. At some point in the future, all dogs may be required to start at the Beginner level in all titling events and work their way up.

In order to take advantage of the ability to enter a dog at a level higher than beginner the following procedure must be followed:

A competitor may choose only one organization that they wish the points/clean runs/qualifying scores to be applied from. Within 30 days of dog registration and prior to running in a trial, please submit along with the registration form, a copy of your dog's achievement level documentation (i.e., title certificates or points reports). Recognizing that some organizations are behind in their issuing of certificates, you may instead submit a copy of any personal records that you have kept on your dog's achievements (i.e., a spreadsheet or other document showing dates, trials, events, judges, qualifiers, titles, etc). In the event that you have neither of these available to you, please complete an Experience Level Grandfathering Application, available on the forms page at <http://www.docna.com/FormLibrary.aspx>. **Dogs On Course in North America, LLC trusts competitors to submit truthful and valid personal records.**

Grandfathering of Experience levels is allowed as follows:

Standard Agility:

Those dogs that have completed an ASCA RS-N, AKC NA, ADC (Agility dog of Canada), NADAC NAC, CPE CL3-R or completed Level 3 Standard, USDAA Starters Standard Agility or USDAA AD, may enter the Intern level in the DOCNA Standard Agility event.

- Dogs that have completed their SADC, (Special Agility dog of Canada) may enter the Select Division at the Intern Level.
- Dogs that have completed their VADC, (Veteran Agility Dog of Canada) may enter the Veteran or Grand Veteran at the Intern Level if they meet the age requirements of the Division.

Those dogs that have completed an ASCA RS-O, AKC OA, AADC (Advanced Agility Dog of Canada), NADAC OAC, USDAA Advanced Standard Agility or USDAA AAD may enter the Intern or Specialist level in the DOCNA Standard Agility event.

- Dogs that have completed their SAADC (Specials Advanced Agility Dog of Canada) may enter the Select Division at the Specialist Level.
- Dogs that have completed their VAADC (Veterans Advanced Agility Dog of Canada) may enter the Veteran or Grand Veteran at the Specialist Level if they meet the age requirements of the Division.

Those dogs competing in ASCA Elite Regular agility, NADAC Elite Regular agility, CPE Level 4, 5 and C, Dogs that have completed their MADC (Masters Agility dog of Canada), or competing at the Master's level Agility in the Agility Association of Canada, USDAA Masters Standard Agility, or AKC Agility Excellent 'A' Standard class may enter the Specialist level in the DOCNA Standard Agility event.

- Dogs that have completed their SMADC (Specials Masters Agility Dog of Canada) or competing at the Masters level in Specials in the Agility Association of Canada may enter the Select Division at the Specialist Level.
- Dogs that have completed their VMADC (Veterans Masters Agility Dog of Canada) or competing at the masters level in Veterans in the Agility Association of Canada may enter the Veteran or Grand Veteran at the Specialist Level if they meet the age requirements of the Division

Jumpers:

Those dogs that have completed an ASCA JS-N AKC NAJ, SGDC (Starters games dog of Canada), NADAC NJC, CPE CL3-F or completed Level 3 Jumpers, USDAA Starters Jumpers or USDAA AD may enter the Intern level in the DOCNA Jumpers event.

- Dogs that have completed their SSGDC, (Specials Games Dog of Canada) may enter the Select Division at the Intern Level.

- Dogs that have completed their VSGDC, (Veteran Games Dog of Canada) may enter the Veteran or Grand Veteran at the Intern Level if they meet the age requirements of the Division.

Those dogs that have completed an ASCA JS-O, AKC OAJ, AGDC (Advanced Games Dog of Canada), NADAC OJC, USDAA Advanced Jumpers or USDAA AAD may enter the Intern or Specialist level in the DOCNA Jumpers event.

- Dogs that have completed their SAGDC (Specials Advanced Games Dog of Canada) may enter the Select Division at the Specialist Level.
- Dogs that have completed their VAGDC (Veterans Advanced Games Dog of Canada) may enter the Veteran or Grand Veteran at the Specialist Level if they meet the age requirements of the Division.

Those dogs competing in ASCA Elite Jumpers, NADAC Elite Jumpers, CPE Level 4, 5 and C Jumpers, Dogs that have completed their MJDC (Masters Jumpers Dog of Canada) or competing at the Master's level of Jumpers in the Agility Association of Canada, USDAA Masters Jumpers or AKC Excellent Jumpers with Weaves 'A' may enter the Specialist level in the DOCNA Jumpers event.

- Dogs that have completed their SMJDC (Specials Masters Jumpers Dog of Canada) or competing at the Masters level in Specials in the Agility Association of Canada may enter the Select Division at the Specialist Level.
- Dogs that have completed their VMJDC (Veterans Masters Jumpers Games Dog of Canada) or competing at the masters level in Veterans in the Agility Association of Canada may enter the Veteran or Grand Veteran at the Specialist Level if they meet the age requirements of the Division

Gamblers:

Those dogs that have completed an ASCA GS-N, SGDC (Starters games dog of Canada), NADAC NGC or CPE CL3-S or completed Level 3 Jackpot, USDAA Starters Gamblers or USDAA AD may enter the Intern level in the DOCNA Gamblers events. **Qualifications earned in the game of Chances and the game of FAST do not count towards grandfathering, Q's earned in the old NADAC Gamblers class (prior to 1/1/2005) may be applied.**

- Dogs that have completed their SSGDC, (Specials Games Dog of Canada) may enter the Select Division at the Intern Level.
- Dogs that have completed their VSGDC, (Veteran Games Dog of Canada) may enter the Veteran or Grand Veteran at the Intern Level if they meet the age requirements of the Division.

Those dogs that have completed an ASCO GS-O AGDC (Advanced Games Dog of Canada), or NADAC OGC, USDAA Advanced Gamblers or USDDA AAD may enter the Intern or Specialist level in the DOCNA Gamblers events. **Qualifications earned in the game of Chances and the game of FAST do not count towards grandfathering, Q's earned in the old NADAC Gamblers class (prior to 1/1/2005) may be applied.**

- Dogs that have completed their SAGDC (Specials Advanced Games Dog of Canada) may enter the Select Division at the Intern or Specialist Level.
- Dogs that have completed their VAGDC (Veterans Advanced Games Dog of Canada) may enter the Veteran or Grand Veteran at the Intern or Specialist Level if they meet the age requirements of the Division.

Those dogs competing in ASCA Elite Gamblers, CPE Levels 4, 5 and C of Jackpot, NADAC Elite Regular (with a distance challenge), Dogs that have completed their MGDC (Master Gamble Dog of Canada) or competing at the Master's level in Gamblers in the Agility Association of Canada or USDAA Masters Gamblers may enter the Intern or Specialist level in the DOCNA Gamblers events. **Qualifications earned in the game of Chances and the game of FAST do not count towards grandfathering, Q's earned in the old NADAC Gamblers class (prior to 1/1/2005) may be applied.**

- Dogs that have completed their SMGDC (Special Masters Gamblers Dog of Canada) or competing at the Masters level in Specials in the Agility Association of Canada may enter the Select Division at the Specialist Level.

- Dogs that have completed their VMGDC (Veterans Masters Gamblers Games Dog of Canada) or competing at the Masters level in Veterans in the Agility Association of Canada may enter the Veteran or Grand Veteran at the Specialist Level if they meet the age requirements of the Division.

***Note that the above also applies to experience levels achieved in the Veterans and JR Handler divisions in ASCA and NADAC (assuming the dog meets the DOCNA eligibility requirements for Veterans or Grand Veterans) and the Performance and Preferred Divisions in USDAA and AKC as applicable.

Snakes 'N Ladders and Trigility:

All dogs must start at the Beginner level in the Snakes 'N Ladders and Trigility Events.

For Exhibition Only (FEO)

For Exhibition Only (FEO) – A club may choose to offer an option of running FEO. The club must pay a run fee of \$1 per run to the judge and to DOCNA. The club may charge a fee for FEO runs to a handler. At all times it should be understood that any dog running FEO will be under the same rules of conduct.

Measuring

The measurement shall be at the withers as defined by Encarta Encyclopedia...” **highest part of the back:** the ridge between the shoulder blades, forming the highest part of its back”.

Dogs in all divisions and at all heights are required to be measured until they complete a measurement form and have obtained a permanent height card.

Competitors may attach a copy of their permanent Height Card to show entries. Clubs/groups may also keep track of dogs that have previously presented permanent height card. Trial clubs/groups must provide an official measuring device that can measure within 1/8 of an inch.

There are five (5) jump heights in the Competition Division; they are 8”, 12”, 16”, 20”, and 24”. Select, *Veterans, and Junior Handler’s Divisions jump heights are 4”, 8”, 12”, 16”, and 20”. Grand Veterans jump heights are 4”, 8”, 12”, and 16”.

*Veteran Dog Opportunity – for dogs 7 years or older

DOCNA recognizes not all veteran dogs will age at the same level; some dogs 7 years or older may require additional assistance as they grow older. Those Competitors/Handlers entering the Veteran Division that feel their Veteran dog may require additional time and that a lower jump height would be in the best interest of their dog and are not using this assistance just to obtain a competitive advantage, may choose to jump their veteran dog 4 inches lower than the official Veteran Heights.

In determining the jump heights of the Grand Veterans Division, DOCNA where possible has given the Competitors/Handlers entering the Grand Veterans Division the opportunity to jump their dog as close to 50% of the dog’s measured Competition Height.

Handler’s may always choose to jump their dog higher, but will be placed and have the Standard Course Time (SCT) of the dogs in that higher height. The following heights are not available to move up to in DOCNA jump heights: Select 24 inch, Veteran 24 inch, Grand Veteran 20 inch and Jr. Handler 24 inch.

**** Grand Veteran Dog must there official jump height, they may not choose to jump 1 jump height higher.**

If a handler chooses to have a dog jump higher than his measured/registered jump height the equivalent Competition Jump Height for that new chosen height is used. For example a dog measured to run 16 inch in Competition runs 16 in select instead of the usual 12 -- the SCT used will be the SCT for the 20 inch height. (Measured Competition Division Height + 4) SCT + XX% (Division) = time

If a handler chooses to have a Veteran dog jump lower than his measured/registered jump height as allowed in Veterans only (Veteran Dog Opportunity), the equivalent Competition Jump Height for that chosen height is used. For example, a dog measured to run 16 inches in Competition runs 8 in Veterans instead of the usual 12 -- the SCT used will be the SCT for a 12 inch dog. (Measured Competition Division Height - 4) SCT + XX% (Division) = time. **See Veteran Dog Opportunity rules in Section 2.

JUMP HEIGHTS – Dogs On Course in North America, LLC (DOCNA)

All measurements Are at the withers	11" & under	14" & under	18" & under	22" & under	Over 22"
Competition Division	Jump 8"	Jump 12"	Jump 16"	Jump 20"	Jump 24"
Select Division	Jump 4"	Jump 8"	Jump 12"	Jump 16"	Jump 20"
*Veterans Division	Jump 4"	Jump 8"	Jump 12"	Jump 16"	Jump 20"
*Veteran Dog Opportunity in the Veterans Division Dogs 7 and over; See rules in Section 2	Jump 4"	Jump 4" and be placed with 4" dogs	Jump 8" and be placed with 8" dogs	Jump 12" and be placed with 12" dogs	Jump 16" and be placed with 16" dogs
**Grand Veteran Division	Jump 4"	Jump 4"	Jump 8"	Jump 12"	Jump 16"
Jr. Handler Program Up to Age 16	Jump 4"	Jump 8"	Jump 12"	Jump 16"	Jump 20"

** Dogs entering the Grand Veteran Division must jump their official jump height. They may not choose to jump 1 jump height higher.

Measurement Process/Permanent Height Cards

Competitors must complete the requirements of the measurement form as stated below **ALL** dogs must complete the measurement requirements. DOCNA does not have specifically designated measuring judges; any judge can sign a measuring form. All dogs must be over two (2) years old to receive the final measurement and permanent height card. Measurement forms are available at <http://www.docna.com/FormLibrary.aspx>.

STEP ONE: HAVE YOUR DOG MEASURED AND YOUR MEASUREMENT FORM SIGNED

- The judge will sign the form as complete if your dog is over 2 years old AND
 1. your dog measures in the top height category (over 22") OR
 2. your dog measures under ½ inch or more from the cut off.
- If your dog measures at ½ inch or less from official cut off, you must obtain three (3) judge's measurements that state the exact measured height of the dog. After you have obtained three measurements and your dog is over 2 years of age, the judge will sign your form as complete.
- Dogs that complete measurements prior to two years of age will obtain the 3rd measurement after they turn two years of age, at which time the judge will sign your form as complete. Prior to turning two, you may use this form with two (2) signatures at check in.

Optional Methods: Acceptance of Jump Height Cards From Other Organizations

These options are only available for dogs over two years of age– Pick one option only:

- Option 1: Permanent height card does not specify an exact measured height. You may present your dog's USDA, NADAC, AAC, AKC or CPE permanent jump height card (or a copy of the card) that does not specify an exact measured height at measurement, along with a DOCNA measurement form. One (1) measurement by a DOCNA judge is required to fulfill the measurement process.

- Option 2: Permanent height card, jump height form, card, or database subscriber information specifies the exact measured height of the dog (example 20.75 inches). At measurement, you may present a copy of the above documentation along with a DOCNA measurement form. The judge will complete the form with the information supplied (no measurement will be required) **but the dog must be present when using this option.** (Information from multiple organizations may be combined)

STEP TWO: TURN IN YOUR COMPLETED FORM FOR A PERMANENT HEIGHT CARD

Once you have received all the required measurements for your dog as outlined above, turn in the completed form to the trial secretary at the trial for submission to DOCNA for a permanent height card. DOCNA will issue your permanent height card via E-mail.

- Please ensure your form has your Email address included and that it is legible.
- If you do not have Email address, you may please include a self address stamped envelope with your measurement form.
- If you would like a laminated copy, please include a self address stamped envelope with your measurement form and \$5.00 check made out to DOCNA.

SECTION 3

Dogs On Course in North America, LLC Agility Equipment Specifications

Agility Equipment at the Show Site

The trial club/group will provide required agility equipment in the warm up area

- Practicing or training on non-designated club equipment or personal equipment is not permitted on show grounds at any time.

DOCNA Agility Equipment Obstacles

All trial clubs or group's club equipment that has been previously approved for use in other organizations including USDAA, AKC, CPE, AAC, and NADAC (the NADAC 12 foot ramps and 6 foot middle may be considered on a case by case basis) are eligible for use in a Dogs On Course in North America, LLC Trial. As long as competitors are notified of the available equipment, it is Dogs On Course in North America, LLC belief that the use of slatted or non slatted contact equipment (A-Frame and Dog Walk) is a trial club/groups choice. If slatted equipment is used, it may not be mixed with non slatted equipment in the same ring (exception: a non-slatted teeter may be used in a slatted ring). However, it will be permissible to use slatted equipment in one ring and non-slatted in another ring. Rubber surfaced equipment previously approved for use in other organizations including USDAA, AKC, CPE, AAC, and NADAC will be allowed.

It is required that Agility Premiums identify the type of equipment and the contact zone length that will be used and which ring(s) it will be used in. This information must be on the front page of the premium and in **bold printing** so competitors may have the choice to enter or not enter based on their beliefs about equipment. At all times the show judge has the authority to substitute or exclude any obstacle due to safety or weather conditions.

- A-Frame , (can have slats acceptable by other pre-approved agility associations)
- Dog Walk - 36' (all 12' planks, 4' high) (can have slats acceptable by other pre-approved agility associations) (the Nadac 12 foot ramps and 6 foot middle may be considered on a case by case basis).
- Dog Walk - 24' (all 8' planks, 3' high)
- Teeter Totter
- Open Tunnel (minimum of 10 tunnels required for Snakes 'N Ladders event)
- Closed Tunnel (Chute)
- Tire Jump (Dogs On Course is currently looking at a design that may be safer for dogs, a announcement is forthcoming on regulations for this obstacle)
- Bar jumps (winged/wingless)
- Double Jump (Competition – Specialist and Intern Level only)
- Ascending Double Jump (Select Division Specialist and Intern Level)
- Triple Spread Jump (Competition –Specialist Level only)
- Weave Poles

The following information in the Premium must be identified must be identified in bold. Size of Dog Walks, Slat or Non Slat Equipment, a statement informing competitors there may be 36 and/or 42 inch contact zones if club/group has different types of equipment, tire Diameter, length of Chute Fabric, and if the club has only USDAA double jumps.

Obstacle Specifications

New agility equipment must be constructed with the dog's safety in mind taking into consideration all the sizes and breeds/mix-breeds that run agility. Equipment should be safe and be for all dogs regardless of size. At all times the dog's safety in performing obstacles without injury is DOCNA's goal. Equipment must be checked on a regular basis, including a pre-trial check and all equipment corrected for dog's safety.

Open Tunnel

Open tunnel specifications are as follows: the diameter of the open area should be no less than 24". Lengths can be 10', 12', 15', 16', 18', 20', and 24'. Any color is allowed, including clear. Rubber, vinyl or canvas is allowed if they meet the listed safety standards. Damaged tunnels are a safety issue. The

use of tunnels with rips and tears, damaged tunnels with wires extending, loose coils, or fabric that can injure a dogs paw/nails are not permitted.

Tunnel Holders

The trial club/group may use all pre-approved tunnel holders from agility associations including USDAA, AKC, CPE, NADAC, AAC etc. It is the responsibility of the Host club to provide safe tunnel holders. It is recommended that bungee cords / metal chains and cradle type tunnel holders that had metal extensions that stick up from the ground not be used. Because Snakes 'N Ladders is a speed game, it is also recommended that sand or water filled tunnel bags be used. Tunnel "snugglers" and Tunnel "Stays" are approved for use, but clubs should be aware that additional time may be required for course changes due to the potential difficulty of setting exact tunnel entrance angles required by the judge. The judge's decision on tunnel holder's safety will be final.

Closed Tunnel (Chute): 2 Part Unit

1. Specifications for the Rigid Plastic/Fiberglass/Rubber Tube
 - Diameter approximately 24 inches. No base tube will be accepted less than 22 inches for safety of dogs.
 - Tubes may be up to 36 inches long with a minimum of 24 inches.
 - Inside running surface should have a Non – Slide material safe for all sizes of dogs.
 - The base should have a no-sway construction; this may include side secure plates for adhering base to ground surface.
 - The front of the Rigid Opening must have a padded attachment around the whole circle which may include a maintained foam ring/ rubber tubing/plumbing foam tube/etc. Safety at all times must be considered.
2. Specifications for the Chute/Closed Tunnel Fabric
 - For purposes of safety, the use of torn fabric chutes, material with rips, with wires extending, or fabric that can catch dogs claws are not permitted.
 - All approved Chutes/Closed Tunnels from existing agility organizations are acceptable, 8 foot to 15 foot maximum (Judge must be informed of size in equipment list).
 - Fabric Tube should be water resistant (check boat fabric/Denier 420), non static material.

DOCNA will welcome any of the new Tunnel/Fabric chute tunnels, the tunnel section must be secured with tunnel holders that are functional and safe for all dogs.

Weave Poles

The weave pole base should be no more than 4 inches wide and 1 inch high. The base must be safe for all dogs. Consideration should be given to any devices used to anchor the base to the surface such that they should not protrude or have sharp edges that could injure any size of dog or be able to come loose during a run.

Weave poles should be made of PVC or other like material that has flexibility, yet is rigid enough to withstand all sizes of dogs. For purposes of visibility, it is recommended, but not required, that the poles be painted or striped with colored tape for contrast. Specifications for the pole height and width are described in the table below.

Existing Weave Poles	All Approved Weave poles from USDAA, AKC*, NADAC, CPE, AAC * including AKC weaves approved for use prior to Sep 2006
Pole Height	36" to 48" Maximun
Pole Width	1" PVC or Flexible/Rigid Material
Between Poles on Base	20" to 24" from Center to Center

Contact Obstacles

It is DOCNA's belief that the use of slats or non slats on A-Frame and Dog Walks or Teeter is a trial club/group choice. If slat equipment is used it, it may not be mixed with non slat equipment in the same ring (the exception being the use of a slatless teeter in a slat ring).

The trial club/group may use slatted equipment in one ring and non-slatted equipment in another ring.

Agility Premiums must identify the use of slat equipment and Contact Zone lengths on the front page of the premium in bold printing so all competitors may have the choice to enter or not enter based on their beliefs on equipment.

At all times the judge has the authority and authorization of Dogs On Course in North America, LLC to deny/substitute **any piece of equipment due to safety or weather conditions or any agility obstacle that they deem unsafe.**

- A-Frame - can have slats that are pre-approved by other agility associations.
 - DOCNA Slat A-Frame height will be 5' 6" for all divisions and jump heights.
 - DOCNA Non - Slat A-Frame height will be 5' 0" for all divisions and jump heights.
- Dog Walk - 36' (all 12' planks, 4' high) (can have slats acceptable by other pre-approved agility associations) (the NADAC 12 foot ramps and 6 foot middle may be considered on a case by case basis).
- Dog Walk - 24' (all 8' planks, 3' high)
- Teeter Totter (slat or non slat) - Teeters without slats may be used in rings where the other equipment has slats.

Judges may, at their discretion and with valid reason, lower the height of the apex incrementally as conditions warrant. In all cases, the decision of the judge is final.

SLAT Equipment

- Recommended slat size is 3/8" to 1/2" in height, and 3/4" to 1.5" in width
- Placed across the width of the board, spaced at 12" to 15" intervals.
- Slats may not be within 4" of the top of the contact zone.
- DOCNA recognizes pre-approved slatted contact equipment from other agility venues (i.e. USDAA, CPE, AKC, and AAC)

NON- SLAT/ SLAT CONTACT EQUIPMENT SURFACE

The contact obstacle surfaces may be made from wood or rubber, the surface must always provide good traction for all sizes of dogs.

Suggested surface preparation:

Brand name paints for which a texture additive is available work best. Behr makes an additive for non-skid floor/deck finish additive used in Behr Premium plus Accent Base Exterior Base Paint. Also acceptable is to add coarse sand into the paint for texture.

Please ensure the thickness you choose will ensure dog safety. Other paint/boat suppliers may offer a variety of No Skid, Skid Free, or Non-Slip Deck surfaces.

All surfaces must be safe, non slip as well as safe from injury to dog pads, so an evenly applied texture is also important. Maintenance of these surfaces on regular basis, especially before a trial, is important.

Rubber Surfaced equipment may not have slats.

Contact Zones must be painted yellow. A contrasting color is painted from contact zone to contact zone on all contact equipment.

DOCNA recognizes pre-approved contact equipment from other agility venues (i.e., USDAA, AKC, CPE, AAC, and NADAC (the NADAC 12 foot ramps and 6 foot middle may be considered on a case by case basis).

Teeter

The extension base should protrude on each side of the board so that the pivot point can be recognized by the dog. The teeter base must be able to support dogs of all sizes and weights. (See attached table below). Where slats are used, they should be placed across the width of the board, they are to be spaced at 12" to 15" intervals. Recommended slat size is 3/8" to 1/2" in height, and 3/4" to 1.5" in width. No slat may be within 4" of the top of the contact zone.

A-Frame

In the construction, frames and supporting brackets must ensure there is no sway and very little (none if possible) movement when the dog is ascending or descending. This includes all sizes of dogs. In addition, any attachment providing stability should not hinder tunnels placed under upright planks. (See attached table below). Where slats are used the slats should be placed across the width of the board, they are to be spaced at 12" to 15" intervals. Recommended slat size is 3/8" to 1/2" in height, and 3/4" to 1.5" in width. No slat may be within 4" of the top of the contact zone.

- DOCNA Slat A-Frame height will be 5' 6" for all divisions and jump heights.
- DOCNA Non - Slat A-Frame height will be 5' 0" for all divisions and jump heights.

Judges may, at their discretion and with valid reason, lower the height of the apex incrementally as conditions warrant. In all cases, the decision of the judge is final.

Dog Walk

In the construction, frames and supporting brackets must ensure there is no sway and very little (none if possible) movement when the dog is ascending or descending. This includes all sizes of dogs. In addition, any attachment providing stability should not hinder tunnels placed under ascending planks. Base uprights should not protrude and should be able to accommodate a tunnel placed under dog walk planks (see attached table below). Where slats are used the slats should be placed across the width of the board, they are to be spaced at 12" to 15" intervals. Recommended slat size is 3/8" to 1/2" in height, and 3/4" to 1.5" in width. No slat may be within 4" of the top of the contact zone.

CONTACT TABLE

	Contact Zone	Ramp Width	Height	Ramp Length
Teeter-Totter	36 to 42 inches	9 ¼ inches – 12 inches (Recommend 12 inch ramp)	24 inches	144 inches (12 feet)
Dog Walk	36 to 42 inches	9 ¼ inches – 12 inches (12 inch ramp is Recommended)	48 – 50 inches Or 3 feet (24 foot)	12 feet X 3 planks for a total of 36 feet or 8 feet X 3 planks For a total of 24 feet
A-Frame	36 to 42 inches	36 to 48 inches (48 inch /or tapered to 48" ramp is Recommended)	66 inches (5'6"- slat) (5'0"- slatless)	108 inches (9 feet panels)
A-Frame **(special request)	36 to 42 inches	36 to 48 inches (48 inch /or tapered to 48" ramp is Recommended)	56 inches (4'8" – slat or slatless)	96 inches (8 foot panels)

SLAT Equipment

- Recommended slat size is 3/8" to 1 / 2" in height, and 3/4" to 1.5" in width
- Placed across the width of the board, spaced at 12" to 15" intervals.
- Slats may not be within 4" of the top of the contact zone.
- DOCNA recognizes pre-approved slatted contact equipment from other agility venues (i.e. USDAA, CPE, AKC, and AAC)
- A-Frame - can have slats that are pre-approved by other agility associations
- Dog Walk - 36' (all 12' planks, 4' high) (can have slats acceptable by other pre-approved agility associations)
- Dog Walk - 24' (all 8' planks, 3' high)
- Teeter Totter (slat or non slat) - Teeters without slats may be used in rings where the other equipment has slats.

Winged Jumps & Non-Winged Jumps

Wings: Any pre-approved wings from (USDAA, AKC, NADAC, CPE, AAC equipment lists)

Wings should be safe yet strong enough to withstand minor wind and rain. At no time should a wing have protruding unsafe edges. For the safety of all dogs, wings should be a minimum of 30" high and a maximum of 36 inches high. At all times the Judge has the authority and authorization of Dogs On Course in North America, LLC to deny/substitute any piece of equipment due to safety or weather conditions or any agility obstacle that they deem unsafe.

Jump Bars: Must be a minimum of 1" diameter PVC or plastic material. At no time should the diameter of the jump bar cause the jump height to be extended past the set height. Each bar should be colored (painted) or /striped with colored tape, giving the bar a contrasting color(s) for visibility. Jump bars will have a minimum of 48 inches and a maximum of 60 inches for length. Pre- Approved jump bars made of lightweight wood - 1" to 2" square from (AKC/CPE/USDAA/AAC approved equipment lists) will be accepted if safe for dogs. The judge may deem one bar or two bars per jump based on the level and challenge required.

Cups/Jump bar Holders/other attachments: Must be made from PVC, metal, or wood, must allow the bars to sit safely and be easily displaceable. It is recommended that heights be marked at each cup/holder.

Double Jump Configuration

Specialist and Intern Level - Competition Level will use double jumps. No doubles will be used in the Beginner Level or any other divisions (Select, Veterans, Grand Veterans, Junior Handlers).

Double Jumps must be set as follows:

- Parallel for 24" (2 top bars at 24" and 2 bars crossed below (16" inch) to give the dog depth perception)
- Parallel for 20" (2 top bars at 20" and 2 bars crossed below (16" inch) to give the dog depth perception)
- Ascending for 16 (back bar at 16" front bar at 12") – see ascending below
- Ascending for 12 (back bar at 12" front bar at 8") – see ascending below
- Competition 8 inch will have no spread jumps

** If the club/group has only USDAA style double jumps (with appropriate DOCNA jump height cups), it must be noted on the first page of the premium.

Double Jump Parallel:

Parallel will be used in the Competition Division at the Intern and Specialist Level only for 20 and 24 inch Double Jump will have 2 sets of bars (4 in total), a top and a lower set, the top set being set at the jump height.

The second set of bars should form an X ascending to the ground. These 2 bars should start at a lower height than the upper bars and form X.

Jump Height	Top Bars Actual Jump Height		Double – Bottom Bars Forming a X - Ascending to Ground		
	Top First Bar	Top Second Bar	Lower First Bar	Lower Second Bar	Bar Spacing
8"	N/A	N/A	N/A	N/A	N/A
12"	N/A	N/A	N/A	N/A	N/A
16"	N/A	N/A	N/A	N/A	N/A
20"	20"	20"	12"	12"	10" to 12"
24"	24"	24"	12" or 16"	12" or 16"	12" to 15"

Ascending Double Jump:

The Double Jump will be ascending for 16" and 12" inch competition level and used for Intern and Specialist Level only. The Ascending Double Jump will have 2 bars, the front bar set at 4 inches lower than the back bar. The back bar is set at the jump height.

Jump Height	Top Bars Actual Jump Height		Bottom Second		Bar Spacing
	TOP Bar approaching JUMP	Top bar Second Bar	First Bar	Second Bar	
4"	N/A	N/A	N/A	N/A	N/A
8"	N/A	N/A	N/A	N/A	N/A
12"	8"	12"	N/A	N/A	6"
16"	12"	16"	N/A	N/A	8"
20"	N/A	N/A	N/A	N/A	10"
24"	N/A	N/A	N/A	N/A	12"

Double Jumps are not used for Select, Veteran, Grand Veteran and Junior Handler Divisions.

Triple Spread Jump: Competition Division - will be used at the Specialist Level only

The Triple Spread Jump has three ascending bars set at the heights described in the table below.

Jump Height	Bar Heights Triple Spread Jump			Bar Spacing
	First Bar	Second Bar	Third Bar	
8"	N/A	N/A	N/A	N/A
12"	6"	9"	12"	6"
16"	8"	12"	16"	8"
20"	10"	15"	20"	10"
24"	12"	18"	24"	12"

Tire

Trial clubs or groups may use all approved Tires from the following agility venues (USDAA, NADAC, AKC, CPE, and AAC)

Displaceable Tires will not be faulted unless they are unsafely executed.

Dogs On Course in North America, LLC is currently testing a new tire design for its safety and fairness to all sizes of dogs. The design includes a separator mechanism that allows movement, yet impacts would allow the dog to safely go through the separator area.

Please Note: Prior to any decision regarding this particular equipment being **required**, Dogs On Course in North America, LLC will do a thorough evaluation of the equipment, present pictures and data and collect feedback from clubs/groups on its use. All such changes will go through a process of communicating the proposed change, soliciting feedback, and explaining the final decision.

The Tire Jump must consist of a tire or "tire-like" round object that is suspended inside a stable rectangular frame.

The actual tire should be a soft material that will be unlikely to cause injury if it is hit. It should be wrapped in several contrasting colors to make it very visible to the dog and should not have any holes or openings on the actual tire that a dog could get caught on. The inner tire diameter can range from 17" (not recommended) to 24". Its sidewall depth and width can be from 2"- 4" thick.

The tire frame must be made of sturdy, durable material and constructed and weighted such that it will not tip over when hit at a high speed. The frame can allow for the tire to either be suspended from the frame corners or the centers of each side (top, bottom, middle left, middle right). There must be a least 8" between the tire and the frame on all sides and it must accommodate all Dogs on Course regulation jump heights. The tire height will be measured from the ground to the bottom of the tire opening. For the 4" jump height, the tire will likely have to rest on the ground.

SECTION 4

Dogs On Course in North America, LLC Competitive Events

Dogs On Course in North America, LLC respects that today's agility enthusiasts are talented handlers that often train for and compete successfully in multiple venues and dog sports other than agility. As such we have attempted to take this into account in our course design philosophy, striving to incorporate many of the handling techniques and challenges available, including tight teamwork-oriented handling sequences, strategic games, distance, and speed.

DOCNA believes that courses for each level should be fair, yet have significant enough challenge such that they will prepare the handler and dog team for success at the next level once the current level has been completed.

Handling the Courses

Object: The team works as a cohesive unit, the handler giving verbal and/or visual directions in navigating the dog through a designated course. During this navigation, the dog must perform the obstacles required as described under the Obstacle Performance Section of these rules.

No toys, treats, training targets, or other training devices are to be within 10 feet of the ring.

DOCNA Judges – Qualifying

DOCNA holds its Judges in the highest esteem; we do not have mileage restrictions or number of months between requirements because they are professionals.

All Judges listed on the DOCNA Judge's List are eligible to Judge DOCNA Sanctioned trials. There are no restrictions on earning titles and qualifiers under a single judge. All Qualifying rounds obtained by any DOCNA Judge during a DOCNA sanctioned trial are eligible towards the competitor's results.

Standard Agility Event

Standard Courses should challenge the handler /dog team and have both work away sections and close proximity handling challenges without losing site of flow on course. The handler/dog team must demonstrate the ability of the team to perform a variety of obstacles on the course while working as a smooth functioning team. All obstacles must be performed without fault and the team must meet the Standard Course Time requirements of the division and level.

Beginner Level

- Perform the obstacles with safety while developing teamwork for the new handler and dog team.
- Courses will include 1 set of 5-6 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes.
- Courses will have approximately 14 to 17 obstacles.
- Handler and dog team will be required to do at least one side change
- Basic obstacle discrimination skills will be tested
- Weave poles entries may be either onside or offside
- For ALL divisions, beginner level courses may not contain spread jumps.
- For ALL divisions, beginner level courses must have 2 bars on all the jumps.

Intern Level

- Courses will include 1 set of 10-12 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes.
- Course SCT (yards per second) will be faster than beginner level
- Increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes
- Courses will have approximately 15 to 20 obstacles
- More refined obstacle discrimination skills will be tested
- **Competition Division:** Parallel and Ascending double jumps may be used at the Intern Level.

- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Standard Agility course may not contain double jumps. Should a double jump frame be used, only the front bars may be used.

Specialist Level

- Courses will include 1 set of 10-12 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes. In addition, courses may additionally include an extra set of 5-6 weave poles.
- Course SCT (yards per second) will be faster than intern level
- Increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes and additional challenges
- Courses will have approximately 17 to 22 obstacles
- Specialist level will have a number of obstacle discriminations throughout the course
- **Competition Division:** One Triple jump and Parallel and Ascending double jumps may be used at the Specialist Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Standard Agility course may not contain double jumps. Should a double jump frame be used, only the front bars may be used.

The handler/dog team may only enter one division and one level for each event.

See Yardage Table for Standard agility for Standard Course Time (SCT) calculations.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division now receives 15% more time than Competition.
- Junior Handler Division now receives 20% more time than Competition Division.
- Veterans Division receives now 20% more time than Competition Division.
- Grand Veterans receive now 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

NOTE: When entering as a disabled/handicapped handler, it is required that you enter all events with this distinction. There will be a place on the entry form to designate this category. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. The extra time for disabled/handicapped handlers is for qualifying purposes only. DOCNA trusts that only exhibitors who have documented medical conditions will enter with this distinction.

Qualifying:

A Qualifying Round is defined by a no fault run that is under SCT.

Scoring:

Faults will be awarded as per the Dogs On Course in North America, LLC Fault Table

Placements: The standard agility class is scored by adding time plus any faults that occurred during the round. Qualifying Rounds are placed higher than faulted rounds.

Jumpers

Jumpers is an opportunity for the dog and handler team to maneuver through a course of jumps at a very fast pace. The only obstacles on a Jumpers Course are JUMPS. Jumpers Courses should challenge the handler /dog team and have both work away sections and close proximity handling challenges without losing site of flow on course.

Beginner Level

- Perform the obstacles with safety while developing teamwork for the new handler and dog team.
- Courses will be approximately 13 to 18 obstacles.

- Handler and dog team will be required to do a minimum of one or two side changes.
- For ALL divisions, beginner level courses may not contain spread jumps.
- For ALL divisions, beginner level courses must have 2 bars on all the jumps.

Intern Level

- Course SCT (yards per second) will be faster than beginner level.
- There will be increased difficulty in close in proximity handling as well as work away sections.
- Handler and dog team will be required to do multiple (two or more) side changes.
- Courses will have approximately 14 to 19 obstacles
- **Competition Division:** Parallel and Ascending double jumps may be used at the Intern Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Jumpers course may not contain Double Jumps. Should a double jump frame be used, only the front bars may be used.

Specialist level

- Course SCT (yards per second) will be faster than intern level
- There will be increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes (two or more) and the course should contain additional challenges.
- Courses will have approximately 15 to 22 obstacles
- **Competition Division:** One Triple jump and Parallel and Ascending double jumps may be used at the Specialist Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Jumpers course may not contain double jumps. Should a double jump frame be used, only the front bars may be used.

See Yardage Table for Jumpers for Standard Course Time (SCT) calculations.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division now receives 15% more time than Competition.
- Junior Handler Division now receives 20% more time than Competition Division.
- Veterans Division receives now 20% more time than Competition Division.
- Grand Veterans receive now 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

NOTE: When entering as a disabled/handicapped handler, it is required that you enter all events with this designation. There will be a place on the entry form to designate this category. The extra time for disabled/handicapped handlers is for qualifying purposes only. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. DOCNA trusts that only exhibitors who have documented medical conditions will enter this category.

Qualifying:

A Qualifying Round is defined by a no fault run that is under SCT.

Scoring:

Faults will be awarded as per the Dogs On Course in North America, LLC Fault Table

Placements: The Jumpers class is scored by adding time plus any faults that occurred during the round. Qualifying Rounds are placed higher than faulted rounds.

Traditional Gamblers

Traditional Gamble is an event that allows the handler/dog team to plan their own course, obtaining points along the way for completing obstacles up to 2 times each successfully for the specified opening period of

time. At the end of the point accumulation period, the dog must successfully complete a work away challenge (gamble) and then stop the clock for time. The handler/dog team must be successful in both parts of this event to qualify.

Weave pole performance in Gamblers

Should the team attempt to do weave poles in the gamble games, both Traditional Gamblers and Strategic Time Gamble require the weave poles to be completed from start to finish without mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Point accumulation period (Opening)

In the first part of this event, the goal is to collect at least the minimum number of points required for the set opening time of seconds. To make the game more interesting, a judge may also include a mini-gamble worth more points that the team may attempt during the opening point accumulation period. In addition, the handler plans a course to that allows them to be in the right place to efficiently start the second part of this event, the timed gamble.

Opening time - 30 seconds (all levels and divisions)

Points required – 15 Points -Beginner Level (all divisions)
- 17 Points – Intern (all divisions)
- 19 Points –Specialist Level (all divisions)

Obstacle Values

Teeter, A-Frame, Dog Walk – 5 Points

Set of 10 -12 Weaves – 7 points

Set of 5-6 Weaves – 5 points

Tunnels, Chutes, Tires – 3 points

Single Jumps - 1 point Double Jumps - 2 points Triple Jumps - 2 points

* Doubles and triples may only be used for appropriate levels

**** It is suggested doubles and triples only be used when there is limited equipment as they require many changes and use considerable trial time**

Mini Gamble (optional by Judge) – Value set by Judge up to Double Value of obstacles successfully completed in order.

Object – collect at least the minimum number of points required for the level for the set opening time of 30 seconds (as above).

During the point accumulation period, the handler must continue to work the course, collecting points, Should the handler loiter by the gamble, and is clearly is not working to obtain points, the gamble portion of the course will be given an elimination.

A handler may complete any obstacle 2 times successfully for points. Back to back obstacle performance is allowed as are contact to contact and contact to weave.

During the opening, no two gamble obstacles may be taken consecutively, example (i.e. 1 to 2, 2 to 5, 4 to 1, etc). Back to back single gamble obstacles are allowed. The penalty for this is that the part 2 of this event, the gamble, is negated and the team cannot receive a qualifying score. The exception to this if there is a multiple choice gamble where there are more than one obstacles representing one number, for example, a A-frame and tunnel each represents a choice of #2, then the competitor may take both #2's in a row in the opening (Judges will brief this situation).

The Gamble (Closing)

For the second part of this event, the handler strategically plans to be in place to attempt the Gamble when the whistle/horn/buzzer signals the end of the point accumulation period (opening). To complete the timed gamble, the handler must send the dog out to work an obstacle sequence at a distance. The dog is required to perform a timed distance gamble which consists of 3 to 5 obstacles and must be done

in the designated order. **The successful gamble ends at the completion of the last obstacle UNDER THE ALLOTTED TIME.** To stop the clock, the dog must cross the finish line.

- There will be horn or whistle at 30 seconds to signal the start of the closing. The final time will be determined by the dog completing the last obstacle of the gamble.
- DOCNA gambles end at the last gamble obstacle.
- There is no second horn or whistle.
- Times for all Divisions and all Jumps Heights are posted on competitor course maps.

The Gamble is a Distance Gamble with each level from Beginner to Intern to Specialist being asked to perform the challenge at the required distance for their level in the time allotted by the judge; the higher the level the greater the distance required. The gamble consists of 3 to 5 obstacles. Each level will receive a gamble time in relation to the level of difficulty and level of competitor.

Any handler/dog team that has completed at least the minimum number of points required in the opening and has successfully completed the Gamble doubles their score obtained in the opening.

Gamble Distances

*Beginner Level: 8 – 12 feet - This level may not have weave poles or teeters in the gamble

*Intern Level: 12 – 17 feet – This level may not have 12 weave poles in the gamble

*Specialist Level: 17 – 22 feet

Judges Gamble Signal

The Judge will signal the scribe with a thumbs up for a successful gamble or a thumbs down for a failed gamble.

Qualifying, Scoring and Placement

Qualifying:

To obtain a Qualifying Round in Traditional Gamblers, the minimum number of points must have been met in the point accumulation period (opening) without negating the distance gamble and the timed distance gamble must be completed successfully within the allotted time.

Scoring/Placement: Any handler/dog team that has completed at least the minimum number of points required in the opening and has successfully completed the Gamble, doubles their score obtained in the opening. The handler/dog team with the most points that has completed the timed Distance Gamble is the winner.

If no handler/dog team has completed the timed Distance Gamble, then the handler dog team with the most points is the winner.

In the event of a tie in Traditional Gamblers after regular scoring procedures have been used, the use of each dog's time to 1/100 of a second will be the guideline in determining placement.

NOTE: When entering as a disabled/handicapped handler, it is required that you enter all events with this designation. There will be a place on the entry form to designate this category. The extra time for disabled/handicapped handlers is for qualifying purposes only. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. DOCNA trusts that only exhibitors who have documented medical conditions will enter this category.

Strategic Time Gamble

Strategic Time Gamble is an event that allows the handler/dog team to plan their own course, obtaining points (values indicted below) along the way for completing obstacles up to 2 times each successfully. There are two (2) parts to this event, a point accumulation period (opening) and a strategic gamble period (closing). The handler/dog team must be successful in both parts of this event in order to qualify. At all times during Strategic Time Gamble event, the handler must continue to work the course,

collecting points, should the handler loiter by the finish line, and is clearly is not working to obtain points, the judge may give an elimination.

Weave poles performance in Gamblers

Should the team attempt to do weave poles in the gamble games, both Traditional Gamblers and Strategic Time Gamble require the weave poles to be completed from start to finish without mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Point accumulation period (Opening)

During the first part of this event, the point accumulation period, the goal is to collect at least the minimum number of point's required (15 for Beginner and 17 for Intern and 19 for Specialist level) for the set opening time (30 seconds). If 25 or more points are collected, the team will receive a time bonus that will add or subtract up to 1 second from the clock to the advantage of the team (a team may earn only 1 bonus time opportunity). Obstacles may be taken in any order and back to back obstacle performance is allowed. The first part of this event ends when the whistle/horn/buzzer sounds. The end of part one signals the start of part two.

Opening time - 30 seconds (all levels and divisions)

Points required in Opening – 15 Points -Beginner (all levels and divisions)
– 17 Points – Intern (all levels and divisions)
– 19 Points –Specialist Level (all levels and divisions)

*25 points will earn the team a time bonus that may add or subtract up to 1 second from the clock to the advantage of the team. (*a team may only earn one bonus, either (1) time bonus or closing bonus), Teams are welcome to try both, but for scoring, only one bonus will apply.

Obstacle Values – Opening and Closing

Teeter, A-Frame, Dog Walk - 5 Points

Set of 10-12 Weaves - 7 points

Set of 5-6 Weaves - 5 points

Tunnels, Chutes, Tires - 3 points

Single Jumps - 1 point Double Jumps - 2 points Triple Jumps - 2 points

* Doubles and triples may only be used for appropriate levels

****it is suggested doubles and triples only be used when there is limited equipment as they require many changes and use considerable trial time**

Bonus Obstacle - Offered in the closing only and it is worth a 5 Point Bonus calculated by the score table (obstacle value not called out by the judge).

The Strategic Time Gamble (Closing)

During the second part of this event, the strategic gamble, the handler works against the clock while collecting points. The handler may do any obstacle up to two (2) times successfully, even those previously taken in the opening point accumulation period for points. Back to back obstacle performance is allowed. The goal is to collect as many points as possible and stop the clock by crossing the **designated final obstacle** as close as possible to, **but not over**, the allotted course time. **Taking the designated final obstacle in any direction during the opening or closing will stop the clock for the run.**

Obstacle point values are the same as in the opening. In addition, there is a bonus available that will add or subtract up to 1 second from the clock to the advantage of the handler. Completing the bonus will also be worth an extra 5 points in the closing. **A horn/buzzer/whistle may be set to sound after the time has reached 1 seconds past course time signifying overtime (no Q may be earned).**

Closing Time - The Strategic Time Gamble (closing time) will be determined by the judge and may vary from 12 seconds to 17 seconds.

Bonuses

There are two bonus options available to a team that will add or subtract up to 1 second from the clock to the advantage of the handler. **The handler may try for both, but only 1 bonus can be used to alter the final clock time.**

These Bonus opportunities are:

- During the opening period, if the team collects 25 or more points, there is a bonus available that will add or subtract up to 1 second from the clock to the advantage of the handler.
- During the strategic gamble period (closing), the judge will offer a bonus obstacle (briefed prior to start of walk thru). Any handler/dog team completing this bonus obstacle successfully, will receive up to 1 second plus or minus in their favor for the strategic time gamble. Additionally, completing the bonus will be worth an extra 5 points.

Qualifying, Scoring and Placement

Qualifying:

To obtain a full qualifying round, the dog must cross the designated final obstacle **with 2.5 seconds or less left on the clock** (including all bonus adjustments) in the strategic gamble (closing).

Examples - Opening Time 30 seconds and judge has set the closing time of 15 seconds for a total course time of 45 seconds.

- Dog's time is 42:50 and the dog has not either earned 25+ opening points or completed the bonus obstacle, the time says the same at 42:50 and a Q is awarded for the dog being within the 2.5 second allowance.
- Dog's time is 45:45, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from their time, which now makes the time 45:00 (and under the course time) and a full Q.
- Dog's time is 42:39, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from time which now makes the time 43:39 and a full Q.
- Dog's time is 46:89, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from time which now makes the time 45:89 (**and OVER TIME) and no Q is awarded.**

Scoring/Placement: The handler/dog team with the closest time under the maximum time allowed (including all bonus adjustments) and having accumulated at least the minimum points in the opening is the winner. In the event of a tie in the times, the highest total point accumulation value determines the placements. If there is still a tie, the highest point accumulation in the opening determines the placement. The last tie-breaker is the highest point accumulation in the closing.

Snakes N' Ladders

Snakes N' Ladders is a strategic game that has tunnels, contact equipment and weaves. The weaves requirement at the beginner level includes 3 sets of 5- 6 weave poles. At the Intern and Specialist Level the competitor is required to perform 1 set of 10-12 weaves, and 2 sets of 5- 6 weave poles. The handler strategically plans their course, with the goal being to complete all the contact and weave obstacles and cross the finish line as quickly as possible.

Rules

- Can start with any obstacle
- No Contact to Contact or Weaves to Weaves or Contact to Weaves or Weaves to Contact doing any of these will result in elimination.
- Any number of tunnels may be done between choice of doing a contact or weave
- If your dog has completed one tunnel and enters a second tunnel and comes out the same entrance without having completed the obstacle, the handler may resend the dog into the same entrance, choose a different tunnel, use the other end of the same tunnel, or go on to a weave or contact obstacle.

- Weaves and Contacts may be done only once each.
- Missed contacts or failure to complete will result in course faults.
- Tunnels may be done any number of times.
- If your dog enters a tunnel and comes out the same entrance without having completed the obstacle, the handler may resend the dog into the same entrance, choose a different tunnel or use the other end of the same tunnel. Tunnels are not faulted, but must be completed for the obstacle to be considered successful.
- If your dog starts a contact or weave obstacle, that obstacle is now the obstacle of choice and you must finish that one (with or without faults) before moving on.
- If your dog starts a weave pole obstacle in one direction, that weave pole obstacle must be done in that direction. Should the dog back weave, the obstacle will be faulted according to the DOCNA fault table.
- Should the dog leave the contact obstacle prior to completion, the obstacle will be faulted according to the DOCNA fault table. The handler may choose to go on or use the training in the ring guidelines.
- Should the dog not complete the weaves, the handler may attempt them two more times and then must go on or choose to use the training in the ring guidelines.
- The finish line is NOT live until the completion of all Ladders.
- To **successfully** complete the course, all weaves and contacts must have been completed correctly and the finish line crossed to end time.
- Faults will be awarded as per Dogs on Course Fault Table

Elimination results when:

- Any weave or contact obstacle done consecutively.
- A weave or contact obstacle previous done is attempted again (this includes off course).

Qualifying, Scoring and Placement

Qualifying: Qualifying Round is defined by a no fault run that is under SCT

Scoring and Placement:

Snakes 'N ladders is scored Time plus faults for placement with the fastest clean time being awarded the highest placement. No placement will be given for E or NT.

Standard Course Time (SCT) calculations are based on a minimum/maximum number of obstacles to complete the course.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division receives 15% more time than Competition.
- Junior Handler Division receives 20% more time than Competition Division.
- Veterans Division receives 20% more time than Competition Division.
- Grand Veterans receive 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Trigility

Trigility is a team strategy game that tests the agility ability of the 3 members (3 different handlers/3 different dogs) of the team to complete in 3 types of agility on a regular agility course. The goal is to complete all 3 courses in the shortest amount of time and to have one team member successfully complete a mini gamble test. **Teams may consist of dogs from multiple divisions and heights.** All dogs on a team must come from the same level (i.e. Beginner) but different divisions can be mixed. It is suggested where possible each team should be made up of the dogs that jump the same jump height. **The**

following rules will apply for teams that consist of multiple dog heights; the highest height will be used for SCT calculation and team placement.

- The first member of this team does a 7- 11 obstacle mini **Jumpers** course that weaves through other non-jumpers obstacles. In additions to jumps, this course may have tunnels. When the dog has cleared the last obstacle in their course and crossed the start/finish line, the second dog/handler team may start their course.
- The second member of the team will do a 7-11 obstacle mini **Standard Agility** course that may include jumps, tunnels, contact equipment, and weave poles. When the dog has cleared the last obstacle in their course and crossed the start/finish line, the third dog/handler team may start their course.
- The third member of team will complete a mini course of 7 – 11 obstacles that will include a mini **Traditional Gamble** test. Their course may include jumps, tunnels, contact equipment, and weave poles with the emphasis being to give the handler/ dog team the opportunity of a propulsion driven gamble. Once the dog has crossed or cleared the last obstacle in their course and crossed the start/finish line, the course is completed.

Rules

Teams may consist of dogs from multiple divisions and heights. It is suggested where possible each team should be made up of the dogs that jump the same jump height.

If team members are not available; dogs that are entered in the event will be asked to volunteer to run for teams without partners. During this volunteer run, qualification is only available to the members running for the first time (the volunteer dog is not eligible to qualify). No dog may volunteer for more than one (1) additional run above and beyond its actual qualifier run.

- SCT will be based on the Select Standard Course Time + Relay Exchange Time.
- **Should the team consist of multiple dog heights the highest height will be used for SCT calculation and team placement.**
- In this team event, there are no batons to pass. The next run starts as soon as the previous run has crossed the start/finish line (or other designated area).
- The penalty for letting the dog cross the start/finish line before the previous dog has completed their course is 10 faults. If the previous dog skips the last obstacle in their course, the next team may start when it is obvious that the previous team has decided to not work that last obstacle.
- All obstacles must be ATTEMPTED. Deliberately skipping an obstacle will result in elimination.
- **For the team to be successful, the gamble must be completed.**
- In the event a substitution is needed for a team member that is absent, the replacement team member may run the same section of the course that they previously ran.
- Scoring will be done on a time plus faults basis. For any team that has completed the gamble and is under course time with any awarded course faults added to their course time, each member of the team will receive a Qualifying Round in Trigility
- Placement will be awarded on best score and successful completion of the mini gamble.
- Faults will be awarded as per DOCNA Fault Table
- Trigility will have 5 seconds added for qualifying purposes for each disabled/handicapped competitor on the team.
- You can run with the same team members multiple times and earn qualifying rounds.
- Gate stewards may adjust the running order to limit the amount of pole setting.

Qualifying, Scoring and Placement

Qualifying

Any team that **has completed the gamble** and is under course time with any awarded course faults added to their course time; each member of the team will receive a Qualifying Round.

Scoring and Placement

Scoring will be a team's course time plus any accumulated faults. Not completing the gamble will result in a NQ.

Disabled/handicapped handlers will receive 5 seconds additional time for qualifying purposes for each disabled/handicapped competitor on the team.

The Triguity event placements will be calculated by adding time plus any faults that occurred during the round. The lowest score out of the teams that have successfully completed the gamble will have the highest placement.

Faults will be awarded as per DOCNA Fault Table

North America Challenge Event – Championship Qualifiers

The North America Challenge Event will be the standard for qualification into future championships. This is a special agility run that is scored under the same rules and SCT as Standard Agility with the exception that off courses will be judged as elimination. North America Challenge Events will be more technically challenging courses. Each course will include 1 set of 10-12 weaves and may include an additional set of 5-6 weaves for all levels. In addition, courses may include the performance of 4 contact obstacles, multiple side changes, and additional discriminations.

In order to qualify, competitors will be required to complete the course with up to a maximum of 12 faults without obtaining an elimination.

Performance resulting in Elimination

- Deliberately Skipping an obstacle North America Challenge (contacts/weaves – major object or section)
- **Off Course in North America Challenge**

***An obstacle may be attempted; but not completed and the handler would receive a fault as per this example (Handler attempts weave poles and goes on (fault 10 for failure to perform obstacle)).**

Divisions and Levels

Each division will have its own Challenge event, Competition North America Challenge, Select North America Challenge, Veteran North America Challenge, Grand Veteran North America Challenge and Junior Handler North America Challenge.

Each Division will have two levels for the Challenge event - Intern and Specialist. There will be no Beginner level in the North America Challenge, although beginner dogs are invited to enter either level.

Trial Entry

Competitors may enter the North America Challenge event in whatever division(s) they are eligible to enter. Competitors are required to enter the Challenge during the calendar year at least the highest level in which they have qualified in Standard Agility. It is acceptable to enter at a higher level if so desired.

For anyone entering the North American Challenge, Dogs that are competing in Standard Agility at the Elite Level in NADAC, Masters in USDAA, Excellent in AKC, etc, must enter the North American Challenge at the Specialist Level in the Division they are choosing to run in Competition, Select, Veteran, Jr. Handler or Grand Veteran.

For those competitors that are remaining at the Intern Standard Level and not moving to Specialist Standard, the availability to earn a NAC Intern Award is attainable by earning 5 NAC Intern Qualifiers.

All competitors running at the Specialist Level in Standard or at any top level in Standard in any venue, must enter at the Specialist Level of North America Challenge and obtain a Q within the allotted time frame to be eligible for any given years championships. You should not be remaining in Intern to earn this title.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division receives 15% more time than Competition (was 10%).
- Junior Handler Division receives 20% more time than Competition Division (was 15%).
- Veterans Division receives 20% more time than Competition Division (was 15%).
- Grand Veterans receive 25% more time than Competition Division (was 20%).

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Dogs On Course in North America, LLC North America Challenge Championships

This section has been moved to Appendix B: DOCNA National Championships Information. Please look for it there. Current and future championships information and updates will also be posted online at <http://www.docna.com/Championships.aspx>.

SECTION 5

Dogs On Course in North America, LLC Obstacle Performance Requirements

General Fault Guidelines

- Any part of the dog touching a obstacle will deem that obstacle as the obstacle of choice or a off course
- Fault signals and the value of faults is described in the faults table and judge's signal table below.
- Unsafe execution of any obstacle will result in course faults. Examples of unsafe may be, but is not limited to, the list below (applies to all events):
 - dogs entering the upside of the contact at a dangerous angle, clawing their way up the upside
 - crashing weave poles which cause anchor's to be dislodged
 - crossing over Jump standards or Wings of Jumps
 - fly-off teeters
 - jumping off contact equipment from high heights
 - Crashing the tire hoop or stand and/or dislodging the stand
- **Off Courses in the North America Challenge will be judged as elimination, the handler may finish the course as time permits.**

Obstacle Performance Guidelines

Contact Obstacles:

Any part of the dog touching a contact obstacle will be deemed committed to that obstacle as the obstacle of choice or an off course if it is not in sequence of the course. If the dog leaves the contact obstacle prior to completion, after contact has been attempted, this will be classified as a failure to perform and the handler must go on to the next obstacle in sequence. Should the dog by handler's choice or by dogs' choice attempt the contact obstacle again, the team will receive an E. The handler may at that time continue on and complete the course or use training in the ring guidelines. (The guidelines above apply to Standard Agility, Snakes 'N Ladders and Trigility Events).

Unsafe execution of any contact will result in course faults. Examples of unsafe may be, but is not limited to, the list below. (Applies to all events)

- dogs entering the upside of the contact at a dangerous angle, clawing their way up the upside
- fly-off teeters
- jumping off contact equipment from high heights

A-Frame: During the performance of the A-Frame, the dog must safely execute the correct upside of this contact obstacle; there is no contact zone on the upside. On the descent, the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact).

Dog Walk: During the performance of the Dog Walk, the dog must safely execute the correct upside plank of this contact obstacle; there is no contact zone on the upside. On the descent, the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact).

Teeter-Totter: In the performance of this contact obstacle, the dog must safely execute entering the upside of the teeter plank. There is no upside contact zone. The dog must travel along the plank and cause it to tip; on the descent the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact).

Prior to the teeter tipping, if the dog leaves the teeter any time, it will be deemed a failure to perform. After the dog has tipped the teeter and is descending, any failure to touch the contact zone as described above will result in a missed contact zone.

Rational Teeter calls: The performance of the teeter will be judged under the guidelines of did the dog safety execute the teeter? During the tipping, was the dog in control? Did the dog touch the yellow contact zone with any part of one paw? Then the teeter was successfully performed. The judges' decision is final (see unsafe execution of an obstacle).

Chute/Closed Tunnel: The dog must pass through the opening and continue to the end of the fabric and emerge for it to be a successful chute/closed tunnel execution. Should for any reason the dog perform the chute/closed tunnel fabric side first due to wind gust; the following performance standard would apply. Any part of the dog touching an obstacle will deem that obstacle as the obstacle of choice or an off course.

Open Tunnel: In Standard Agility, Trigrility and during Traditional Gamblers timed gamble sequence, the course may dictate a particular end of a tunnel that has to be taken. If the dog in this case performs the tunnel by entering the end not assigned, it will be deemed an off course. The handler may send the dog into the correct end and continue on course. The tunnel might be assigned a bi-directional entrance; in this case the dog may take either entrance without fault. If the dog enters the correct entrance(s) and comes back out, the handler may direct the dog back in the correct entrance without being assessed a fault.

Tire Jump: In Standard Agility and during Traditional Gamblers timed gamble sequence, the course may dictate a particular side of round diameter circle/hoop/tire that has to be taken. If the dog in this case performs the round diameter circle/hoop/tire by entering the end not assigned, it will be deemed an off course and would be assessed an off course fault. The handler may correctly direct the dog through the circle/hoop/tire and continue on course. In the execution of the tire, the dog is not faulted for traveling safely below or between the tire stand in the direction that the tire/hoop/circle is to be taken. And off course will be assessed should a dog travel below or between the tire stand in the off course direction.

APPROVED SPREAD TIRE Performance

Spread Tires will not be faulted unless they are unsafely executed.

- In the performance of the spreadable tire, dogs may cause the tire to slightly split apart as they travel through the hole without being faulted; this would be considered normal tire performance, similar to when a regular tire moves in its frame.
- Dogs that land at the split of the spreadable tire and fall through when performing it will be given an unsafe performance fault.
- DOCNA believes the whole purpose of this new tire is to prevent injuries, not create a huge amount of faults that currently do not happen with a standard rigid tire. Judges will use common sense, if the dog on a regular tire would have bounced its way through, it's a good tire.

DOCNA clubs or groups are not required to use the new spreadable tire, however DOCNA will be offering clubs a trial incentive to help with the purchase of this new spreadable tire.

The tire tested came from Smith Training Equipment out of Canada and this design has been in testing in other venues. If you would like more information, please contact us at info@docna.com.

Jumps - Single bar, Double bar, Wingless, Wing, wingless, Double or Spread Jump:

In Standard Agility, Jumpers, Trigrility, and during Traditional Gamblers timed gamble sequence, the course may dictate a particular side of the jump that has to be taken. If the dog in this case performs a jump by jumping the obstacle from the incorrect side, (side not assigned by course), it will be deemed an off course. The handler may send the dog over the bar and continue on course. For a correct execution, the dog must pass between the standards while jump over the top bar.

Faults are given for displaced top bars only. Bottom bars are not faulted.

Dropped bars should not reset during a run, if the jump is repeated again later, the handler will only receive the original fault.

There may be occasions where jump stanchions that don't always sit "nicely" on a natural grass or dirt surface. In the event that the top (height) bar is appropriately and fairly seated in the cups/supports, if the half-height bar cannot fairly seat in the supports, it will be acceptable to angle the bar from the support directly under the "height" bar to the ground

Double Jumps and Triple Jumps may only be taken in one direction. Any top bars displaced during the execution of the jump will be faulted.

Unsafe execution of any jump obstacle will result in course faults. Examples of unsafe may be, but is not limited to; the list below (applies to all events). The judge's decision is final.

- Crossing over Jump standards or Wings of Jumps
- Crashing the wing or jump standard, or dislodging a wing.
- Crashing the jump bar

Weave poles: For a successful weave performance, the dog must enter the weave poles correctly (enter the first pole at the dogs left shoulder), and continue alternating weave poles in one continuous motion in the direction the course indicates. The dog must perform the complete set of weave poles without missing a pole or passing by a pole.

Weave poles in Standard Agility Event, Snakes 'N Ladders, Trigility and during Traditional Gamblers timed gamble sequence must be completed from start to finish, mid-point corrections are not allowed.

However, the handler may restart the weaves up to a maximum of 3 times in Standard Agility Event, Snakes 'N Ladders, and Trigility.

At the Beginner and Intern level, an attempt shall be any entry at any pole, whether it is a correct entry or not. Passing the poles without crossing through (i.e. run by the poles) shall not be considered an attempt at this level. At the Specialist level, an attempt shall be when the dog passes the plane of the first pole (runs by), or enters at any pole.

Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course or continue with the weaves by using the guidelines of Training in the Ring.

Back weaving (dogs forms an "S" in its motion, usually weaving 3 or more poles) constitutes a 10 point off course fault. If the dog cuts through the middle of the weaves to get to the correct obstacle this is also considered an off course. If a handler cuts through the middle of the weaves, this is considered a contact with equipment and is faulted.

See Traditional Gamblers and Strategic Gamblers for weave pole requirements in these events.

First Obstacle Performance

When electronic timing equipment is used, should the dog pass the plain of the first obstacle without taking that obstacle, a 5 second time penalty will be added to the run time. The team may still qualify if their run time is under standard course time after this adjustment.

Last Obstacle Performance:

The last obstacle on a course, typically a jump, tire or tunnel, is considered live until the dog successfully executes it. It is judged as complete when the handler/dog team has either taken this obstacle or abandoned the opportunity and incurred a failure to perform fault. **No failure to perform faults are incurred if the dog runs by the last obstacle as long as the handler brings the dog back and successfully executes it.**

Faults and Eliminations Guidelines - Judge's Signals

5 Course Faults	One arm raised and hand extended open
10 Course Faults	Two arms raised, both hands extended open
Elimination	Hand crossing in front of neck
No Time	Judge signals by forming a T with both hands (one hand flat, the other pointing to the middle of the flat hand forming a T)

Off Course or Performance of a contact (see Obstacle Performance for a complete list)

Any part of the dog touching an obstacle shall deem that obstacle as either the obstacle of choice or an off course.

Weave poles: Weave poles in Standard Event, Snakes 'N Ladders and Trigility must be completed from start to finish, mid-point corrections are not allowed. However, the handler may restart the weaves up to a maximum of 3 times in Standard Agility Event, Snakes 'N Ladders, and Trigility.

At the Beginner and Intern level, an attempt shall be any entry at any pole, whether it is a correct entry or not. Passing the poles without crossing through (i.e. run by the poles) shall not be considered an attempt at this level. At the Specialist level, an attempt shall be when the dog passes the plane of the first pole (runs by), or enters at any pole.

Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course or continue with the weaves by using the guidelines of Training in the Ring. Both Traditional Gamblers and Strategic Time Gamble require the completion from start to finish with out mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles obstacle as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Dogs On Course in North America, LLC Standard Fault Table

5 Faults	<ul style="list-style-type: none"> • Bar down (top bar) • A-Frame, Dog Walk or Teeter-Totter - missed contact zone • Excessive delay at start line • Dog excessively nipping at Handler; but without making contact. • Deliberately touching the dog (depending on severity – may result in elimination) • Handler accidentally knocking down jump, stepping over a contact, cutting through weaves • Using of the collar to assist starting your course
10 Faults	<ul style="list-style-type: none"> • Off Course (Performance of a obstacle) • Unsafe performance of any obstacle (includes Fly-off of Teeter-Totter) • Failure to perform any obstacle • Poor Sportsmanship, excessive handling, outside ring assistance • Deliberately touching the dog (depends on severity – may result in elimination) • Back weaving • Contact with the dog that causes the dog to veer from an off course • Early start in Trigility • Collar Infraction
Elimination	<ul style="list-style-type: none"> • Outside ring assistance • Deliberately Skipping an obstacle in Trigility (contacts/weaves – major object) • Training in the Ring (see training in the ring guidelines) • Poor Sportsmanship, aggression towards Judge excessive handling, • Handler carrying leash on person during run • Food or toys brought into the ring or within 10 feet of ring • Using squeaky toys/balls/toys that distract the dog in the ring

	<ul style="list-style-type: none"> • During the walk through - deliberately moving any obstacle that is on the course without the Judge's permission. • Dog making bite/nip contact with their handler or handler's clothing. • Dog making bite/nip contact with the judge/ring crew/spectators/judge, ring crew or spectator's clothing/another dog. A report <u>MUST</u> be filed with DOCNA. • Dog fouling anywhere in the ring area (this includes the practice jump area) before, during or after completion of a run • Use of training devices • Deliberately touching the dog • Sportsmanship for your Fellow Competitor (toys/etc affecting dog on course's run) (judges discretion based on severity) • Abusive action towards own dog or any other dog/collar infraction depending on severity. • The judge may require or the handler may ask for excusal in a positive manner • If their dog has quit working or the dog is not meeting the standards required for completing an obstacle and the handler feels it's in their best interest not to continue with the course. • The dog has left the course and the handler cannot recall the dog • Dog is out of control and has ceased to work • Maximum Course Faults (optional by Judge) • Maximum Course Time Exceeded • Deliberately Skipping an obstacle North America Challenge (contacts/weaves – major object) use common sense • Off Course in North America Challenge
No Time	<ul style="list-style-type: none"> • In Gamblers, the handler touches the dog deliberately before crossing the finish line • If a dog cleanly and efficiently completes a course and the timer has malfunctioned, the judge may offer the dog/handler team a Q with no time, the handler may also choose to run for time.

Dogs On Course in North America, LLC Training in the Ring

Dogs On Course in North America, LLC believes training in the ring to be a privilege for the handler and at no time should this privilege be abused. The opportunity to correct an obstacle, assist with the understanding of the down sides of contacts, or rework a sequence is a privilege given to the handler in the FLOW of the course.

DOCNA allows Training in the Ring when

- Used to correct a specific problem that occurred during the run
- Done in a positive, sportsmanlike manner
- the flow of the course is maintained (see below guidelines for repeating obstacles/obstacle sequences)

Reason for Training in the Ring

- The dog does not perform an obstacle/obstacle sequence to the standard required by the handler

General Guidelines for Training in the Ring

- The handler may use positive physical assistance on contacts and start line.
- If at any time the judge feels that the handler is not trying to successfully continue in the flow of the course with the intent being to complete the course, but is instead working on particular obstacles or types of obstacles for the purposes of training only, the judge may ask the handler to leave the course. At all times the judges decision is final.
- Training in the Ring results in elimination for a score.

Obstacle and sequence training guidelines:

- The handler may repeat the obstacle/obstacle sequence/start line one (1) time only or correct a down side of a contact (example A- frame/dog walk/teeter) or do a repeat of an obstacle sequence

(example pinwheel) and continue with the flow of the course.

Result – the handler may continue on course (this may be done up to 3 times on 3 different obstacles/obstacle sequences during the flow of the course as long as course time has not been reached).

- The handler may repeat the obstacle/obstacle sequence more than 1 time and up to 3 times.
Result – the handler has trained that obstacle and must leave the course immediately.
- In Standard Agility, Snakes 'N Ladders and Triglity, the weave poles must be completed from start to finish, mid-point corrections are not allowed. The handler may restart the weaves up to a maximum of 3 times (see weave pole obstacle performance guidelines). Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course. The handler may continue to try the weaves, but it will be considered training in the ring.
Result – The handler may attempt the weaves and if successful may continue on with the flow of the course. Should the handler attempt the weaves more than 1 additional time and up to 3 times, whether successful or not, the handler has trained that obstacle and must leave the course immediately.

Start Line training guidelines:

- Once the handler has crossed the start line, the course is live. If a dog misses the first obstacle the handler may return and in continuous flow direct the dog to complete the obstacle.
Result – loss of time
- Once the handler has crossed the start line, the course is live. If the handler comes back over the line to reset the dog it is considered training in the ring and the run is judged as elimination.
Result - guidelines for training obstacle/obstacle sequences apply

COLLARS IN THE RING - Purpose of the rule

March 2, 2015 - Collars will be permitted on the course only in the following circumstances:

- Outdoor trials – **Beginner Level classes only** (Collar **must** have appropriate ID on it)
- Under special circumstances a handler not in Beginner events may approach the Judge to ask for permission to use an appropriate collar – Judge discretion.
- Collar **must** have appropriate ID on it

The purpose in allowing collars in the ring is designed to assist the handler in finding their dog should it escape or wander off from the agility trial.

For safety reasons, all competitors in Beginner events are encouraged to run their dogs without a collar. For those who choose to run with a collar, a quick release collar is suggested. Flat or rolled collars with a buckle or plastic release clasp made of fabric or leather are also acceptable designs.

It is mandatory that any collar worn in the ring have appropriate owner contact info (phone number at a minimum). Acceptable identification examples include an info plaque riveted flat against the collar or info stitched into the collar. It is also acceptable to use tag bags that contain license tags and owner information on a collar as long as it fits securely on the collar.

Collars without acceptable contact info will not be allowed in the ring. Collars with dangling tags, martingale type loops, haltis, gentle leaders, harnesses, and any electronic training devices (shock, bark, pinch, citronella, etc) will not be allowed in the ring. Any dog that runs with an unacceptable collar will be eliminated from the run.

Should a judge feel that a collar does not fall within DOCNA standards or is otherwise unsafe, they will have the authority to request that the exhibitor remove it from the dog or not run.

For those handler teams that meet the requirements of using a collar, the following should be observed.

Faults - Infractions

- At no time should this collar be used as a training device at the start line, nor should the dog be dragged to the line by the collar or from the course.
- At no time should this collar be purposely used to hold up the dog's front feet while entering or leaving the course
- The handlers hand should be free and clear of the collar prior to starting the run.
- Competitors that use the collar as a holding device, bowling the dog to start by holding the collar shall receive a minimum of a 5 fault penalty.
- In trigility, once the dog is finished, you are welcome to hold this collar in a positive manner.

Dogs On Course in North America, LLC Sportsmanship

- At no time should a competitor or visiting friends of a competitor use toys, balls, squeaky toys, clickers, or any training device close enough to the ring for a dog running on course to be affected visually or by sound.
- Competitors should be aware that when it is their dog's turn to run the course, it is not the job of the Gate Steward to find you. If you have a conflict, work with the gate stewards to ensure they know you are away and can move you up or down on the list.
- Be friendly and courteous to all the volunteers.
- Responsible dog owners and in the spirit of sportsmanship, pick up after their dogs! As exhibitors, we want to be able to continue to use the show sites and keep motels dog friendly. Failure to pick up after your dog may result in the exhibitor being asked to leave the trial site.
- Please be considerate at hotels and motels. Pick up after your dog(s), cover the furniture, and never leave a dog unattended in your room. By observing these basic courtesies, you can help the trial committee assure the availability of the hotel for future trials.

Dogs On Course in North America, LLC Standard Course Times

General Timing Criteria

For Standard, Jumpers, Strategic Time Gamble, Trigility, and Snakes 'N ladders, the use of 1/100 of a second of time will be the guideline in determining placement. Qualifying Rounds will be placed before non-qualifying rounds. No placement will be given for Elimination or a run that results in No Time (NT). In the event of a tie in Traditional Gamblers, after regular scoring procedures have been used, the use of 1/100 of a second will be the guideline in determining placement.

In all events, qualifying rounds will be placed before non-qualifying rounds.

Standard Agility Course Time (SCT) Table – Yards Per Second (YPS)

When computing SCT's, the **actual** jumping height of the dog is used in determining the time. It is always based on the **Competition Division equivalent jump height** and the actual division, level, and jump height the dog enters to jump at.

Competition Division height SCT + XX% (Division) = time

Some Examples:

- SCT for a 22" and under dog entering the Select Division at the 16" jump height = Competition 20/24" time + 15%
- SCT for an 18" and under dog entering the Veterans Division at the 8" jump height = Competition 16" time + 20%
- SCT for an 18" and under dog entering the Veterans Division at the 12" jump height (handler choice) = Competition 16" time + 20%.
- SCT for an 18" and under dog entering the Grand Veterans Division at the 8" or 4" jump height = Competition 16" time + 25%
- SCT for a 22" and under dog entering the Select Division at the 20" jump height = Competition 20/24" time + 15%
- SCT for a dog entering 16" Select Division jumping the dog at 16" = Competition 20/24" time + 15%

Competition Division	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Beginner	2.15	2.15	2.15	2.40	2.65
Intern	2.60	2.60	2.65	2.90	3.15
Specialist	3.10	3.10	3.15	3:35	3.55
Select Division	15 % more time than competition	15 % more time than competition	15 % more time than competition	15 % more time than competition	15 % more time than competition
Veterans Division	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition
Grand Veterans Division	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition
Jr. Handler Division Up to Age 16	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Weather or surface may create unique circumstances that warrant the judge to vary the preset SCT times above. These circumstances may include thick sand, intense heat, excessive rain, slippery conditions, and muddy conditions. The judge may add up to 20% to course time depending on severity.

Jumpers Standard Course Time (SCT) Table – Yards Per Second (YPS)

Competition Division	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Beginner	3.00	3.00	3.30	3.50	3.70
Intern	3.40	3.40	3.70	3.90	4.10
Specialist	3.80	3.80	4.10	4.30	4.50
Select Division	15 % more time than competition	15 % more time than competition	15 % more time than competition	15 % more time than competition	15 % more time than competition
Veterans Division	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition
Grand Veterans Division	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition
Jr. Handler Division Up to Age 16	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Weather or surface may create unique circumstances that warrant the judge to vary the preset SCT times above. These circumstances may include thick sand, intense heat, excessive rain, slippery conditions, and muddy conditions. The judge may add up to 20% to course time depending on severity.

SECTION 6

Dogs On Course in North America, LLC North America Challenge (Championship Qualifier)

North America Challenge Event

Handlers must enter the highest level (Specialist or Intern) and division (Competition, Select, Veteran, Jr. Handlers, or Grand Veterans) that they qualified in the NORTH AMERICA CHALLENGE prior to the closing date of the current championship. If the team has moved from one division to another division permanently – i.e. Competition to Select or to Veterans, they may use the higher qualification to enter the current division they are running in. This change must be made prior to the cutoff date. It is also understood that handlers requesting this move feel that their dog may require additional time and that a lower jump height would be in the best interested of their dog and are not using this assistance just to obtain a competitive advantage for the championships. Any move to a different division becomes a permanent move.

- Competitors may not enter a higher level of North America Challenge than they have qualified at.
- It is acceptable to enter at a higher level if so desired.

What level do I enter North America Challenge at for the trials?

Dogs competing in ASCA Elite Regular agility, NADAC Elite Regular agility, CPE Level 4, 5 and C, Dogs that have completed their MADC (Masters Agility dog of Canada), or competing at the Master's level Agility in the Agility Association of Canada, USDAA Masters Standard Agility, PIII STD in USDAA or AKC Agility Excellent 'A' Standard class, MUST enter Specialist level North America Challenge to be eligible for the 2012 DOCNA championship. Qualification at the Intern Level of NAC will not be accepted.

For those competitors that are remaining at the Intern Standard Level and not moving to Specialist Standard, the availability to earn a NAC Intern Award is attainable by earning 5 NAC Intern Qualifiers.

All competitors running at the Specialist Level in Standard or at any top level in Standard in any venue, must enter at the Specialist Level of North America Challenge and obtain a Q within the allotted time frame to be eligible for any given years championships. You should not be remaining in Intern to earn this title.

Dogs running at Specialist Standard in DOCNA, must enter the North American Challenge at the Specialist Level.

- **All other competitors should enter at the Intern Level of North America Challenge (this includes beginners)**
- Dogs competing at Specialist Standard in DOCNA and must obtain a Specialist North America Challenge qualification during the required period of time to be eligible for championships.

Competitors entering the North America Challenge Event must enter at the Division in which they compete in Standard at: Competition, Select, Veteran, Jr. Handler or Grand Veteran.

Please refer to rulebook Section 4 for detailed information on the NAC event rules.

Dogs On Course in North America, LLC North America Challenge Championships

This section has been moved to Appendix B: DOCNA National Championships Information. Please look for it there. Current and future championships information and updates will also be posted online at <http://www.docna.com/Championships.aspx>.

SECTION 7

Dogs On Course in North America, LLC Group/Club Membership

This section has been moved to Appendix C: Membership and Guide to Hosting a Trial. Please look for it there.

Dogs On Course in North America, LLC DOCNA Member and Dog Registration Database

Because we value the competitor's choice to spend their time and agility dollars having fun with their dogs in this organization, DOCNA has plans underway to build a competitor database that will allow competitors to register their dogs online and view their individual records for trials and title listings online.

At this time, membership access to the DOCNA database is free to all competitors with a registered dog. In the future, a reasonable yearly fee (to be determined) may be required to access the service. This fee will help to maintain the site and compensate for the services being offered.

Because this data is used to print awards and mailing labels for title certificates, it is up to each DOCNA member to keep this data current. DOCNA does not sell or trade any personal information under any circumstances. Please review our Privacy Policy online at <http://www.docna.com/Privacy.aspx>.

SECTION 8

Dogs On Course in North America, LLC Titling Awards

Table of Qualifying Rounds required for each Event and the Award or Merit Award recognized by each achievement level

For More Detailed title information with examples, please view the Appendix A.

A handler may move up in any event to the next level once they have completed the events requirements. They may also wish to complete the Merit Award for the Level by obtaining all the requirements of the row.

A handler team is not required to move up once they have completed the basic requirement for each event. They may wish to remain at a level in one or more of the different events and collect Qualifying Rounds towards merit requirements.

When viewing the award/titling tables, please note there are both **horizontal** and **vertical** titling/awards.

Awards are a continuation of a collection of Qualifying rounds, for example in Competition Beginner's Jumpers, 3 Qualifying Rounds earns a C-BJA

Names and Mailing Addresses for Award Certificate Generation

Award certificates are generated automatically using the information listed provided by the DOCNA member in the DOCNA Dog Registration Database. Certificates are mailed to the address listed in the database. The owners name as is listed in the database and the dog's registered name as is listed in the database is what is put on the certificate. There will be a \$5 per certificate reprinting cost to correct misspellings or replace lost certificates due to an incorrect mailing address. Please make every effort to keep your database information up to date.

BEGINNER LEVEL – ALL DIVISIONS

All Divisions Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Beginner MERIT AWARDS	3 Qualifying Rounds	3 Qualifying Rounds of any combination of Gambles	3 Qualifying Rounds	1 Qualifying Round	1 Qualifying Round (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	C-BAA S-BAA V-BAA GV-BAA JH-BAA	(DIVISION) BEGINNER AGILITY AWARD
Division Title	C-BSA S-BSA V-BSA GV-BSA JH-BSA	C-BGA S-BGA V-BGA GV-BGA JH-BGA	C-BJA S-BJA V-BJA GV-BJA JH-BJA	C-BSLA S-BSLA V-BSLA GV-BSLA JH-BSLA	C-BTA S-BTA V-BTA GV-BTA Not required			

A handler/dog team may move up in any event to the next level once they have completed the events requirements. They may also wish to complete the Merit Award for the Level by obtaining all the requirements of the row.

A handler/dog team is not required to move up once they have completed the basic requirement for each event. They may wish to remain at a level in one or more of the different events and collect Qualifying Rounds towards Merit requirements.

All Divisions Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Beginner MERIT AWARDS	10 Qualifying Rounds	5 Qualifying Rounds of any combination of Gambles	5 Qualifying Rounds	3 Qualifying Rounds Snakes 'N Ladders	2 Qualifying Rounds in Trigility (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	C-BAMA S-BAMA V-BAMA GV-BAMA JH-BAMA	(DIVISION) BEGINNER AGILITY MERIT AWARD

Handlers may wish to remain at a level and the opportunity to earn Bronze, Silver, Gold, Platinum and Double Platinum Awards To reach the level in each, please refer to the table below.

Example: Bronze - C-BAMA

Bronze C (DIVISION) – B (LEVEL) MA (AWARD) = Bronze - Competition - Beginner Agility Merit Award

Division Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Bronze Beginner Merit Award	15 Qualifying Rounds	10 Qualifying Rounds of any combination of Gambles	10 Qualifying Rounds	5 Qualifying Rounds	3 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Bronze C-BAMA S-BAMA V-BAMA GV-BAMA JH-BAMA	BRONZE (DIVISION) BEGINNER AGILITY MERIT AWARD

Division Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Silver Beginner Merit Award	20 Qualifying Rounds	15 Qualifying Rounds of any combination of Gambles	15 Qualifying Rounds	7 Qualifying Rounds	4 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Silver C-BAMA S-BAMA V-BAMA GV-BAMA JH-BAMA	SILVER (DIVISION) BEGINNER AGILITY MERIT AWARD

Division Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Gold Beginner Merit Award	30 Qualifying Rounds	20 Qualifying Rounds of any combination of Gambles	20 Qualifying Rounds	9 Qualifying Rounds	5 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Gold C-BAMA S-BAMA V-BAMA GV-BAMA JH-BAMA	GOLD (DIVISION) BEGINNER AGILITY MERIT AWARD

Division Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Platinum Beginner Merit Award	40 Qualifying Rounds	25 Qualifying Rounds of any combination of Gambles	25 Qualifying Rounds	12 Qualifying Rounds	6 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Platinum C-BAMA S-BAMA V-BAMA GV-BAMA JH-BAMA	PLATINUM (DIVISION) BEGINNER AGILITY MERIT AWARD

Division Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Double Platinum Beginner Merit Award	50 Qualifying Rounds	30 Qualifying Rounds of any combination of Gambles	30 Qualifying Rounds	15 Qualifying Rounds	7 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Double Platinum C-BAMA S-BAMA V-BAMA GV-BAMA JH-BAMA	DOUBLE PLATINUM (DIVISION) BEGINNER AGILITY MERIT AWARD

INTERN LEVEL – ALL DIVISIONS

All Divisions Beginner Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Intern MERIT AWARDS	3 Qualifying Rounds	3 Qualifying Rounds of any combination of Gambles	3 Qualifying Rounds	1 Qualifying Round	1 Qualifying Round (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	C-IAA S-IAA V-IAA GV-IAA JH-IAA	(DIVISION) INTERN AGILITY AWARD
Division Title	C-ISA S-ISA V-ISA GV-ISA JH-ISA	C-IGA S-IGA V-IGA GV-IGA JH-IGA	C-IJA S-IJA V-IJA GV-IJA JH-IJA	C-ISLA S-ISLA V-ISLA GV-ISLA JH-ISLA	C-ITA S-ITA V-ITA GV-ITA Not required			

A handler/dog team may move up in any event to the next level once they have completed the events requirements. They may also wish to complete the Merit Award for the Level by obtaining all the requirements of the row.

A handler/dog team is not required to move up once they have completed the basic requirement for each event. They may wish to remain at a level in one or more of the different events and collect Qualifying Rounds towards Merit requirements.

All Divisions Intern Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Intern MERIT AWARDS	10 Qualifying Rounds	5 Qualifying Rounds of any combination of Gambles	5 Qualifying Rounds	3 Qualifying Rounds Snakes 'N Ladders	2 Qualifying Rounds in Trigility (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	C-IAMA S-IAMA V-IAMA GV-IAMA JH-IAMA	(DIVISION) INTERN AGILITY MERIT AWARD

Handlers may wish to remain at a level and the opportunity to earn Bronze, Silver, Gold, Platinum and Double Platinum Awards. To reach the level in each, please refer to the table below.

Example: Bronze - C-IAMA

Bronze C (DIVISION) – I (LEVEL) A (AWARD) = Bronze - Competition - INTERN Agility Merit Award

Division Intern Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Bronze Intern Merit Award	15 Qualifying Rounds	10 Qualifying Rounds of any combination of Gambles	10 Qualifying Rounds	5 Qualifying Rounds	3 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Bronze C-IAMA S-IAMA V-IAMA GV-IAMA JH-IAMA	BRONZE (DIVISION) INTERN AGILITY MERIT AWARD

Silver Intern Merit Award	20 Qualifying Rounds	15 Qualifying Rounds of any combination of Gambles	15 Qualifying Rounds	7 Qualifying Rounds	4 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Silver C-IAMA S-IAMA V-IAMA GV-IAMA JH-IAMA	SILVER (DIVISION) INTERN AGILITY MERIT AWARD
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Gold Intern Merit Award	30 Qualifying Rounds	20 Qualifying Rounds of any combination of Gambles	20 Qualifying Rounds	9 Qualifying Rounds	5 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Gold C-IAMA S-IAMA V-IAMA GV-IAMA JH-IAMA	GOLD (DIVISION) INTERN AGILITY MERIT AWARD
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Platinum Intern Merit Award	40 Qualifying Rounds	25 Qualifying Rounds of any combination of Gambles	25 Qualifying Rounds	12 Qualifying Rounds	6 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Platinum C-IAMA S-IAMA V-IAMA GV-IAMA JH-IAMA	PLATINUM (DIVISION) INTERN AGILITY MERIT AWARD
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Double Platinum Intern Merit Award	50 Qualifying Rounds	30 Qualifying Rounds of any combination of Gambles	30 Qualifying Rounds	15 Qualifying Rounds	7 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Double Platinum C-IAMA S-IAMA V-IAMA GV-IAMA JH-IAMA	PLATINUM (DIVISION) INTERN AGILITY MERIT AWARD
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SPECIALIST LEVEL – ALL DIVISIONS

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Specialist MERIT AWARDS	5 Qualifying Rounds	5 Qualifying Rounds of any combination of Gambles	5 Qualifying Rounds	3 Qualifying Rounds	2 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	C-SAA S-SAA V-SAA GV-SAA JH-SAA	(DIVISION) SPECIALIST AGILITY AWARD
Division Title	C-SSA S-SSA V-SSA GV-SSA JH-SSA	C-SGA S-SGA V-SGA GV-SGA JH-SGA	C-SJA S-SJA V-SJA GV-SJA JH-SJA	C-SSLA S-SSLA V-SSLA GV-SSLA JH-SSLA	C-STA S-STA V-STA GV-STA Not required			

MERIT OF EXCELLENCE AWARDS – ALL DIVISIONS

• **Completion of Standard, Jumpers, Gamblers Requirements**

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Specialist MERIT AWARDS	15 Qualifying Rounds	10 Qualifying Rounds of any combination of Gambles	10 Qualifying Rounds	(not required)	(not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	C-MEX S-MEX V-MEX GV-MEX JH-MEX	(DIVISION) MERIT of EXCELLENCE
Division Title	C-SSMA S-SSMA V-SSMA GV-SSMA JH-SSMA	C-SGMA S-SGMA V-SGMA GV-SGMA JH-SGMA	C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA					(DIVISION) SPECIALIST AGILITY MERIT AWARD

Merit of Excellence Awards – ALL DIVISIONS

Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond Levels

Merit of Excellence Level Awards – Competition of a Designated Row of Events

Completion of Standard, Jumpers, Gamblers, Snakes 'N Ladders and Trigility Requirements

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Bronze Specialist Merit Award	20 Qualifying Rounds	15 Qualifying Rounds of any combination of Gambles	15 Qualifying Rounds	7 Qualifying Rounds	5 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Bronze - C-MEX S-MEX V-MEX GV-MEX JH-MEX	BRONZE (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	BRONZE - C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	BRONZE - C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	BRONZE - C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	BRONZE - C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	BRONZE - C-STMA S-STMA V-STMA GV-STMA Not required			

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Silver Specialist Merit Award	30 Qualifying Rounds	20 Qualifying Rounds of any combination of Gambles	20 Qualifying Rounds	10 Qualifying Rounds	7 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Silver - C-MEX S-MEX V-MEX GV-MEX JH-MEX	SILVER (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	SILVER - C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	SILVER - C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	SILVER - C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	SILVER - C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	SILVER - C-STMA S-STMA V-STMA GV-STMA Not required			

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Gold Specialist Merit Award	50 Qualifying Rounds	30 Qualifying Rounds of any combination of Gambles	30 Qualifying Rounds	15 Qualifying Rounds	10 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Gold - C-MEX S-MEX V-MEX GV-MEX JH-MEX	GOLD (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	GOLD - C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	GOLD - C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	GOLD - C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	GOLD - C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	GOLD - C-STMA S-STMA V-STMA GV-STMA Not required			

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Platinum Specialist Merit Award	75 Qualifying Rounds	40 Qualifying Rounds of any combination of Gambles	40 Qualifying Rounds	20 Qualifying Rounds	15 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Platinum C-MEX S-MEX V-MEX GV-MEX JH-MEX	PLATINUM (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	PLATINUM C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	PLATINUM C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	PLATINUM C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	PLATINUM C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	PLATINUM C-STMA S-STMA V-STMA GV-STMA Not required			

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Double Platinum Specialist Merit Award	100 Qualifying Rounds	50 Qualifying Rounds of any combination of Gambles	50 Qualifying Rounds	25 Qualifying Rounds	20 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Double Platinum C-MEX S-MEX V-MEX GV-MEX JH-MEX	DOUBLE PLATINUM (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	DOUBLE PLATINUM C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	DOUBLE PLATINUM C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	DOUBLE PLATINUM C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	DOUBLE PLATINUM C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	DOUBLE PLATINUM C-STMA S-STMA V-STMA GV-STMA Not required			

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Ruby Specialist Merit Award	200 Qualifying Rounds	100 Qualifying Rounds of any combination of Gambles	100 Qualifying Rounds	50 Qualifying Rounds	50 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Ruby C-MEX S-MEX V-MEX GV-MEX JH-MEX	Ruby (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	Ruby C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	Ruby C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	Ruby C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	Ruby C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	Ruby C-STMA S-STMA V-STMA GV-STMA Not required			

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Sapphire Specialist Merit Award	400 Qualifying Rounds	200 Qualifying Rounds of any combination of Gambles	200 Qualifying Rounds	100 Qualifying Rounds	100 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Sapphire C-MEX S-MEX V-MEX GV-MEX JH-MEX	Sapphire (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	Sapphire C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	Sapphire C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	Sapphire C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	Sapphire C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	Sapphire C-STMA S-STMA V-STMA GV-STMA Not required			

All Divisions Specialist Level	Standard Agility	Traditional Gamblers And Strategic Time Gamble	Jumpers	Snakes 'N Ladders	Trigility	Completion Of Row	Abbreviated Title	Title
Diamond Specialist Merit Award	1000 Qualifying Rounds	500 Qualifying Rounds of any combination of Gambles	500 Qualifying Rounds	250 Qualifying Rounds	250 Qualifying Rounds (JH – not required)	Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Diamond C-MEX S-MEX V-MEX GV-MEX JH-MEX	Diamond (DIVISION) SPECIALIST MERIT of EXCELLENCE AWARD
Division Title	Diamond C-SSMA S-SSMA V-SSMA GV-SSMA JH-ISA	Diamond C-SGMA S-SGMA V-SGMA GVSGMA JH-SGMA	Diamond C-SJMA S-SJMA V-SJMA GV-SJMA JH-SJMA	Diamond C-SSLMA S-SSLMA V-SSLMA GV-SSLMA JH-SSLMA	Diamond C-STMA S-STMA V-STMA GV-STMA Not required			

Award Levels

Divisions: Competition /Select/Veteran/Grand Veteran /Junior Handler

Levels: Beginner/Intern/Specialist

() Number of Qualifying Rounds Required for Award

STANDARD (AGILITY) AWARD

C-BSA = Competition - Beginner Standard Award (3)

S-BSA = Select - Beginner Standard Award (3)

V-BSA = Veteran - Beginner Standard Award (3)

GV-BSA = Grand Veteran - Beginner Standard Award (3)

JH-BSA = Junior Handler - Beginner Standard Award (3)

C-ISA = Competition - Intern Standard Award (3)

S-ISA = Select - Intern Standard Award (3)

V-ISA = Veteran - Intern Standard Award (3)

GV-ISA = Grand Veteran - Intern Standard Award (3)

JH-ISA = Junior Handler - Intern Standard Award (3)

C-SSA = Competition - Specialist Standard Award (5)

S-SSA = Select - Specialist Standard Award (5)

V-SSA = Veteran - Specialist Standard Award (5)

GV-SSA = Grand Veteran - Specialist Standard Award (5)

JH-SSA = Junior Handler - Specialist Standard Award (5)

STANDARD (AGILITY) MERIT AWARDS

*** There are no Merit Award for Beginner or Intern in the individual events, awards are earned by completing the Merit Levels

Specialist Level- All Divisions

C-SSMA = Competition - Specialist Standard Merit Award (15)

S-SSMA = Select - Specialist Standard Merit Award (15)

V-SSMA = Veteran - Specialist Standard Merit Award (15)

GV-SSMA = Grand Veteran - Specialist Standard Merit Award (15)

JH-SSMA = Junior Handler - Specialist Standard Merit Award (15)

Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond Standard Agility Merit Awards

Specialist Level - All Divisions

Example: Silver-V- SSMA

Silver **V** (DIVISION) -**S** (LEVEL) **S** (EVENT) **MA** (MERIT AWARD) = Silver - Veterans - Specialist Standard Merit Award

GAMBLERS AWARD

- **is a combination award for Traditional and Strategic Time Gambles**

C-BGA = Competition - Beginner Gamblers Award (3)

S-BGA = Select - Beginner Gamblers Award (3)

V-BGA = Veteran - Beginner Gamblers Award (3)

GV-BGA = Grand Veteran - Beginner Gamblers Award (3)

JH-BGA = Junior Handler - Beginner Gamblers Award (3)

C-IGA = Competition - Intern Gamblers Award (3)

S-IGA = Select - Intern Gamblers Award (3)

V-IGA = Veteran - Intern Gamblers Award (3)

GV-IGA = Grand Veteran - Intern Gamblers Award (3)

JH-IGA = Junior Handler - Intern Gamblers Award (3)

C-SGA = Competition - Specialist Gamblers Award (5)

S-SGA = Select - Specialist Gamblers Award (5)

V-SGA = Veteran - Specialist Gamblers Award (5)

GV-SGA = Grand Veteran - Specialist Gamblers Award (5)

JH-SGA = Junior Handler - Specialist Gamblers Award (5)

GAMBLERS MERIT AWARDS - is a combination award for Traditional and Strategic Time Gamble

*** There are no Merit Award for Beginner or Intern in the individual events, awards are earned by completing the Merit Levels.

Specialist Level- All Divisions

C-SGMA = Competition - Specialist Gamblers Merit Award (10)
S-SGMA = Select - Specialist Gamblers Merit Award (10)
V-SGMA = Veteran - Specialist Gamblers Merit Award (10)
GV-SGMA = Grand Veteran - Gamblers Agility Merit Award (10)
JH-SGMA = Junior Handler - Gamblers Agility Merit Award (10)

Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond Gamblers Merit Awards

Specialist Level - All Divisions

Example: Silver-V- SGMA

Silver V (DIVISION) -**S** (LEVEL) **G** (EVENT) **MA** (MERIT AWARD) = Silver - Veterans - Specialist Gamblers Merit Award

JUMPERS AWARD

C-BJA = Competition - Beginner Jumpers Award (3)
S-BJA = Select - Beginner Jumpers Award (3)
V-BJA = Veteran - Beginner Jumpers Award (3)
GV-BJA = Grand Veteran - Beginner Jumpers Award (3)
JH-BJA = Junior Handler - Beginner Jumpers Award (3)

C-IJA = Competition - Intern Jumpers Award (3)
S-IJA = Select - Intern Jumpers Award (3)
V-IJA = Veteran - Intern Jumpers Award (3)
GV-IJA = Grand Veteran - Intern Jumpers Award (3)
JH-IJA = Junior Handler - Intern Jumpers Award (3)

C-SJA = Competition - Specialist Jumpers Award (5)
S-SJA = Select - Specialist Jumpers Award (5)
V-SJA = Veteran - Specialist Jumpers Award (5)
GV-SJA = Grand Veteran - Specialist Jumpers Award (5)
JH-SJA = Junior Handler - Specialist Jumpers Award (5)

JUMPERS MERIT AWARDS

*** There are no Merit Award for Beginner or Intern in the individual events, awards are earned by completing the Merit Levels

Specialist Level- All Divisions

C-SGMA = Competition - Specialist Jumpers Merit Award (10)
S-SGMA = Select - Specialist Jumpers Merit Award (10)
V-SGMA = Veteran - Specialist Jumpers Merit Award (10)
GV-SGMA = Grand Veteran - Jumpers Agility Merit Award (10)
JH-SGMA = Junior Handler - Jumpers Agility Merit Award (10)

Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond Jumper Merit Awards

Specialist Level - All Divisions

Example: Silver-V- SJMA

Silver V (DIVISION) -**S** (LEVEL) **J** (EVENT) **MA** (MERIT AWARD) = Silver - Veterans - Specialist Jumpers Merit Award

SNAKES 'N LADDERS AWARD -

C-BSLA = Competition - Beginner Snakes 'N Ladders Award (1)
S-BSLA = Select - Beginner Snakes 'N Ladders Award (1)
V-BSLA = Veteran - Beginner Snakes 'N Ladders Award (1)
GV-BSLA = Grand Veteran - Beginner Snakes 'N Ladders Award (1)
JH-BSLA = Junior Handler - Beginner Snakes 'N Ladders Award (1)
C-ISLA = Competition - Intern Snakes 'N Ladders Award (1)

S-ISLA = Select - Intern Snakes 'N Ladders Award (1)
V-ISLA = Veteran - Intern Snakes 'N Ladders Award (1)
GV-ISLA = Grand Veteran - Snakes 'N Ladders Award (1)
JH-ISLA = Junior Handler - Snakes 'N Ladders Award (1)

C-SSLA = Competition - Specialist Snakes 'N Ladders Award (3)
S-SSLA = Select - Specialist Snakes 'N Ladders Award (3)
V-SSLA = Veteran - Specialist Snakes 'N Ladders Award (3)
GV-SSLA = Grand Veteran - Specialist Snakes 'N Ladders Award (3)
JH-SSLA = Junior Handler - Specialist Snakes 'N Ladders Award (3)

SNAKES 'N LADDERS MERIT AWARDS

*** There are no Merit Award for Beginner or Intern in the individual events, awards are earned by completing the Merit Levels

*** There is no Snakes 'N Ladders Merit Award at the Specialist level, it starts off with Bronze

Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond Snakes 'N Ladders Merit Awards

Specialist Level – All Divisions

Example: Bronze - C-SSLMA

Bronze **C** (DIVISION) – **S** (LEVEL) **C** (EVENT) **MA** (MERIT AWARD) = Bronze - Competition - Specialist Snakes 'N Ladders Merit Award

TRIGILITY AWARD -

C-BTA = Competition - Beginner Trigility Award (1)
S-BTA = Select - Beginner Trigility Award (1)
V-BTA = Veteran - Beginner Trigility Award (1)
GV-BTA = Grand Veteran - Beginner Trigility Award (1)
JH-BTA = Junior Handler - Beginner Trigility Award (1) – Optional Award

C-ITA = Competition - Intern Trigility Award (1)
S-ITA = Select - Intern Trigility Award (1)
V-ITA = Veteran - Intern Trigility Award (1)
GV-ITA = Grand Veteran - Intern Trigility Award (1)
JH-ITA = Junior Handler - Intern Trigility Award (1) – Optional Award

C-STA = Competition - Specialist Trigility Award (2)
S-STA = Select - Specialist Trigility Award (2)
V-STA = Veteran - Specialist Trigility Award (2)
GV-STA = Grand Veteran - Specialist Trigility Award (2)
JH-STA = Junior Handler - Specialist Trigility Award (2) – Optional Award

TRIGILITY MERIT AWARDS

*** There are no Merit Award for Beginner or Intern in the individual events, awards are earned by completing the Merit Levels

*** There is no Trigility Merit Award at the Specialist level, it starts off with Bronze

Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond Trigility Merit Awards

Specialist Level – All Divisions

Example: Bronze - C-STMA

Bronze **C** (DIVISION) – **S** (LEVEL) **T** (EVENT) **MA** (MERIT AWARD) = Bronze - Competition - Specialist Trigility Merit Award

TITLE AWARDS - Competition of a Designated Row of Events

Divisions: Select/Veteran/Grand Veteran /Junior Handler Level

- Beginner/Intern/Specialist Level Awards – Competition of a Designated Row of Events
- Completion of Standard, Gamblers, Jumpers, Snakes 'N Ladders and Trigility requirements

Beginner Level Awards

Agility Award - Requirements - (3-S, 3-G, 3-J, 1 - S 'N L, 1 - Tri)

C-BAA = Competition – Beginner Agility Award

S-BAA = Select – Beginner Agility Award

V-BAA = Veterans – Beginner Agility Award

GV-BAA = Grand Veterans – Beginner Agility Award

JH- BAA = Junior Handler – Beginner Agility Award (Trigility not required)

Agility Merit Award - Requirements - (10-S, 5-G, 5-J, 3 - S 'N L, 2 - Tri)

C-BAMA = Competition – Beginner Agility Merit Award

S-BAMA = Select – Beginner Agility Merit Award

V-BAMA = Veterans – Beginner Agility Merit Award

GV-BAMA = Grand Veterans – Beginner Agility Merit Award

JH-BAMA = Junior Handler – Beginner Agility Merit Award (Trigility not required)

Beginner Level -Bronze, Silver, Gold, Platinum, Double Platinum Agility Merit Awards

Bronze Agility Merit Award - Requirements - (15-S, 10-G, 10-J, 5 - S 'N L, 3 - Tri)

Bronze -C-BAMA = Bronze - Competition – Beginner Agility Merit Award

Bronze S-BAMA = Bronze Select – Beginner Agility Merit Award

Bronze V-BAMA = Bronze Veterans – Beginner Agility Merit Award

Bronze GV-BAMA = Bronze Grand Veterans – Beginner Agility Merit Award

Bronze JH-BAMA = Bronze Junior Handler – Beginner Agility Merit Award (Trigility not required)

Silver Agility Merit Award

Beginner Level - Requirements - (20-S, 15-G, 15-J, 7 - S 'N L, 4 - Tri)

Silver C-BAMA = Silver Competition – Beginner Agility Merit Award

Silver S-BAMA = Silver Select – Beginner Agility Merit Award

Silver V-BAMA = Silver Veterans – Beginner Agility Merit Award

Silver GV-BAMA = Silver Grand Veterans – Beginner Agility Merit Award

Silver JH-BAMA = Silver Junior Handler – Beginner Agility Merit Award (Trigility not required)

Gold Agility Merit Award - Requirements - (30-S, 20-G, 20-J, 9 - S 'N L, 5 - Tri)

Gold C-BAMA = Gold Competition – Beginner Agility Merit Award

Gold S-BAMA = Gold Select – Beginner Agility Merit Award

Gold V-BAMA = Gold Veterans – Beginner Agility Merit Award

Gold GV-BAMA = Gold Grand Veterans – Beginner Agility Merit Award

Gold JH-BAMA = Gold Junior Handler – Beginner Agility Merit Award (Trigility not required)

Platinum Agility Merit Award - Requirements - (40-S, 25-G, 25-J, 12 - S 'N L, 6 - Tri)

Platinum C-BAMA = Platinum Competition – Beginner Agility Merit Award

Platinum S-BAMA = Platinum Select – Beginner Agility Merit Award

Platinum V-BAMA = Platinum Veterans – Beginner Agility Merit Award

Platinum GV-BAMA = Platinum Grand Veterans – Beginner Agility Merit Award

Platinum JH-BAMA = Platinum Junior Handler – Beginner Agility Merit Award (Trigility not required)

Double Platinum Agility Merit Award - Requirements - (50-S,30-G,30-J,15- S 'N L,7-Tri)

Double Platinum C-BAMA = Double Platinum Competition – Beginner Agility Merit Award

Double Platinum S-BAMA = Double Platinum Select – Beginner Agility Merit Award

Double Platinum V-BAMA = Double Platinum Veterans – Beginner Agility Merit Award

Double Platinum GV-BAMA = Double Platinum Grand Veterans – Beginner Agility Merit Award

Double Platinum JH-BAMA = Double Platinum Junior Handler – Beginner Agility Merit Award (Trigility not required)

Intern Level Awards:

Competition of a Designated Row of Events

Divisions: Competition/Select/Veteran/Grand Veteran /Junior Handler

Agility Award - Requirements - (3-S, 3-G, 3-J, 1 - S 'N L, 1 - Tri)

C-IAA = Competition – Intern Agility Award

S-IAA = Select – Intern Agility Award

V-IAA = Veterans – Intern Agility Award

GV-IAA = Grand Veterans Intern Agility Award

JH- IAA = Junior Handler – Intern Agility Award (Trigility not required)

Agility Merit Award - Requirements - (10-S, 5-G, 5-J, 3 - S 'N L, 2 - Tri)

C-IAMA = Competition – Intern Agility Merit Award

S-IAMA = Select – Intern Agility Merit Award

V-IAMA = Veterans – Intern Agility Merit Award

GV-IAMA = Grand Veterans Intern Agility Merit Award

JH-IAMA = Junior Handler – Intern Agility Merit Award (Trigility not required)

Intern Level - Bronze, Silver, Gold, Platinum, Double Platinum Agility Merit Awards

Bronze Agility Merit Award - Requirements - (15-S, 10-G, 10-J, 5 - S 'N L, 3 - Tri)

Bronze C-IAMA = Bronze Competition – Intern Agility Merit Award

Bronze S-IAMA = Bronze Select – Intern Agility Merit Award

Bronze V-IAMA = Bronze Veterans – Intern Agility Merit Award

Bronze GV-IAMA = Bronze Grand Veterans -Intern Agility Merit Award

Bronze JH-IAMA = Bronze Junior Handler – Intern Agility Merit Award (Trigility not required)

Silver Agility Merit Award - Requirements - (20-S, 15-G, 15-J, 7 - S 'N L, 4 - Tri)

Silver C-IAMA = Silver Competition – Intern Agility Merit Award

Silver S-IAMA = Silver Select – Intern Agility Merit Award

Silver V-IAMA = Silver Veterans – Intern Agility Merit Award

Silver GV-IAMA = Silver Grand Veterans Agility Intern Merit Award

Silver JH-IAMA = Silver Junior Handler – Intern Agility Merit Award (Trigility not required)

Gold Agility Merit Award - Requirements - (30-S, 20-G, 20-J, 9 - S 'N L, 5 - Tri)

Gold C-IAMA = Gold Competition – Intern Agility Merit Award

Gold S-IAMA = Gold Select – Intern Agility Merit Award

Gold V-IAMA = Gold Veterans – Intern Agility Merit Award

Gold GV-IAMA = Gold Grand Veterans Intern Agility Merit Award

Gold JH-IAMA = Gold Junior Handler – Intern Agility Merit Award (Trigility not required)

Platinum Agility Merit Award - Requirements - (40-S, 25-G, 25-J, 12 - S 'N L, 6 - Tri)

Platinum C-IAMA = Platinum Competition – Intern Agility Merit Award

Platinum S-IAMA = Platinum Select – Intern Agility Merit Award

Platinum V-IAMA = Platinum Veterans – Intern Agility Merit Award

Platinum GV-IAMA = Platinum Grand Veterans Intern Agility Merit Award

Platinum JH-IAMA = Platinum Junior Handler – Intern Agility Merit Award (Trigility not required)

Double Platinum Agility Merit Award - Requirements - (50-S,30-G,30-J,15- S 'N L,7-Tri)

Double Platinum C-IAMA = Double Platinum Competition – Intern Agility Merit Award

Double Platinum S-IAMA = Double Platinum Select – Intern Agility Merit Award

Double Platinum V-IAMA = Double Platinum Veterans – Intern Agility Merit Award

Double Platinum GV-IAMA = Double Platinum Grand Veterans Intern Agility Merit Award

Double Platinum JH-IAMA = Double Platinum Junior Handler – Intern Agility Merit Award (Trigility not required)

Specialist Level Awards:

Competition of a Designated Row of Events

Divisions: Competition/Select/Veteran/Grand Veteran /Junior Handler

Agility Award - Requirements - (5-S, 5-G, 5-J, 3 - S 'N L, 2 - Tri)

C-SAA = Competition - Specialist Agility Award

S-SAA = Select - Specialist Agility Award

V-SAA = Veterans - Specialist Agility Award

GV-SAA = Grand Veterans Specialist Agility Award

JH- SAA = Junior Handler - Specialist Agility Award (Trigility not required)

Specialist Level - Merit of Excellence Awards

Merit of Excellence Award - Requirements - (15-S, 10G, 10-J)

Divisions: Competition/Select/Veteran/Grand Veteran /Junior Handler Level

Merit of Excellence Level Awards - Completion of a Designated Row of Events

Completion of Standard, Jumpers and Gamblers Requirements

C- Mex = Competition - Merit of Excellence Award

S- Mex = Select - Merit of Excellence Award

V- Mex = Veterans- Merit of Excellence Award

GV- Mex = Grand Veterans - Merit of Excellence Award

JH- Mex = Junior Handlers - Merit of Excellence Award

Specialist Level - Merit of Excellence Awards -Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond Levels

Completion of a Designated Row of Events

Divisions: Competition/Select/Veteran/Grand Veteran /Junior Handler Level

Completion of Standard, Jumpers, Gamblers, Snakes 'N Ladders and Trigility Requirements

Bronze Merit Of Excellence Awards - Requirements - (20-S, 15-G, 15-J, 7 - S 'N L, 5 - Tri)

Bronze - C -MEX = Bronze - Competition - Merit Of Excellence

Bronze - S -MEX = Bronze - Select - Merit Of Excellence

Bronze - V -MEX = Bronze - Veterans - Merit Of Excellence

Bronze - GV -MEX = Bronze - Grand Veterans - Merit Of Excellence

Bronze - JH -MEX = Bronze - Junior Handler - Merit Of Excellence (Trigility not required)

Silver Merit Of Excellence Awards - Requirements - (30-S, 20-G, 20-J, 10 - S 'N L, 7 - Tri)

Silver - C -MEX = Silver - Competition - Merit Of Excellence

Silver - S -MEX = Silver - Select - Merit Of Excellence

Silver - V -MEX = Silver - Veterans - Merit Of Excellence

Silver - GV-MEX = Silver - Grand Veterans - Merit Of Excellence

Silver - JH-MEX = Silver - Junior Handler - Merit Of Excellence (Trigility not required)

Gold Merit Of Excellence Awards- Requirements - (50-S, 30-G, 30-J, 15 - S 'N L, 10 - Tri)

Gold - C -MEX = Gold - Competition - Merit Of Excellence

Gold - S -MEX = Gold - Select - Merit Of Excellence

Gold - V -MEX = Gold - Veterans - Merit Of Excellence

Gold - GV-MEX = Gold - Grand Veterans - Merit Of Excellence

Gold - JH-MEX = Gold - Junior Handler - Merit Of Excellence (Trigility not required)

Platinum Merit Of Excellence Awards - Requirements - (75-S, 40-G, 40-J, 20 - S 'N L, 15 - Tri)

Platinum - C -MEX = Platinum - Competition - Merit Of Excellence

Platinum - S -MEX = Platinum - Select - Merit Of Excellence

Platinum - V -MEX = Platinum - Veterans - Merit Of Excellence

Platinum - GV-MEX = Platinum - Grand Veterans - Merit Of Excellence

Platinum - JH-MEX = Platinum - Junior Handler - Merit Of Excellence (Trigility not required)

Double Platinum Merit Of Excellence Awards- Requirements - (100-S,50-G,50-J,25- S 'N L,20-Tri)

Double Platinum - C -MEX = Double Platinum - Competition - Merit Of Excellence

Double Platinum - S -MEX = Double Platinum - Select - Merit Of Excellence

Double Platinum - V -MEX = Double Platinum - Veterans - Merit Of Excellence

Double Platinum - GV-MEX = Double Platinum - Grand Veterans - Merit Of Excellence

Double Platinum - JH-MEX = Double Platinum - Junior Handler - Merit Of Excellence (Trigility not required)

Ruby Merit Of Excellence Awards- Requirements - (200-S,100-G,100-J,50-S 'N L,50-Tri)

- Ruby - C -MEX = Ruby - Competition - Merit Of Excellence
- Ruby - S -MEX = Ruby - Select - Merit Of Excellence
- Ruby - V -MEX = Ruby - Veterans - Merit Of Excellence
- Ruby - GV-MEX = Ruby - Grand Veterans - Merit Of Excellence
- Ruby - JH-MEX = Ruby - Junior Handler - Merit Of Excellence (Trigility not required)

Sapphire Merit Of Excellence Awards- Requirements - (400-S,200-G,200-J,100-S 'N L,100-Tri)

- Sapphire - C -MEX = Sapphire - Competition - Merit Of Excellence
- Sapphire - S -MEX = Sapphire - Select - Merit Of Excellence
- Sapphire - V -MEX = Sapphire - Veterans - Merit Of Excellence
- Sapphire - GV-MEX = Sapphire - Grand Veterans - Merit Of Excellence
- Sapphire - JH-MEX = Sapphire - Junior Handler - Merit Of Excellence (Trigility not required)

Diamond Merit Of Excellence Awards- Requirements - (1000-S,500-G,500-J,250-S 'N L,250-Tri)

- Diamond - C -MEX = Diamond - Competition - Merit Of Excellence
- Diamond - S -MEX = Diamond - Select - Merit Of Excellence
- Diamond - V -MEX = Diamond - Veterans - Merit Of Excellence
- Diamond - GV-MEX = Diamond - Grand Veterans - Merit Of Excellence
- Diamond - JH-MEX = Diamond - Junior Handler - Merit Of Excellence (Trigility not required)

NORTH AMERICA CHALLENGE –CHAMPIONSHIP QUALIFYING ROUNDS

Intern Level:

ALL DIVISIONS	Merit Award
INTERN LEVEL	5 Qualifying Rounds
Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	C-INACMA S-INACMA V-INACMA GV-INACMA JH-INACMA

- C-INACMA = Competition Intern North America Challenge Merit Award (5)
- S-INACMA = Select Intern North America Challenge Merit Award (5)
- V-INACMA = Veteran Intern North America Challenge Merit Award (5)
- GV-INACMA = Grand Veteran Intern North America Challenge Merit Award (5)
- JH-INACMA = Junior Handler Intern North America Challenge Merit Award (5)

For those competitors that are remaining at the Intern Standard Level and not moving to Specialist Standard, the availability to earn a NAC Intern Award is attainable by earning 5 NAC Intern Qualifiers.

All competitors running at the Specialist Level in Standard or at any top level in Standard in any venue, must enter at the Specialist Level of North America Challenge and obtain a Q within the allotted time frame to be eligible for any given years championships. You should not be remaining in Intern to earn this title.

Specialist Level:

ALL DIVISIONS	Bronze Award	Silver Award	Gold Award	Platinum Award	Double Platinum Award
Specialist Level	5 Qualifying Rounds	10 Qualifying Rounds	15 Qualifying Rounds	20 Qualifying Rounds	25 Qualifying Rounds
Competition Select Veterans Grand Vet Jr. Handler AWARD LEVEL	Bronze - C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA	Silver - C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA	Gold - C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA	Platinum- C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA	Double Platinum C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA

ALL DIVISIONS	Ruby Award	Sapphire Award	Diamond Award
Specialist Level	75 Qualifying Rounds	150 Qualifying Rounds	300 Qualifying Rounds
Competition Select Veterans Grand Vet Jr. Handler	Ruby - C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA	Sapphire - C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA	Diamond - C-SNACA S-SNACA V-SNACA GV-SNACA JH-SNACA

Bronze, Silver, Gold, Platinum, Double Platinum, Ruby, Sapphire, Diamond North America Challenge Awards
B,S,G,P,DP (ACHIEVEMENT LEVEL) **C** (DIVISION) **S** (COMPETITOR LEVEL) **NAC** (EVENT) **A** (AWARD)

Bronze – C-SNACA = Bronze Competition Specialist North America Challenge Award (5)
 Bronze – S-SNACA = Bronze Select Specialist North America Challenge Award (5)
 Bronze – V-SNACA = Bronze Veteran Specialist North America Challenge Award (5)
 Bronze – GV-SNACA = Bronze Grand Veteran Specialist North America Challenge Award (5)
 Bronze – JH-SNACA = Bronze Junior Handler Specialist North America Challenge Award (5)

Silver – C-SNACA = Silver Competition Specialist North America Challenge Award (10)
 Silver – S-SNACA = Silver Select Specialist North America Challenge Award (10)
 Silver – V-SNACA = Silver Veteran Specialist North America Challenge Award (10)
 Silver – GV-SNACA = Silver Grand Veteran Specialist North America Challenge Award (10)
 Silver – JH-SNACA = Silver Junior Handler Specialist North America Challenge Award (10)

Gold – C-SNACA = Gold Competition Specialist North America Challenge Award (15)
 Gold – S-SNACA = Gold Select Specialist North America Challenge Award (15)
 Gold – V-SNACA = Gold Veteran Specialist North America Challenge Award (15)
 Gold – GV-SNACA = Gold Grand Veteran Specialist North America Challenge Award (15)
 Gold – JH-SNACA = Gold Junior Handler Specialist North America Challenge Award (15)

Platinum – C-SNACA = Platinum Competition Specialist North America Challenge Award (20)
 Platinum – S-SNACA = Platinum Select Specialist North America Challenge Award (20)
 Platinum – V-SNACA = Platinum Veteran Specialist North America Challenge Award (20)
 Platinum – GV-SNACA = Platinum Grand Veteran Specialist North America Challenge Award (20)
 Platinum – JH –SNACA = Platinum Junior Handler Specialist North America Challenge Award (20)

Double Platinum –C-SNACA = Double Platinum Competition Specialist North America Challenge Award (25)
 Double Platinum –S-SNACA = Double Platinum Select Specialist North America Challenge Award (25)
 Double Platinum –V-SNACA = Double Platinum Veteran Specialist North America Challenge Award (25)
 Double Platinum –GV-SNACA = Double Platinum Grand Veteran Specialist North America Challenge Award (25)
 Double Platinum –JH-SNACA = Double Platinum Junior Handler Specialist North America Challenge Award (25)

Ruby -C-SNACA = Ruby Competition Specialist North America Challenge Award (75)
Ruby -S-SNACA = Ruby Select Specialist North America Challenge Award (75)
Ruby -V-SNACA = Ruby Veteran Specialist North America Challenge Award (75)
Ruby -GV-SNACA = Ruby Grand Veteran Specialist North America Challenge Award (75)
Ruby -JH-SNACA = Ruby Junior Handler Specialist North America Challenge Award (75)

Sapphire -C-SNACA = Sapphire Competition Specialist North America Challenge Award (150)
Sapphire -S-SNACA = Sapphire Select Specialist North America Challenge Award (150)
Sapphire -V-SNACA = Sapphire Veteran Specialist North America Challenge Award (150)
Sapphire -GV-SNACA = Sapphire Grand Veteran Specialist North America Challenge Award (150)
Sapphire -JH-SNACA = Sapphire Junior Handler Specialist North America Challenge Award (150)

Diamond -C-SNACA = Diamond Competition Specialist North America Challenge Award (30)
Diamond -S-SNACA = Diamond Select Specialist North America Challenge Award (300)
Diamond -V-SNACA = Diamond Veteran Specialist North America Challenge Award (300)
Diamond -GV-SNACA = Diamond Grand Veteran Specialist North America Challenge Award (300)
Diamond -JH-SNACA = Diamond Junior Handler Specialist North America Challenge Award (300)