



**World Agility Open Championships  
(WAO)  
Rules & Regulations**

*As of 2 April, 2012*

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# 1. GENERAL REGULATIONS

## 1.1. Mission Statement & Objectives

To provide the ultimate in agility competition, showcasing the highest level of agility training, human/canine partnership, and athleticism; and enabling all dogs, whether pedigreed or not, to compete in an environment that is solely focused on the sport of agility. The WAO strives to provide reasonable jump height divisions, an excellent competition surface and environment, and several varieties of contests with maximum runs to adequately test teams for all the skill sets necessary to be the best in dog agility.

## 1.2. Event Information

The 2012 World Agility Open Championships are to be held 18-20 May, 2011, at the Equestrian Centre De Warre, Neeroeteren, Belgium. Check-in and warm-up sessions are scheduled for Thursday, 17 May, 2012.

The Championships are governed by the World Agility Open (WAO) rules and regulations as stated below.

The official language of the WAO is English.

## 1.3. Program of Events

### INDIVIDUAL COMPETITIONS

- **Agility Pentathlon Championship:** 2 (two) rounds of Agility, 2 (two) rounds Jumping, and 1 (one) round Speedstakes
- **Agility Biathlon Championship:** 1 round Agility and 1 round Jumping
- **Agility Games Championship:** Snooker and Gamblers

### NATIONAL TEAM COMPETITION

- **Agility Pentathlon Championship:** 2 (two) rounds of Agility, 2 (two) rounds Jumping, and 1 (one) round Speedstakes

## 1.4. Country Eligibility

Countries will be responsible for selection of their own team. A country's team management may be an agility organisation, a committee, or an individual team manager who is approved by the WAO.

Each country's team selection process must be *non-discriminatory* with regard to both handlers and dogs, and must be approved by WAO to meet this requirement. A country's team selection process must allow for at least 1 (one) dog from each height to win its way onto the team, and to run in at least the Biathlon or Pentathlon. This must be stated in each country's selection rules.

Other positions on the country's team may be filled at the discretion of the country's team management.

If a country is unable to travel with their own dogs due to the laws of the host country or excessive travel times and expense, substitute dogs may be provided by the host country. A country must make a request in writing to the WAO Organizing Committee. Requests will be evaluated by the WAO committee on a case-by-case basis.

Each country's team management and team selection criteria will be made available on the official WAO website: [www.worldagilityopen.com](http://www.worldagilityopen.com).

Each year only one organisation, committee, or team manager for a country may submit a team for the WAO. That same entity or individual will automatically be invited to submit a team for the following year's competition. Only in the event that the invitation is declined can another organisation, committee, or individual from the same country apply to submit a team.

## 1.5. Wildcard Entries

The WAO Organizing Committee may select a maximum of 5 (five) dogs per jump height (in addition to the returning champion Wildcards as described in Section 1.6) to attend the event as individual competitors in the Individual Agility Pentathlon, Agility Biathlon, and Agility Games events. This may include handlers who have not made their official country team or whose country has not entered a team.

Handlers who are applying for a Wildcard spot must have demonstrated world-class potential by placing in the top three of their country's National finals in the last two years, or they must have competed internationally in the last two years. Handlers must complete the wildcard entry form and submit it to the WAO Organizing Committee by the Wildcard entry deadline (see the website) in order to be considered for a wildcard spot.

Wildcard competitors who are selected may run under their country's flag as an *additional* dog for that country in the individual events *if* invited to do so by the country's team manager. In this case, however, a Wildcard competitor may not be used in the Team Pentathlon. Wildcard competitors not running under a country flag will run under the WAO flag, and there will be a WAO Wildcard Team Manager.

## 1.6. Automatic Entry for Prior Year's Medallists

The 2011 WAO Gold, Silver, and Bronze medallists in each height of the Individual Agility Pentathlon, Agility Biathlon, and Agility Games events are automatically invited to the 2012 WAO to compete as Wildcards in the event for which they won a medal in 2011 (for example, the 2011 Agility Biathlon medallists are automatically invited to compete in the 2012 Agility Biathlon).

In addition, the Individual Gold medallists from the previous year in each height of the following championship events are automatically invited to the 2012 WAO:

- FCI Agility World Championships
- European Open
- IFCS Agility World Championships

If a 2011 medal winner also qualifies for his or her country's 2012 WAO team, then the medal winner is eligible to run in any events for the team, but will run as a wildcard entry in the event for which the medal was earned. Therefore, that team will have an extra dog competing in that event. For example, if the 2011 Agility Biathlon 300mm gold medallist is from the USA and she makes the 2012 USA team, she will run in the 2012 Agility Biathlon as a Wildcard. Team USA will still be able to run 3 (three) dogs in the 300mm jump height.

## 1.7. Dog and Handler Eligibility

### DOGS

Any dog, whether pedigreed or mixed, that is healthy and sound, trained, and over 18 months of age is eligible to participate in the WAO competition.

Bitches in season may compete at the event, but they will run last in each class after all other dogs in all height divisions have run.

Dogs that are blind are not eligible.

Pregnant bitches are not eligible.

Dogs that have been exposed to any infectious disease during the 21 days prior to the event are not eligible.

All dogs must have an official vet check at registration and will be unable to compete if the official veterinarian deems that the dog is unfit to compete, or that competing may cause pain and/or considerable damage to the dog's health.

No dog shall compete if it is taped or bandaged or in any way has anything attached to it for medical purposes, unless approved by the event's official veterinarian.

No dog shall compete if it is not listed on the country's official WAO entry form, with the exception wildcard entries.

## **HANDLERS**

The WAO is open to any person, without discrimination, whom acknowledges and agrees to abide by all regulations set forth by the WAO.

Handlers must be a citizen of the country they represent, or have a birth certificate from that country, or have permanent resident status.

Note that a permanent resident who competes as a representative for their country of residency will be ineligible to compete for their country of citizenship for a period of 3 (three) years following the WAO competition in which they participated, and vice versa.

Exhibitors and/or attendees at the WAO are expected to behave in a civilized and sportsmanlike manner toward other people and toward their dogs. Failure to do so may lead to expulsion from the event, and future WAO championships, at the discretion of the WAO Organizing Committee.

Handlers are permitted to run multiple dogs in the event. However, because there will likely be more than one competition ring running simultaneously, when selecting their teams the WAO encourages each country to consider the implications to team and individual performance with regard to the rules relating to conflicting runs (see Section 4.6).

No handler shall compete if he or she is not listed on the country's official WAO entry form, with the exception of wildcard entries.

All dogs are entered in the WAO at their owners' risk. While every care will be taken, the WAO and the event management will not accept responsibility for loss, damage, or injury however caused to dogs, persons, or property while at the event.

## **POLICY ON REFUSAL OF ENTRY**

The WAO Organizing Committee may refuse the entry of any competitor or dog for just cause should the Committee view that participation by the competitor or dog could be prejudicial to the sport or the event. In such case, the Committee must notify the competitor in writing upon receipt of the entry. The burden of responsibility for the appropriateness of such action rests solely with WAO Organizing Committee.

## **ENTRY CHANGES & INJURIES**

Countries may make changes to their entry for each individual event up to 7 a.m. on Friday (the first day of WAO competition); however, only dogs and handlers listed on the original entry form may be used.

Any dog withdrawn from an individual event because of injury must be withdrawn from competition for the remainder of the WAO. The dog may be replaced in its runs by any other dog listed on the country's official WAO entry form as long as the change is made by 7 a.m. Friday morning. The replacement dog will have the original dog's running order.

If a handler is injured and cannot run in an event, a substitute handler may run the original handler's dog as long as that substitute was listed on the country's official WAO entry form.

## **RUNNING RESERVES**

Non-travelling reserves must be listed on the country's official WAO entry form.

Countries may make changes to their entry and substitute in reserves up to 7 a.m. on Friday (the first day of WAO competition).

## 1.8. Jump Height Divisions

The WAO will adhere to the following jump heights for all events:

JUMP HEIGHT NAME	DOG HEIGHT AT WITHERS	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	LONG JUMP LENGTH	TYRE HEIGHT AT CENTRE
<b>300</b>	320mm & under (12.60")	300mm (11.81")	1.7m (5'7")	300mm max	600mm (23.62")	450mm (17.71")
<b>400</b>	410mm & under (16.14")	400mm (15.75")	1.7m (5'7")	400mm max	800mm (31.49")	550mm (21.65")
<b>525</b>	500mm & under (19.69")	525mm (20.66")	1.7m (5'7")	525mm max	1050mm (41.33")	675mm (26.57")
<b>650</b>	Over 500mm (19.69")	650mm (25.59")	1.7m (5'7")	650mm max	1300mm (51.18")	800mm (31.49")

- Dogs can jump in a higher height division than their measured height.
- A dog may only jump at one height throughout the entire WAO competition (with the exception of the Team Relay).

## 1.9. Measuring Dogs

All dogs jumping less than 650mm (25.59in) will be measured by a measuring official at registration and certified at the event. If a dog's height exceeds the maximum allowed for the jump height which the dog has entered, the dog will be measured a second time by a second official, the Competition Manager. The decision from this measurement will be final. If the dog is still deemed to be over height, he will be excluded from competing in the height division entered. The dog may be moved up to a higher height division if desired, but the country's entry must still adhere to the maximum of **three** dogs per height in each individual event; therefore, if they already have **three** dogs entered at the higher height, one dog would have to be withdrawn from that individual event to accommodate the dog measuring up.

Dogs will be measured using official measuring devices. The dog will be placed in a standing position on a flat surface, such as a table. The measurement is taken from the perpendicular line from the top of the dog's withers (top of the shoulder blades) to the flat surface.

Dogs must be able to be measured. Dogs that cower, that are aggressive toward the measuring official, or that are generally difficult while being measured so that an accurate measurement cannot be obtained, may be excluded from competing at the WAO.

Once a dog has an official WAO measurement, the dog does *not* need to be measured again if he competes in subsequent WAO events.

## 1.10. Payment of Fees

At the time of entry, all countries must pay their entry fees in full. Countries will be charged 1 (one) entry fee that allows them to enter all the events as stated in the rules.

**Wildcards must pay their fees at the time they are offered the wildcard entry.**

Countries and wildcards are responsible for paying all banking fees or credit card fees incurred in relation to sending their payments and the WAO receiving their payments.

WAO does not accept responsibility for any travel, accommodation, food, clothing, or training expenses. These expenses are solely the responsibility of each team, individual, or team management.

**Countries that have not paid their entry fees by the deadline specified on the entry form will not be allowed to run in the event.**

## 2. EVENTS

### 2.1. Prizes and Awards

Rosettes and medals will be awarded to the top three placements in each WAO event, and the following titles will be awarded:

- WAO Individual Agility Pentathlon World Champion
- WAO Agility Biathlon World Champion
- WAO Agility Games World Champion
- WAO Team Agility Pentathlon World Champion

In the individual events, the winner of each jump height in each class of an event will receive a rosette and memento of his or her success.

In the Team Agility Pentathlon event, members of the winning team in each class will receive rosettes and a memento of their success.

### 2.2. Individual Agility Pentathlon Championship

**There will be a separate competition for each jump height. Each country can enter 3 (three) dogs per height.**

The Individual Pentathlon event will consist of 2 (two) Agility runs, 2 (two) Jumping runs, and an individual Speedstakes class. The combined results from the five (5) classes determine the **Individual Agility Pentathlon World Champion**. One world champion will be declared in each jump height.

**There will be a standard course time and scoring is cumulative; faults (including time faults) are added to time, and the lowest score wins in all aspects of the Pentathlon.**

Based on cumulative scores after two rounds of the event, the bottom 20% of dogs in each height division will not be allowed to advance to the third round. In the event of a tie when deciding which dogs will be dropped, the scores from Agility 1 will be used. If there is still a tie, the dogs will compete in a run-off on the **Agility 1 or Jumping 1 course, depending on the schedule**. No dogs with 2 elimination scores can move on to round 3.

Based on cumulative scores after four rounds of the event, only the top 20 dogs or top 20% (whichever is the largest number) of each height division will be eligible to run in the final round of the Pentathlon, the individual Speedstakes. In the event of a tie when deciding which dogs will move to the final round, the scores from Agility 2 will be used followed by Jumping 2, followed by Agility 1, followed by Jumping 1. If there is still a tie, the dogs will compete in a run-off on the **Agility 2 or Jumping 2 course, depending on the schedule**.

Each individual class will have a winner in each jump height who will be recognised at an awards ceremony. In the event of a tie in any class, the tied dogs will compete in a run-off for this award; however, only the score from each dog's first run will be used to calculate the Pentathlon results.

In the event of a tie for the Individual Agility Pentathlon World Champion, the scores from Individual Speedstakes will be used followed by Agility 2, followed by Jumping 2, followed by Agility 1, followed by Jumping 1. If there is still a tie, the dogs will compete in a run-off on the Individual Speedstakes course.

## SCORING

Course faults will be converted to time; for example, a 5-fault penalty will result in 5 seconds being added to a dog's time in any Pentathlon class. For example, a dog that has a clear round in 28 seconds in the Jumping 1 round and has 5 faults with a time of 32 seconds in the Agility 1 round will have a total score of 65 (28 seconds + 32 seconds + 5 faults = 65) at that point of the competition, and thus beat a dog that is clear in both runs but with a time of 32 seconds and 34 seconds, giving them a total score of 66 (32 seconds + 34 seconds = 66).

An elimination = 100 faults. Dogs that are eliminated will be given a course time of 60 seconds regardless of the standard course time. Therefore, any dog eliminated in the class will receive a score of 160 (100 faults plus 60 time faults = 160).

Time faults will be treated the same as course faults. For example, if the course time is 50 seconds and a dog runs clear in 51 seconds, his score will be 52 (51 seconds + 1 time fault = 52).

### 2.3. Agility Biathlon Championship

There will be a separate competition for each jump height. Each country can enter 3 (three) dogs per height.

The Biathlon event will consist of a Jumping round followed by an Agility round. The combined results of the two classes determine the **Agility Biathlon World Champion**. One world champion will be declared in each jump height.

Scoring is cumulative; least faults wins with time as tie breaker only, in all aspects of the Biathlon.

Each individual class will have a winner in each jump height who will be recognised at an awards ceremony. In the event of a tie in any class, the tied dogs will compete in a run-off for this award; however, only the score from each dog's first run will be used to calculate the Biathlon results.

In the event of a tie for the Agility Biathlon World Champion, the scores from the Agility round will determine the winner. If there is still a tie, the dogs will compete in a run-off on the Agility course.

### 2.4. Agility Games Championship

There will be a separate competition for each jump height. Each country can enter 3 (three) dogs per height.

The Games Championship event will consist of a Snooker round followed by a Gamblers round. The combined results of the two classes determine the **Agility Games World Champion**. One world champion will be declared in each jump height.

Scoring is cumulative; highest number of points wins with time as tie breaker only, in all aspects of the Games Championship.

Each individual class will have a winner in each jump height who will be recognised at an awards ceremony. In the event of a tie in any class, the tied dogs will compete in a run-off for this award; however, only the score from each dog's first run will be used to calculate the Games Championship results.

In the event of a tie for the Agility Games World Champion, the scores from the Gamblers round will determine the winner. If there is still a tie, the dogs will compete in a run-off on the Gamblers course.

## 2.5. Team Agility Pentathlon Championship

The Team Pentathlon event will consist of 2 (two) Agility runs, 2 (two) Jumping runs, and a Team Speedstakes Relay class. The combined results from the five (5) classes determine the Team Agility Pentathlon World Champion. One country will be declared world champion.

All of a country's team members are eligible for this event, providing the height requirements that follow are met. Each country will enter 3 (three) dogs in each of the first four rounds: the 2 (two) Agility rounds and the 2 (two) Jumping rounds. Each of the 3 (dogs) must compete in a different jump height. Since there are 4 (four) jump heights used at the WAO, this means a country will choose not to run a dog in a particular jump height in each of the first 4 (four) classes. However, no height can sit out twice, so that means each jump height for a country will end up running in 3 (three) classes. For example, a country's team entry might look like this:

- Agility 1: 300, 400, 525
- Jumping 1: 300, 525, 650
- Agility 2: 300, 400, 650
- Jumping 2: 400, 525, 650

But the following entry would **not** be allowed because the 650 height sits out twice and therefore only runs 2 (two) times, and the 400 height runs 4 (four) times:

- Agility 1: 300, 400, 525
- Jumping 1: 300, 400, 525
- Agility 2: 300, 400, 650
- Jumping 2: 400, 525, 650

For the fifth round of the event, the Team Speedstakes Relay class, each country will enter 4 (four) dogs, 1 (one) dog from each jump height.

Team courses will be made available the morning of the competition and team members must be nominated on the official team nomination form by the specified deadline. These times will be stated on the event timetable. If a country fails to submit a team roster on time, the WAO committee will automatically name a team for that country by selecting the **first eligible dogs** on the country's original official team entry form.

**There will be a standard course time and scoring is cumulative; faults (including time faults)** are added to time, and the lowest score wins in all aspects of the Pentathlon.

Based on cumulative scores after four rounds of the event, only the top 8 (eight) teams will be eligible to run in the final round of the Pentathlon, the Team Speedstakes Relay. All four dogs on a team will run this course. In the event of a tie when deciding which teams will move to the final round, the scores from Agility 2 will be used followed by Jumping 2, followed by Agility 1, followed by Jumping 1. If there is still a tie, the dogs will compete in a run-off on the Agility 2 **or Jumping 2 course, depending on the schedule.**

Each individual class of the Team Pentathlon will have a winning team that will be recognised at an awards ceremony. In the event of a tie in any class, each team will select 1 (one) dog to participate in a run-off on that course to decide the winner of the award. However, only the score from each dog's first run will be used to calculate the Pentathlon results.

In the event of a tie for the Team Agility Pentathlon World Champion, the teams will compete in a run-off on the Team Speedstakes Relay course.

### SCORING

Course faults will be converted to time; for example, a 5-fault penalty will result in 5 seconds being added to a dog's time in any Pentathlon class. For example, a team that has one dog with a clear round in 28 seconds, one dog with 5 faults in 30 seconds, and one dog with 10 faults in a time of 32 seconds in the Jumping 1 round will have a total score of 105 (28 seconds + 30 seconds + 5 faults + 32 seconds + 10 faults = 105) at that point of the competition, and thus beat a team that has three clear runs but with a total time of 106 seconds.

An elimination = 100 faults. Dogs that are eliminated will be given a course time of 60 seconds regardless of the standard course time. Therefore, any dog eliminated in the class will receive a score of 160 (100 faults plus 60 time faults = 160).

In the Speedstakes round, dogs will be given a score of 100 faults. The clock is still running so no time penalty is needed.

Time faults will be treated the same as course faults. For example, if the course time is 50 seconds and a dog runs clear in 51 seconds, his score will be 52 (51 seconds + 1 time fault = 52).

### 3. CLASSES

#### 3.1. Agility

The object of this class is to negotiate a full course of agility equipment. There are a minimum of 19 (nineteen) obstacles and a maximum of 20 (twenty).

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

The Agility class *must* include the dogwalk, A-frame, seesaw, and 12 (twelve) weave poles. Other obstacles allowed: pipe tunnel, collapsible tunnel, jumps, tyre, spread jumps, wall, and long jump. The table is *not* allowed.

#### 3.2. Jumping

The object of this class is to negotiate a course without contact equipment. There are a minimum of 19 (nineteen) obstacles and a maximum of 20 (twenty).

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

The Jumping class *must* include 12 (twelve) weave poles. Other obstacles allowed: pipe tunnel, collapsible tunnel, jumps, tyre, spread jumps, wall, and long jump. The Jumping class can *not* include the dogwalk, A-frame, seesaw, or table.

#### 3.3. Individual Speedstakes

The object of this class is to negotiate a Jumping course that also includes an A-frame. There are a minimum of 19 (nineteen) obstacles and a maximum of 20 (twenty) obstacles.

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

The Individual Speedstakes class *must* include 12 (twelve) weave poles and an A-frame. Other obstacles allowed: pipe tunnel, collapsible tunnel, jumps, tyre, spread jumps, wall, and long jump. The Individual Speedstakes class can *not* include the dogwalk, seesaw, or table.

#### 3.4. Team Speedstakes Relay

The object of this class is for 4 (four) dogs and 4 (four) handlers to work together to perform a relay course as a team. There is 1 (one) dog from each jump height on a team. The 300 and 400 dogs will run at 300mm (11.81in), and the 525 and 650 dogs will run at 525mm (21.65in).

Each dog on the team will perform a minimum of 12 obstacles and a maximum of 15 obstacles.

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

The Team Speedstakes Relay class *must* include 12 (twelve) weave poles and an A-frame. Other obstacles allowed: pipe tunnel, collapsible tunnel, jumps, tyre, spread jumps, wall, and long jump. The Team Speedstakes Relay class can *not* include the dogwalk, seesaw, or table.

The judge shall designate an area for a baton exchange between handlers. The next dog and handler to run for the team will wait in this area for their turn to run. The baton exchange must happen with both handlers and their dogs within the boundaries of the designated exchange box. The baton must exchange hands without being dropped or thrown before the next handler and dog to run can move out of the exchange area to begin their course. Dogs and handlers do not need to remain in the exchange box once the baton has been passed. The judge will specify the format for the baton exchange; that is, whether the handler currently running on course has the baton or whether the handler waiting to run next has the baton. If the handler waiting to run holds the baton, then the baton must be held for 5 (five) seconds when the handler finishing his run takes the baton in order to be considered a successful exchange.

The handler waiting in the exchange area can hold or restrain his or her dog in any way, providing it is not deemed abusive or harsh by the judge. Dogs may be placed on leads before and after their runs while other team members are running. However, a lead or collar must not be on the dog at the time of the baton exchange.

If a dog is eliminated, it will be given a score of 100 faults. The clock is still running, so no time penalty is needed. The handler must make a sportsman-like attempt to finish the rest of the course correctly. If the judge deems that an eliminated handler is attempting to gain a time advantage by returning to the exchange area without correctly completing the course, the judge will add 60 seconds to the team's time.

### 3.5. Gamblers

The goal of Gamblers is to accumulate as many points as possible within the time allotted by the judge, and then to make a strategic decision to perform one of the two short "gamble" sequences within a specified time period to earn bonus points. The competitor who earns the most points wins.

The Gamblers course is set up with the obstacles placed randomly around the ring, without specific flow. Each obstacle is assigned a point value (see table below). A handler earns those points by *successfully* completing the obstacle. An obstacle can be performed only twice for points; however, there is no penalty for taking the obstacle additional times, but no points will be awarded.

POINTS	OBSTACLE
1 point	Jumps
2 points	Tunnels Tyre Long Jump Spread Jumps
3 points	Seesaw 6 weave poles
4 points	A-frame
5 points	Dogwalk 12 weave poles

If they choose to do so, judges may include a bonus combination of obstacles in their Gamblers course design. The judge will determine the points earned for successful performance of this bonus combination.

Obstacles that are one-directional (that is, the seesaw, spread jumps, the long jump, and collapsible tunnels) must be taken in the correct direction to earn points.

A Gamblers run consists of two parts: an opening period and a gamble period. The first part is the opening period, which has a designated course time. Handlers accumulate points by successfully performing obstacles of their choice during this time period. At the end of the opening period, a whistle or buzzer sounds to indicate the beginning of the gamble period. During the gamble period, handlers will have a specified amount of time to complete their choice of one of two special challenge sequences that are worth bonus points.

## GENERAL GAMBLERS RULES

- If a start and finish jump is used for timing, these obstacles may be point scoring or not at the discretion of the judge. Time starts the instant the dog crosses the start jump.
- Once the dog has completed the gamble sequence, or if the whistle sounds, the handler must direct the dog to the finish line/jump to stop the clock. If a dog does not stop the clock (barring a timing failure), all points are lost and 0 (zero) points will be scored.
- If an obstacle is attempted but not completed successfully (for example, a missed contact), a dog may attempt the obstacle again as many times as necessary to complete it successfully. Alternatively, the handler may choose to move on and attempt a different obstacle without penalty.
- The opening period ends when the whistle is blown or the horn sounds. This also designates the beginning of the second part of the game and time begins for the gambles. If, however, a dog is negotiating an obstacle when the whistle blows to end the opening period, points will be awarded if the obstacle has been completed as described in Section 5.3).
- There are no refusals judged during the opening period, but refusals do apply in the gamble period.
- It is up to the judge's discretion as to whether a dog may perform the same obstacle "back to back" (performing a bi-directional obstacle successfully in one direction and then immediately turning around and performing the obstacle in the opposite direction), perform a contact obstacle followed by another contact, or perform a set of weave poles followed by another set of weave poles.
- The dog may not perform two (2) consecutive gamble obstacles during the opening period, whether in a forward or backward direction. Doing so will result in 0 (zero) points being awarded for the gamble even if it's successfully completed. Handlers may, however, do the *same* gamble obstacle twice successfully for points during the opening.

## THE GAMBLE

- The judge will present two (2) gamble sequences, one of which will be more challenging and therefore worth more points. It is up to the handler to choose (therefore, to gamble) which option to attempt.  
Option 1 Gamble (less difficult) = 10 points  
Option 2 Gamble (more difficult) = 20 points
- The time allotted for the gamble period shall be determined by the judge's discretion.
- The gamble points shall be awarded if the dog completes the chosen sequence without faults within the specified time.
- The judge may choose to incorporate a distance restriction into either of the gamble sequences, requiring that handlers direct their dogs through the sequence without being directly next to them. In this case, the judge will use lines on the ground to designate the handler area. The dog must complete the gamble while the handler remains on the other side of the line(s).

The dog will *not* be awarded the gamble points if any of the following occur:

- The dog fails to complete the sequence within the allotted time and/or incurs faults.
- The handler steps on or over the line when a distance restriction is in effect.
- The dog knocks a gamble bar while using a gamble jump to earn points in the opening period.
- The handler violates the "No Loitering Rule." Handlers will be called for loitering if they do not attempt any equipment that has not already been done successfully for points, while waiting for the whistle to blow to end the opening period.
- The dog performs consecutive gamble obstacles during the opening period.

Any scenario not in the rules is at the judge's discretion.

## SCORING

Time, and the game, ends when the dog crosses the finish line. Points shall determine the placement of dogs. Time is a tiebreaker only.

### 3.6. Snooker

The object of the game is to earn as many points as possible within the course time set by the judge. Scoring is similar to the billiards game of Snooker; however, the judge may place the obstacles in the ring in any position.

The judge will design a course consisting of three (3) or four (4) red jumps and an obstacle representing each of the other Snooker colours. These will be scored as shown in the table below.

COLOUR	POINTS
Red jumps	1 point each
Yellow	2 points
Green	3 points
Brown	4 points
Blue	5 points
Pink	6 points
Black	7 points

Snooker consists of two parts. The first part, the opening sequence, allows the dog and handler to collect as many points as possible by successfully completing each red jump followed by any coloured obstacle. The maximum number of points available in the opening sequence is 24: 1+7+1+7+1+7. The second part, the closing sequence, requires the dog and handler to complete the coloured obstacles (#2 through to #7) in sequential order before the course time has elapsed for a maximum of 27 points.

A Snooker course should be run as follows:

- Red jump, any coloured obstacle,
- Red jump (different from first red), any coloured obstacle,
- Red jump (different from first and second red), any coloured obstacle,
- Yellow #2, green #3, brown #4, blue #5, pink #6, black #7,
- Finish line

#### GENERAL SNOOKER RULES

- The start and finish jump have no point value and are used for time only. Time starts the instant the dog crosses the start jump.
- Refusals: No refusals are judged in the opening sequence; therefore, the dog will get points as long as the obstacle is done correctly. For example, if the dog misses the weave pole entry but then corrects it and finishes weaving all the poles, points will be awarded. Or, if the dog starts up the A-frame, jumps off the *up ramp*, and then gets back on the obstacle and successfully completes the A-frame, points will be awarded. Refusals are judged in the closing sequence.
- Once the dog has completed the closing sequence, or if the whistle sounds, the handler must direct the dog to the finish line/jump to stop the clock. If a dog does not stop the clock (barring a timing failure), all points are lost and 0 (zero) points will be scored.
- The course time is set per the judge's discretion.
- A red jump must be successfully completed, in either direction, in order for the dog to be able to attempt a coloured obstacle of #2 through #7. Points are then awarded for successful completion of the coloured obstacle.

- The judge may design a course with four (4) red jumps, but the handler may choose to complete only three (3) reds successfully before moving on to the second part of the game.
- Each of the red jumps may only be completed once, whether successful or not (knocked bar).
- Obstacles that are one-directional (that is, the seesaw, spread jumps, the long jump, and collapsible tunnels) must be taken in the correct direction to earn points.
- **Combination Obstacles:** The judge may choose to set up a combination of obstacles to make up one coloured obstacle. The judge will designate the order of the combination, but may allow the individual obstacles in the combination to be taken in any direction or flow during the opening sequence; however, the combination must be taken in the designated direction in the closing. If the dog faults a combination obstacle in the opening sequence (the judge will call out the fault), the handler does not have to finish the combination and may leave the obstacle to continue to the next red jump or to start the closing. No points will be awarded. If the dog faults a combinations obstacle in the closing, however, scoring ends and the game is over.
- A judge may set a course where scoring three 7s could be deemed difficult to achieve.

### OPENING SCENARIOS

Taking a red jump followed by another red jump	Game over, go to finish line
Faulting a red jump faulted	Go directly to another red
Faulting the third red jump when there are 4 red jumps	Go directly to 4th red
Faulting the third red jump faulted when there are 3 red jumps	Begin closing (#2-#7)
Faulting all red jumps	Begin closing (#2-#7)
Taking the last red jump in the opening followed by the 2-point yellow for points	Repeat #2 yellow to begin closing #2-#7
Faulting a coloured obstacle	No points awarded, go to next red if any "unused" reds are remaining; otherwise start the closing
Taking a coloured obstacle followed by another coloured obstacle	Game over, go to finish line
Taking a combination coloured obstacle out of the judge's specified order	No points awarded, go to next red if any "unused" reds are remaining; otherwise start the closing
Faulting any part of a combination coloured obstacle	No points awarded, go to next red if any "unused" reds are remaining; otherwise start the closing (a faulted combination obstacle does not have to be completed before going on)
Taking a one-way coloured obstacle taken in the wrong direction	No points awarded, go to next red if any "unused" reds are remaining; otherwise start the closing
Refusal of any red	Not faulted, attempt obstacle and if completed correctly points will be awarded
Refusal of a coloured obstacle where dog runs past or spins in front of obstacle	This type of refusal is not judged in Snooker opening
Refusal of a coloured obstacle where dog has entered or mounted the obstacle with any part of his body	Complete the "touched" obstacle correctly and points are awarded. If the dog leaves the obstacle he touches and goes to another coloured obstacle, the game is over.

### CLOSING SCENARIOS

Red jump taken	Game over, go to finish line
Obstacle(s) taken on way to finish line after completing black #7	Not faulted, no additional points received
Coloured obstacle taken out of order	Game over, go to finish line
Refusal of obstacle	Game over, go to finish line
Coloured obstacle faulted	Game over, go to finish line
Combination coloured obstacle taken out of judge's specified order	Game over, go to finish line

## OPENING AND CLOSING SCENARIOS

Whistle blown for time up while dog is negotiating an obstacle. Negotiating means any part of dog's body has entered or mounted the obstacle. For jumps, the front feet have left the ground to jump.	Points awarded if obstacle has been performed to completion as described in Section 5.3
Dog does not cross finish line after game ends	No time, all points lost
If a jump bar is knocked on a coloured obstacle, but ring party cannot replace	Provided the dog goes through the uprights on the next attempt of the coloured obstacle, points will be awarded

Any scenario not in the rules will be left to judge's discretion.

## SCORING

Points shall determine the placement of dogs. Time is a tiebreaker only. The maximum amount of points that can be earned in the game is 51 points as shown below.

- In the opening sequence, a maximum of 24 points can be earned as follows:
  - Red jump (1 point), black obstacle (7 points)
  - Red jump (1 point), black obstacle (7 points)
  - Red jump (1 point), black obstacle (7 points)
- In the closing sequence, 27 points are earned if all coloured obstacles are successfully completed sequentially before maximum course time is up, as follows:
  - 2 (yellow) + 3 (green) + 4 (brown) + 5 (blue) + 6 (pink) + 7 (black)

## 4. RUNNING ORDERS & DRAW

Countries will be randomly drawn into three groups. Then the running order in each height in each group will be randomly drawn for the first run of each event and will then proceed as described in the sections below.

### 4.1. Individual Agility Pentathlon

The running order for Round 1 will be randomly drawn for each height in each of the three country groups. A formula will then be applied to determine the running order for the next three rounds (Rounds 2 through 4). The number of dogs entered in the height division will be divided by four (4) and each handler's running order will be moved forward by that number. For example, if 20 dogs are entered, each dog will move forward in the order by 5 positions for the next round. Once a running order gets down to 1 it restarts at the last number; in this example, 20.

Dog	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
Rd1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Rd2	16	17	18	19	20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Rd3	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5	6	7	8	9	10
Rd4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5

For the final run, Speedstakes, dogs will run in reverse order of their current Pentathlon placements; for example, the dog that is in first place overall after four rounds will run last in Speedstakes.

### 4.2. Agility Biathlon

The running order for Jumping will be randomly drawn for each height in each of the three country groups. For Agility, dogs will run in reverse order of their placement in the Jumping run; for example, the dog that is in first place after Jumping will run last in Agility.

### 4.3. Agility Games Championship

The running order for Snooker will be randomly drawn for each height in each of the three country groups. For Gamblers, dogs will run in reverse order of their placement in the Snooker run; for example, the dog that is in first place in Snooker will run last in Gamblers.

### 4.4. Team Agility Pentathlon

The running order for Round 1 will be randomly drawn in each of the three country groups. A formula will then be applied to determine the running order for the next three runs. The number of teams entered in the height division will be divided by four (4) and each team's running order will be moved forward by that number. For example, if 20 teams are entered, each team will move forward in the order by 5 positions for the next round. Once a running order gets down to 1 it restarts at the last number; in this example, 20.

Team	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
Rd1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Rd2	16	17	18	19	20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Rd3	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5	6	7	8	9	10
Rd4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5

The team's running order is the same in each height division; for example, if a team runs first in the 650 height that team will also be first in all heights in that round.

When dogs are missing from a height due to team selection, the running order will move up 1.

For the final run, Speedstakes Relay, teams will run in reverse order of their current Pentathlon placements; for example, the team that is in first place overall after four rounds will run last in Speedstakes.

### 4.5. Draw for Height Running Order

#### INDIVIDUAL & TEAM AGILITY PENTATHLON

For the Individual & Team Agility Pentathlons, a random draw will be conducted by the Organizing Committee prior to the event to determine the order in which the jump heights will run in the first class. The jump heights in the remaining rounds will be alternated to ensure that each height runs in a different position in each class, and that no height runs last in a group in one round and then first in a group in the next round.

If the number of entries or altered ring plans causes heights to conflict, the jump height order may be subject to change but with the intention that each height is rotated through the four positions.

#### AGILITY BIATHLON & GAMES

For the Agility Biathlon and Games classes, it is intended the above formula is used. After the first round, jump heights will be alternated in each class.

If the number of entries or altered ring plans causes heights to conflict, the jump height order may be subject to change.

### 4.6. General Running Order Rules

Random draws for running order will take place before the event, but will be supervised by the home country judge or a WAO official.

Handlers will be deemed late and unable to run if they are not present to walk into the ring once the previous dog has crossed the finish line.

In the event of a handler having two or more dogs drawn consecutively, the lowest drawn dog can be moved forward three places in the running order; for example, if a handler's dogs are drawn 5th and 6th, the dog drawn 5th can move up to run 2nd. If the handler does not wish to move a dog; or due to the running order draw, this isn't possible, the handler will be given a 4-minute break (maximum) between dogs. This is the equivalent of three dogs taking 1 minute and 20 seconds to enter the ring, run, and leave the ring. The decision to run earlier

or not must be given at check-in on the training day. For finals, the decision to run earlier or not must be given to the competition manager within 1 hour of the official running order being posted.

## **5. JUDGING & EQUIPMENT**

### **5.1. Judges**

Judges will be appointed and assigned classes by the WAO committee. It is the intention of the event to appoint judges with different course design styles in order to provide a worldwide reflection of agility.

The judge's decision is final in regard to all scoring and is not open to dispute. Provisional results will be published after each class has finished and only disputes regarding a clerical error will be considered. These must be made to the competition manager within 10 minutes of the provisional results being published.

A judge's briefing covering rules and procedures will be held the day before the event. Only team managers, and wildcards not representing a country, will be allowed to attend the briefing.

Class course times will be announced and posted once a course is built. There will not be specific class briefings, but judges will be available at ring side during course walking for any rules clarification. Only team managers, and wildcards not representing a country, may ask the judge questions.

Written games briefings will be given to the team managers, and wildcards not representing a country, at check-in. If desired, judges may also provide written briefings for other classes or general judging comments they wish to express to the competitors.

A judge will signify the difference between a course fault and refusal by using a closed fist for a refusal and an open palm for a normal class fault.

Judging of the course will begin once the timer or judge gives the competitor permission to start. Thus, if a dog refuses the first obstacle before they have started the time, the dog will still be faulted. If the competitor begins before this, they will be eliminated. Once a dog has negotiated the last obstacle, stopping the clock, judging of the course will cease unless the performance of this obstacle is faulted; for example, bar knocked and falling.

A competitor's conduct and behaviour toward his or her dog will be judged by the judge the entire time the competitor is within the boundaries of the competitive ring.

A judge may decide to use an assistant judge if required; for example; as a line judge in the Gamblers class, a contact judge in an Agility class, or a box judge in the Relay class. In all cases, the final judging decision will be with the class judge.

### **5.2. Course Design**

It is recommended that there be a minimum distance of 3.7m (12ft) between obstacles. When jumps are placed at a 90-degree or greater angle to each other, however, the minimum recommendation is reduced to 2.75m (9ft). In addition, when a tunnel is placed adjacent to another tunnel or any other obstacle, the minimum recommendation is reduced to 1 meter (39 inches) or less. These measurements are taken from centre to centre of the obstacles. There is no maximum distance.

### **5.3. Obstacle Performance Standards**

All obstacles must meet with the approval of and specifications of WAO as described in Section 6, Appendix. Below is a description of how each obstacle must be performed and specific faults that can occur on the piece of equipment.

## **A-FRAME**

The dog must ascend the ramp in the direction designated by the judge, cross the apex, and descend the other ramp, touching any portion of the contact point with **any part of his body** before dismounting the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. If the dog does not touch the down contact point, a missed contact fault will be incurred. Leaving the obstacle prior to beginning descent of the down ramp shall constitute a refusal. Once a dog touches the down ramp with any portion of **his body** and then leaves before touching the contact point, it is a missed contact not a refusal. Ascending the wrong ramp constitutes a wrong course. The refusal plane is the top line of the contact point on the ascending ramp. Missing the up contact point shall not be faulted.

## **DOGWALK**

The dog must ascend the ramp in the direction designated by the judge, cross the horizontal middle plank, and descend the other ramp, touching any portion of the contact point with **any part of his body** before leaving the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. If the dog does not touch the down contact point, a missed contact fault will be incurred. Leaving the obstacle prior to touching the down ramp with any portion of **his body** constitutes a refusal. Once a dog touches the down plank and then leaves before touching the contact point, it is a missed contact not a refusal. Ascending the wrong plank constitutes a wrong course. The refusal plane is the top line of the contact point on the ascending ramp. Missing the up contact point shall not be faulted.

## **SEESAW**

The dog must ascend the plank, cross the pivot point causing the plank to tip to the ground on the other end, and descend the plank. The plank must touch the ground before the dog leaves the obstacle (at least one paw must remain on the plank). The performance of the obstacle will be considered completed when all four paws touch the ground. **If the dog leaves** the obstacle without touching the descending contact point with **any part of his body** a missed contact **will be called**. If the dog leaves the obstacle before the pivot point, a refusal will be incurred. Once a dog passes the pivot point with any portion **of his body** and then leaves before touching the contact point, it is a missed contact not a refusal. Leaving the obstacle on descent, with all four paws, before the plank has reached the ground, constitutes a fly-off. If the dog is deemed to leave the plank before it reaches the ground, and misses the contact, this will only constitute one fault. The refusal plane is the top line of the contact point on the ascending ramp. Missing the up contact point shall not be faulted.

## **COLLAPSIBLE TUNNEL (CHUTE)**

The dog must enter the rigid end of the tunnel and crawl through the fabric end. Backing out of the tunnel, exiting the entrance, or jumping over the rigid portion of the tunnel shall constitute a refusal. Jumping over the rigid portion of the tunnel when the collapsible tunnel is not the correct obstacle in the course sequence will be assessed a wrong course. **Jumping over the flat end of the collapsible tunnel will not constitute a wrong course.**

## **PIPE TUNNEL**

The dog must enter the end of the tunnel designated by the judge and exit the other end of the tunnel. Backing out of the tunnel, exiting the entrance, or jumping over the tunnel shall constitute a refusal. If the dog enters the exit of the tunnel, a wrong course will be assessed. Jumping over the tunnel when it is not the correct obstacle in the course sequence will be assessed a wrong course, **unless this is done as part of the dog refusing a contact obstacle in which case it will be assessed a refusal.**

## **JUMPS**

The dog must jump over the bar of the jump in the direction designated by the judge without displacing any of the bars on the jump or a fault will be incurred. Jumping over the jumps wings/standards or running under the bar will constitute a refusal. Taking the jump from the wrong direction or running under the bar from the wrong direction will constitute a wrong course.

## WALL JUMP

The dog must jump over the wall in the direction designated by the judge without knocking any piece of the wall to the ground, including the pillars, or a fault will be incurred. Jumping up on the wall will constitute a refusal. Taking the wall jump from the wrong direction will constitute a wrong course.

## SPREAD JUMPS

The dog must jump over the bars of the jumps in the direction designated by the judge without displacing any of the bars or a fault will be incurred. Jumping over the jumps wings/standards, running under the bars, or failure to jump the front and back wing jumps comprising the spread as one unit will all constitute a refusal. Taking the jump from the wrong direction or running under the bars from the wrong direction will constitute a wrong course.

## LONG JUMP

The dog must jump over the planks of the long jump without any of the planks falling over. The dog will incur a fault if he walks on, paddles on, or steps between or on the planks. Paddling or stepping on a plank means that the bottom of the dog's foot is placed on the equipment or on the ground and is weight-bearing. Casual contact or a marker pole being knocked over will not be faulted. The dog must cross between the front marker poles in the direction of the lowest plank, clear the span of the planks, and exit between the back marker poles. If the dog enters and exits the jump sideways or begins the jump in the correct direction, but then exits the side of the jump, a refusal will be assessed. Jumping the obstacle from the wrong direction will constitute a wrong course. Walking between the planks with no attempt to jump will constitute a refusal.

## TYRE JUMP

The dog must jump through the tyre in the direction designated by the judge. Jumping between the frame and the tyre or jumping over or under the tyre constitutes a refusal. Taking the tyre from the wrong direction, or jumping between the frame and the tyre, or jumping over or under the tyre from the wrong direction, will constitute a wrong course.

## TABLE

The table is not used in WAO competition.

## WEAVE POLES

The dog must manoeuvre in and out of the line of poles entering with the first pole adjacent to the dog's left side. Each incorrect entry will be classified as a refusal, but the dog will only be faulted once for a mistake during the duration of the weaves. Failure to complete the obstacle correctly before negotiating another obstacle constitutes a wrong course. If the dog back weaves (that is, the dog weaves through two gates in the wrong direction), a wrong course will be incurred. If the dog comes out of the poles, the dog must either re-enter the poles exactly where he came out or must restart the weaves again. If the dog restarts the poles again, he cannot be called for a refusal.

## 5.4. Scoring

All faults and refusals will be assessed 5 faults unless stated differently below. Eliminations will be assessed 100 faults plus 60 seconds will be added for the dog's course time.

Missed down contact points on seesaw, A-frame, dogwalk: Contact points are the bottom 1067mm (3ft 6in) of the A-frame and the bottom 914mm (3ft) of the dogwalk and seesaw. The contact points are painted a different colour than the rest of the ramp.	5 faults
Seesaw not touching ground when dog dismounts	5 faults
Knocked bar from jump	5 faults
Knocking any part of the wall down	5 faults
Knocked plank from long jump	5 faults
Stepping on or through long jump planks	5 faults

Refusals	5 faults
Refusal of first obstacle on course	5 faults
Entering the weave poles incorrectly will be judged as a refusal.	5 faults
Casual contact with handler that aids performance	5 faults
Returning to dog on start line and handling the dog once the handler has passed the plane of the first obstacle	5 faults
Handler going through, under, or over any part of an obstacle	5 faults
Wrong course: The dog will be assessed with running the wrong course if he in any way touches or jumps over an obstacle out of the designated course sequence or he begins to take an obstacle in the wrong direction. Jumping over the flat end of the collapsible tunnel or running under a contact obstacle will not constitute an off-course.	Elimination
Failure to complete an obstacle	Elimination
Failure to go through the uprights of a jump where the pole has already been knocked down	Elimination
3 Refusals	Elimination
Back weaving (dog goes through two gates, taking three poles, in the wrong direction)	Elimination
Dog wearing collar	Elimination
Absence of handler when they are due to walk into the ring	Elimination
Negotiating an obstacle before permission has been granted to begin the course	Elimination
Handler taking more than 30 seconds to start after setting dog up and leaving the dog	Elimination
Handling the dog	Elimination
Outside assistance: Outside assistance is any assistance from any other person that helps a dog gain an improved performance	Elimination
Handler touching equipment in a manner that aids performance	Elimination
Handler going through, under, or over any obstacle in a manner that aids performance	Elimination
Dog fouling the ring	Elimination
Food or training aids in the ring, including training/bum bags	Elimination
Training in the ring	Elimination
Signs of aggression in the dog toward humans or other dogs	Elimination & dismissal from event
Unsportsmanlike conduct toward a judge or event official	Elimination & dismissal from event
Abusive or harsh handling	Elimination & dismissal from event
Dog unfit for competition	Elimination & dismissal from event
Over standard course time. Any fraction of a second over course time will be added to the total number of faults as that fraction of time, for example, 1.49 seconds over time = 1.49 faults.	1 to 1 ratio
Relay (i.e. Team) Elimination	100 faults
Dropping or throwing baton in team relay (the baton must be held for 5 seconds after the hand off to be deemed a successful exchange)	10 faults
Handler or dog outside the exchange area when baton is being handed off in team relay	10 faults

## **REFUSAL GUIDELINES**

A refusal is a significant hesitation in front of an obstacle, turning back from an obstacle after beginning to approach it, running past an obstacle to be performed, or improperly performing an obstacle as described in Obstacle Performance Standards.

The refusal line shall be defined as crossing the line of the front plane of an obstacle except where described differently under the Obstacle Performance Standards section above. The refusal line does not become active until the judge deems that the dog has started to approach the obstacle.

- Weave Poles: Once the dog has entered the weave poles correctly, then no more refusal faults will be given for the obstacle. For example, if the dog enters the poles correctly, but then comes out of the poles and tries to re-enter the poles incorrectly, no refusal will be given.
- Tunnel Under the A-frame: If there is a tunnel positioned under the A-frame and the dog runs past the A-frame while attempting that obstacle, if the dog touches the tunnel with any part of his body or jumps over it while attempting to get on the A-frame, only a refusal fault is given. If the dog jumps or falls off either the up ramp or down ramp of the A-frame and touches the tunnel, only faults relating to the A-frame performance are given.
- Tunnel Under the Dogwalk: If there is a tunnel positioned under or next to the up ramp of the dogwalk, and the dog runs past the dogwalk while attempting that obstacle, if the dog touches the tunnel with any part of his body or jumps over it while attempting to get on the dogwalk, only a refusal fault is given. If the tunnel is positioned solely under the horizontal plank or the down ramp of the dogwalk, then an off-course is incurred if the dog touches the tunnel with any part of his body or jumps over it.

### **5.5. Timing & Equipment Failure Procedure**

If during a competitor's run, the electronic timing fails, the time will be taken from a manual backup time keeper. If the manual timing also fails, the dog will be given a re- run. All faults from the first run will count.

In the event of a re-run, the judge must deem that the handler has made a true and sportsman like effort to complete the course correctly or additional faults can be added.

## **5.6. Collars & Leads**

Dogs must not wear any type of slip or half-slip lead, head collar, muzzle, harness, or collar while competing.

Stop pad protectors may be worn by a dog if approved by the event veterinarian. Handlers that run dogs with stop pad protectors do so at their own risk.

Leads will be taken from competitors by a ring steward and placed at the exit of the ring in a container. Only the handler may retrieve their lead from this container. If a team manager/other team member is at the exit of the ring they may not act in any way to enhance a dog's performance or that dog will be eliminated.

Electric collars may not be used anywhere on the WAO grounds. Citronella spray collars or similar devices are not permitted within 50m (approx. 164+ feet) of a competition ring. Handlers in breach of this rule will be asked to leave the event.

## **6. APPENDICES**

### **6.1. Equipment Specifications**

The following obstacles meet with the approval of WAO. A 1.5cm (.59in) variable on measurements will be accepted except for jump height cups and weave pole distances. The event equipment supplier must be approved by the WAO committee and will be publicised before the event.

#### **WING JUMPS**

Width of wings: 400mm (15.75in) minimum

Length of poles: 1.20m (3.93ft) minimum. 1.5m (4.92ft) maximum

Plank length: 1.20m (3.93ft) minimum. 1.5m (4.92ft) maximum

Pole thickness: 40mm (1.57in) minimum, 51mm (2in) maximum

Pole weight: 1.0-1.2 kg

The heights available must be: 200mm, 300mm, 400mm, 525mm, and 650mm

The top bar or plank must be easily displaced by the dog

#### **WALL JUMP**

A wall should have displaceable units on the top

The width of central jumping area is 1220mm (4ft), excluding pillars

Depth of wall is 280mm (11.02in) at base and 135mm (5.31in) at highest point

Pillar height 1220mm (4ft) and 300mm (11.81in) square width

Displaceable blocks and tiles on top no greater than 170mm (6.69in) wide

The heights available must be: 200mm, 300mm, 400mm, 525mm, and 650mm

#### **SPREAD JUMP**

A spread jump is made by placing two wing jumps together with the poles set at ascending heights

The lowest pole on the jump must be set at least one jump height below the highest pole

The heights available must be: 200mm, 300mm, 400mm, 525mm, and 650mm

The back bar of the spread will be set at the same height as the regular jump height.

Length of spread: Defined in jump height table

#### **TYRE**

The tyre consists of a hoop mounted in a rigid frame. The height of the hoop must be adjustable.

Diameter of hoop aperture: 455mm (17.91in) minimum

Width of hoop side walls: 100mm-110mm (3.93-4.33in)

The frame must not be higher than the top of the hoop when the hoop is set at maximum height

The hoop must be closely coupled to the frame (that is, not suspended by a chain or other mechanism) and secured in such a way that dogs cannot knock the obstacle over from either direction.

Displaceable tires are not allowed.

The heights available, measured in a straight line from the ground to the centre of the hoop, must be: 450mm, 550mm, 675mm, and 800mm

## **LONG JUMP**

The long jump is comprised of two to five boards:

300mm: 2 boards

400mm: 3 boards

525mm: 4 boards

650mm: 5 boards

Length of boards: 1200mm (47.25in) minimum

Height of first board: 130mm (5.11in)

Height of second board: 180mm (7.08in)

Height of third board: 230mm (9.05in)

Height of fourth board: 305mm (12in)

Height of fifth board: 380mm (14.96in)

Maximum length of jump: Defined in jump height table

Marker pole height: 1.20m (4ft) minimum

The marker poles should be placed at each corner and should not be attached to any part of the obstacle.

## **COLLAPSIBLE TUNNEL (CHUTE)**

The collapsible tunnel consists of a rigid construction entry attached to a fabric sleeve.

Height of rigid entry: 480mm (18.89in) minimum to 600mm (23.62in) maximum

Depth of rigid entry: 450mm (17.71in) minimum to 650mm (25.59in) maximum

Diameter of fabric opening: 610mm (24in) minimum, 760mm (29.92in) maximum

Length of fabric chute: 3.0m (10ft) minimum to 3.3m (10.82ft) maximum

The material shall be circular and of a non-rigid (PVC or canvas) construction. The exit must be able to be weighted or fixed to the ground. The entrance must be a rigid construction that can be fixed or weighted to the ground and it must have suitable padding with the floor having a non-slip surface.

## **PIPE TUNNEL**

Diameter: 600mm (23.62in) minimum

Length: 4.0m (12ft) minimum

Distance between metal supports: Between 150mm (6in) to 200mm (8in) with a mean of 175mm (7in)

Material must be made of PVC and be at least 620 grams

## **WEAVE POLES**

The number of poles should be six or twelve. The poles must be rigid construction.

**Pole height: 850mm (33.46in) to 1m maximum (3.28ft)**

Pole diameter: 30mm (1.18in) to 40mm (1.57in)

Distance between poles: 600mm (23.62in)

Maximum height of base: 10mm (.39in)

## **A-FRAME**

The A-frame is constructed of two ramps, hinged at the apex

Length of ramp: 2.75m (9ft)

Width of ramp: 915mm (36.02in)

Height at apex: 1.7m (66.92in)

The last 1.05m (41.33in) of the bottom of each ramp is a contact point and must be a different colour

Each ramp will have a non-slip surface and anti-slip slats at intervals of approximately 330mm (12.99in), but not within 150mm (5.90in) of the start of the contact area.

Slat height: 6mm-10mm (.23in-.39in)

Slat width: 20mm-35mm (.78in-1.37in)

## **SEESAW**

The seesaw consists of a plank firmly mounted on a central bracket

Length of plank: 3.65m (12ft) minimum to 3710mm (12.16ft) maximum

Width of plank: 300mm (11.81in)

Height of center of plank: 660-675mm (25.98-26.57in) measured from the ground to the top of the plank

Height of end of plank: 1180-1210mm (46.45-47.63in) measured from the ground to the top of the plank

The last 915mm (3ft) of each end of the plank is a contact point and must be a different colour

The plank will have a non-slip surface, but must not have anti-slip slats

The seesaw must tip between 2-3 seconds when a weight of 1 kilo (2.20lbs) is placed halfway between the axis and the end of the obstacle.

## **DOGWALK**

The dogwalk consists of a central plank with firmly fixed planks at either end

Length of planks: 3.65m (12ft) minimum to 3710mm (12.16ft) maximum

Width of plank: 300mm (11.81in)

Central plank height: 1.35m (53.14in) measured from the ground to the top of the plank

The last 915mm (3ft) of the bottom of each ramp is a contact point and must be a different colour

Each plank will have a non-slip surface, with the two end planks also having anti-slip slats at intervals of approximately 280mm (11in), but not within 150mm (6in) of the start of the contact area

Slat height: 6mm-10mm (.23in-.39in)

Slat width: 20mm-35mm (.78in-1.37in)

## **6.2. Measuring the Course**

Judges are required to measure their courses to determine the course time. The course will be measured using a surveyor's wheel and shall be measured in units of metres.

## **6.3. Calculating Course Times**

Once the course has been measured and the result is rounded up to the nearest whole number, the standard course time (SCT) can be calculated by the judge for the 650 and 525 jump heights. Ten percent (10%) will be added to this time to set the SCT for the 400 and 300 jump heights.

## 7. QUICK REFERENCE TABLES

### JUMP HEIGHT & A-FRAME HEIGHT TABLE

Jump Height Name	Dog's Height	Jump Height	A-Frame Height	Ascending Spread Length	Long Jump Length	Tyre Height at Centre
<b>300</b>	320mm & under (12.60")	300mm (11.81")	1.7m (5'7")	300mm max	600mm (23.62")	450mm (17.71")
<b>400</b>	410mm & under (16.14")	400mm (15.75")	1.7m (5'7")	400mm max	800mm (31.49")	550mm (21.65")
<b>525</b>	500mm & under (19.69")	525mm (20.66")	1.7m (5'7")	525mm max	1050mm (41.33")	675mm (26.57")
<b>650</b>	Over 500mm (19.69")	650mm (25.59")	1.7m (5'7")	650mm max	1300mm (51.18")	800mm (31.49")

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### GAMBLERS OBSTACLE POINTS

POINTS	OBSTACLE
1 point	Jumps
2 points	Tunnels Tyre Long Jump Spread Jumps
3 points	Seesaw 6 weave poles
4 points	A-frame
5 points	Dogwalk 12 weave poles