



World Agility Open

Summary of rule changes for 2019

1.6 Wildcards – The eligibility criteria for wildcards has changed as has the number of wildcards that may be selected for each height.

1.7.4 Entry changes and substitution for injuries - Dogs can only be withdrawn by a team manager, without the handler's consent, as a result of injury to the handler or the dog and the withdrawal must be approved by the competition manager.

1.9 Measuring dogs - If a dog is deemed to be over height and does not wish to compete in individual events, it may be entered as a team dog at the new height.

3.1, 3.2, 3.3 – Number of permitted obstacles in Agility, Jumping and Speedstakes is now between 19 and 22.

3.5.1 General Gamblers rules – Clarification that when the whistle blows or the horn sounds to signify the end of the opening period, if a dog is in the process of negotiating an obstacle, which is also obstacle 1 in any gamble, but has not completed it, they will not score points for the opening section. In addition, because the obstacle has been started before the whistle or horn sounds, it must be repeated if the handler wishes to try and attempt that gamble.

3.5.1 General Gamblers rules – Clarification that once the whistle has blown or the horn has sounded, taking another obstacle on the way to the gamble is not faulted and is just time wasting. Once the judge deems the gamble sequence is started then they can fault. For example, the dog refuses gamble obstacle 1 and then takes another obstacle.

3.6.1 Snooker Opening Scenarios – Clarification that if appropriate, not going directly to another red when a red jump has been faulted, or not going to closing sequence when the red jump faulted was the last red jump, means the run is over and the handler and dog should go to the finish jump to stop the time.

3.6.1 Snooker Opening Scenarios – Clarification that faulting a coloured obstacle includes leaving a coloured obstacle early or leaving a combination coloured obstacle before attempting all elements.

5.2 Course Design - Using the Judges interpretation of the large dog's path, a maximum distance has been specified for contact obstacles, which is that they may be no more than 8 metres from the previous obstacle.

6.3 Seesaw – Clarification about the point at which a dog must leave a seesaw for a refusal to be called.

6.8 Long Jump – Additional information added about refusals, to bring the Long Jump rules in line with other, similar obstacles.

6.12.1 Start lines – Rules change that a dog cannot be called for a significant hesitation refusal on the start jump.

6.12.1 Start lines – Removal of the rule about the handler triggering start line sensors.

6.12.2 Finish lines – Change of the penalty for handler triggering finish line sensor from 5 faults or a 5 point deduction in Games to Elimination or 0 points in Games.

7.1 Schedule of faults and penalties – New rule that a bar, long jump plank, wall brick or pillar falling after the dog has started the next obstacle will not be faulted.

7.4 Timing and equipment failure – Clarification about weather conditions which may affect course running and actions for judges to take.

10 Refusal Guidelines – Clarification that a refusal cannot be called until the dog is on take off side of a jump. A diagram has been added to clarify further.