UK Agility International

Rules and Regulations Twelfth Edition

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1.0 GENERAL REGULATIONS

1.1 Mission Statement & Objectives of UK Agility International (UKI)

To provide agility dog competitions that are designed with all competitors in mind, enabling all breeds and mixed breeds of dogs the chance to achieve a level of success, while promoting high standards in competing, training and judging of agility dogs.

UK Agility International (UKI) was developed to promote the growth of agility with the thought of safety and fun for every dog. In addition, UKI encourages the advancement in training using reward based training methods. This not only helps to foster a better pet and handler connection, but also supports the atmosphere of a relaxed and friendly environment for dogs, family and spectators.

1.2 Dogs and Handlers Eligibility

Any dog, whether pedigree or mixed that is healthy, trained and over 15 months of age and registered with UKI is eligible to participate in UKI competitions.

Dogs that are 15 months of age and over are eligible to participate in the Nursery Class and Speedstakes Classes. Dogs that are 18 months of age and older may participate in any UKI Class.

A 7-day grace period (no exceptions after the 7 days) will be granted for the date of birth for eligibility to enter a trial for dogs 15 months for the Nursery and Speedstakes Classes or 18 months for any UKI class. The 7th day ends on the day of the competition. As an example, if a trial is on Jan 1 and the dog turns 18 months on Jan 7th. The dog may enter the show. If a dog turns 18 or 15 months on Jan 8th, the dog may not enter the show.

If a dog reaches a new age category during a show it can be entered for the whole show in the new category. For example, if a dog turns 18 months of age on the Sunday of a show it may enter all classes on the Saturday at the new age.

Dogs ineligible to compete include dogs not registered with UKI, dogs under 18 months of age (except 15 months and over participating in Nursery class and Speedstakes Classes), dogs whose aggression is uncontrolled towards people or other dogs, dogs not under handler's control and dogs suffering from illness, injury, or disability that affects the dog's performance in regard to its welfare. Dogs attending shows that are not competing do not need to be entered, nor registered with UKI, however owners are solely responsible for their dogs. Puppies may not be brought on show grounds for trade or sale.

All UKI events are open to any person, without discrimination, who is registered with UKI and acknowledges and agrees to abide by all regulations including its Terms & Conditions (appendix A-5) set forth by UKI. UKI reserves the right to refuse membership, licensing, entries or registration and impose handler and or dog suspensions or bans including revoking UKI membership for any reason that UKI feels is necessary to protect its interests and the interests of its agents and associates.

Exhibitors and/or attendees at an event are expected to behave in a civilized and sportsmanlike manner towards other people and towards their dogs. Failure to do so will lead to disciplinary procedures. See appendix A-3.

No exhibitor, spectator and/or their children and dogs may be in an agility ring which is currently not in use and is set with a course that is either still being used for a current class or where the equipment has been set for an upcoming class. If found to be doing so, they may be excused from the rest of the event, without refund.

Parents and Guardians are solely responsible for their children's actions at all UKI events.

Any judge has the authority to dismiss a dog or handler from the ring. Any show manager has the authority to dismiss a dog or person from the event and show ground. Any show manager has the right to deny entry to their event based on reasons stated in section A-3 and/or past experiences like those listed in A-3 whether these were at a UKI event or other event. All decisions from the judge or show manager are final for that event.

All dogs are entered in UKI events at their owner's risk and while every care will be taken, UKI and or the show management will not accept responsibility for loss, damage or injury however caused to dogs, persons or property while at the event. This is understood by anyone entering a UKI event.

Smoking and Vaping are not allowed within 15 feet of a ring.

1.3 Registration

All dogs and owners must be registered with UKI to compete in any UKI event. Registration for membership must be completed online from the UKI web site www.ukagilityInternational.com. A lifetime registration fee will apply for each dog registered, and a 10-year membership fee will apply for all owners/handlers. After 10 years has expired for the handler's membership, a renewal fee will be applied to the members UKI account which will need to be paid to continue to enter future UKI events; provided, however, UKI reserves the right, in its sole discretion, to decline the renewal of a member's membership for any reason whatsoever. An online UKI account is a privilege and not a right.

Dogs will be registered by their official UKI name. No duplication of official names will be allowed. The only control on a dog's proposed name by UKI will be if it is found to be offensive.

A handler and dog must first be registered with UKI, receiving membership numbers for both dog and handler before a show can be entered, regardless of entering online through UKI, or entering through the trial directly.

1.4 Club and Private Training Affiliation

Any club, private training center or individual may apply to host a UKI event. Through affiliation with UKI the club, private training center, or individual acknowledges to uphold the standard of agility set forth by UKI.

All affiliations holding a UKI event must provide proof of liability insurance.

1.5 Payment of fees

Registration and show entries may be available to enter online. By clicking the 'I agree' button when

registering and entering shows, you agree to pay. If a handler does not cancel their entry before the closing date, the amount is still due. Failure to pay will not be considered a cancelled entry. If payment is not received by the specified time, the account in question will be frozen. If an account is frozen, an administration fee will be charged to re-activate the account. Accounts owing money for over 12 months will become deactivated. If this happens and a handler wishes to re-register, the new registration fee will apply and any dogs that were previously registered will enter at their previous UKI level but will have 0 progression points.

A fee of $35.00 will apply for all checks returned by the bank to cover UKI administration costs and bank charges.

1.6 Refund Policy

Entries will not be accepted, changed or altered after the closing date or capping level has been reached except for the purpose of moving to a higher level. Day of show entries may be accepted by the individual event and this information will be listed in their premium.

A refund is available for any membership that is not older than 14 days from the creation of the account date minus the administration fee and an additional 5% refund fee will be incurred. A refund is available before the closing date or capping level is met for any show minus the administration fee and a 5% refund fee will be incurred. There will be no cost if refund money is to be left in your UKI account.

Once a show has been closed and/or capped, refunds of any kind for any reason will not be available unless the show manager has stipulated a handler dog injury clause in the premium, in which case a partial refund may be available by the Show directly with proper medical documentation. The show management must be contacted for this and not UKI.

No entry fees will be refunded if the trial cannot occur or be completed due to reasons such as "Acts of God", civil disturbances, fires, public emergency or other causes beyond the control of the organizing committee. In any cases where circumstances are beyond the control of the show committee, and this leads to either cancelling the show or the show moving to a new location within the area, refunds will also not be given.

Any amendments to this policy will be detailed in the Event's premium/schedule.

1.7 Administration Charges

Additional administration charges may be imposed on member's account due to negligence, which result in additional administration time to correct. These may be incurred for the following reason and are not limited to these reasons: submitting incorrect trial entry information including incorrect handler and dog numbers resulting in incorrect results, creating duplicate membership accounts, and not paying for entry fees on time requiring time to collect the entry fees. Charges are based on an hourly rate of $20 per hour.

2.0 PROGRAMS, LEVELS AND TITLES

UKI supports two Programs, **The International Program** and **The Speedstakes Program**, which enable dogs to progress up the levels of the Programs by gathering the required total of points set per level. Points are awarded based on wins and class placements that are qualifying rounds. Points are also awarded for clear rounds that are not placed. No points will be received for placements with time or course faults.

Both Programs allow for a Select Option which permits the dog to jump one jump height lower than their Regular jump height (See Section 2.3 for Regular Jump Heights). The select option does not allow spread jumps and will have a reduced height A-frame (5'3") and reduced size long jump.

A clear round or qualifying round ("Q") is obtained by accumulating no course or time faults under the standard course time (SCT).

The following table shows the placements and points awarded in the International and Speedstakes Programs based upon number of entries in the class:

Class Places and Points

Class Place	1-10 entered	11 to 30 entered	31 and above
1st	6 points	12 points	Refer to following table
2nd	5 points	8 points	
3rd	4 points	7 points	
4th	4 points	5 points	
Clear Round	4 points	4 points	

Points for classes of 31 and above

Class Placement	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	Clear round
Points	12	11	10	9	8	7	6	5	4	4	4

The number of entries in a class shall be determined by the number originally entered in each class and not based on how many ran or didn't run. Therefore, if a class had 12 entered in the class but only 9 ran, the points for 1st place would still be 12 points. However, if due to move ups and/or late entries where more dogs run than on the ring plan and this changes the points schedule, then the higher level points scheme will be used.

Both Programs offer the opportunity for dogs to be awarded Titles once they have progressed to the next level through either the process of collecting points or through winning classes. If a dog changes jump height within a Program, including changing from Select to Regular or vice versa, then all their previous results will still stand.

All qualifying / clear round results are sent to UKI which are uploaded to the UKI database and automatically tallied towards the current level on the dog's account for title and level progression. Runs that have faults of either course or time faults are not uploaded to the UKI account.

Once a dog has become eligible for the next level within a Program, that dog is no longer eligible to compete in any lower class, for life, including running a class at NFC. If a competitor is found to be competing a dog at a level, they are not eligible for, either above or below that level, then all results falsely gained will be null and void.

Any points that advance the dog a level prior to an event must be notified to the show secretary and the competitor must move up the level. If the next level is not available at the show, the dog may remain in the entered level. At a UKI event where the dog is competing for more than one day and the dog completes the requirements for a level on a prior day, they must move up the following day. It is the competitor's responsibility to notify the Show Management and make any other necessary changes to advance to the new level on the day they acquire the necessary points to do so. If a handler gains

necessary points for level progression at the start of the day, they may NOT move up that same day, only the following day or show whichever the dog is entered at first.

Any result that is disputed from the official Show results, must be made within 6 weeks of the show where the trials scoring will be used to confirm the result. Any dispute with the official UKI Result Sheet must be made within 3 months of the show.

2.1 International Program

The International Program consists of agility, jumping and games classes. The Program allows dogs to progress through the levels by gathering the required number of points in the aforementioned classes. The purpose of this program is to reward the well-rounded dog who may only progress through the levels with stipulated points in each of the class types i.e. agility, jumping and games. If the dog has met one of the class criteria, the dog still must remain in the same level for all the classes until the remaining class criteria have been met.

2.1a International Levels

Each time the dog graduates to the next level, point collection will start over, thus, the dog will start each new level with 0 points.

Beginners – For dogs that are not eligible for Novice, Senior and Champion levels in the International Program. Once a dog graduates from Beginners, earning 12 points (8 of these from Agility) in the International Program, they can no longer enter that dog in the Beginners level in the International Program for life. (The Speedstakes Program is separate from the International Program.)

Novice – For dogs that have gained a minimum of 12 points in the Beginners classes, where 8 of those points must be obtained in agility classes. This is the equivalent of 3 clear rounds (CR), 2 of these must be from agility classes.

Senior – For dogs that have gained a minimum of 20 points in the Novice classes, where 12 of those points must be obtained in agility classes, 4 points from jumping classes and 4 points from games classes. This is the equivalent of 5 clear rounds (CR), 3 of which are from agility, 1CR from jumping and 1 CR from Games.

Champion – For dogs that have gained a minimum of 36 points in the Senior classes, where 12 of those points must be obtained from agility classes, 12 points from jumping classes and 12 points from games classes. This is the equivalent of 9 clear rounds (CR), 3 of which are from agility, 3 CR from jumping, and 3 CR from Games.

Clear rounds in the Masters Series Heat classes, Pentathlon classes, Biathlon classes, Games Challenge classes, Speedstakes Challenge classes will count towards level progression points in the level the dog is currently working at.

2.1b International Titles

Title certificates will be automatically emailed. When enough points have been earned, the UKI system automatically moves the dog to the next level the dog is eligible for and emails the handler listed on the account a title certificate. It is the account holder's responsibility to be sure that the email addresses from UKI are listed on their server's trusted senders and to check their spam folders for any UKI email. It is also the

handlers/owner's responsibility to confirm the awards their dogs earn are correct and to immediately notify UKI of any errors.

Beginner International Dog (BID) – A dog will be awarded a **BID** once a dog achieves the required points to move from Beginners to Novice.

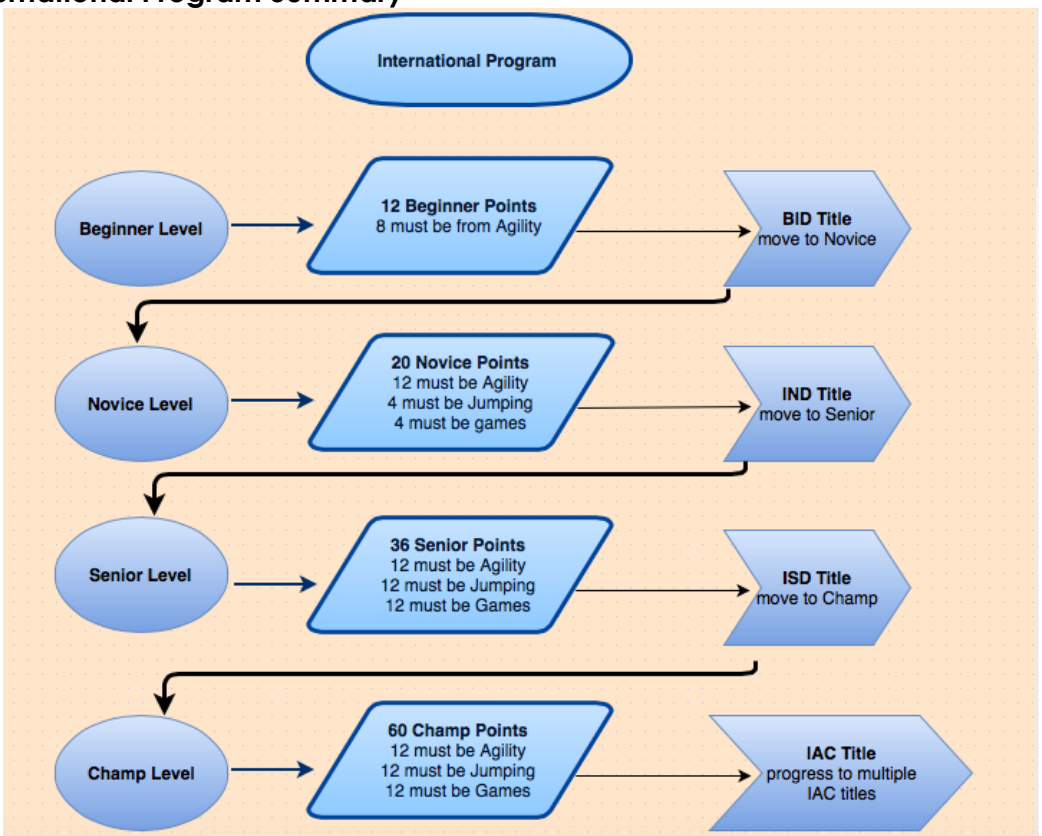
International Novice Dog (IND) A dog will be awarded an **IND** once a dog achieves the required points to move from Novice to Senior.

International Senior Dog (ISD) A dog will be awarded an **ISD** once a dog achieves the required points to move from Senior to Champion.

International Agility Champion (IAC) * – A dog will be awarded an **IAC** once a dog achieves 60 points in the Champion International Level, where 12 points must be obtained from agility classes, 12 points from jumping classes, and 12 points from games classes. Dogs may repeat their **IAC** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **IAC** 2).

International Win Agility Champion (IWAC) * – A dog will be awarded a **IWAC** once a dog gains a total of 60 points in wins in the International Champion Level, where 12 points of wins must be obtained from an agility class, 12 points of wins from a jumping class and 12 points of wins from a games class. Any win a dog gains will count towards both their **IAC** and **IWAC**, thus if a dog acquires the title **IWAC**, they also acquire the title **IAC** as well. Dogs may repeat their **IWAC** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **IWAC** 2).
** All IAC and IWAC awards must be tallied and confirmed by the dog's handler and the UKI office contacted for the award to be emailed.*

International Program Summary



2.1c International Awards

Outstanding Achievement Award - Once a dog has achieved **IAC** 5, the dog will be awarded an Outstanding Achievement Award.

2.1d Individual International Class Awards

Awards for points achieved in the individual International classes will be awarded to the dog once they have reached the amount of points set forth in the following classes: Agility, Jumping and Games. This collection of points is calculated throughout the lifetime of the dog, regardless of the level or height or regular or select jump options.

Once the Bronze award has been achieved, the dog may continue gathering points in that same class (regardless of the level they are currently competing at) to gain the Silver award and once this is achieved they may continue collecting points within this class for the Gold award.

For example, a dog who started off in the Beginners International Level may have gained their International Bronze Games Award by gaining points in the games classes (Snooker, Gamblers) while they were moving up the levels into the Champ International level. This dog may continue to gather Games points towards their Silver award and then onto their Gold award. Point accumulation does not start over with each award but continues towards the next award requirement.

Award	Points Required	Accepted Classes
Agility Bronze	60	Any level Agility Class, Masters Series Heat Agility
Agility Silver	120	Any level Agility Class, Masters Series Heat Agility
Agility Gold	240	Any level Agility Class, Masters Series Heat Agility
Jumping Bronze	60	Any level Jumping Class, Masters Series Heat Jumping
Jumping Silver	120	Any level Jumping Class, Masters Series Heat Jumping
Jumping Gold	240	Any level Jumping Class, Masters Series Heat Jumping
Games Bronze	60	Any level Games Class: Gamblers, Snooker, S&L, P&S
Games Silver	120	Any level Games Class: Gamblers, Snooker, S&L, P&S
Games Gold	240	Any level Games Class: Gamblers, Snooker, S&L, P&S

2.1e Select Option

The Select Option is designed for the new dog, dog recovering from injury, older dog, or breeds that may find their Regular jump height too challenging or the A-frame height and spread jumps too challenging in the regular classes. The select height allows the dog to jump one jump height lower than their Regular Height. In addition, there will be no spreads and a reduced long jump and a lowered A-frame of 5'3".

The competitor may choose to run in the Select Option for any class and any level the dog is currently running at in the International Program. If a competitor decides to compete in the Select Option, any other classes run at that show must be run at that select height.

If a dog changes jump height within a Program, including changing from Select to Regular or vice versa, then all their previous results will still stand.

2.2 Speedstakes Program

The Speedstakes Program consists of classes made up of only jumps and pipe tunnels excluding the tire, wall, spread jump and long jump). The Program allows dogs to move up through the levels by gathering the required number of points in each level. Each time the dog graduates to the next level, point collection will start over, thus, the dog will start each new level with 0 points.

2.2a Speedstakes Levels

SS Beginner - For dogs that are not eligible for SS Novice, SS Senior and SS Champion levels in the Speedstakes Program. Once a dog graduates from Beginners, earning 12 points in the Speedstakes Program, they can no longer enter that dog in the Beginners level in the Speedstakes Program for life. (The International Program is separate from the Speedstakes Program.)

SS Novice – For dogs that have gained a total of 12 points in the SS Beginners classes.

SS Senior – For dogs that have gained a total of 20 points in the SS Novice classes.

SS Champion – For dogs that have gained a total of 36 points in the SS Senior classes.

2.2b Speedstakes Titles

Speedstakes Beginner (SSB) - A dog will be awarded a **SSB** once a dog achieves the required points to move from Beginners to Novice.

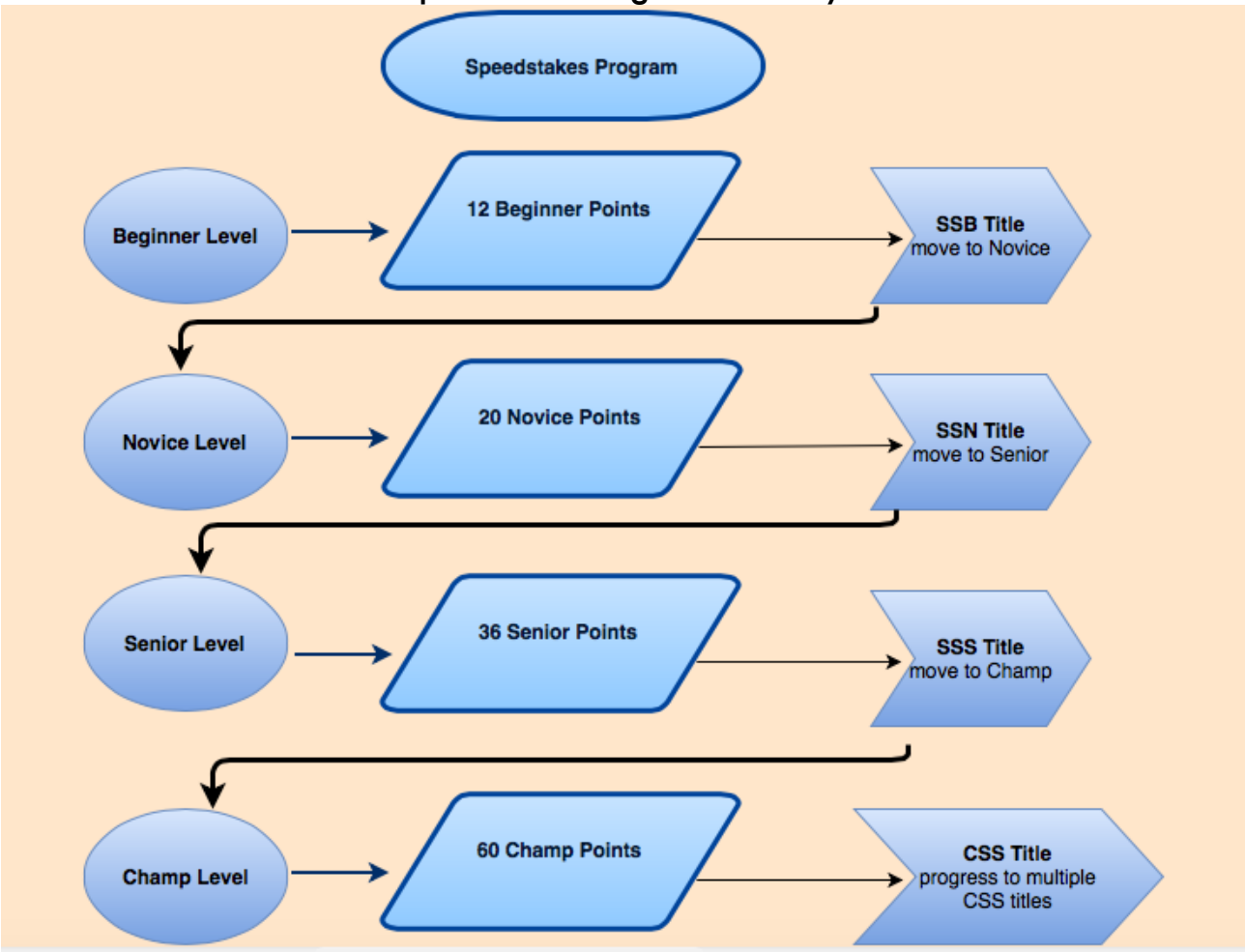
Speedstakes Novice (SSN) - A dog will be awarded an **SSN** once a dog achieves the required points to move from Novice to Senior

Speedstakes Senior (SSS) - A dog will be awarded a **SSS** once a dog achieves the required points to move from Senior to Champion

Champion of Speedstakes (CSS) – A dog will be awarded a **CSS** once a dog achieves 60 points in the SS Champion Level. Dogs may repeat their **CSS** by duplicating the above **CSS** requirements thus adding to their title the number of times it is repeated (i.e. **CSS2**).

Win Champion of Speedstakes (WCSS) – A dog will be awarded a **WCSS** once a dog gains 60 points of wins in the SS Champion Level. Any win a dog gains will count towards both their **CSS** and **WCSS**, thus if a dog acquires the title **WCSS**, they also acquire the title **CSS** as well. Dogs may repeat their **WCSS** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **WCSS2**).

Speedstakes Program Summary



2.2c Speedstakes Awards

Outstanding Achievement Award - Once a dog has achieved CSS5, the dog will be awarded an *Outstanding Achievement Award.*

2.2d Select Option

The Select Option is designed for the new dog, dog recovering from injury, older dog, or breeds that may find their Regular jump height too challenging. Dogs in the Select Option can jump one jump height lower than their Regular Height.

The competitor may choose to run at the Select Option in the Speedstakes Program but must also run in the Select Option for the International Program for that show.

If a dog changes jump height within a Program, including changing from Select to Regular or vice versa, then all their previous results will still stand.

2.3 Jump Height Options

UKI will adhere to the following jump heights for the International and Speedstakes Programs. (Dog's height is a perpendicular line from the highest point of the dog's withers to the ground.)

Regular Jump Height	Dog's Height	Long Jump (MAXIMUM)	Number of Units	Tire height	A-frame Height
8 inches	12.75" & under	16"	2	8 inches	5'3"
12 inches	15" & under	24"	2	12 inches	5'3"
16 inches	17.5" & under	32"	3	16 inches	5'7"
20 inches	22 & under	40"	4	20 inches	5'7"
22 inches	Any	44"	5	22 inches	5'7"
24 inches	Any	48"	5	24 inches	5'7"

Ascending Spread Lengths *		
Jump Height	***Not allowed in Select***	
	Suggested	**Maximum**
8 inches	6 inches	7.5 inches
12 inches	9 inches	11.5 inches
16 inches	12 inches	15.5 inches
20 inches	15 inches	18.5 inches
22 inches	16 inches	20.5 inches
24 inches	20 inches	22.5 inches
**Judges may decrease spread lengths as they see fit. The first bar or jump does not move when increasing or decreasing the width; the back jump or bar moves. First bar height should be set at 18" for 24", 16"for 22", 16"for 20", 12"for 16", 8"for 12", 4"for 8". When removing a bar for select, this must be the back jump.*		

UKI SELECT heights - Long Jump Lengths & A Frame heights					
Select & Nursery Option Heights	**Dog's Height**	**Long Jump (MAXIMUM)**	**Long Jump Units**	**Tire height**	**A-frame Height**
4 inch (s)	12.75" & under	Width of unit 1	1	Resting on ground	5'3"
8 inch (s)	15" & under	16"	2	8 inches	5'3"
12 inch (s)	17.5" & under	24"	2	12 inches	5'3"
16 inch (s)	22 & under	32"	3	16 inches	5'3"
20 Inch (s)	Any	40"	4	20 inches	5'3"

Dogs can jump higher than their measured height category.

If a dog changes jump height within a Program then all their previous results will still stand for titling and individual class awards. However, results that are necessary for Finals or National events with rule stipulations of one height requirement to enter, will only allow those results from that height to count. The only exception is with a dog dropping down to their Select height, unless this is specifically stated in the event's rules that no change of height is allowed. This information will be outlined in the event premiums.

For any special class or fun class, a handler may choose to jump their dog at a higher or different height they are eligible for; regardless of what height division they have been competing at in the International Program or Speedstakes Program.

2.4 Dogs Transferring from Other Organizations with New Dog Membership.

All new dogs to be registered with UKI that have been competing at another organization listed on the transfer table must register to the correct UKI level. Refer to the chart below to find the corresponding level for both Programs. Organization outside of North America must contact the UKI office for level information.

If a dog has participated in multiple organizations, the highest level they are competing in at any organization will be used. The highest STANDARD AGILITY level for transfer at the time of dog registration should be used.

Transfer Table of Highest Level in Standard Agility - Newly Registered Dogs

AKC/CKC	USDAA/AAC	CPE	UKI International Program	UKI Speedstakes Program
Novice & Open / Int.	Starters	Levels 1-4	Beginners	SS Beginners
Excellent	Advanced	Level 5	Novice	SS Novice
Masters	Masters	Level C	Senior	SS Senior
MACH / AgMCH	ADCH / ATChC	N/A	Champion	SS Champion

Once a dog is registered with UKI, results from other organizations no longer count towards progression through the levels in UKI. Dogs that have no competition history with an existing member or that are under competition age at the time of registration will start in the Beginners level unless section 2.4a can be applied.

Once a dog is registered with UKI, it cannot be registered again under a different name. If the dog is already registered with UKI and an owner transfer is requested, the dog will remain in its current UKI level with all UKI results kept.

2.4a. UKI Registered owners with experienced Champ Level dogs on their account.

Any UKI Handler with a dog registered under their UKI account in the International Champ level, must register any dog that is eligible for the International Beginner level, into Novice International and Speedstakes levels. They may not start in Beginners.

2.4b Move-ups available for lack of UKI trials within a region.

A handler may move their dog up to the equivalent level the dog is competing at in Standard Agility classes based upon the transfer table as far as up to the Senior level. This option is only if a handler is in a location with a lack of UKI shows within a 4- month period of the last show in that area. This shall be determined by the lack of trials from 100 miles of the handler's registered address using Google maps shortest route in miles. This move up is not available due to a handler not attending an offered trial within this timeframe and area. The move up must be requested by contacting the UKI office directly before it may be granted.

3.0 CLASSES

3.1 Standard Classes

3.1a Agility

The object of this class is to negotiate a full course of agility equipment with a minimum of 16 and a maximum of 19 obstacles for Beginners and Novice and a minimum of 17 obstacles for Senior and Champion and a maximum of 20 obstacles.

All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction.

The class must include the dogwalk, A-frame, teeter, and weave poles using set(s) of either 6 or 12 poles. No more than 12 weaves can be numbered on a standard agility course. Champ level must use one set of 12 weaves. In some cases, one of the contacts may be omitted and replaced by repeating one of the other 2 contacts still giving a total of three contact obstacles. If this option is used, it will be stated in the show premium and permission must be granted by the UKI office.

To receive a clear round, also known as a qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

3.1b Jumping

The object of this class is to negotiate a course, without contact equipment, with a minimum of 16 and a maximum of 19 obstacles for Beginners and Novice and a minimum of 17 obstacles for Senior and Champion and a maximum of 20 obstacles.

All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction.

The class can include all equipment except for the 3 contacts. A set of weave poles using set(s) of either 6 or 12 poles must be used and no more than 12 weaves can be numbered on a standard jumping course. Champ level must use one set of 12 weaves.

To receive a clear round, also known as a qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

3.1c Speedstakes

The object of this class is to negotiate a course made up with only tunnels and regular jumps (excluding the tire, wall, spread jump and long jump), with a minimum of 16 and a maximum of 19 obstacles for Beginners and Novice and a minimum of 17 obstacles for Senior and Champion and a maximum of 20 obstacles.

The Speedstakes course should be a fast and flowing set up. All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the

direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction.

To receive a clear round, also known as a qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

Dogs must be at least 15 calendar months of age to compete in this class.

3.2 Games Classes

UKI competitions may contain one or more of the following games. Games are designed to test the handler and dog in dealing with the different elements of course strategy, distance control, and versatility. Qualifying rounds from the following games will meet the necessary games' requirements to achieve Level points in the International Program: Gamblers and Snooker.

3.2a Gamblers

The goal of the game is to accumulate as many points as possible within the time allotted and then to make a decision and perform one of the two short closing sequences.

The Gambler's course is set up with the obstacles placed randomly throughout the ring, without specific flow. Each obstacle is worth points and is awarded to the dog if successfully completed. Points can only be awarded twice for each obstacle in the opening, The exceptions to this are the start and finish which may only be taken once at any time, in the direction indicated by the timing and to start and stop the clock.

The game consists of two parts. The first is the opening period that has a designated time of 25, 30, 35 or 40 seconds. This is the time to gather as many points as possible by successfully completing obstacles before the period ends. This is then followed by the selected 10 or 15 point gamble which is only awarded if the dog crosses the finish within the total course time, without fault.

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tire Spread jump Long jump Wall
3 points	Teeter Weave poles (6 poles)
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

Obstacles that are 1 directional, e.g. Teeter, Spread jump & Long jump, will only score points when taken in the correct direction

General Gamblers Rules:

- If an obstacle is attempted but not completed successfully (e.g., missed contact) a dog may attempt the obstacle again as many times as necessary until it is completed successfully. A judge should signify an obstacle has not been completed successfully by shouting "NO", "FAULT" or "ZERO".
  If the dog is unsuccessful on the first attempt at a contact or weave when there is a consecutive rule in place, then they may attempt it again immediately.

- The class must begin on a start jump and it is worth 1 point in the opening if taken in the proper direction as indicated by the timing. The start jump cannot be taken a second time. If it is taken a second time, point accumulation ends, the game is over, and you must proceed to the finish jump. If the start jump is not taken in the correct direction, then this jump must be repeated in the correct direction before point accumulation can begin. If it is not jumped in the correct direction before another obstacle is taken, then the game is over, and the handler should go directly to the finish.

- The class must end on a finish jump or tunnel and must be taken in the direction of the timing gate placement. If the finish jump or tunnel is taken during the opening, the game is over. If a timing system that doesn't give a time is in use, then the opening time is given to those dogs. Points are kept up to that point. Once the dog has completed the gamble sequence, or if the whistle/buzzer sounds, the handler must direct the dog to the 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 and this also includes taking the finish obstacle the wrong way.

- The opening period ends when the whistle/buzzer is sounded. This also designates the beginning of the second half of the game where the time begins for the gamble and the number 1 gamble obstacle becomes live. If the buzzer sounds to end the opening period while the dog is negotiating an obstacle, points will be awarded if the obstacle is completed successfully. 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.

- Once the buzzer sounds and the number 1 gamble obstacle(s) has become live, taking any number 1 gamble obstacle will select that gamble. You must complete the first selected gamble by taking its obstacles as designated by the judge. If you take a non-gamble obstacle on the way to gamble obstacle 1 this is not faulted and is just time wasting. If you take any gamble obstacle on the way to gamble obstacle 1, this is no gamble and the game is over.

- There are no refusals judged in the opening.

- The judge may determine and must state in the briefing if contacts can be done back to back.

- If a jump bar is displaced while attempting the obstacle, provided the dog goes through the uprights on the next attempt of the obstacle, points will be awarded.

- The dog may NOT take 2 (two) consecutive gamble obstacles in the *same* gamble (i.e. gamble 1 OR gamble 2) in succession (one after the other) during the opening period. If they do, they will receive points for those obstacles, but will be ineligible to earn points for the gamble, even if they complete it successfully.

  For example, on a gamble numbered 1-4, if you take:

  #1 you cannot take #2 in any direction but you can take any other gamble obstacle.

  #2 you cannot take #3 in any direction but you can take any other gamble obstacle

  #3 you cannot take #4 in any direction but you can take any other gamble obstacle and so on

If the dog takes 2 (two) consecutive obstacles from one gamble in the opening, they may still attempt the other gamble in closing and be awarded the points if they complete it successfully. Handlers may, however, do the *same* gamble obstacle 2 (two) times successfully for points during the opening without negating their opportunity to earn points for a successful gamble. They may also do 1 (one) obstacle in gamble #1 followed by 1 (one) obstacle in gamble #2, or vice versa.

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

The Gamble:
The judge will present two options (2 gambles) one of which will be of more challenge and therefore worth more points. It is up to the handler to choose (therefore, to gamble) which option to attempt.

The time allotted for the gambles shall be determined by the judge's discretion and common sense, typically between 12 to 18 seconds and no more than 20 seconds maximum. The judge may add 3 seconds onto the regular times for the Select heights if they wish.

The gamble points will only be awarded if the dog completes the chosen sequence within the specified time. The timing gates must be positioned at the last obstacle of the gamble (As per rule 4.17.)
Option 1 Gamble (less difficult) = 10 points
Option 2 Gamble (more difficult) = 15 points
In tournament Gamblers, gamble option 2 may be increased to 20 points.

There are no refusals judged in the closing (unless judge states this for tournament gamblers, see below)

If the judge chooses to restrict the handler's distance while directing the dog through a gamble, a line on the ground will designate the sequence. The dog must complete the gamble while the handler remains on the other side of the line. Numbers may also be placed in sequential order at each of the obstacles in a gamble.

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

- The dog fails to complete the sequence within the allotted time.
- The dog faults any part of the gamble obstacles.
- The handler steps on or over the line when a distance restriction is in effect.
- The dog knocks a gamble bar down in the opening period of the gamble they attempt.
- The dog takes the finish obstacle in the Opening period.
- In tournament Gamblers only, the judge may state that refusals in the gamble will be faulted and therefore a refusal in the gamble will negate gamble points.
- The dog performs 2 (two) consecutive gamble obstacles in the same gamble in succession (one after the other) during the opening period.

A Judge may choose to have a "No Loitering rule" in Senior & Champion level. A handler will be called for loitering if the handler does not attempt any equipment that has not already been done successfully for points, while waiting for the whistle/buzzer to sound. In this case "No gamble" will be scored.

There are two ways to qualify:

1. Minimum opening points must be earned in the opening and one of the gambles must be completed successfully within the allotted course time. For example, a minimum of 18 points must be accumulated in the opening period of a 30 second opening time; however, the dog must then at least obtain the 10-point Option A gamble, thus giving a total of 28 points. To calculate the minimum required opening points, multiply the opening time by 6 and drop the zero. (e.g., opening time: 30 seconds x 6 = 180. 18 points needed to qualify in the opening.)

2. If a dog can't accumulate the required opening points and needs 5 points or less, they can make up the missing points by successfully completing the 15-point gamble.
For example, a minimum of 21 points must be accumulated in the opening of a 35 second opening time. If a dog only accumulates 16 points in the opening but completes the Option 2 gamble receiving an additional 15 points, the dog will receive a qualifying round.

For purposes of UKI level point accumulation, if a dog acquires more points than a dog that has qualified by either of the methods detailed above, but does not achieve either of the gambles, that dog does not qualify (in other words, given a clear round for level progression) and therefore is not placed higher than the qualifying dog with lesser points. For example, if a handler were to obtain 28 points or more from the opening period of 30 seconds but fails to complete one of the two gamble options within the gamble time, the dog does not receive a qualifying score, and thus no level points.
Time is a tiebreaker only. Time ends as the dog crosses the finish line. Game points will determine the placement for results. If a dog does not stop the clock (barring timing failure) then all points are lost and 0 (zero) points will be scored. If the dog stops the clock at any point during the run the game is over.

If there are no qualifying rounds, the places of the dogs will be determined by points, with time being the tiebreaker.

3.2b Snooker

The object of the game of snooker is to score as many points within the maximum course time set by the judge. The scoring is the similar as the billiard game, snooker. However, the judge may place the obstacles in the ring in any way.

The judge will design a course consisting of 3 or 4 red jumps and one of each of the other snooker colors. These will be scored the following way:

Red Jumps	1 point each
Colored Obstacles:	
Yellow	2 points
Green	3 points
Brown	4 points
Blue	5 points
Pink	6 points
Black	7 points

Snooker consists of two sections. The opening section allows the dog and handler to collect as many points as possible by completing each red jump followed by any colored obstacle. The dog must attempt 3 reds before they start closing. A color must be attempted after the last red before closing can begin. 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 colored obstacles (#2 through to #7) in sequential order before the course time has elapsed for a maximum of 27 points.

Once the dog has completed the last obstacle, the handler must direct the dog to the finish jump to stop the clock. If a dog does not stop the clock (barring timing failure) then zero points will be scored.

A snooker course should be run as follows:

Red jump, any colored obstacle,
Red jump (different from first red), any colored obstacle,
Red jump (different from first and second red), any colored obstacle,
Yellow 2, green 3, brown 4, blue 5, pink 6, black 7,
Finish Jump.

General rules:

- The start jump and finish jumps have no point values and are used for time only. They must be taken in the direction indicated by the judge. If the start jump is not taken in the correct direction, then this jump must be repeated in the correct direction before point accumulation can begin. If it is not jumped in the correct direction before another obstacle is taken, then the game is over and the handler should go directly to the finish jump. The start jump is always "live" during the run. This means that if the start jump is taken after the dog has started the run, it is judged as an off-course. Point accumulation ends and the handler should go directly to the finish jump. If the finish jump is taken at any time during the run the time is stopped and point accumulation ends. Failure to take the finish jump at the end of the run or taking it in the wrong direction will result in an elimination.
- If the dog takes an obstacle before taking the start jump to start the clock, the game is over and they will be eliminated.
- Handlers should continue on the course until they hear the judge's whistle or the horn sounds to signal the end of time. The judge calling "Fault or Zero" signifies that no points have been earned, it is not an elimination and does not mean the game is over.
- If the judge's whistle blows, or the buzzer/horn goes off to signal the end of course time, or the dog finishes the closing sequence, the game is over and the handler should go directly to the finish jump to stop time. There will be no penalty if a dog takes additional obstacles on the way to the finish jump.
- Where Game Over is stated at any point in these rules, this means the handler should go directly to the finish jump.
- No refusals are judged in the opening sequence; therefore, the dog will get points as long as the obstacle is completed 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, except for the Beginner level course
- If weaves are present on course, the following rules apply: If the dog misses the entry but it engages with the weave, it is a refusal which is not faulted in the opening. The handler must re-start the weaves, from that same direction, and complete successfully in order to still earn the points. If they do not restart

the weaves and continue to the next red, this is game over. Once the dog enters the weaves correctly, if he does miss a pole, it is a standard fault. The judge will call "Fault or Zero" and the handler should continue to the next red or start the closing. While the handler does not have to complete the weaves in the case of a fault, there is no penalty if he does finish the weaves.

- The course time is set per the judge's discretion and may be different for different height divisions. The objective is for the handler to complete their opening sequence and their closing sequence (#2-#7) within this assigned time. Handlers do *not* have to take the finish jump within the designated course time. The finish jump is used solely to record total time on course in the event of a tie.
- A red jump must be successfully completed, in either direction, in order for the dog to be able to attempt a colored obstacle of #2 through #7. Points are then awarded for successful completion of the colored obstacle.
- Once a red jump has been completed (successfully or not) it may not be attempted again. If it is that is Game Over.
- If one of the red jumps is faulted, the handler may choose to take the 4th red (if there is one) followed by a color before proceeding to the closing sequence. This is not compulsory, and the handler can choose to go straight to the closing after the 3rd red & color attempt.
- Obstacles that are one-directional (that is, the seesaw, spread jumps, and the long jump) must be taken in the correct direction to earn points. If the dog takes a one-directional obstacle in the wrong direction in the opening, the game is over.
- For obstacles that are bidirectional in the opening, the placement of the course number indicates the approach side of the obstacle in the closing sequence.
- Combination Obstacles: Opening - The judge may choose to set up a combination of obstacles to make up any colored obstacle. The judge may designate the order of the combination but may also allow the individual obstacles in the combination to be taken in any order or direction during the opening sequence. Once a combination is started, subsequent obstacles in that combination must be attempted to the point of completion, unless the dog incurs a standard fault on one of the obstacles. If this occurs (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 as appropriate. No points will be awarded, and time will be wasted if the dog finishes the combination. If the dog returns to a previously completed obstacle in the combination, this is game over. If the dog takes a non-combination obstacle during the combination, this is game over. If the dog takes the combination out of a designated order or direction, this is game over.
- Combination obstacles: Closing – Any combination obstacles must be taken in the designated order and direction in the closing. If the dog faults a combination obstacle in the closing, the game is over.
- A dog is deemed to have started an obstacle once it engages with the obstacle. Once a dog engages with a colored obstacle they must continue with the obstacle to the point of completion or standard fault. This must be in the original direction it started.
- Snooker definition of 'engaged' – the dog gets onto an obstacle, goes into an obstacle, touches any part of an obstacle in any way, running under any part of an obstacle, jumps over any part of an obstacle.
- Snooker definition of 'standard fault' – a missed down contact, a pole/brick/long jump element knocked down, breakaway tire opening, missing a weave pole after entering correctly.

- Displaced elements will not be re-set for colored obstacles #2-#7. E.g. knocked jump pole or knocked long jump board. However, as long as the dog goes through the uprights on the next attempt of that colored obstacle, points will be awarded.

- If an obstacle is demolished by handler or dog in such a way that it can no longer be attempted, then no further points can be scored on this obstacle during the game.
- A judge may set a course where scoring three 7s could be deemed difficult to achieve.
- Stopwatches or other timing devices are allowed during the course walk-through but may not be used as an aid during the actual competition.
- The judge has the discretion to apply additional rules to the Snooker class as long as those rules are defined in the judge's briefing.
- Bidirectional obstacles can only be called for a refusal when the dog engages with the obstacle.

Opening Scenarios

Refusal of any red	Re-attempt obstacle and if completed correctly, points will be awarded.
Taking a red jump followed by another red jump	Game over, go to finish
Faulting a red jump	Go directly to another red (if available)
Faulting any of the first 3 reds	The 4th red is now available to score (if available)
Faulting the 3rd red jump	Begin closing (2-7) or attempt the 4th red (if available) Handler's choice.
Faulting all red jumps	Begin closing (2-7)
Either, not going directly to another red when a red jump has been faulted, or not going to the closing sequence when the red jump faulted was the last red jump.	Game over, go to finish
Taking the 4th red after successfully completing the first 3 (three) reds	Game over, go to finish
Not attempting 3 reds before starting the closing	Game over, go to finish
Taking the last red jump in the opening followed by the 2-point yellow for points	Repeat #2 yellow to begin closing #2-#7
Taking a colored obstacle followed by another colored obstacle	Game over, go to finish
Engaging with a colored obstacle and then leaving before completion or standard fault	Game over, go to finish
Restarting a colour obstacle in the opposite direction once they have engaged.	Game over, go to finish
Faulting a colored obstacle.	No points awarded, go to next red if any "unused" reds are remaining; otherwise must start the closing
Refusing a colored obstacle after engaging with it and then attempting a <u>different</u> colored obstacle	Game over, go to finish
Engaging with a combination obstacle and then leaving before attempting all elements (unless a standard fault incurred)	Game over, go to finish
Omitting an obstacle in a combination obstacle	Game over, go to finish

Faulting any part of a combination obstacle	No points awarded, go to next red if any "unused" reds are remaining; otherwise start the closing. You are just wasting time by continuing the combination (a faulted combination obstacle does not have to be completed before going on)
Refusing second or subsequent parts of a combination obstacle.	Repeat the refused obstacle to get points. If you continue on the course this is game over.
Taking a combination obstacle out of the judge's specified order	Game over, go to finish
Dog enters the weave poles, but misses the correct entry	Dog has engaged with the obstacle, it must reattempt to the point of completion or incurring a standard fault. If not, then game is over.
Dog jumps off the seesaw before the pivot point, jumps off the dogwalk before the down ramp, or jumps off the A-frame before the down ramp	Dog has engaged with the obstacle, it must reattempt to the point of completion or incurring a standard fault. If not, then game is over.
Dog enters tunnel and backs out or exits via the entry	Dog has engaged with the obstacle, it must reattempt to the point of completion or incurring a standard fault. If not, then game is over.
Taking a one-directional colored obstacle (spread, long jump, teeter) in the wrong direction	Game Over, go to finish
Refusal of a colored obstacle where dog runs past or spins in front of obstacle	This type of refusal is not judged in Snooker opening as the dog has not engaged with the obstacle.
Handler unintentionally (casual) contact with dog or an obstacle that aids the dog's performance.	No points awarded, go to next red if any "unused" reds are remaining; otherwise start the closing
Deliberate contact with dog or obstacle that aids the dog's performance	Game over, go to finish

Closing Scenarios

Red jump taken	Game over, go to finish
Obstacle(s) taken on way to finish jump after completing black #7 or after horn or judge's whistle sounds	Not faulted, no additional points received
Colored obstacle taken out of order	Game over, go to finish
Refusal of obstacle	Game over, go to finish
Colored obstacle faulted	Game over, go to finish
Combination obstacle taken out of judge's specified order	Game over, go to finish
Combination obstacle completed correctly but dog then takes an additional obstacle in the combination	Game over, go to finish
Handler touching dog or an obstacle (whether a red or colored obstacle, and whether intentional or accidental contact) in a manner that aids the dog's performance	Game over, go to finish

Opening and Closing Scenarios

Whistle/horn blown for time up once dog has engaged with an obstacle. (In closing, engaging with an obstacle means they have engaged with the first obstacle of the combination)	Points awarded if obstacle/combination is competed correctly
Dog does not take finish jump after game ends or takes it in the wrong direction.	Elimination
If a jump bar is knocked on a colored obstacle.	Provided the dog goes through the uprights on the next attempt of the colored obstacle, points will be awarded
Whistle/horn blows to signal end of time	Complete obstacle you are currently attempting and then game over.
Judge blows their whistle	Game Over, go to finish

Scoring:

The winner will have collected the highest points with the fastest time.

To receive a qualifying/clear round, the dog must have collected a minimum of 37 points and must have then crossed the finish in the correct way to stop the clock.

The maximum amount of points that can be earned in the game is 51 points as shown below.

In the first section, 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) = 24 points.

In the closing sequence, 27 points are earned if all colored 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)

3.3 Heats, Qualifiers & Finals

Each year UKI will run the UKI US Open, West Coast Open, Canadian Open, and 1-TDC Invitational. Individual hosts will be granted permission to run special UKI tournament style events of Cups, Classics, and Festivals. In addition, regular trials apply to host Masters series Heats and International Challenge Events. These events will include classes with combined rounds, heats and individual finals. Full rules and regulations for these events and classes will be published in the Premiums. Design guidelines for these classes may differ to the Standard classes including allowing 22 obstacles for many of these classes.

UKI trials that hold heats such as Masters Series and I.C.E will gain level points and can be counted towards Open Bye qualifications for clear rounds achieved in those individual classes. In addition, clear rounds in individual tournament events held at Classics, Cups, Festivals, International Challenge Events, DASH events (only classes listed in premium rules) will also gain level points and can also be counted towards Open Bye Q's. Any classes held at UKI Opens or Invitationals will not gain points towards progression or count as qualification towards Byes.

3.4 Special Classes

Results from these classes will not count towards UKI progression. These classes may comprise pairs, teams, mulligan runs/reruns , tunnelers etc. Courses should still be reviewed for safety. All UKI rules must still be followed if they are held within the hours of a UKI trial.

3.4a Nursery

Designed for the beginner handler and/or beginner dog that may need some ring experience by being offered a smooth flowing course without the teeter, tire, spread jump or weave poles with a minimum of 15 obstacles. It allows the dog to jump any of the following heights 4 inches, 8 inches, 12 inches, 16 inches and 20 inches. This class will include a dog walk and an A-frame. The A-frame will be set at 5'3". Clear round rosettes/ribbons may be awarded, but there are no placements awards. The standard course time should be worked out by using Beginners Agility travel rates. Refusals are not judged in this class.

Dogs must be at least 15 months of age to enter this class. Dogs entered in the Nursery class may also enter the Speedstakes classes available on that day but may not enter any other classes.

The standard course time is calculated using the Beginners Agility travel rates.

3.4b Veterans Classes

This class is an open class available for any level dog that is not entered in any other class except Veterans for that day. This class is designed for the older dog that the handler would like to run in the competition environment. No level points for progression are given for these classes but placements and clear rounds will be awarded.

Dogs must be at least 8 years old to enter these classes.

Shows may choose to offer any one or all of the three veterans classes at their trial: Veterans Agility, Veterans Jumping, Veterans Speedstakes.

There are 2 jump heights offered: 12 inches for dogs whose regular jump height is 24, 22 or 20 inches.
4 inches for dogs whose regular jump height is 16, 12, 8 inches.

These classes will consist of a minimum of 15 obstacles. Agility and Jumping may only have 0 or 6 weave poles, no spread, long jump, wall or tire allowed. Agility will have a lowered A-frame of 5'3".

The standard course time will be calculated using the Beginners travel rates.

3.4c Additional Classes

UKI shows can obtain permission from UKI to hold special classes. These may include but are not limited to Pairs, Teams, Knock Outs, Tunnellers and new games. The classes will not count towards UKI progression and the rules of each event must be clearly stated in the schedule.

4.0 COMPETITIONS & SHOWS

4.1 Holding UKI Competitions

At any time, should circumstances so dictate, the show manager, in consultation with the judges, may alter the arrangements as necessary. Such changes and the circumstances surrounding them must be reported to UKI and permission granted.

At every competition or show, the show manager shall provide / make provision for:

Copy of the Schedule
Copy of the UKI Regulations
UKI Registration Forms
UKI Measuring Official
Secretary's area
Scoring area
Adequate toilet facilities
Adequate exercise area for dogs
Provisions for dog waste and its disposal
Rubbish & recycling collection and disposal
Adequate parking
Adequate camping area (when camping is offered).
Suitable ring surface.
Supply of drinking water
Electronic Timing Advised
Measuring Wheel
Backup Stop Watches
Whistles
Equipment complying in full to UKI regulations
Ribbons
First Aid and supplies

Scribe sheets must be kept for 12 months after the show. Show managers must check for result queries. They are responsible to respond to UKI in a timely fashion regarding result queries.

In the event of cancellation of the show through circumstances beyond UKI's or show management's control, the show management may defray such expenses from the entry fees to cover the cost of the show preparation. These accounts must then be made public to those who have entered the event.

4.2 Entries & Premiums

All Competition Schedule Premiums will be available online and may be available to enter and pay online through the UKI web page or through the trial directly.

The following items must be included on all Premiums, online or paper copies:

UKI Logo
Announcement and date that show is being held under UKI Regulations
Opening and Closing date of entry
Capping Level if limited
Schedule of classes and fees
Name of training center, individual, club
Directions to show site
Name of show manager & secretary
Official UKI Show Entry Form
UKI Disclaimer and Terms & Conditions
Statement on venue and ring surface including any posts.
List of each class offered
Jump heights
Names of Judges and Reserves or TBA
Bitches in Season policy
Dog measuring information

4.3 Capping Level

To ensure maximum amount of runs are provided per dog, UKI shows will all have a capping level applied depending on the show space and other conditions that may affect the number of runs per dog. Unlimited capping can be stated.

All entries will be accepted from the posted opening date at one second after midnight of the specified date onwards until the limit has been reached or at the time of the closing date, whichever occurs first.

Once the capping level has been reached, all paper entries received will have their checks destroyed. The entrants will be notified by email and phone that their entry has not been accepted.

Entries will not be accepted before the opening date and time. If entries are received before the opening date and time, those entries will not be entered until the end of the first week of the opening date and time. The closing date is the date that the entry must be at the address accepting entries. Entries received after this date will not be accepted. Therefore, it is in the competitor's best interest to enter online if the closing date is imminent.

4.4 Running Orders

All running orders will be randomly drawn, and competitors are responsible for their own running order. If running multiple dogs, dogs must be run in the order drawn. Tournament running orders where strict running order is necessary due to seeding, will be detailed in the event premium.

4.5 Measuring Dogs

All registered dogs are measured free of charge. All trials must have an official measuring device by their second trial. All newly registered dogs or a dog without a permanent measure, not jumping full height (24",

22", 20" select) must be measured by a UKI judge or approved UKI measurer to determine the dog's jump height.

All handlers are solely responsible for the behavior of their dogs including during measuring. If there is doubt as to how a dog will react towards the measurer, the dog will need to wear a muzzle while being measured. Handlers must prevent any aggressive behavior during measuring without manipulating the dog's posture.

A dog's first measurement must be obtained and sent to the UKI office by the dog's third trial. A measurement from another organization may be used for this first measure if it is an actual measurement and is not within .25" (6mm) of a jump height cut off.

A dog's next measure must be obtained between 12 months and by a maximum of 18 months after the dog's first recorded measurement. If this timeframe is not met, the dog is unable to compete at any UKI event until this is done. This measure will be the dog's permanent measure.

If a newly registered dog is aged three years and older, the dog will only need one measurement, and this must be by a UKI measurer. No other organization's measure may be used for this.

If a dog is found to have achieved results when it has not complied with the measurement rules, all results that have been gained while breaking these rules will be void and any progression will be rescinded.

Dogs will be measured using official measuring devices while the dog is placed in a standing stacked position on a flat surface such as a table. The measurement is taken from the perpendicular line from the highest point at the top of the dog's withers to the flat surface. At the time of measuring, the measurement will be recorded and sent to the UKI office.

If there is a controversy over the dog's permanent measurement, then the owner/handler may ask for an appointed UKI official to re-measure the dog's height. If this 3rd measure agrees with the permanent measurement, keeping them in the same height category, the handler may not challenge their permanent measure again. If the 3rd measure does not agree with the current jump height category, a 4th measure must be obtained. If available, this should be at the same trial but by a different UKI measurer. If the 4th measure cannot be done on the same day as the 3rd , then the dog must stay at the current jump height listed on their UKI account until this last measurement is obtained. This 4th measure will be the deciding factor. No further challenges will be accepted, including those where another organization has measured differently.

If a handler disputes their dog's first or permanent measurement, the dog may be re-measured by a different UKI measuring official as a challenge measure. The handler is responsible for communicating to the show manager that they require a challenge measure and the show management must record this as such. If this challenge measurement confirms the original result, it stays final and no further challenges will be permitted for that measurement. If the challenge measurement does not confirm the original result, a second challenge measurement must be obtained. This should be completed at the same trial but by a different measurer; otherwise, the dog must continue competing at its current jump height until their next UKI trial, where the second challenge measurement must be taken. This second challenge measurement is final. All challenge measurements must be clearly documented by the show management and sent to UKI which will record the results to ensure that no additional challenges are permitted.

4.6 Judges

The show manager is responsible for inviting an individual cleared as a judge by UKI to judge who agrees to judge in accordance with UKI rules and regulations and should have full knowledge of the same. The individual shall be of good character and uphold the highest standards of fair and unbiased adjudication. Any judge's fees and payments are agreed by the Show Manager and the judge and not between UKI. An assistant judge may be appointed by the Show Manager but this must be approved by UKI, in advance, on a case by case basis, and this must be stated on the premium.

Judges are responsible for several duties for the ring and classes they are assigned to and are responsible for all things that happen in the ring from first course walking to close of the last class.
A judge's duties include:

- Design a fair, yet challenging course based on the level of class they are judging.
- Submit their course design to their assigned course reviewer 4 weeks before the show date.
- Make any changes to their courses required by the course reviewer.
- Check the course set up and inspect the equipment to ensure safety and ensure the equipment is set at the appropriate heights.
- Adjust equipment on the day for safety, flow and distances.
- Measure the course to calculate the standard course time (see Appendix A-2).
- Finalize the course before opening the course for walking.
- Instruct ring crew and stewards.
- Brief competitors and answer questions prior to commencement of competition.
- Ensuring ring ropes/boundaries are kept in place and non-used equipment is not placed in a hazardous manner around the boundaries.
- Designate the placement of leashes at end of course.

A judge should only judge a maximum of 450 dogs per day, unless special permission has been granted by UKI.

The judge may dismiss: any handler whom they feel cannot adequately control a dog who is showing aggression, a handler with a dog who is out of control, a handler with a dog who leaves the ring out of control, a handler with a dog who fouls the ring, or a handler who, in the judge's opinion has a dog who is unfit for competition or the welfare of the dog is in question.

Judges are not permitted to judge any dog they own. A dog is considered owned by the judge if it is registered on their UKI account.

Judges are not permitted to compete at the event the day they are assigned to judge unless special permission is granted by UKI. Judges are allowed to run their dogs for NFC to test their courses but may not do so to give instruction or assist competitors.

The judge shall refrain from making public comment while judging, whether to assist or critique the handler or dog.

Judging of the course will begin once the judge gives the competitor permission to start. If the competitor begins before this, they will be eliminated. If a dog refuses the first obstacle before they have started the time, the dog will still be faulted, unless specified otherwise in the specific rules for that class.

Once a dog has negotiated the last piece of equipment, stopping the clock; judging of the course will cease unless the performance of this obstacle is faulted i.e. Bar knocked and falling.

A judge may change a score after a competitor's run in cases where it is necessary due to checking equipment or rules.

A competitor's sporting conduct, their behavior towards their dog, and their dog's behavior will be assessed by the judge the entire time they are within the boundaries of the competition ring. The judge should continue to watch the dog and handler whilst they are in the ring even if they have been eliminated or are running NFC.

The judge must fault any harsh or abusive handling with elimination and immediate dismissal from the ring. This incident must be reported to the Show Manager who in turn should report this to the UKI head office.

The judge's decision is final and may not be disputed. A competitor may ask for clarification on a decision and which rule applies to a decision. Video evidence will not be used to challenge a judge's decision.

4.7 Show Committee and Stewards

All the following people are allowed to compete at the UKI show they are working at.

Show Manager
Their responsibility is as the main organizer of the show. They are responsible for making all final decisions with the help of the show secretary and/or the judge and ensuring that all UKI rules are being followed. The show manager is the official contact person for complaints and infractions and is responsible for carrying out the disciplinary procedure from the rule book, if it becomes necessary.

Show Secretary
The Show Secretary is responsible for organizing late entries, move ups, answering entrants' questions regarding entries and all other show administration, including helping recording incidents.

Ring Manager
The Ring Manager is responsible for organizing and delegating the ring stewards and helpers. They are also responsible for assisting the judge in any matter. They are also responsible for making sure the course times and course lengths are submitted correctly for scoring.

Scrime/Scribe/Timer A Scribe/Timer (Scrimer) is required at each class. The Scrimer should confer with the judge on the judge's hand signals. They should check that the correct handler and dog are next to run, before the judge starts them. The Scrimer should also make sure the time has reset from the past run. Once the judge has given permission for the competitor to begin, the Scrimer should make sure the time has begun once the dog passes through the timing gates. The Scrime must observe the judge, not the handler and dog, recording any faults or points the judge signals during the run. At the end of the run, the Scrimer shall note the dog's time or NT for no time and confirm with the judge the number of faults. If there is a malfunction in timing, the Scrimer shall immediately notify the judge.

Score Steward
The scoring steward(s) should consist of one or two people who are responsible for recording the class scores from the individual scribe sheets, if using paper scribing. Each handler will have a record of time or no time, faults or elimination, and points (if the game requires). They shall also determine the qualifying

scores and placements by filling in the result sheets from the scribe sheets and then transferring the placements and qualifying rounds to a summary sheet with each competitor and their dog's UKI number. If computer Scoring is available, then Scores shall be entered into the appropriate class in the system by following the scoring system instructions. At the end of each class, the scoring stewards notify the show manager or show secretary that results are ready to be downloaded.

Gate Stewards
The gate steward is responsible for checking in the individual dogs before they run and directing them to the queue or collecting ring procedure. They should also communicate with the scribe table to notify them of the next handler and dog team to run next.

Ring Stewards
Ring stewards are required for the following jobs. They may also work more than one job:
Leash runner, bar setters, course builders.

4.8 Ring Layout

The course area for outdoor venues should be a minimum of approximately 11,000 sqft. UKI may allow variation on any size ring including indoor facilities, but the size must be appropriate for the test. All ring sizes and layouts must be approved by UKI through the application processes to host a trial.

The surface should be suitable for safe running for dogs and handlers; free from rocks, trees, holes and other impediments and allow for obstacles to sit level where placed. Any posts or poles within a ring area must be approved by UKI during the application process and must be fully covered using a thick shock absorbing material such as football matting.

Where cement or any other hard surface occurs in the test area, a shock absorbing material (i.e. carpet, horse matting) must be used.

The course area shall be defined by ropes, ring tape, fencing or other definitive items that delineate the ring's boundaries. An entrance and separate exit to the ring must be clearly delineated, so that dogs may enter and exit without coming into direct contact with one another.

A warmup jump for each ring must be provided. This must be outside of the ring boundary where at least one jump can be placed and used by participants getting ready to enter that ring. Competitors should use this area briefly to warm the dogs up for jumping and should spend no more than one minute per dog and must be ready to run when called to do so. Only one dog and handler may be in this warmup area at a time.

Dogs must not be left unattended near the ringside, especially near the entrance and exit of a ring. Under no circumstances should they be tied to ring equipment, including chairs & tables or ring posts & ropes.

4.9 Course Design, Difficulties and Approval

These guidelines also provide the handler with an idea of what they can expect at a given level.
All UKI judges are given a detailed list of course design rules that they must follow when designing their courses. All courses must then be approved by official UKI course approvers. Course design takes into consideration the safety of the dogs in respect to approach angles, weather conditions and ground conditions.

The minimum distance allowed between obstacles is 18 feet. This measurement is taken from the perceived dog line from the center of each obstacle. If the obstacles are set in a straight line, then this measurement is the same measurement as a course is measured. If the perceived route of the dog is a curved line, then the judge will assume the dog will land between 0.75 and 1 yard away from any jumping obstacle. If there is an option of going two ways to the next obstacle, then the shortest path must comply with minimum distance.

If there are any disputes on distances, then the show manager will liaise with the judge to ensure all measurements are acceptable.

Nursery – Simple flowing course where the main challenge for the dog is to negotiate the equipment and not the course itself.

Beginners – Smooth flowing course with a couple of minor course difficulties and minor handing challenges. No more than 4 easy side changes, mostly at tunnels or where there is little chance for off-course traps. Note: This level does not judge refusals in any class except when competing in tournament classes.

Novice – The majority of the course should be free flowing but in a few places the handler's ability and dog's control should be challenged.

Senior – A typical senior course should test the handling skills of the handler and control of the dog and be an intermediate step from the lower levels to the Champ level.

Champion – This level should test the versatility of the dog and handler through any number of challenges and difficulties.

Speedstakes - (All levels) A fast and logical course set up. To distinguish between the levels, the majority of course challenges should entail changes of sides only.

When designing a course, judges are encouraged to include all the different equipment in their course design. The tire, the spread and the wall jump may only be negotiated once on a course. The dog may also only negotiate a maximum of twelve weaves, either by negotiating a set of twelve weaves once, or a set of six weaves up to two times, unless a tournament class includes in its rules that more repetitions are allowed. Each contact obstacle may only be negotiated once, unless a contact obstacle must be removed due to weather conditions or malfunctioning equipment, in which case a total of 3 contact obstacles may be set in the course. Other than the above stated rules, a dog may only negotiate the same piece of equipment up to a maximum of three times. Pipe tunnels are excluded from this rule. These rules do not apply to relevant games classes, in which the handler decides which path to take.

Obstacles may be placed so that they are touching each other such as a tunnel under an A-Frame as long as this is safe to do, and minimum and maximum dogs path rules are adhered to and allowed within the design rules.

Start and finish jumps in all classes must be positioned a minimum of 16 feet on the perceived dogs' path, from the ring boundary.

4.10 Obstacle Standards

All obstacles must meet with the approval of and specifications of UKI as described in Appendix A-1.

A-frame
The dog must ascend the ramp designated by the judge by a straight on approach, climb over the apex and climb down the descending ramp, touching with at least one paw the contact point before completing the obstacle. For a foot to be deemed as having left the obstacle, it must have touched the ground. 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 at least one paw shall constitute 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 ramp constitutes a wrong course. A refusal will be called if the dog run pasts the start of the up ramp and has to turn back 180 degrees on the ground before it can ascend. If the dog turns 180 degrees or more prior to touching the down ramp a refusal will be incurred. Turning 180 degrees or more once the down ramp has been touched will incur elimination (or 0 points for that piece of equipment in games) for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination. Running under the A-frame constitutes a wrong course except when the dog is attempting a tunnel under the contact (refusal), the contact is the next correct obstacle in sequence (refusal), and in Gamblers and the opening of Snooker. If there is a tunnel under the A-frame and the dog jumps over the A-frame instead of taking the tunnel, this is an Elimination.

Dogwalk
The dog must ascend up the plank designated by the judge by a straight on approach, climb over the horizontal middle plank and climb down the descending plank, touching with at least one paw the contact point before completing the obstacle. For a foot to be deemed as having left the obstacle, it must have touched the ground. 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 plank with at least one paw 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. A refusal will be called if the dog run pasts the start of the up plank and has to turn back 180 degrees on the ground before it can ascend. If the dog turns 180 degrees or more prior to touching the down plank a refusal will be incurred. Turning 180 degrees or more once the down plank has been touched will incur an elimination (or 0 points for that piece of equipment in games) for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination. Running under the dogwalk constitutes a wrong course except when the dog is attempting a tunnel under the contact (refusal), the contact is the next correct obstacle in sequence (refusal), and in Gamblers and the opening of Snooker. If there is a tunnel under the Dogwalk and the dog jumps over the Dogwalk instead of taking the tunnel, this is an Elimination.

Teeter/Seesaw
The dog must ascend the ramp designated by the judge by a straightforward approach, cross past the pivot point 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). For a foot to be deemed as having left the obstacle, it must have touched the ground. Leaving the obstacle without touching the descending contact point constitutes a missed contact. If the dog leaves the obstacle before the pivot point a refusal will be incurred. A dog is considered past the pivot point if either one paw is placed past the pivot point or the

obstacle begins to tip. 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. A refusal will be called if the dog run pasts the start of the up plank and turns back 180 degrees on the ground before it can ascend. If the dog turns 180 degrees or more prior to the pivot point a refusal will be incurred. Turning 180 degrees or more once the dog has passed the pivot point will incur elimination (or 0 points for that piece of equipment in games) for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.

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 with any part of his body, a wrong course will be assessed. If the dog turns around in the tunnel but does not exit from the entrance end no fault will be assessed.

Regular Jumps
The dog must jump over the bar of the jump 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 or running under the bar will constitute a refusal. Jumping the jumps from the wrong direction or running under the bar from the wrong direction will constitute a wrong course. There is no limit on the number of bars used on jumps, but a minimum of one bar must be used.

Spread Jump
The dog must jump over the bars of the jumps in the direction designated by the judge, without displacing any of the bars. The approach angle should not be greater than 45 degrees. Jumping over the jump wings/standards, running under the bars, failure to jump the front and back obstacles as one unit will all constitute a refusal. Jumping 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 it walks on, runs across, paddles on or steps between or on the planks. Casual contact of the planks causing a tick or slight rock due to skimming the boards while jumping and not causing the plank to fall, will not be faulted. Knocked marker poles will not be faulted. The dog must first cross between the front marker poles in the direction of the lowest plank, clear the span of the planks and exit between the back of the 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.

Wall Jump
The dog must jump over the wall in the direction designated by the judge, without displacing any of the bricks. Displacing a brick or knocking over a pillar will constitute 5 faults. Jumping over the pillars will constitute a refusal. Jumping the wall from the wrong direction will constitute a wrong course. A refusal at the wall jump must be corrected before continuing on course or a wrong course fault will be assessed.

Tire Jump
The dog must jump through the tire in the direction designated by the judge by a straight on approach. Jumping between the frame and the tire or jumping over or under the tire constitutes a refusal. Jumping through the tire in the wrong direction constitutes a wrong course. Breaking the tyre is defined as the tyre

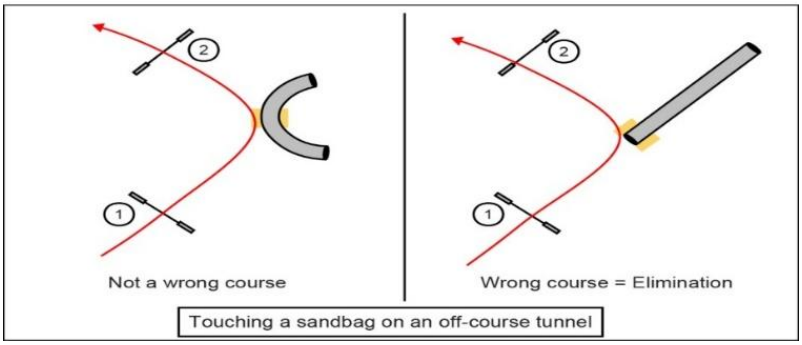
needing to be reset, even if the tyre has not fully broken. This will incur 5 faults. Breaking the tire because of a refusal will gain elimination, as the tire is then unable to be completed correctly.

Weave Poles
The dog must maneuver in and out of the line of poles entering with the first pole adjacent to the dogs left side. Each incorrect entry will be classed as a refusal. After entering the weaves correctly, the dog can only be faulted once, (one standard fault) for a mistake such as a significant pause of action, coming out of the weaves while no longer focused on performing the piece of equipment, skipping one section or pole during the duration of the weaves and popping out of any poles including the last pole. Failure to complete the obstacle correctly before proceeding to any further obstacles will constitute a wrong course. If the dog back weaves (turning and passing a shoulder through one pole followed by the other shoulder passing another pole in the wrong direction) an elimination will result. If the dog wraps around a pole one full rotation 5 faults will be incurred. If the dog comes out of the poles, the dog must either re-enter the poles exactly where they came out or must start the weaves again.

4.10a Wrong course

The dog will be assessed with running the wrong course if he in any way touches, jumps over, or goes under an obstacle out of the designated course sequence or he begins to take an obstacle in the wrong direction.

- For the tunnel, the dog is deemed to be beginning the obstacle when his nose breaks the plane of the entry; he does not have to make contact with the tunnel to be called off course.
- Touching a sandbag on an off-course tunnel without making contact with the tunnel does not constitute a wrong course when the dog is approaching the tunnel from the side; however, touching a sandbag on an off-course tunnel when the dog is approaching the tunnel straight on approach is a wrong course. Refer to diagram below.
- For the weave poles, the dog is deemed to be beginning the obstacle if his nose breaks the plane between any 2 (two) poles.
- Running under a contact obstacle when it is **not** the next obstacle in sequence is a wrong course except in the following instances: when the dog is attempting a tunnel under the contact (refusal), in Gamblers, in the opening of Snooker.



4.11 Scoring

Missed contact points on teeter, A-frame, dogwalk *Contact Points* are the bottom 3'6" of the A-frame and bottom 3' of the dogwalk and teeter as defined by another color than the rest of the ramp	5 faults
Fly off on teeter	5 faults
Fly off on teeter and missed contact	5 faults
Any knocked bar from jump	5 faults
If a jump is repeated and the dog knocks the pole or wing on the first attempt	5 faults only (no additional faults when jump is taken subsequently)
Knocked plank from long jump	5 faults
Knocked wall brick or pillar	5 faults
Stepping on or through long jump planks	5 faults
Casual contact of long jump plank without causing plank to fall.	No fault
A bar, long jump plank, wall brick or pillar falling after the dog has started the next obstacle	No fault
Breaking tire while attempting to jump it	5 faults
Refusal - 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 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 standards section above. Specific examples are given in the refusal guidelines at Appendix A5	5 faults
Failure to complete an obstacle	Elimination
Wrong course The dog will be assessed with running a wrong course if the dog in anyway touches, jumps over or runs under an obstacle out of sequence (except where described differently in sections 4.10 and 4.10a) with the course design or begins to take an obstacle in the wrong direction.	Elimination
Dog running under a contact obstacle when the next correct obstacle in sequence is the contact or a tunnel under the contact	5 faults
Dog running under a contact obstacle in any other scenario with the exception of Gamblers and the Snooker opening	Elimination
Dog jumping over the Dogwalk of A-frame instead of taking a tunnel under the Dogwalk or A-frame	Elimination
3 Refusals	Elimination
Handler going through weave poles, jumping or moving over or going under any part of any obstacle, moving through any obstacle or traversing over a piece of equipment (including in Games classes)	Elimination Game Over and 0 points in Games
Handler touching equipment that displaces a pole, wall brick or long jump element after the dog has completed it. (This does not include the long jump marker pole which will not be faulted, if this does not aid performance)	5 faults

Handler touching or disturbing equipment and altering it so dog cannot complete it, or complete it safely.	Elimination
Dog touching the wrong side of an obstacle on an around the back sequence	Elimination
Touching Equipment by handler that aids performance	Elimination
Casual contact with the dog that aids performance	5 faults
Handling the dog, including deliberately putting dog through handler's legs.	Elimination
Deliberate contact with the dog preventing a fault	Elimination
Handler starting timing	No fault
Handler stopping timing	Elimination
Outside assistance. This is any assistance from any other person that helps a competitor gain a qualifying round or a win.	Elimination
Dog wearing inappropriate collar	Elimination
Toys or training aids going past the plane of the first jump, including training bags, leads or anything that the judge deems can be used as a training aid	Elimination
If a dog refuses an obstacle but in doing so alters the equipment so it can no longer be completed correctly (e.g. runs under jump and knocks pole with back, runs into wing demolishing jump, runs under tire and breaks it)	5 faults for the refusal and then Elimination
Dog fouling the ring	Elimination & dismissal from ring
Dog running out of control	Elimination & dismissal from ring
Dog leaving the ring out of control	Elimination & dismissal from ring
Food in the ring.	Elimination & dismissal from ring
Training in the ring including repeating of equipment once faulted	Elimination
Repeating of equipment when already repeated other equipment earlier in course from 'repeat & move on'	Dismissal from the ring
Signs of aggression in the dog including biting handler	Elimination & dismissal from ring
Any abusive or Harsh Handling. This must be noted on Score sheet for record keeping and reported to show manager.	Elimination & dismissal from ring
Dog unfit for competition	Elimination & dismissal from ring
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. i.e. 1.49 seconds = 1.49 faults.	1 to 1 ratio
Failure to go through the uprights of a jump where the pole has already been knocked down. If the equipment has fallen in a way that makes this impossible for the dog, the judge must deem whether the handler has made the best attempt possible to go through the area where the obstacle was	Elimination
Run by or run under refusal of first obstacle	5 faults
Excessive time on start line (over 45 seconds) after permission has been granted to begin	5 faults
Excessive time on start line (over 45 seconds) after permission has been granted to begin in Games	-5 points

After the above excessive time on start line has been faulted, a further 45 seconds on start line	Elimination & dismissal from ring
Eliminated dogs going over Maximum time	Dismissal from ring
Turning 180 degrees or more on a contact before the refusal point	5 faults
Turning 180 degrees or more on a contact after the refusal point	Elimination
Dog running in wrong level	Elimination and unable to run in correct level in that class
Not crossing the finish line or finish jump	Elimination & in games all points lost
Starting the dog from outside the ring	Elimination
Negotiating an obstacle before permission has been granted to begin	Elimination
Relay (team) elimination	50 faults
Baton fault	10 faults
Elimination in a game class not otherwise covered in games rules.	0 points scored

Judging of the dog and handler, in relation to behaviour and conduct, will begin as soon as the dog or handler enters the ring, and continue until the dog and handler have left the ring. Judging of course faults will begin once the judge gives the competitor permission to start. Once a dog has negotiated the last piece of equipment, stopping the clock, judging of course faults will cease unless the performance of this obstacle is faulted. All standard course faults are marked in 5 units.

Scoring on a course shall determine the winner, who will have the fewest faults under standard course time.

Any dismissal from the ring must be recorded and given to the show manager to keep on file. In addition, it may be necessary for the disciplinary procedure to be followed based on the reason the handler/dog had been dismissed from the ring. If paper scribe sheets are used, this should be noted directly on the sheet. If the trial uses only computer scribing, the judge will need to make a note using whatever means available or ask the scribe to do this and then they must ensure this is reported to the show manager as soon as is reasonable to do so.

Anything not covered above will be down to the judges' discretion.

Competitors are responsible for checking their scores before a class has closed. The score table should make available score sheets for competitor viewing immediately before or after inputting results. Competitors may not interrupt another competitor's run to view their score.

4.12 Not For Competition

The aim of Not for Competition (NFC) is to reinforce behaviors in the trial ring environment. It is only for dogs that can compete safely and are fully under the control of the handler. All dogs participating in NFC runs must adhere to the policy stated in section 1.2 of the rule book and must also abide by the policy listed in 4.16. Dogs running NFC are required to follow the dog measuring rules referred to in section 4.5.

A handler may choose to participate in any class they are eligible to compete in as NFC unless stated in the premium's rules. This must be stated in advance to the run and noted on the scoring with NFC. This will allow the handler to use the standard course time to train and practice the course.

The handler may use the SCT to train any piece of equipment multiple times. If a handler chooses to train their start line, the time will be started once the handler begins to walk back towards their dog once they have left him. Shows with high entry numbers may limit NFC course times to no less than 50 seconds. This must be announced/publicized to competitors at least 7 days before the show commences.

If a handler chooses to participate in a class for NFC, he/she may use a toy or other like training device for rewarding their dog's performance. They may also choose to have another person assist them in the ring during their course time. Targets are allowed if they are not placed on any piece of equipment and no additional time is taken to position or remove these. Handlers may not alter equipment in any way by putting something on it, under it or over it, including mats or stride regulators.

No audible training aids such as sound touch pads & clickers or audible toys will be allowed. No food is allowed in the ring.

A dog & handler may not leave the ring boundary for the purpose of rewarding the dog outside the ring in any manner, except for a designated area detailed in 4.12a. Should a handler choose to leave the ring at any time to reward their dog, the run ceases and they may not return into the ring.

The judge shall not judge the dog but must continue to watch the handler to ensure safety, good judgment and fair treatment of the dog.

If a handler does not state NFC and the judge deems them to be training, they will be eliminated.

A dog may NOT run NFC in a Level they are not eligible for.

A dog may jump lower than the dog's Select Height but only for NFC. The handler must contact the Show Manager to notify them of this wish before the show. If they opt for this, the dog may not also enter their competition height in those classes. The purpose of this is for dogs who may be recovering from injury or for other reasons are unable to jump their Select option height.

Handlers may not ask the judge or any ring party to leave the ring. Handlers may not ask ring party to close off the ring or wait for the next dog to enter the ring before they exit.

4.12a NFC Food Reward Area

A food reward area may be available, which is set adjacent to the ring boundary for the purpose of giving food to a dog during an NFC run.

The food area must be fully enclosed by fencing with an opening into the ring where the handler and dog enter. The food may only be delivered within this area. This area may not intrude into the ring boundaries, only set adjacent. The opening must have a gate that remains closed during all other runs.

Show managers must apply for the NFC food area option through the UKI office for approval. When the show is granted permission, this option will be published in the show's premium.

The food area must have a table where the food is placed, and the food must be stored in a bag or container. A towel should be available in the area where the handler can quickly wipe their hands of any crumbs before continuing with their run.

The dog may not leave the area until the food given has been swallowed.

A ring steward must be available to close this area off from the ring upon the end of the NFC run. After each run where the food option has been utilized, the steward should also visibly check the immediate area inside the ring to help ensure nothing has been dropped. If anything is found, the steward must also notify the judge before cleaning up the area.

If any handler is found to have carried, dropped (or their dog has carried or dropped) food in the ring whether accidently or deliberately therefore potentially impeding another competitors run, the handler will be unable to use this option for the remainder of the trial with any dog. This also must be reported to UKI. If a handler has multiple offences, they will be barred from using this option at any further UKI trials.

This option is not allowed for Masters Series Heats, Tournament classes, Cups, Classics and Opens.

4.13 Repeat and Move-on RMO

During a run, a competitor may immediately repeat any obstacle one time at the competitor's discretion. This is an immediate elimination.

In so doing, the competitor may repeat one or a maximum of two relevant preceding obstacle(s) prior to the point of error if it is beneficial to their performance of the obstacle. If the error is a knocked bar, a competitor may reset a maximum of 1 jump bar.

The handler can either continue to work the remainder of the course in normal competitive spirit or immediately head to the exit of the ring.

If a handler attempts to repeat another obstacle or the judge deems that the handler is continuing to train on the remainder of the course, the judge must immediately dismiss the handler and the competitor must go to the exit of the ring.

It is strictly understood by competitors that no harsh punitive correction shall be used at any time during their attendance at a UKI event and this is also including RMO.

Competitors that use the RMO feature do so entirely at their own risk and cannot under any circumstances hold the judge, trial or UKI responsible for any risk or injury that occurs during a run.

4.14 Prizes & Awards

Rosettes and Ribbons shall clearly have the UKI logo imprinted on them.

Qualifying ribbons can be any color but "Clear Round" or 'qualifying round' must be imprinted on them. Each qualifying Score shall be awarded a qualifying rosette/ribbon.

Placement rosettes/ribbons will be awarded up to the top 4 of each class and shall be provided in the following way:

Minimum Ribbon Structure
Classes of 5 and under – Clear Round Ribbon/Rosettes only
Classes of 6 -10 1st Place Ribbons/Rosettes & Clear Round Ribbon/Rosettes
Classes of 11-20 – 1st and 2nd Place Ribbons/Rosettes & Clear Round Ribbon/Rosettes
Classes of 21 and over – 1st, 2nd, 3rd, & 4th Place Ribbons/Rosettes Clear Round Ribbon/Rosettes

A qualifying Score must be gained to be awarded a Ribbon/Rosette and numbers in class to be taken from the show's ring plan.

Shows may choose to give further awards and prizes of their own accord.

4.15 Timing, Equipment Failure & Ring Interference Procedures

If during a competitor's run, the electronic timing fails, the timer must immediately announce "timing failure", notifying the judge of the malfunction. The competitor should continue on course until the judge stops the competitor. When the judge stops the run, the dog will then re-run for time but will keep the faults incurred before the failure. If no faults were given and the dog faults an obstacle on the rerun before the place of failure, no faults will be given.

If at any time during a class, the electronic timing fails and cannot be replaced with another unit or fixed, manual timing will be used for the remainder of the class.

The handler is responsible for checking the course and making sure that the equipment is set correctly for their run. If there is an equipment failure during the run or it is immediately identified that an obstacle has been set incorrectly, the dog will be given a re-run. However, all faults or points from the first run will count with the exception of faults earned on the problem obstacle. If the dog ran clear the first time, he is just running the second time for time. If a piece of equipment has been set incorrectly and this is not raised with the judge by the time that the class closes, then the results will stand and there will be no reruns offered.

If equipment breaks and cannot be replaced or fixed, any dog which is currently lying in a placed position that scores more than 4 progression points may rerun the course. If they do not want to re-run or are no longer available to run e.g. have left site, then they will get Clear Round points only. No new faults will be incurred, but new times will be given. During this time if the judge feels that the individual did not make a genuine effort to run clear in a sportsmanlike manner, it is in the judge's right to eliminate that competitor. Those who ran clear prior to the failure but who do not currently have a placed position that scores more than 4 progression points are still considered clear and will not rerun. Those who had not yet run the original course will run the new course as normal.

If equipment is set incorrectly such as a jump or A-frame set at the wrong height, the following procedures will be followed:

For jumps (including long jump, wall, spread) set too low the jump will be left as is for the remainder of the class.

For a tire or A-frame set at the wrong height, or any jump set too high, the obstacle will be reset to the correct height. Anyone who has already run clear and received no course or time faults, will be offered the opportunity to rerun for time and may only incur faults on the previously incorrect obstacle and the obstacle immediately after it. If the handler does not wish to rerun, then they will only be able to gain clear round progression points and will be removed from the placing's.

A rerun will also be offered to any dog that previously ran and incurred a fault either at the incorrectly set piece of equipment, while proceeding to the next obstacle or at the next obstacle itself e.g. The A-frame was set incorrectly and the dog either faulted the A-frame, got eliminated on the way to the next obstacle or refuse/faulted the next obstacle. However, all faults incurred before the faulty obstacle and all faults scored after the next obstacle immediately following the faulty obstacle will stand, e.g. The A-Frame

(obstacle 13) was incorrect, the dog was marked on the A-frame contact and went on to fault the seesaw contact (obstacle 17). The faults for the seesaw will still stand on the rerun.

If a weather condition causes a jump pole to fall, a long jump plank to fall over, a brick to fall out of the wall or the tire to open, the dog should proceed through the piece of equipment in the correct direction and continue on the course. If the judge deems the piece of equipment has become dangerous or the altered state of the equipment has caused a significant disadvantage or advantage, they should ask the handler to stop. If a handler chooses to abort the run and the judge does not agree it was dangerous or was disadvantageous, then the handler will be eliminated.

If a change in weather conditions means that a foam long jump or wall needs to be replaced with a PVC one, then this is permissible. It is preferable that this is done at a height change where possible to ensure that all dogs are running over the same equipment. However, the safety of the dog is the priority.

If a spectator, animal, or something in the environment interferes with the dog on course in a manner that is not considered normal for an agility event, and the judge deems that interference to have had a detrimental effect on the dog's run, the judge may offer a re-run. The judge will try to stop the handler as soon as the interference occurs.

If a competitor is stopped by the judge, the competitor should then leave the ring, without performing any additional obstacles, and the re-run should occur within 5 (five) minutes.

All faults or points from the first run will count, up to the point of the interference. The judge must deem that the handler has made a true and sportsman-like effort in the rerun, to complete the course correctly (e.g., work the contacts as the handler did in the first run) or additional faults can be added. If no faults were given and the dog faults an obstacle on the rerun before the place of the notification of the need to stop, no faults will be given.

A dog that may become distracted by any environmental factor which is not deemed hazardous to the dog, whether visually, auditory or olfactory; resulting in a fault or potential slower time, will not be given a re-run.

4.16 Collars and Leads

Dogs must not wear any type of slip or half-slip lead, head collar, muzzle, harness or any collar not described below while under judge's orders. A flat, close fitting leather, nylon or other webbing collar is permitted providing the only attachment is a plain identification panel as a part of the collar but not attached by a ring, therefore no tags that hang or dangle are allowed. UKI encourages proper identification of each dog in case of escape or any other mishap and if running without a collar, once the run is complete, a collar with identification should be immediately placed on the dog. Collars with low profile adornments such as inset gemstones or rivets may be worn. GPS collars that lie flat against the collar and do not hang are allowed. Anything that protrudes or is a potential hazard may not be worn. Judges have the authority to determine if a collar is suitable or not. Stop pad protectors may be worn by a dog including hock protectors. Handlers that run dogs with collars and/or stop pad protectors do so at their own risk. Handlers that run dogs without identification do so at their own risk. These rules also apply to NFC dogs as well.

Leashes are allowed to be placed at the end of the course either on the ground after the finish line or in a container or hook designated for leads. Leashes may not be thrown at the finish by any person before the

dog has crossed the finish, nor can leads be used to lure or enhance a dog's performance by anyone outside the ring, or that dog will be eliminated

Judges should liaise with their ring party to sort the placement of the leads at the finish line. It is the judge's responsibility to ensure this placement is followed throughout the class by the ring party.

Dogs are not allowed to wear electric collars, prong collars and choke collars of any kind on any UKI show site. Lemon Spray Collars or such devices are not permitted within 50 yards of a competition ring. Owners in breach of this collar rule will be asked to leave the showground immediately, whether finished competing or not. Buckle collars, martingale collars, head collars, harnesses are allowed.

4.17 Start and Finish Line Scenarios

Timing Gates should be placed before the first obstacle and after the last obstacle. Start and finish obstacles may only be jumps, tire, wall, spread or tunnels unless specified differently in the individual class descriptions for Snooker and Gamblers.

Toys and non-food training aids may be carried to the start line prior to a run starting. They must be left at the start when the run commences. They may not be carried, either in the hand, about the person or by the dog, during the run. They may not be left in a position that aids performance at the finish. If they are taken past the plane of the first jump, elimination will be incurred.

A dog must be inside the ring boundaries before the handler commences the run. Starting the dog from outside the ring will be deemed elimination. A handler may choose to start their dog from the other side of the first obstacle, which will not be faulted.

The judge will brief how they will give permission for the competitor to begin the course. It should either be directly to the competitor or by signalling to the scrime to give the go ahead to the competitor to begin.

Refusals on the start jump can be called for running past or running under or turning away from the obstacle once the dog has started to approach. A significant hesitation cannot be faulted on the start jump if a dog moves forward and stops.

Prior to the dog taking number one, the handler may return to the dog without incurring a fault. However, if the dog has moved forward, with the judge deeming the dog was on approach and the handler turns the dog away or moves the dog backwards from the first obstacle to reset the dog, a refusal will be called (or -5 in Games). If a dog refuses the first obstacle, then it will be deemed to have started the course and normal judging rules will then apply as the handler corrects the mistake.

For example, after a refusal is called on obstacle number one, if the handler touches the dog they will be eliminated for handling. If the handler sets the dog up and leaves it in a stationary position this will now be deemed a refusal (or -5 in Games) for significant hesitation. If the dog moves forward now and stops in front of the jump it can be called for a significant hesitation.

A refusal of the first obstacle by passing the plane and not commencing the timing or refusal of the finish obstacle where the dog stops the timing (running underneath) will incur a 3 second penalty i.e. added to the dog's time. At events where the electronic timing system is able to time these correctly this additional time will not be added. If an event has manual timing, then the manual timing should begin as the dog passes the plane of the first jump and stop as the last obstacle is negotiated in the correct manner.

Excessive time on the start line (over 45 seconds) after permission has been granted to begin will be given 5 faults or minus 5 points in games. If the handler does not begin within a further 45 seconds they will be eliminated and dismissed from the ring.

If the handler starts the timing before the dog takes the first obstacle this is no fault. A handler stopping the timing is an Elimination.

4.18 Rules of Conduct

UKI promotes dog agility pursuant to regulations consistent with international standards as a competitive, spectator sport. All competitors shall conduct themselves in a professional and sportsmanlike manner consistent with the foregoing statement of purpose and seek to uphold, and enhance where possible, the image of the sport and UKI through such conduct and actions. Handlers also promise to keep their own and their dog's welfare and best interests in mind when training and competing.

Each competitor acknowledges through their membership and entry to the UKI event that their participation is a privilege and not a right.

The following is a partial list of infractions which UKI officials may take action for:
Abuse of a dog on the grounds
Actions that may have the appearance of abuse of a dog
Willful misconduct or interference with a competitor's right to show
Any acts of poor sportsmanship
Violation of procedural rules
Compulsive, correctional training on the grounds
Willful misrepresentation on entry forms
Willful misrepresentation of animals
Dog aggression
Failure to exercise diligence in the control of the behavior of their dog.
Intimidation and/or impolite confrontation of anyone involved in any UKI event.

4.18a Social Media Conduct

Cyber bullying of any kind towards UKI, competitors, judges, helpers or volunteers will not be tolerated. Examples of cyber bullying include but are not limited to, communications that seek to intimidate, manipulate, falsely discredit, put down, try to control, rudely confront, demand, and comments that try to incite further issues. Further, UKI is committed to maintaining an environment that is built on mutual respect and is free from racism, discrimination, and harassment. In keeping with this goal, any behavior that is hateful towards race, color, religion, creed, national origin or ancestry, ethnicity, sex and gender will not be tolerated. Any of these cases may sanction removal from all associated social media pages and even lead to expulsion of UKI events and even further expulsion of organization membership.

A-1 Equipment Specifications
UKI encourages agility equipment makers and suppliers to develop and become innovative in the advancement of safe equipment for both dogs and handlers as well as seeking improvement in materials and technical features.

The following obstacles meet with the approval of UKI.
A .6 inch variable on measurements except for jump height cups and weave pole distances will be accepted. A variance of +/- 5% is allowed for jump cups and weave pole distances. UKI will allow some variances with equipment to allow for clubs and individuals to hold UKI events easily without great expense in immediately revamping their current equipment provided their equipment is in good working order and safe. Equipment suppliers or providers should contact the UKI office if in doubt regarding their equipment specs or for specific equipment questions. Equipment specs will be reviewed and refined as necessary and UKI reserves the right to approve or deny the use of equipment used at any of their events.

The US Open, West Coast Open, 1-TDC Invitational, Canadian Open & DASH Open events must use Galican equipment supplied by RUN IT! unless extenuating circumstances are agreed with the UKI office.

Jumps.
Must be made of sturdy construction without edges and elements that may cause injury to dogs or handlers. Jumps should be made with wings whether attached or detachable. Non winged jumps are only permitted with very minimal use and may not be used with backside approaches or off course possibility of a backside approach.
The heights available must be: 4", 8", 12" 16", 20, 22", 24"
Width of wings: 12" minimum.
Length of poles, planks, rails: 4' minimum. 5' maximum.
Pole thickness: minimum 1" maximum 2"). We recommend using wider poles when possible as this gives a better visual for the dogs with less influence from environmental factors.
Poles, planks, rails can be made of wood, or schedule 40 may be used.
The top bar or plank must be easily displaced by the dog.
Any jumps that use a fixed ground bar, connecting the 2 wings together are discouraged, and any jumps with metal fixed cups are not allowed.

Spread Jump.
A spread jump may be comprised of 2 jumps placed together with the poles set at ascending heights. They may also be a jump specifically built to be a spread with the following maximum lengths available (length should be measured by placing both bars parallel, measuring from the outside of both poles). Following are maximums widths for the spread jumps: 8" – max 7.5 inch, 12" – max 11.5 inch, 16" – max 15.5 inch, 20" – 18.5 inch, 22" – max 20.5 inch, 24" – 22.5 inch. Please see table under Jump Height Options (page 14) for the suggested widths. When increasing or decreasing the spread jump width, the first bar (or if using 2 jumps to create the spread the first jump) does not move. When removing a bar for select, this must be the back bar or jump. First bar height should be set at 18" for 24", 16" for 22", 16"for 20", 12"for 16", 8"for 12", 4"for 8".Only if 18" is not available for 24", then 16" will be used.

Wall Jump.
A wall should have displaceable units on the top.
The width of central jumping area should be no less than 47 inches with a maximum length of 60 inches.
Depth of wall may range from is 7.5 – 14 inches at base and 5 – 7.5 inches at the highest point.
Pillar height should be 3.5 to 4 feet tall and between 11 – 14 inches square width.

Displaceable blocks and tiles on top no greater than 8 inches wide
The heights available must be the same heights described under the Jumps section. A wall should have displaceable units on the top with 8", 12", 16", 20", 22", 24" heights available.
It is at the judges' discretion whether to peg/secure, weight the wall pillars, however they should be pegged/secured/weighted if weather conditions create the need for this.

Tire.
Aperture diameter: 1'6". It is encouraged to use a tire of larger aperture.
The heights available must be 8", 12", 16",20" 22" and 24" Four-inch dogs will be required to jump the tire height of the tire itself resting on the ground.
The height of the hoop should be adjustable.
Measurements are taken from the lowest point of the inside of the hoop in a straight line to the ground.
UKI recommends that the supports should not exceed the top of the hoop when set at maximum height and must be close coupled to the frame and fixtures must be substantial or secured in such a way that dogs cannot knock the obstacle over from either direction. Suspended tires in a frame are not permitted. Frameless break away and saloon style tires are permitted. Tires may only be used where the dog has a straight approach to the tire. The Tire must be pegged down where it is possible to do this.

Long Jump.
To be comprised of 1 to 5 units. 8 inches use 2 units, 12 inches use 2 units, 16 inches use 3 units, 20 inches use 4 units, 22 inches & 24 inches use 5 units.
Select heights are as follows: 4 inches(s) 1 unit, 8 inches(s) use 2 units, 12 inches(s) use 2 units, 16 inches(s) use 3 units, 20 inches(s) use 4 units.
Maximum length of jump: as per UKI rules and regulations.
Unit length range: 24" minimum to maximum 60"
First unit height: min 5", max -6".
Fifth unit height: min 11", max 15"
The second, third and fourth unit heights should be evenly distributed between the first and fifth.
Marker poles height: 4ft minimum.
These should be placed at each corner and should not be attached to any part of the obstacle. They must be placed tight to elements. Elements should still be able to fall but marker poles should be close enough to prevent a dog going between a pole and any element. The first element does not move when increasing or decreasing the length of the long jump.

Pipe Tunnel.
Diameter: 23.5" minimum.
Length: 10' minimum.
Distance between metal supports: Between 4" to 8" with a preference of material made of PVC must at least be 500 gsm.
Ribbing should be 4 inch minimum and made of a sturdy enough material to not allow for sagging or changing the round shape of the tunnel once secured with strapping or tunnel bags. The use of lighter colored tunnels is recommended, avoiding black or dark blue tunnels when possible.
Tunnels must be secured so that the tunnel's position and shape is not changed during any dogs run. The use of tunnel bags should be as follows: minimum of 6 sets of bags on 15' and all shorter tunnels a minimum of 4, and minimum 7 sets of bags on tunnels over 15'. Tunnels under 15' may only be set straight. 15' tunnels may be curved but only with a maximum bend so that a straight line measure from the inside edge of one opening to the inside edge of the other opening is not less than 9' and tunnels greater than 15' may only have this line measurement not less than 12'. The bend must be a smooth curve like a 'C', and not like a 'V'. S, L and J shaped tunnels are not allowed.

Weaving Poles.
Pole height: minimum 30 inches
Pole diameter: between 1.18" to 1.50".
Distance between pole centers: 24".
The poles must be rigid construction. Duct or electrical tape (or similar) is not allowed as decoration on the weave poles. The number of poles must be six or twelve. Solid color poles are allowed.

A-Frame.
Constructed of two ramps wide, hinged at the apex.
Width of ramp: 3 feet at top and minimum 3 feet at bottom – maximum 4 feet at bottom.
The heights available must be: 5'7" and 5'3".
Slat depth: between 3/16" – 1/4"
Slat width between 3/4" – 1/2"
Slats should be as small as possible and beveled; with smooth edges and rounded so as not to cause 'jamming' of toes ".
The last 3ft 6 inches from the bottom of each ramp must be a contrasting color from the rest of the obstacle. Each ramp must have a non-slip rubber surface and anti-slip slats at intervals of approximately 12" but not within 4" of the start of the top of the contact area. Length of ramp: 9 feet. Rubber surface should be adequate for traction in wet conditions while not rough enough to injure dogs' pads.

Teeter.
This obstacle will consist of a plank firmly mounted on a central bracket.
Length of plank: 12 feet
Width of plank: 12 inches
Height of the pivot point between 24 – 27 inches above the ground
The last 3ft from each end must be a contrasting color from the rest of the obstacle.
The plank should be a non-slip rubber surface but must not have anti-slip slats.

Dogwalk
This obstacle will consist of a central plank with firmly fixed planks at either end.
Length of plank: 12 feet
Width of plank: 12 inches
Central plank height: between 48" and 54"
Slat depth: between 3/16" – 1/4"
Slat width between 3/4" – 1/2"
Slats should be as small as possible and beveled, with smooth edges and rounded so as not to cause 'jamming' of toes ".
The last 3ft (914mm) from the bottom of each ramp must be a contrasting color from the rest of the obstacle.
Each plank will have a rubber non-slip surface with the two end planks having anti-slip slats at intervals of approximately 11 inches but not within 4 inches and preferably 6 inches of the start of the contact area.

A-2 Course Measuring, Rates of Travel & Standard Course Time Formulas

Measuring the Course

UKI has set a standard of measuring which will obtain uniform measuring regardless of the individual dog. Judges are required to measure their courses to determine the standard course time for their class under the clear round system.

The course will be measured using a surveyor's wheel and shall be measured in units of yards.
The course shall be wheeled from center to center of each obstacle in a straight line. The idea is to measure the shortest possible line without thinking of any dog's path.

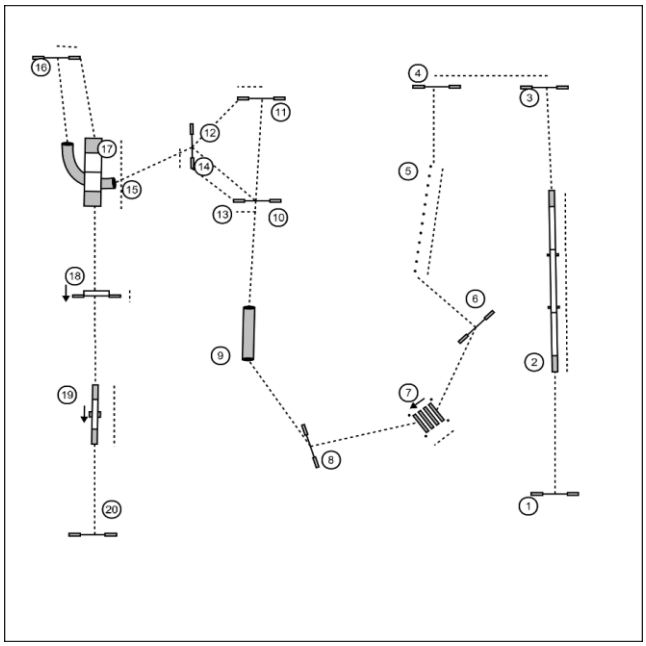
When wheeling a course where a decision to turn left or right occurs, regardless of the angle/direction of the previous line, the measuring shall take place in the direction of the shortest line to the next obstacle.

Measuring shall take place prior to the setting of the poles on the jumps. The wheel should be placed at the start of the first obstacle and wheeled accordingly.

Following is a sample course (Figure 2) with wheeled lines and a description of the lines from obstacle to obstacle.
1 to 2 - Wheel is placed at the center of the tyre and wheeled in a straight line to center of the front plane of the ascending ramp. The wheel is picked up and placed laterally of the point where it was stopped and wheeled along the length of the dogwalk, stopping where the dogwalk ends.
2 to 3 - Wheel is placed at center of the descending plane of the dogwalk and wheeled in a straight line to the center of the jump.
3 to 4 – ***(Example of 180 degree jump setup.)*** Wheel starts at a point where a parallel line can be measured laterally from the center of the jump and wheeled parallel on the landing side of the jumps, stopping at the point laterally center of jump 4.
4 to 5 - Wheel is placed at the center of the jump and wheeled in a straight line to the first pole of the weave poles. The wheel is picked up and placed laterally at the point where the wheel met the first pole and wheeled laterally in a straight line to the end of the last pole.
5 to 6 - Wheel is placed at the last weave pole and wheeled in a straight line to the center of the next jump.
6 to 7 - Wheel is placed at the closest/logical plane to the next obstacle and wheeled in a straight line to the center of the first board of the long jump.
7 to 8 – The wheel is picked up and placed laterally at the point where the wheel was stopped and wheeled along the length of the long jump stopping where the long jump ends. Wheel is placed at the center of the last board of the long jump and wheeled in a straight line to the center of the next jump.
8 to 9 – Wheel starts at the center of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards the next obstacle (pipe tunnel). From that point, wheeling continues in a straight line to the center of the entrance of the pipe tunnel. The wheel is picked up and taken to the center of the exit of the tunnel. NO measuring is carried out along the tunnel. The tunnel length must be added to your course length at the end of the course.
9 to 10 – Wheel is placed at the center of the exit of the tunnel and wheeled in a straight line to the center of the jump.
10 to 11 – Wheel starts at the center of the jump and wheeled in a straight line to the center of the next jump.

11 to 12 – ***(Example of pull through.)*** Wheel starts at the center of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards jump 12. It is then wheeled from the end of the wing to the center of jump.
12 to 13 – *(**Example of 270 degree jump setup**.)* Wheel starts at the center of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards jump 13. It is then wheeled in a straight line to the closest wing of the take-off side of jump 13. Then wheeled parallel to the jump to the center.
13 to 14 - Wheel starts at the center of the jump and wheeled in a straight line to the center of the next jump.
14 to 15 – Wheel starts at the center of the jump and wheeled in a straight line to the center of the entrance of the tunnel. The wheel is picked up and taken to the center of the exit of the tunnel. NO measuring is carried out along the tunnel. The tunnel length must be added to your course length at the end of the course.
15 to 16 – Wheel is placed at the center of the exit of the tunnel and wheeled in a straight line to the center of the jump.
16 to 17 – Wheel starts at a point parallel to the center of the jump and wheeled in a straight line on the landing side of the jump to the end of the wing in the direction that will give the shortest distance to the next obstacle. (The shortest distance in this example is left). From the end of the wing, it is wheeled in a straight line to the center of the ascending plank of the A-frame. The wheel is picked up and placed laterally to the point where the wheel was stopped and wheeled along the length of the A-frame stopping where the A-frame ends.
17 to 18 – Wheel is placed at the center of the descending plank and wheeled in a straight line to the center of the next jump.
18 to 19 – Wheel starts at the center on the jump and wheeled in a straight line to the center of the start of the seesaw. The wheel is picked up and placed laterally at the point where the wheel was stopped and wheeled along the length of the seesaw.
19 to 20 – Wheel is placed at the center of the end of the seesaw and wheeled in a straight line to the center of the last jump.

Figure 2



Calculating Course Times
Once the course has been measured and the result is rounded up to the nearest whole number, including the length of the tunnels, the standard course time (SCT) can be calculated using the following formulas.

24 inches, 22 inches, 20 inches jump heights:
Measured course (yards) ÷ Rate of Travel (yards per second) = SCT (seconds)

16 inches, 12 inches, 8 inches heights:
Measured course (yards) ÷ Rate of Travel (yards per second) = SCT (seconds)
SCT + Level Percentage increase (see table below) = SCT
Select Jump Height: Add 3 seconds onto Regular jump heights times.

Nursery Classes: (Use Beginner rate of travel).
20 inches and 16 inches jump heights - Measured course (yards) ÷ Rate of Travel (yards per second) = SCT (seconds) SCT+ 3 seconds = Select/Nursery course time.

Rates of Travel

The following rates of travel are measured in units of yards per second. When calculating the SJT of a course, the judge should divide by a rate that reflects the difficulty of the course. A general rule of thumb is the more difficult a course, the lower rate of the range should be used.
Judges are allotted up to 3 seconds to add onto course times if the judge feels the SCT is too tight for the particular course and or conditions.

Big Dogs 24", 22", 20" Dogs Rates of Travel

Agility		**Jumping & Speedstakes**	
Level	**yards/second**	**Level**	**yards/second**
Beginner	2.5 – 2.9	Beginner	2.75 – 3.25
Novice	2.5 – 2.9	Novice	2.75 – 3.25
Senior	2.9 – 3.15	Senior	3.25 – 3.5
Champion	2.9 – 3.15	Champion	3.25 – 3.5
Select 20",16"	+ 3 seconds	Select 20",16"	+ 3 seconds
Nursery	2.5 – 2.9		

Small Dogs 16", 12", 8" Dogs Rates of Travel

Agility		**Jumping & Speedstakes**	
Level	**yards/second**	**Level**	**yards/second**
Beginner	2.5 – 2.9 add 20%	Beginner	2.75 – 3.25 add 20%
Novice	2.5 – 2.9 add 15%	Novice	2.75 – 3.25 add 15%
Senior	2.9 – 3.15 add 10%	Senior	3.25 – 3.5 add 10%
Champion	2.9 – 3.15 add 10%	Champion	3.25 – 3.5 add 10%
Select 4" 8" 12"	+ 3 seconds	Select 4" 8" 12"	+ 3 seconds
Nursery	2.5 – 2.9 add 20%		

A-3 Disciplinary Procedure
Clear Cut Infraction

UKI holds inherent rights governing its mission, purpose and goals which include, without limitation, the way its events are conducted, the regulation of social media postings as allowable by law, and the right to determine, in its sole discretion how and when to take actions impose penalties or fines and sanctions on any individual who are deemed to display conduct that is contrary to the best interests of UKI, its events and its competitors and their dogs.

A formal complaint must be filed with the show manager at the event where the incident(s) took place for what appears to be a serious infraction of the UKI rules, including the dismissal from the event. Upon receiving a report of an incident, the show manager will determine if the complaint is ambiguous or likely a clear-cut infraction. If the show manager determines this to be an ambiguous complaint, a $100 fee must be paid and the procedure detailed below under the heading of Ambiguous Complaints will be followed.

Complaints may be filed for any of the following reasons and are not limited to - dog to person aggression, dog to dog aggression, person to person aggression, harsh or abusive handling of any dog, serious breach of UKI rules, disputing a judges' decision, unsportsmanlike conduct or provoking unsportsmanlike conduct, bringing the name of UKI into disrepute, including social media use. For reports of a dog out of the handler's control where the dog has been dismissed from the ring and/or excused from the event, the Dogs Out of Control procedure must be followed as detailed below.

Complaints must be filed during the UKI event and are encouraged to be reported immediately, however, no later than the last dog to run in this event.

Once a complaint has been reported to the show manager based on a clear-cut rule infraction, the show manager will investigate the incident. Using the form provided below, the accused will be notified of the complaint and must fill in the witness statement. The show manager must attempt to obtain any other evidence such as photographs or video footage if it is available and collect witness statements. If any of the forms returned to the show manager needs further clarification, the show manager is to conduct an informal interview to establish further facts. Any such interview must be conducted in a manner consistent with and sensitive to the circumstances of the situation. If the accused person has left the event, then the show manager must contact the person via email to have them fill in their statement. This contact must be made within 24 hours of the end of the day the incident occurred. The accused person will have 24 hours from the time the email was sent to return their statement to the show manager.

The interview of junior handlers (or minors) may proceed only with the presence of a parent or legal guardian or an adult authorized by a parent or legal guardian to accompany the minor. Any such interview must be conducted considering the age, understanding and intellectual capacity of the junior handler. State law controls who is considered a minor.

If the show manager decides there is a case to answer, a formal complaint and report will be filed to UKI by the show manager within 24 hours of the end of the event, using the show manager's incident report form. If the accused person had left the event prior to a statement being collected from them, the show manager must state this and forward the statement once received from the accused. This report must give all details of the incident including the date & time, description of the incident, all the witness statements including any video or photographic evidence and the infractions or UKI rules that were believed to have

been violated. At this time, the show manager may find it necessary to excuse the accused from the remainder of the event. If this is decided, the show manager must also state this in their report to UKI.

Once UKI receives the formal complaint, the accused will be contacted by UKI through email. The witness statements and any other evidence will be presented to them. The accused will have 7 days to reply from the date the email was sent, if they wish to add anything further to their statement taken at the event. Once this deadline has passed, UKI may continue to investigate the allegation further before making any decisions. UKI will strive to formalize a decision within 21 days of the actual incident. Parties will be notified if a decision is delayed due to complications with the evidence.

If the accused is found to be in breach of UKI regulations, then UKI will inform the accused by email. UKI may impose fines, written or verbal warnings, suspensions, bans, and any other costs associated with the complaint. At the date of this email, the accused party will then have 7 days to appeal to UKI in writing. UKI will respond within 72 hours of receiving the appeal. Once an appeal has been considered, all further decisions are final, and no further discussions will be allowed. If fines or costs are not paid within 14 days of the decision, their UKI account will be frozen, and the accused will not be allowed to compete.

An exception to the above initial complaint timings will be granted in extenuating circumstances that prevented the immediate reporting of the incident. Examples of this are complainants having to leave the event to seek emergency treatment. In such incidents, the complaint must be reported to the show manager within 24 hours accompanied by a statement from either a physician or veterinarian showing that they were receiving treatment during this time.

At any point, if a complainant chooses to drop the charges, UKI may still proceed with the case should they feel it is warranted.

With respect to social media misconduct as outlined above under Section 4.18(a), if the Board of Directors of UKI, in its sole discretion, is of the opinion that a member has behaved in a manner inconsistent with or harmful to the mission of UKI, then and in such event, the Board of Directors may take action to sanction such member. The member shall be informed by email of the Board's decision, and such decision may result in a fine, written or verbal warnings, suspension or expulsion from UKI, all of which shall be in the sole discretion of UKI. The member shall have the same rights of appeal as set forth above.

Miscellaneous Complaints:

Miscellaneous complaints are for incidents that the show manager considers a minor infraction or where there is a difference of opinion or hearsay or unconfirmed report.

If a show manager considers that an infraction falls into the category of Miscellaneous Complaints, the complainant must pay $100 complaint fee for the matter to proceed. At this point, the show manager will follow the formal complaint procedure; collecting witness statements and evidence from all those involved.

Once the witness statements are collected, the show manager must forward the evidence to UKI along with $70 which UKI will request from the show. If the complaint is upheld, the show manager and UKI will return the fee to the complainant, and this cost will be passed to the defendant.

If the complainant drops the case, the $100 fee will not be returned regardless of UKI continuing with the case.

Dogs out of Control

A dog is considered out of the handler's control when the dog is actively avoiding their handler or owner in or out of the competition ring. This includes any dog who is not working for the handler and is running around with the potential to injure itself, other dogs and/or people.

If a dog is found to be out of control in the competition ring, whether running for competition or NFC, the judge should eliminate and dismiss the dog from the ring. The judge must then document this dismissal, and it must be reported to the trial manager as soon as the class is complete. If the judge deems that any further attempts to run the dog in any ring is a potential hazard to itself or others, the judge should not wait until the end of the class but must inform the trial manager immediately. Once the class is concluded they should still submit their formal report. Once notified verbally by a judge that a further attempt to run a dog is a potential hazard, the trial manager should immediately contact the handler and excuse them from competing with the dog for the remainder of the event. This should take place before the dog is able to run in another ring. A short summary of the dismissal must then be emailed to the dog's registered UKI owner and sent to the UKI office using the ShowManager's incident form. This report will be kept on file for up to 1 year.

If the judge does not deem that the dog needs to be excused from the trial, but another incident of out-of-control behavior occurs during that event, this must again be reported to the trial manager, and they should then excuse the dog from the rest of the trial and report as stated above.

A dog should not be considered out of control for ignoring/ not understanding handler cues or if the handler is able to continue working with the dog with the dog trying to respond to the handler. A dog isn't considered out of control if the dog becomes momentarily distracted, but the handler can quickly get the dog back working again for them.

If a dog outside of the ring is acting in a manner that may cause injury to itself, another dog or a person then the trial manager should be informed by anyone witnessing this. The trial manager should attend the scene if possible or, if not immediately possible to attend, they should make observations on the dog's behavior as soon as possible. If the trial manager feels that the dog is out of control, then they should discuss this behavior with the handler and if the trial manager feels it necessary to excuse the dog from the rest of the trial because of the potential of injury to itself or others or of an extreme disruption to the event, it should be reported as above. If the trial manager feels that a warning is all that is required, then noting this warning for their own records is sufficient. If another report of similar behavior occurs at the event, the trial manager should then excuse the dog from the competition area for the remainder of the event and report to UKI as above.

Any discussions with the accused by the judge or trial manager should be done with consideration, and without the intent to belittle or disparage the handler.

If a dog who is out of control also exhibits clear cut aggressive behavior towards another dog or person, then the full disciplinary procedure should be followed as described under the Clear Cut Infraction section.

UKI
Incident Report
(Used to file an official Complaint)

Show Name & Date:
Witness Name:

- Please follow the procedure on A-3 Disciplinary Procedure of the UKI Rules and Regulations.
- These forms should be made available to all involved parties to gather statements and evidence for the Show Committee and UKI.

UKI would strongly urge that all parties refrain from posting on social media regarding the incident as this can only exacerbate the issue as well likely taint the reports.

SECTION 1 – Person Filling in this Statement –

Name _____UKI# _____Email_____

Please tick 1 of the following
• Show Manager • Judge • Competitor • Attending Show

Please tick 1 of the following
• Official Complainant • Violated Party • Accused • Witness
The official complainant does not have to be the violated party

Signature: _____ Date: _____
By signing this form, I confirm that the details I have included are true to the best of my knowledge. I understand this form will be seen by officials of UK Agility Ltd and may be seen by all parties involved in this incident.

Junior/Minors must have an authorized adult's permission – Name and phone of Authorized Adult
Name: _____ Phone: _____

SECTION 2 – General Information

Show Name: _____ Date of Incident: _____

Please state a brief description of the Incident: (Fill in detailed description on page 2)

Please tick 1 of the following in relation to the complaint
• Dog aggression • Misconduct against a Judge • Violation of UKI rules
• Inappropriate treatment of dog • Inappropriate treatment of another person
• Bringing the sport into disrepute • Inappropriate content on social media
• Dog out of Control
• Other please specify_____

SECTION 3 – Ambiguous Complaint Payment

Please only fill in this Section if you are the Complainant for an ambiguous complaint.
Please tick 1 of the following in relation to the complaint
• The show manager has agreed this is not an ambiguous complaint.
• I have paid $100 disciplinary procedure fee to the show manager.
• As a Judge on this day, I do not need to pay the fee.
• As show manager I do not need to pay the fee

UKI
Incident Report continued

Show Name & Date:

Witness Name:

SECTION 4 – Detailed Description of Incident. To be filled out by all parties involved

Please write as much detail as possible concerning the incident. Please state if you are including photographic or video evidence along with this written description.

Please use backside if needed and tick the PTO box ☐**PTO**

SECTION 5 – Show Official to complete. Copies must be sent to UKI with Committee write up & findings

Form & details above received by

Name_____ Signature_____

UKI
SHOW MANAGER Report
(must accompany all reports filed to UKI)

Show Name & Date:

Witness Name:

- Please follow the procedure on A-3 Disciplinary Procedure of the UKI Rules and Regulations.
- This form should summarize the incident, investigations, and finding of the accused including any resulting actions taken by the show committee.

SECTION 1 – Person Filling in this Statement –

Show Committee Member _____ Email_____
Position within Show Committee_____

Please tick any that apply
• Witnessed incident • Involved in the investigation

Signature: _____ Date: _____
By signing this form, I confirm that the details I have included are true to the best of my knowledge. I understand this form will be seen by officials of UK Agility Ltd and may be seen by all parties involved in this incident.

SECTION 2 – General Information

Show Name: _____ Date of Incident: _____

Please tick 1 of the following in relation to the complaint
• Dog aggression • Misconduct against a Judge • Violation of UKI rules
• Inappropriate treatment of dog • Inappropriate treatment of another person
• Bringing the sport into disrepute • Dog out of Control
• Other please specify_____

SECTION 3 – Names of those involved in investigation immediately following incident. (*Statements must be obtained from all the below humans) If case is only 'dog out of control' only need Judge statement)*

Accused _____ UKI #_____ Email _____
Accused dog_____ Dog # _____
Violated Accused _____ UKI #_____ Email _____
Violated dog_____ Dog #_____
Witness _____ Email _____
Witness _____ Email _____
Witness _____ Email _____
Witness _____ Email _____
Judge _____ Email _____
Junior name if interviewed _____
Name of mandatory guardian present during junior interview _____
Email_____

SECTION 4 – Investigation Findings and resulting actions taken

Please tick any of the following in relation to the incident and investigation. Add further detail to all that are relevant in Section 5.
• Warning given • Accused left show on own volition • Accused was not interviewed before leaving show • Accused emailed within 24 hours to gain statement (if left show).
• Accused dismissed from run • Accused dismissed from trial
• Human injuries occurred • Dog injuries occurred • Medical treatment for dog or human was necessary • Video or Photographic evidence • Other please specify _____
_____

UKI
Show Manager Report continued

Show Name & Date:

Witness Name:

SECTION 5 – Detailed Description of Incident, investigation & findings.

Please use backside if needed and tick the PTO box ☐**PTO**

A – 4 Refusal Guidelines

A refusal is defined as:

- Improperly performing an obstacle, as described in the "Obstacle Standards".
- Running past the obstacle to be performed
- Significant hesitation in front of an obstacle
- Turning back from an obstacle after beginning an approach

Approach is defined as "the dog is actively moving directly towards the obstacle".

Improperly performing an obstacle, as described in the "Obstacle Standards".

A dog is subject to a refusal regarding obstacle standards once they are completely on or in an obstacle with all four feet, or all four feet have left the ground, for a jumping obstacle. A dog that enters the tunnel, steps onto a contact, or enters the weave poles and then stops with fewer than four paws on or in the obstacle, is subject to a refusal call as described in the points below.

Once on a contact with all four feet, the dog may stop or walk backwards (providing it does not turn 180 degrees) without penalty as long as it exits the obstacle correctly. If, however, the dog dismounts the obstacle before the defined refusal point, he will be given a refusal fault and is then subject to additional refusals on the re-approach to the obstacle. If the dog turns 180 degrees or more prior to the defined refusal point, a refusal will be incurred. Turning 180 degrees or more once the dog has passed the defined refusal point, will incur an elimination for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.

Once in a tunnel with all four feet, the dog may stop or reverse direction without penalty as long as it exits the obstacle correctly. If, however, the dog backs out of a tunnel, (comes back out of the entrance end of the tunnel and one foot touches the ground), he will be given a refusal fault and is then subject to additional refusals on the re-approach to the obstacle.

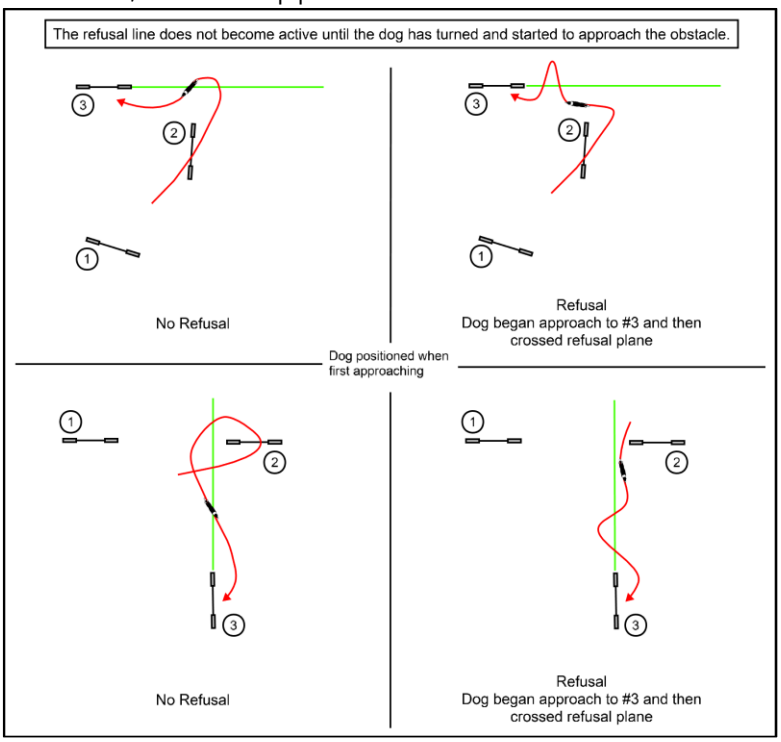
Missed Contacts versus Refusals

For the A-frame and Dogwalk
Leaving the obstacle prior to beginning descent of the down ramp - defined as the dog touching the down ramp with any portion of his body - shall constitute a refusal. If the dog touches the down ramp and then leaves before touching the contact point, it is a missed contact, not a refusal.

For the Seesaw
If the dog leaves the obstacle before the pivot point, a refusal will be incurred. Once the 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.

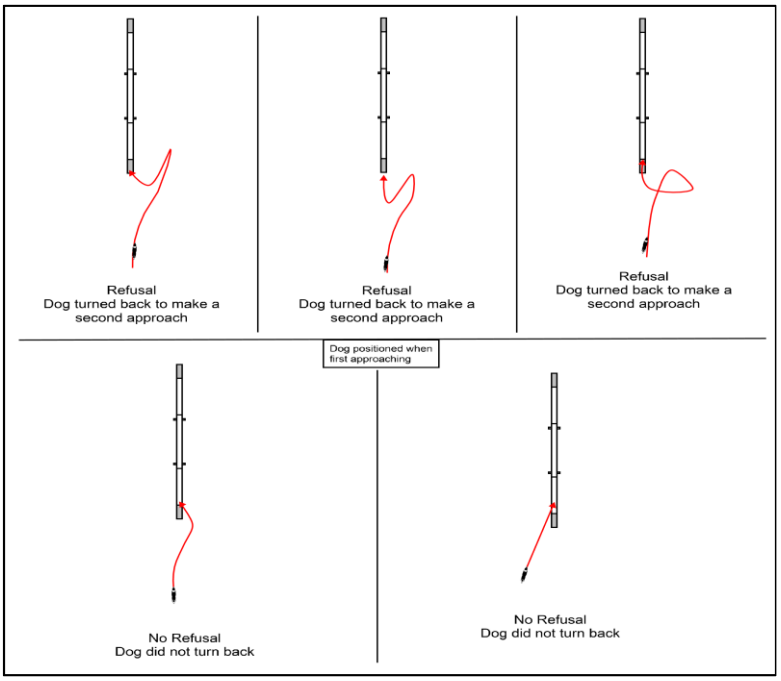
Running past the obstacle to be performed

The refusal line is defined as the front plane of an obstacle, except in the case of contacts and weaves described below. The refusal line only becomes active when the judge deems that the dog has started to approach the obstacle. A refusal cannot be called until the dog is on the take-off side of a jump or the entrance side of a tunnel entrance, and on approach.



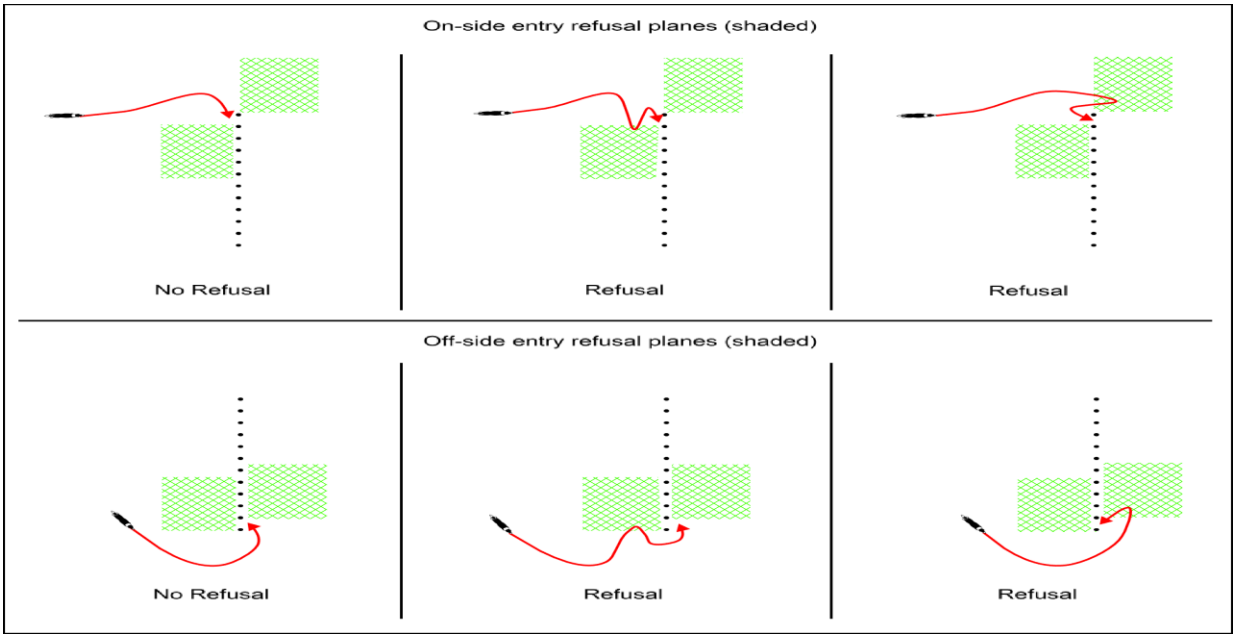
Refusal Line for Contacts

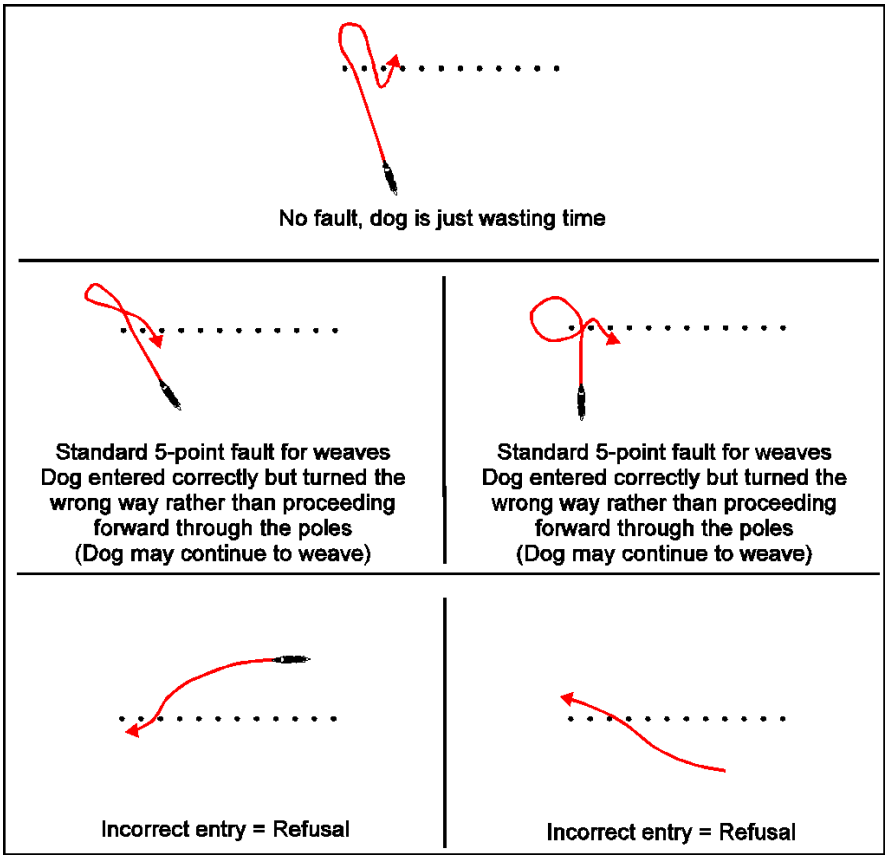
In regard to contacts, a refusal for running past is defined as the dog having to turn back and approach a 2nd time.



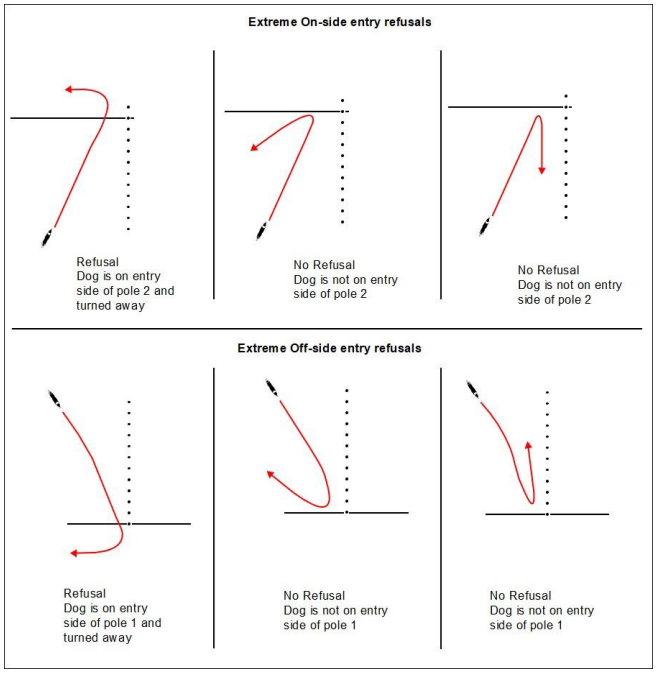
Refusal Line for Weave Poles from weave entries with shallow entries

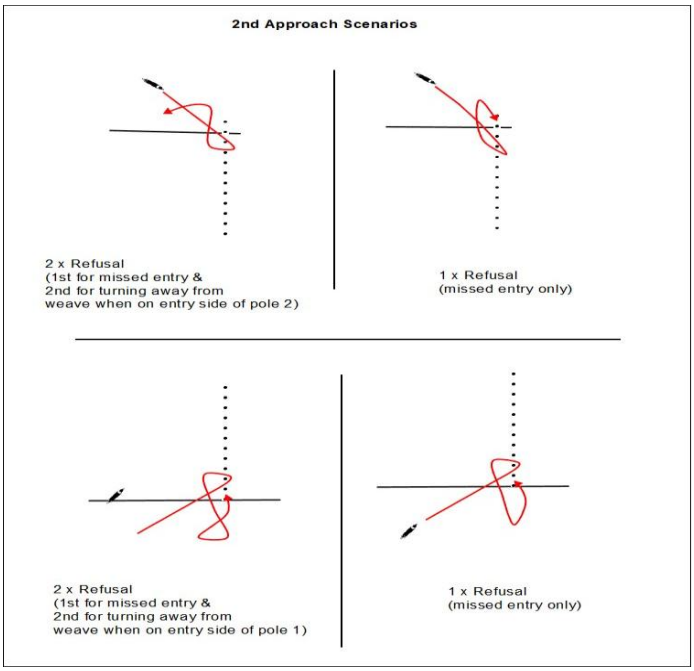
The weave pole refusal plane varies based on which side of the weaves the dog is approaching: "on-side" or "off-side." The dog must make the entry by pole #2. A refusal for running past is defined if the dog has to turn back and approach a 2nd time.





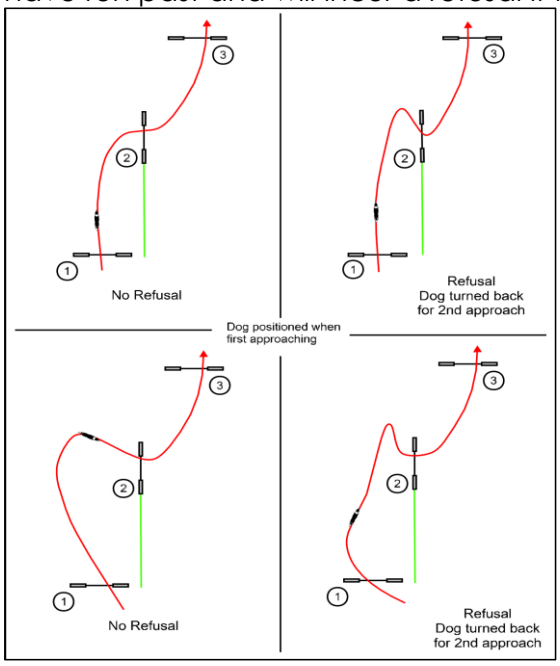
Refusal guide for weaves with extreme entry angles

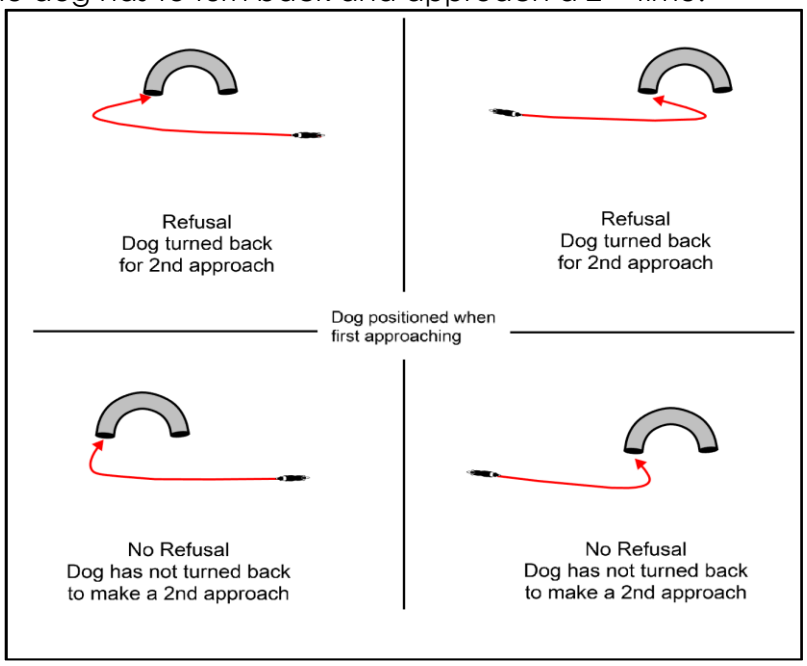




Run by of obstacle where they do not cross the front plane.

Where a dog has approached an obstacle on an angle, such as a slice jump, then the dog is deemed to have run past and will incur a refusal if the dog has to turn back and approach a 2nd time.





Refusals in regard to running past an obstacle or a run by, have no relation to using rule of thirds as described below. Judges only concern is that the dog was on approach and then ran past the obstacle.

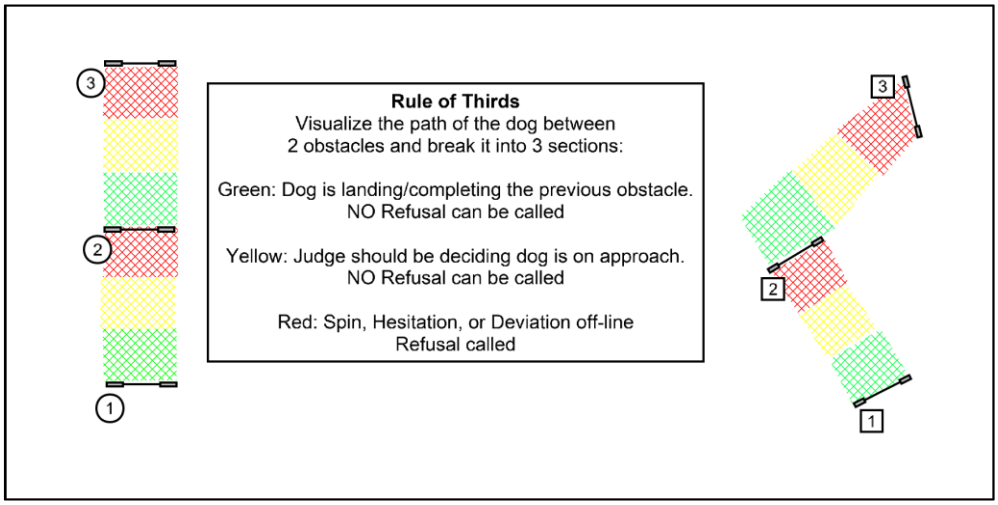
Rule of Thirds

To help judges determine when a spin, a hesitation, or a deviation off-line is considered a refusal, we use the refusal method of Rule of Thirds.

Only behaviors in the final third can be called for a refusal.

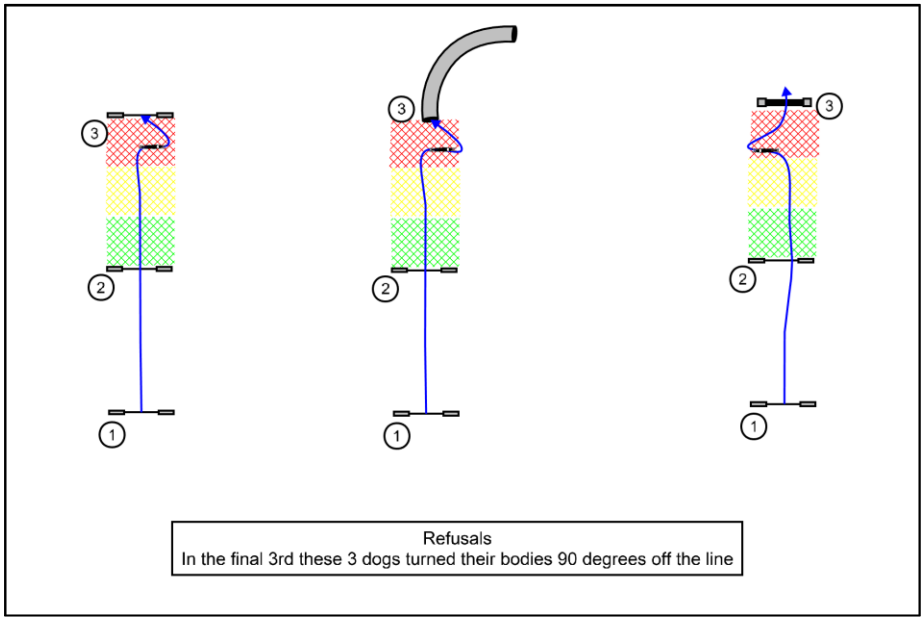
Visualize the path of the dog between 2 obstacles and break it into 3 sections:

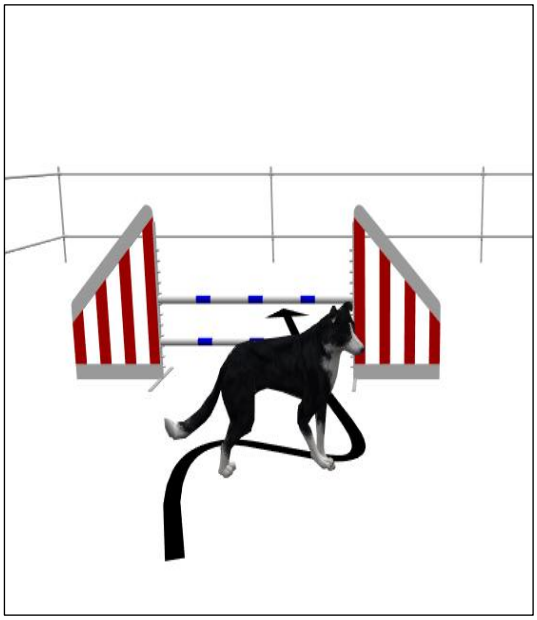
1. In the first one-third the dog is landing or leaving the prior obstacle and orienting toward the next obstacle. A refusal cannot be called in this section.
2. In the second one-third, the middle ground between two obstacles, a refusal cannot be called, and it is normally in this area that a judge defines a dog is "on approach".
3. In the final one-third, closest to the next obstacle and on the final approach, any spin, hesitation, or deviation off-line is a refusal.



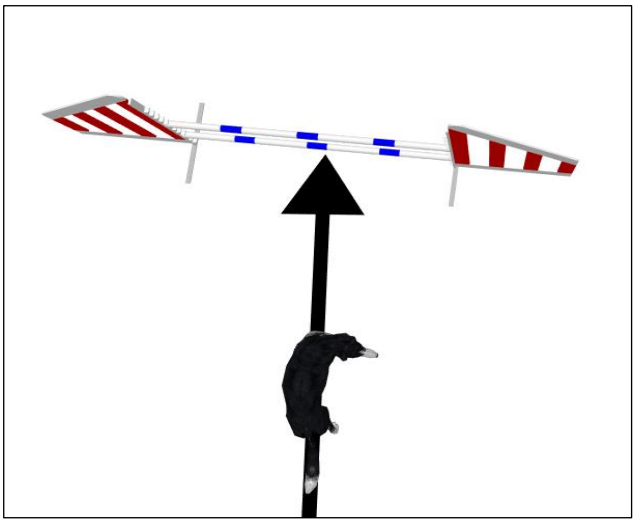
A significant hesitation is defined as a dog that "stops forward motion" for approximately 1 second as appraised by the judge. We recommend that a judge should be able to say the words, "significant hesitation" quickly to define this time. An exact time is not specified so that a judge can use this as a guideline and judge by watching the dog live and not on a played back video.

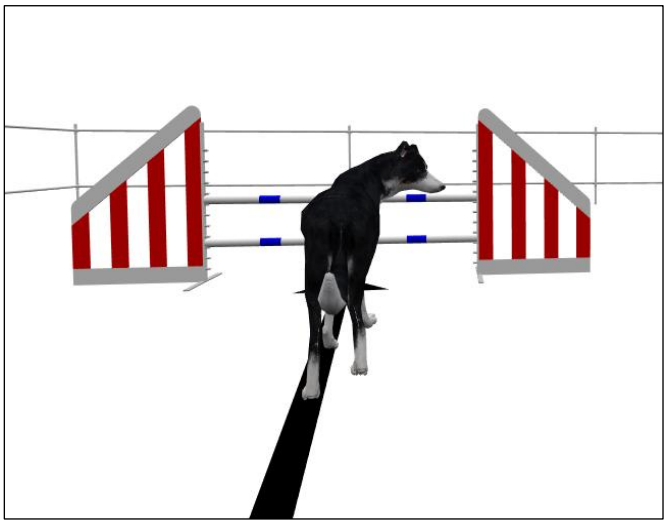
A deviation from their line is defined as the dog changing from their approach angle, to be at approximately 90 degrees or more of a turn away from the obstacle with their body, as ruled by the judge. A dog looking over their shoulder but continuing to move forward in the same direction should not be called a refusal.

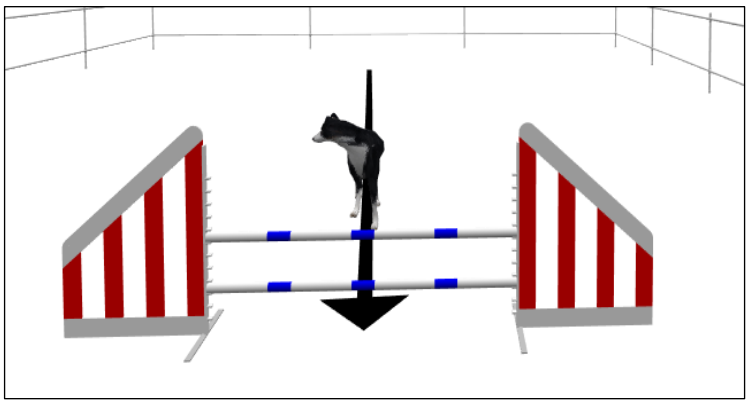




Diagrams above demonstrate Refusal due to a Deviation in final third as the dog has turned its body 90 degrees off the approach line.



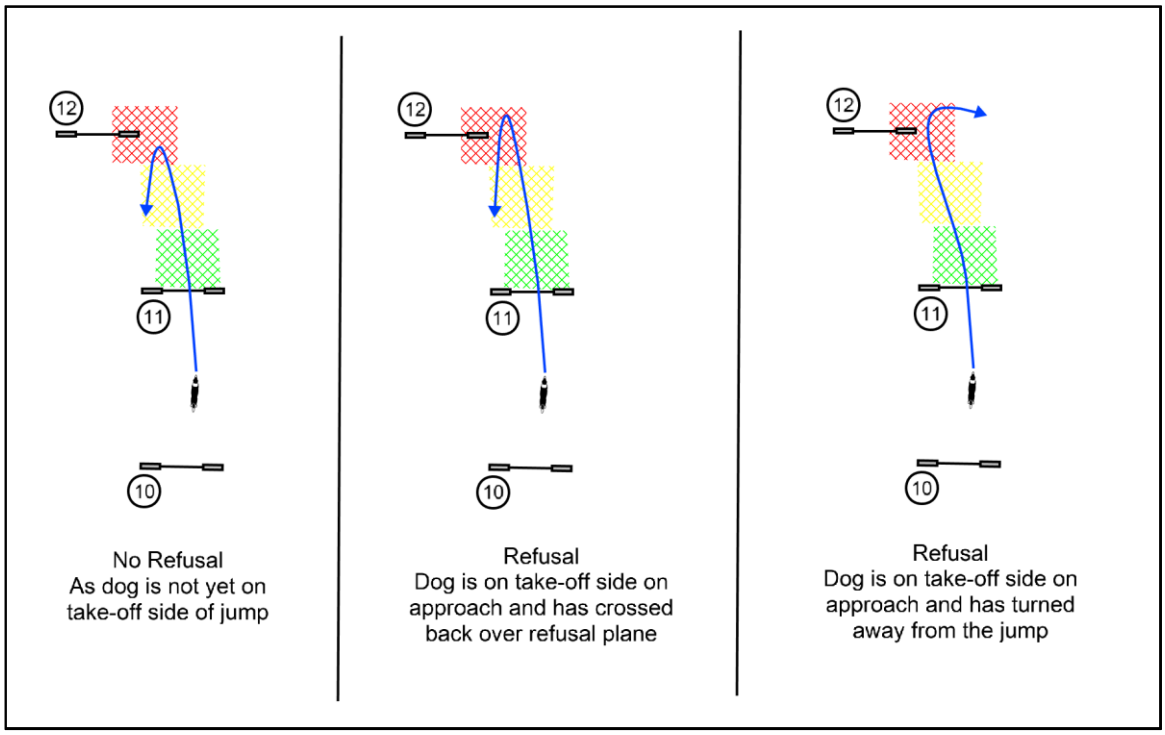


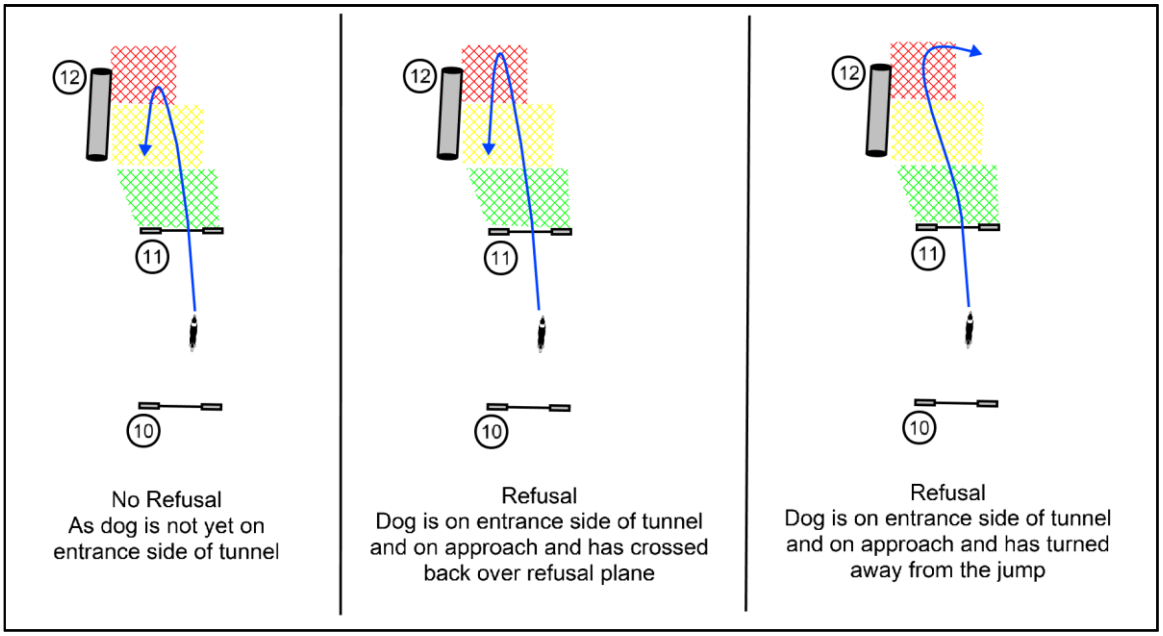


The three diagrams above are not refusals as the dog has not turned its body 90 degrees off the line of approach and has just looked away.

Back Side or blind entrance approaches

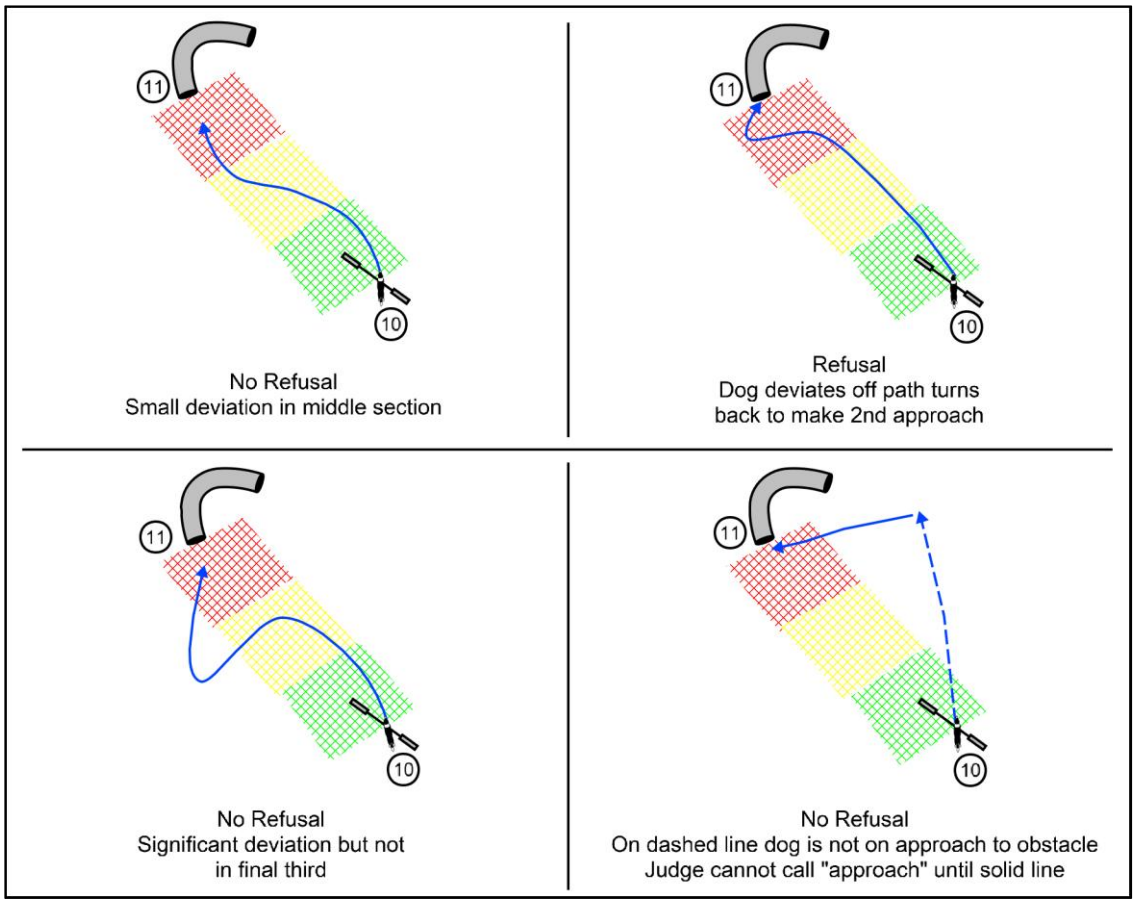
For a refusal to be called, the dog must be on the take-off side or entrance side of a piece of equipment. Once a dog has passed the line of the obstacle with any part of his body and then performs a behaviour that constitutes a refusal, a fault should be called. (For the weaves, please refer to the above diagram due to the multiple sides that can be considered the entry side)

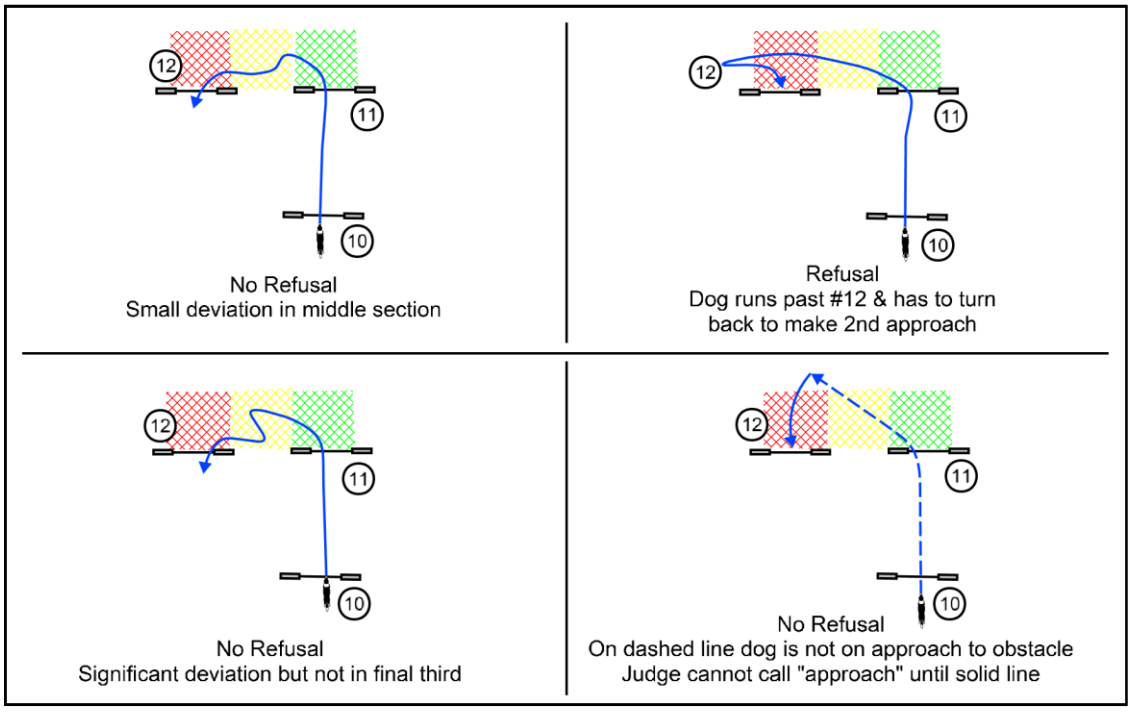


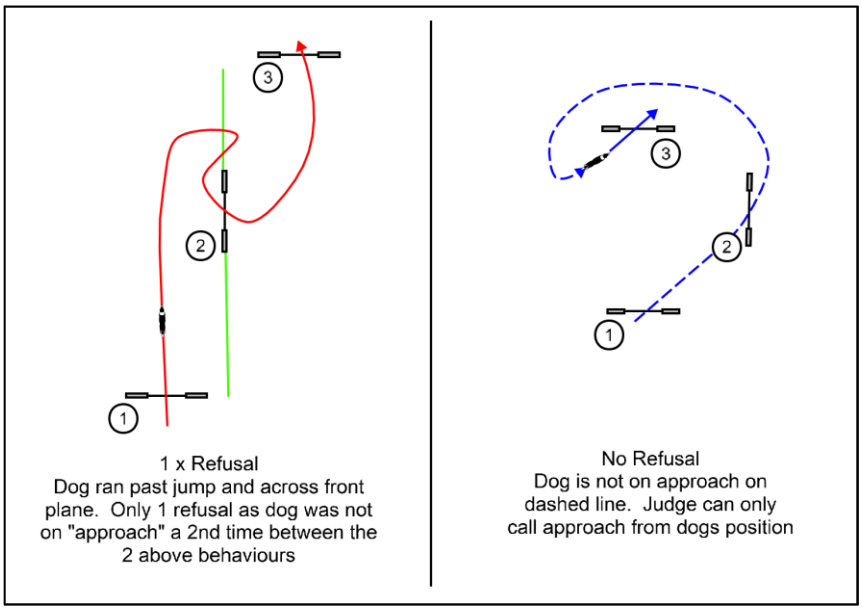


If on a blind approach the dog makes contact with the tunnel side or tunnel holders and then turns away or jumps over the tunnel, a refusal will be called.

Refusal examples



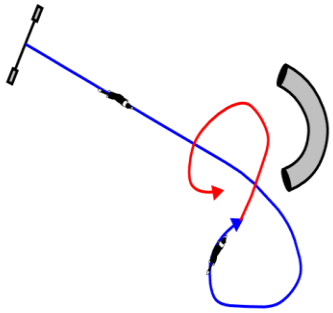


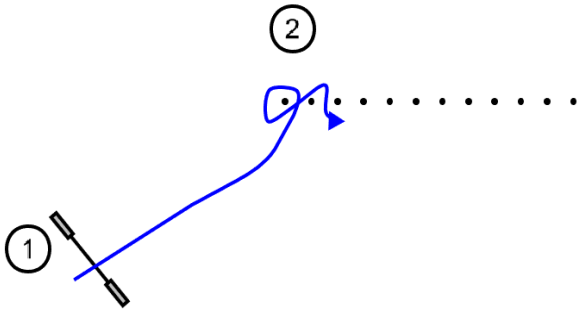


1 x Refusal
Dog ran past jump and across front plane. Only 1 refusal as dog was not on "approach" a 2nd time between the 2 above behaviours

No Refusal
Dog is not on approach on dashed line. Judge can only call approach from dogs position

2 x refusals.
The dog runs past the tunnel and turns back to make a 2nd approach (blue line). The dog then runs past again and turns back to make a 3rd approach (red line).





No refusal the dog entered the weave correctly.
It is 5 faults for the dog leaving the weave.

A-5 Terms and Conditions

By submitting an entry to any UKI event, all members acknowledge and agree to abide by these Terms & Conditions, no matter how the entry is made. This applies to entries completed online through the UKI system, through any third-party event management or show entry platform, by paper entry form submitted to the event organizer, or by any other entry method provided by UKI or the event organizer.

1. Assumption of Risk & Liability

By entering this event, the handler/owner certifies that any and all dogs brought to the event, whether participating or not, do not pose a hazard to persons, dogs, or property.
As the owner of any dog entered in this event, its duly authorized agent or handler of any dog (collectively, the "Handler"), and in consideration of participation in this event, the Handler agree(s) to adhere to UK Agility International rules and regulations and any additional rules and regulations that may be set forth herein (the "Rules"). By entering this event, Handler hereby agrees to indemnify and hold UK Agility International and UK Agility, Ltd., (collectively, "UKI"), their agents, officers, directors and employees, event hosts, trial secretary, judges and their assistants, harmless from and against any and all losses and expenses (including reasonable attorney fees and costs) that may be imposed upon it or them, resulting from Handler's participation in this event, including but not limited to any claims or demands for loss or injury alleged to have been caused to any equipment or any dog or person while in attendance at this event, and to accept full responsibility therefor.

2. Hazards & Safety

Handler acknowledges all potential hazards associated with the training facility, event, and premises, including but not limited to:

- The condition of the grounds
- Lighting and security measures (or lack thereof)
- Electrical appliances and fittings
- Parking areas, camping areas and fencing
- The potential for a dog to escape from the training or competition area
- The presence of unfamiliar animals and people
- The presence of other dogs
- The risk of exposure to illness
- Agility equipment
- Course design and course set up
- Weather conditions including any other 'Acts of God'

By entering, Handler voluntarily assumes any and all risks associated with these hazards and any other potential hazards not listed. All participants must exercise caution, monitor their dogs, and clean up after themselves and their animals.

3. Conduct & Enforcement

UKI reserves the right to:

- Excuse any participant for what it deems excessive harshness toward a dog and for behavior considered aggressive or abusive toward another person or dog.
- Revoke, suspend, or ban any entry or membership in its sole discretion if deemed necessary to protect the interests of UKI and any of its associates, agents, officers, or members.

Participation in UKI events, including membership, is a PRIVILEGE, NOT A RIGHT. UK Agility International has full authority to impose suspensions or bans upon any member without prior notice.

4. Rules & Regulations

By entering, Handler agrees to comply with all UK Agility International Rules & Regulations, including any amendments. Additionally, Handler confirms that:

- Handler will not bring any dog that has been exposed to an infectious or contagious disease within 21 days prior to the event.
- To the best of Handler's knowledge, your dog is not subject to disqualification under UK Agility International show regulations.
- Handler accepts full responsibility for the safety of both Handler and Handler's dog(s).

A-6 Quick and Easy Reference Tables

Transfer Table of Highest Level in Standard Agility - Newly Registered Dogs

AKC/CKC	USDAA/AAC	CPE	UKI International Program	UKI Speedstakes Program
Novice & Open / Int.	Starters	Levels 1-4	Beginners	SS Beginners
Excellent	Advanced	Level 5	Novice	SS Novice
Masters	Masters	Level C	Senior	SS Senior
MACH / AgMCH	ADCH / ATChC	N/A	Champion	SS Champion

Class Places and Points

Class Place	1-10 entered	11 to 30 entered	31 and above
1st	6 points	12 points	Refer to following table
2nd	5 points	8 points	
3rd	4 points	7 points	
4th	4 points	5 points	
Clear Round	4 points	4 points	

Points for classes of 31 and above

Class Placement	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	Clear round
Points	12	11	10	9	8	7	6	5	4	4	4

Gamblers Obstacle Points

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tire Spread jumps Long jump Wall
3 points	Teeter Weave poles (6 poles)
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

Jump/A-frame Heights

Regular Jump Height	Dog's Height	Long Jump (MAXIMUM)	Number of Units	Tire height	A-frame Height
8 inches	12.75" & under	16"	2	8 inches	5'3"
12 inches	15" & under	24"	2	12 inches	5'3"
16 inches	17.5" & under	32"	3	16 inches	5'7"
20 inches	22 & under	40"	4	20 inches	5'7"
22 inches	Any	44"	5	22 inches	5'7"
24 inches	Any	48"	5	24 inches	5'7"

UKI SELECT heights - Long Jump Lengths & A Frame heights					
Select & Nursery Option Heights	**Dog's Height**	**Long Jump (MAXIMUM)**	**Long Jump Units**	**Tire height**	**A-frame Height**
4 inch (s)	12.75" & under	Width of unit 1	1	Resting on ground	5'3"
8 inch (s)	15" & under	16"	2	8 inches	5'3"
12 inch (s)	17.5" & under	24"	2	12 inches	5'3"
16 inch (s)	22 & under	32"	3	16 inches	5'3"
20 Inch (s)	Any	40"	4	20 inches	5'3"

Ascending Spread Lengths *		
Jump Height	***Not allowed in Select***	
	Suggested	**Maximum**
8 inches	6 inches	7.5 inches
12 inches	9 inches	11.5 inches
16 inches	12 inches	15.5 inches
20 inches	15 inches	18.5 inches
22 inches	16 inches	20.5 inches
24 inches	20 inches	22.5 inches

**Judges may decrease spread lengths as they see fit. The first bar or jump does not move when increasing or decreasing the width; the back jump or bar moves. First bar height should be set at 18" for 24", 16"for 22", 16"for 20", 12"for 16", 8"for 12", 4"for 8". When removing a bar for select, this must be the back jump.*

Big Dogs 24", 22", 20" Dogs Rates of Travel

Agility		**Jumping & Speedstakes**	
Level	**yards/second**	**Level**	**yards/second**
Beginner	2.5 – 2.9	Beginner	2.75 – 3.25
Novice	2.5 – 2.9	Novice	2.75 – 3.25
Senior	2.9 – 3.15	Senior	3.25 – 3.5
Champion	2.9 – 3.15	Champion	3.25 – 3.5
Select 20",16"	+ 3 seconds	Select 20",16"	+ 3 seconds
Nursery	2.5 – 2.9		

Small Dogs 16", 12", 8" Dogs Rates of Travel

Agility		**Jumping & Speedstakes**	
Level	**yards/second**	**Level**	**yards/second**
Beginner	2.5 – 2.9 add 20%	Beginner	2.75 – 3.25 add 20%
Novice	2.5 – 2.9 add 15%	Novice	2.75 – 3.25 add 15%
Senior	2.9 – 3.15 add 10%	Senior	3.25 – 3.5 add 10%
Champion	2.9 – 3.15 add 10%	Champion	3.25 – 3.5 add 10%
Select 4" 8" 12"	+ 3 seconds	Select 4" 8" 12"	+ 3 seconds
Nursery	2.5 – 2.9 add 20%		