Specific Event Rules

Golden Gate Dog Sports Agility
- A UKI Agility class.
- Least faults win with time used as a tie-breaker.

Winner Takes All $$ Jumping Sponsored by Agility Gate
- A portion from each entry will go to the prize fund. Winner from each jump height will win the total amount tallied for that jump height.
- Consists of a fast Jumping course.
- Least faults win with time used as a tie-breaker.

Speedstakes Challenge Sponsored by Agility University
- Consists of a qualifying round and a Final. Results are not combined.
- Least faults win with time as the tie-break only.
- Running order for Final will be in reverse order of the first round result.
- A progression percentage or number of dogs to move to the Final will be announced after the show entries close and are processed.
- Eliminations in the qualifying round will not progress to the Final.
- Eliminations in Final will not be placed in the Speedstakes Challenge.

Pentathlon Challenge Sponsored by 4 Legged Flix
- Consists of 2 jumping, 2 agility and 1 Pentathlon Steeplechase round. All dogs will run the first 4 rounds with a random draw for all 4 rounds.
- A progression percentage or number of dogs to move to the Pentathlon Steeplechase will be announced after the show entries close and are processed.
- Scoring is cumulative over all rounds.
- Obstacle faults will be converted into seconds (5 faults = 3 seconds) and time faults added on a 1:1 ratio for all classes in this event.
- An elimination in any Pentathlon class is 50 faults plus dogs that are eliminated will be given a course time of 50 seconds, regardless of the standard course time.
- Running order for the Pentathlon Steeplechase will be the reverse order of placings after the 4th round.
- In the event of a tie for the combined results, the result from the Pentathlon Steeplechase round will decide the winner. If there is still a tie, the results from previous classes will be used in the following order: agility 2, jumping 2, agility 1, jumping 1. If this does not produce an outright winner, there will be a run-off on the Pentathlon Steeplechase course.

Games Challenge Sponsored by The Agility Challenge
- Consists of a Snooker round and a Gamblers round with the results combined.
- Cumulative scoring; highest number of points wins with time as tie breaker only, in all aspects of the Games Challenge.
- Running order for Gamblers will run in reverse order of Snooker results.

- Eliminations (dogs not stopping the timers by going over the finish jump) will score 0 points with 100 seconds as the course time.
- Zero points or an elimination in the Snooker round will not move on to the Gamblers round.
- A progression percentage or number of dogs to move to the Gamblers will be announced after the show entries close and are processed.
- In the event of a tie for the Games Challenge Champion, the scores from the Gamblers round will determine the winner. If there is still a tie in the top 3, the dogs will compete in a run-off on the Gamblers course.

West Coast Masters Sponsored by Agility Pro Shop
- There is no pre-qualification needed to enter this event.
- Consists of an Agility round and a Jumping round with results combined.
- Running order for both classes will be in random order for this event.
- Faults converted into seconds: **5 faults = 3 seconds** and time faults treated the same as course faults but converted on a 1:1 ratio.
- Cumulative scoring; dog with the lowest score wins.
- In the event of a tie for the combined results, the result from the Agility round will be the deciding factor. If there is still a tie for a podium place, the dogs will compete in a run-off on the Agility course.
- Eliminations will result in 50 faults with a 50 second course time.
- Dogs that score double elimination will not be placed.
- A portion from each entry will go to the prize fund. Winner from each jump height will win the total amount tallied for that jump height.

UKI Stakes Sponsored by Great Dane Photos
- Consists of a qualifying round and a Final. Results are not combined.
- The qualifying round will be a jumping class with the Final an Agility class.
- Least faults win with time as the tie-break only.
- Running order for Final will be in reverse order of the first round result.
- A progression percentage or number of dogs to move to the Final will be announced after the show entries close and are processed.
- Final Bye earned throughout the year at local UKI trials from Oct 1 2021 – July 31, 2022**:** To earn an automatic bye into the final, dog and handler partnerships must have earned three (3) Agility clear rounds and three (3) Jumping clear rounds, one (1) Games class qualifying scores (Snooker, Gamblers, Snakes & Ladders, Power & Speed) and one (1) Speedstakes clear rounds. Clear rounds have no time or course faults and can be obtained from current level dog is working at, including Masters Heat classes (not available for Nursery).
- Those with automatic Bye into the Final may still enter the jumping round – the result from the jumping will place your running order in the Final. Elimination or a No show in the Jumping will run 1st in the final. A random draw will take place if there is more than one dog in this position.
- Eliminations in the qualifying round will not progress to the Final.
- Eliminations in Final will not be placed in the final.

Bonus Steeplechase sponsored by Half Moon Bay Dog Sports
- This class will be made up of dogs that ran in the UKI Stakes Jumping AND at least one of the first four rounds of the Pentathlon AND did not progress through to either of the SUNDAY Finals (UKI Stakes Final and Pentathlon Steeplechase).
- Consists of a Steeplechase class that is a one-off round with scores from previous rounds irrelevant.
- Least faults wins with time used as a tie-breaker.
- The winner qualifies to run in the UKI Stakes Agility Final. They will run first in the Final (eliminations will not move forward).

The Pentathlon Steeplechase and Bonus Steeplechase must include 12 (twelve) weave poles and an A-frame, both of which may be taken up to 2 (two) times each. Other obstacles allowed: pipe tunnel, jumps, tyre, spread jumps, wall, and long jump. A dogwalk and seesaw cannot be included.