

4-H Agility Rules for El Paso County, Colorado

Standard Handler and Dog Equipment:

1. Buckle collar or Slip (choke) collar depending on agility level.
2. Leather or nylon Leash 2, 4 or 6 foot depending on dog and handler. Leash length should be varied based on breed of dog and height of handler. Also as we are doing obstacles we don't want the dog to be tangled in a too long of leash. No retractable leashes.
3. As handler and student progress they will need a "Tab" leash to transition off the lead.
4. For safety reasons, handlers must wear rubber soled, closed toe shoes. No flip-flops, slip-ons, sandals, crocs etc. allowed.

Agility Progression Summary:

<u>Divisions</u>	<i>- represent handler experience and ability.</i>
A	- handler has never put this title on any dog (in the class entered) to include 4-H agility and any other similar venue.
B	- handler has previously put this title on any dog (in the class entered) to include 4-H agility and any other similar venue.
<u>Levels</u>	<i>- with each level, the requirements to earn a title will become increasingly difficult.</i>
Novice	
Intermediate	
Advanced	
Excellent	- combination of JnR and BAD with specific rules using advance level rules for earning title.
<u>Classes</u>	<i>- two types of classes at the various levels and divisions will be offered.</i>
Jump n Run (JnR)	- a series of jumps, tunnels, table and weave poles.
Basic Agility Dog (BAD)	- a series of jumps, tunnels, table, weave poles and contact obstacles
<u>Scoring</u>	- a perfect score will be 100 points. A passing score is 70 points or better.
<u>Titles and Advancement</u>	- 3 passing scores must be earned at shows/matches in order to advance to the next level.
JRN	- Jump n Run Novice
JRI	- Jump n Run Intermediate
JRA	- Jump n Run Advance
BADN	- Basic Agility Dog Novice
BADI	- Basic Agility Dog Intermediate
BADA	- Basic Agility Dog Advance
ADX	- Agility Dog Excellent

Handler & dog teams must earn each title before progressing to the next level class.

Show Awards:

1. Each student with a passing score will receive a green qualifying ribbon.
2. First thru Fourth place ribbons will be awarded to the highest scores in each class.

3. All participants not receiving qualifying scores will be awarded a participation ribbon.
4. At county or state shows Grand Champion and Reserve Champion ribbons will be awarded. Each class level will be awarded the Grand and Reserve Ribbons. i.e.

Novice Grand Champion	Based on all Novice classes both A and B
Novice Reserve Champion	
Intermediate Grand Champion	Based on all Intermediate classes both A and B
Intermediate Reserve Champion	
Advanced Grand Champion	Based on all Advance classes both A and B
Advance Reserve Champion	
Excellent Grand Champion	Based on all Excellent Classes both A and B
Excellent Reserve Champion	

5. On a special year end “Awards Night” all title certificates earned (3 passing scores in one class level) will be presented.

Individual Class Rules, Scoring, Jump Height Requirements and Equipment

The information that has been shared to this point is intended to give you an overview of 4-H agility. The following discussion and tables will explain in detail what a handler and dog must do in each class obtain a qualifying score. Jump heights, rules for all levels (Novice, Intermediate, Advanced, Excellent) and both class types (JnR and BAD) as well as judges scoring for earning that passing score will be explained. There will also be an equipment list defining each piece and its specifications.

Jump Heights

Maximum Jump Heights will apply both to the JnR classes as well as the BAD classes. Maximum Heights for Novice classes will be 1 jump height lower than the recommended maximum. A dog may jump a lower height if circumstances suggest it would be safer or better for the dog, however, no dog may jump higher than suggested.

To determine the jump height, the height of the dog at the withers (top of shoulder) is measured. When measuring the dog should be standing square on a flat surface. A ruler should be placed on top of the dogs shoulders at the withers. This is the height of the dog. This determines the maximum height the dog can jump.

Jump Heights based on the dogs shoulder measurement are as follows:

- 4” class – for dogs at least 4” at the shoulder
- 8” class – for dogs at least 8” at the shoulder
- 12” class - for dogs at least 12” at the shoulder
- 16” class – for dogs at least 16” at the shoulder
- 20” class – for dogs at least 20” at the shoulder
- 24” class – for dogs at least 24” at the shoulder

All novice classes will drop down one height. i.e. 24” dog will jump 20”, 20” dog will jump 16” etc. when you reach 4” the 4” dog will have to jump the 4” height.

It is the handler’s responsibility to know the appropriate jump height for their dog. Changes in jump height will not be allowed once the entry has been received, unless the Judge determines that the dog, for physical reasons, should not be jumping at the entered height.

If unsure of your dogs jump height please ask a leader or instructor prior to entering a show to verify your dogs jump height.

The pause table height is also determined by your jump height. 4-H shows must have a table at least 4” high (2 x 4 used for framing table) However, using the following table heights is optional.

- 4” & 8” jump heights = 8” pause table height
- 12” & 16” jump heights = 12” pause table height
- 20” & 24” jump heights = 16” pause table height

Divisions

- Division A - handler has **never** put this title on any dog (in the class entered) to include all 4-H agility and any other similar venue.
- Division B - handler has **previously** put this title on any dog (in the class entered) to include 4-H agility and any other similar venue

Class Requirements and Equipment

Jump n’ Run Class (JnR)				
Obstacles/Equipment/Score	Novice	Intermediate	Advanced	Excellent
Single Bar Jump	R	R	R	
Double Bar Jump	N	N	R	
Triple Bar Jump	N	R (2)	R	
Panel Jump	N	A (1)	A (1)	
Tire/Window Jump	R (1)	R (1)	R (1)	
Broad Jump	A (1)	A (1)	R (1)	
Pause Table	R (1)	R (2)	R (2)	
Open Tunnel	R (1)	R (2)	R (2)	
Chute Tunnel	N	R (1)	R (2)	
Weave Poles	R Set of 6 (1)	R Set of 6 (2) or R Set of 12 (1)	R Set of 12 (1) and A set of 6(1)	
Collar	R Slip or Buckle	R Buckle	R Buckle	
Leash	R	R Tab Optional Leash	None	
Time to Complete Course	50 seconds	75 seconds	60 seconds	
Score	70/100 Passing	70/100 Passing	70/100 Passing	80/100 **
Quantity of Obstacles	8-11	11-14	14-18	

R = Required at least once.

A = Allowed

N = Not Allowed

(#) = Indicates the maximum number of times that this type of obstacle can be taken in the class. If not listed specifically the quantity is unlimited.

** See below for explanation of Agility Dog Excellent.

Basic Agility Dog Class (BAD)				
Obstacles/Equipment/Score	Novice	Intermediate	Advanced	Excellent
Single Bar Jump	R	R	R	
Double Bar Jump	N	N	R	
Triple Bar Jump	N	R (2)	R	
Panel Jump	N	A (1)	A (1)	
Tire /Window Jump	R (1)	R (1)	R (1)	
Broad Jump	A (1)	A (1)	R (1)	
Pause Table	R (1)	R (2)	R (2)	
Open Tunnel	R (1)	R (2)	R (2)	
Chute Tunnel	N	R (1)	R (2)	
Weave Poles	R Set of 6 (1)	R Set of 6 (2) or R Set of 12 (1)	R Set of 12 (1) and A set of 6(1)	
Dog Walk	R (1)	R (1)	R (1)	
A-Frame	R (1)	R (1)	R (1)	
Teeter	N	R (1)	R (1)	
Other—possible alternative equipment				
Collar	R Slip or Buckle	R Buckle	R Buckle	
Leash	R	R Tab Optional Leash	None	
Time to Complete Course	50 seconds	75 seconds	60 seconds	
Score	70/100 Passing	70/100 Passing	70/100 Passing	80/100 **
Quantity of Obstacles	8-10	12-14	16-18	

R = Required at least once

A = Allowed

N = Not Allowed

(#) = Indicates the maximum number of times that this type of obstacle can be taken in the class. If not listed specifically the quantity is unlimited. ** See below for explanation of Agility Dog Excellent

Class Level Advancement

To advance in Class levels a handler/dog team must earn 3 passing scores or “legs”. Once a handler/dog team has earned 3 scores 70 or above in Novice, the team may move up to Intermediate. Then they must earn 3 passing scores 70 or above in Intermediate and then move to Advanced. After 3 passing scores in Advance they can move to Excellent.

The 4-H Superintendent will keep the show records of each show/match and who passed at that show. It will however be important for you to keep all your “Qualifying” green ribbons just in case some confusion should arise with the paperwork. Your “Qualifying” green ribbon is proof of a passing score for that class.

Agility Dog Excellent (ADX)

ADX is the highest agility title a dog and handler can earn in 4-H. It shows a very high level of expertise. A dog and handler in this category has put in many hours of practice. Thus the standards to earn this title are high. To compete for an ADX title the dog/handler team must have earned both the Advance Jump n Run title as well as the Advance Basic Agility title and have all 6 levels completed.

At a single show the dog/handler team must enter both JnR Advanced and BAD Advanced classes. The team must have a score 80 or higher in both classes on that day to earn 1 leg towards their ADX title. The team must earn 3 such passing scores to earn the ADX title.

General Course Information

1. Agility takes up a lot of room. The maximum number of obstacles used on a course should take into consideration how big of an area is available. Areas in which courses are set up should be at least 60 feet by 70 feet or close to it. As the classes advance a larger space is desirable. It will be up to the judge setting up the course to determine if the space is adequate.
2. Indoor courses must have flooring which provides both traction and cushion! (thick matting or another surface) It is recommended that 4-H dog agility groups check with kennel clubs or training centers in their area, if they are seeking appropriate indoor facilities.
3. The course will be clearly marked with a start/finish line.
4. Each obstacle will be marked with a number. Handlers and dogs will be required to follow the course in numerical order.
5. Before competition begins, the handlers (without dogs) will be allowed to walk through the course to become familiar with the course. The walk through is restricted to the handlers only and is limited to 10 minutes.
6. If at all possible, a warm-up jump outside of the ring should be available for handlers and dogs. Handlers should be considerate of others in taking turns at the warm-up jump.
7. Any dog whose hair covers its eyes and may interfere with its vision of the obstacles may tie the hair back.
8. Food and toys are not permitted on the course.
9. Handlers are not permitted to have whistles, stopwatches, fanny packs or other training devices on the course.
10. The handlers may be on either side of the dog while running the course.
11. A dog's time starts whenever any part of the dog crosses the start line. Its time will end when any part of the dog crosses the finish line.

Judges Scoring

1. Each course is worth a maximum 100 points.
2. A penalty consists of the loss of 5 or 10 points.
3. **10 point penalties** (judge holds up two hands) include:
 - Not making contact in contact zones
 - Not doing the obstacles in proper order
 - Refusal or not completing an obstacle
 - The handler going over the obstacle with the dog
 - Missing one or more weave poles
 - Loosing control of the dog while on the course

- Any interference or outside assistance that aids the dog or is intended to aid the dog or handler
4. **5 point penalties** (judge holds up one hand) include:
 - Going over the course time
 - Knocking down a jump bar
 - Excessively guiding the dog with leash
 - Touching the dog, or touching the obstacle
 - Excessive or harsh commands or corrections
 - Failure to follow judge's verbal instructions
 5. Refusals or run-by's will not be faulted except as listed in item 3 earning a 10 point penalty.
 6. The only penalty for breaking a sit or a down on the pause table is the extra time that accumulates when the count stops, the count will not resume until the dog is back in position. (5 second sit or down with judge counting)
 7. The handler/dog team run will be timed. A 5 point penalty will be given for each 15 seconds over the course time. In the case of a tie in total points, the fastest time will win.
 8. If the judge determines that a dog is no longer working with the handler, the team will be excused from the course.
 9. The contact zone on the A-frame, dog walk and teeter is the contrasting colored zone (usually yellow) on the start and end of each obstacle. Dogs must step on the contact zones or receive a 10 pt penalty.
 10. Handlers are not to jump over obstacles with the dog.
 11. Un-sportsmanlike conduct in the show ring or on the show grounds will not be tolerated. The handler and dog will be excused from the competition and asked to leave the show site.
 12. If the dog urinates or defecates in the ring (from the time it enters until it leaves the ring), the dog and handler will be disqualified from that class.
 13. Any dog that commits to a contact obstacle (A-frame, dog walk, teeter) with all four paws must, for safety reasons, continue with the obstacle. Whether obstacle is completed or if the dog jumps off, dog and handler must go on to the next obstacle and may not attempt that obstacle again.
 14. A score of 70 or higher is considered a Qualifying Score in all Novice, Intermediate and Advance. The exception is the Agility Dog Excellent class, the score to qualify in ADX is 80 or higher.

Agility Obstacles Please refer to AKC regulations for more explicit details. www.akc.org The only difference will be competition heights and lengths where noted below.

Contact Obstacles and Contact Zones – A-Frame, Dog Walk and Teeter are all considered contact obstacles. Each of these obstacles should have a contact zone painted on them, usually yellow. The contact zone is at the beginning and ending of each obstacle and should be 42" long.

A-Frame: Dogs must go up one side touching the contact zone on the up side with any part of two feet and down the other side in the direction designated by the judge. The dog must also touch the contact zone on the down side with any part of two feet prior to exiting the obstacle. The height of the A-frame at the apex will be no higher than 4'6". If the club is renting equipment most competition equipment is higher. You must call the county superintendent to get approved for a variance.

Dog Walk: Dogs must go up the ramp touching the up contact zone with any part of two feet, cross the center section and go down the down ramp touching any part of two feet in the down contact zone prior to exiting the obstacle. The dog walk consists of a center section and two ramp sections. The top surfaces should have a rough surface. (i.e. using play sand mixed in paint) Planks are 12" wide and should be between 8-12' long. The recommended height is a maximum of 36" tall. If the club is renting

equipment most competition equipment the maximum height is 48". You must call the county superintendent to get approved for a variance.

Teeter: Dogs must go up the plank touching the up contact zone with any part of two feet and cause the plank to pivot. At least two feet must touch the down contact zone after the plank has touched the ground and prior to exiting the obstacle. Maximum height of apex at pivot 2 ft. Plank 12" wide. & 12' long. The top surface should have a rough surface. (i.e. using play sand mixed in paint)

Weave Poles: The dogs must enter the weave poles by passing between poles # 1 and #2 from right to left. They must continue this sequence until they pass the last two poles. Missing a pole or refusal will be a penalty. The dog's left shoulder must enter on the right of the 1st pole. The weave poles should be spaced 20" to 24" apart.

Pause Table: The dogs must pause on the table for 5 seconds in either a sit or a down position, as specified by the judge at the beginning of the competition. The judge will do an oral count and will also give a signal to "Go". If the dog breaks from the sit or down position the judge will stop counting and will only continue the count when the dog returns to the proper position. When the judge says, "Go," the handler may then release the dog and proceed. 4-H shows must have a table at least 4" high (2 x 4 used for framing table) and 36" square. The height on the table can be adjusted for the dogs height, but is optional

Open Tunnel: The dogs must enter the end specified by the judge and exit the other end.

Closed (Collapsed) Tunnel: The dogs must enter the rigid entrance and exit through the fabric chute.

Bar Jumps*: The dogs must jump over the top bar, without displacing it, in the direction indicated by the judge.

Panel Jump: The dog must jump over the top panel without displacing it, in the direction indicated by the judge.

Tire Jump: The dogs must jump through the tire opening in the direction indicated by the judge, without knocking the tire/frame over.

Double Jump*: The dog must jump over two bars, without displacing either of the bars.

Triple Jump*: The dog must jump over all three bars, without displacing any of the bars.

Broad Jump: The dog jumps over several low, flat jumps equaling two times their jump height (for example, a dog jumping 8 inches needs to jump over a 16 inch broad jump).

*Jumps may or may not have wings. Wings are up to 2 ft in width and are outside the width of the jump. They may be decorative in nature.

FAQ's Frequently Asked Questions

1. *I want to do agility, but geez this looks really complicated, how do I get started?*
 - a. First things first. If you have a dog and want to do a dog project read over the "Participation Rules" These will help you determine if you and your dog are a good fit for this project.
2. *How do I learn all these rules? There are a lot of them.*
 - a. Your 4-H leader should be familiar with the rules. Your leader may even offer a lesson or two to help you learn the intricacies of the requirements and rules for this project. You can also always call the 4-H county superintendent who does dog agility for explanations as well.

3. *How do I start training my dog for agility?*
 - a. Agility requires a handler to have some control and a good working relationship with their dog. It is a really good idea if your dog has some basic obedience skills before you jump into agility. If you have completed a 4-H Novice Obedience dog project you should be well on your way. If not you will need to make sure your dog has learned some basic skills such as watch me, sit, loose lead walking and an excellent recall.
4. *Do I have to own all the equipment listed to be in the agility dog project?*
 - a. No certainly not. The equipment in its entirety can be quite expensive. You will just need to train exercises to teach your dog how to safely maneuver each piece of equipment. There may be certain obstacles you want to practice on at home. Your leader should be able to make inexpensive suggestions for most obstacles that you will need to learn. For example a jump could be practiced with two chairs and a broom stick. Or tunnel training might get started by using an old filing cabinet box that your dog can go thru. If you look you will find websites and books that suggest how to make some “at home” agility equipment.
5. *Are there places I can learn training? I just don't know how to get started.*
 - a. There are many excellent dog training facilities in our community where you could sign up and take classes. Of course you would have to pay for these classes and often times they can be expensive. Most training facilities will be geared towards the rules of a specific venue such as AKC, UKC or other. However, if you learn to train for one it should be easy to adapted to the 4-H rules.
 - If you look on the internet in places such as “youtube” you can find many short videos on training for specific obstacles. There are also some articles out there written on the subject.
 - There are also many books written on the subject a good place to search for titles is www.dogwise.com you might be able to find some of them at the local library.
 - Going to local 4-H agility matches or even other venues and observing the dogs perform. You might want to approach a handler after they have competed to ask questions. Or go and observe a level test and ask other 4-H'rs how they taught something.
 - Finally ask your leader for suggestions, they might not know how to teach something but probably could help you find the appropriate resources and training contacts.

Obstacle Construction Standards

Please refer to AKC rules for-specifications to use in constructing agility equipment. www.akc.org

There are many ways to construct this equipment. If you are attempting to make this equipment at home it is of the utmost importance to make sure 1) the surface of the equipment provides safe footing 2) will it hold up to the weight of a heavy dog (up to at 150 lbs) 3) that any spacing, screws, nuts, bolts etc do not offer hazards to handler or dog. Could they get a foot caught, or will handler trip over. Could an exposed bolt catch and tear skin or fur.

There are many sites on the internet that sell agility equipment that meet the rigid standards of AKC. Often times these sites offer a lower quality product that could be used for home practice. When making

or purchasing equipment for matches/shows where numerous dogs of various sizes will be on the equipment please make sure it is built for vigorous use.

PVC can be an agility builders best friend when getting started. If you surf the web you will find various examples of construction details.

Summary

Agility is a fun sport. Dogs love it and so do their handlers. It takes patience, training, control and conditioning for the dog/handler team to arrive at an agility “high”. If you are a group just starting out, the Jump n Run Class is the easiest and least expensive place to start.

Attachment A

Level 1 – Novice Class – Jump n Run	Student Name:		Date:
	Address:		
	Club:		County:
	Dog Name/Breed:		
<p>Directions: This test is not intended to be an agility course, but individual stations where it can be determined if student and dog know how to safely maneuver the station. Student and dog can try the station more than once. However the team should not need instruction as to what is expected at the station or how to approach or maneuver thru the station. This level test is to ascertain that the team has indeed practiced the station and understands it. Further details for the obstacles can be found in the county agility rules.</p>			
Obstacles/Stations Performed On leash with slip or buckle Collar	Pass	Needs More Work	Comments
Single Bar Jump			
Tire/Window Jump			
Broad Jump			
Pause Table			
Open Tunnel			
Weave Poles set of 6			
<p>PASSED The above named student and dog has satisfactorily & safely performed the above obstacles and may begin competing to earn their Novice Jump n Run Title.</p>			
Evaluator Signature:		Evaluator Phone/Date:	
<p>RETEST The above named student and dog needs additional practice to safely perform the above obstacles.</p>			
Evaluator Signature:		Evaluator Phone/Date:	

Student is responsible for turning this form into the county dog agility superintendent to receive a level card to carry in their wallet. The superintendent will record the level advancement in the county records.

Level 2 – Intermediate Class – Jump n Run	Student Name:		Date:
	Address:		
	Club:		County:
	Dog Name/Breed:		
	JRN (Jump n Run Novice) Title earned as of:		

Directions: This test is not intended to be an agility course, but individual stations where it can be determined if student and dog know how to safely maneuver the station. Student and dog can try the station more than once. However the team should not need instruction as to what is expected at the station or how to approach or maneuver thru the station. This level test is to ascertain that the team has indeed practiced the station and understands it. Further details for the obstacles can be found in the county agility rules.

Obstacles/Stations	Pass	Needs More Work	Comments
Performed buckle collar and lead or tab.			
Triple Bar Jump			
Panel Jump			
Chute Tunnel			
Weave Poles set of 12			
2 Jump Combination – 2 jumps in a row			
<p>_____ PASSED The above named student and dog has satisfactorily & safely performed the above obstacles and may begin competing to earn their Novice Jump n Run Title.</p>			
Evaluator Signature:		Evaluator Phone/Date:	
<p>_____ RETEST The above named student and dog needs additional practice to safely perform the above obstacles.</p>			
Evaluator Signature:		Evaluator Phone/Date:	

Student is responsible for turning this form into the county dog agility superintendent to receive a level card to carry in their wallet. The superintendent will record the level advancement in the county records.

Level 3 – Advanced Class – Jump n Run	Student Name:		Date:
	Address:		
	Club:		County:
	Dog Name/Breed:		
	JRI (Jump n Run Intermediate) Title earned as of:		

Directions: This test is not intended to be an agility course, but individual stations where it can be determined if student and dog know how to safely maneuver the station. Student and dog can try the station more than once. However the team should not need instruction as to what is expected at the station or how to approach or maneuver thru the station. This level test is to ascertain that the team has indeed practiced the station and understands it. Further details for the obstacles can be found in the county agility rules.

Obstacles/Stations Performed with buckle collar ONLY.	Pass	Needs More Work	Comments
Double Bar Jump			
Sit Stay/Recall at least 40 ft in distance			
Off Lead Heel Exercise <ul style="list-style-type: none"> • Forward • Halt • Fast/Normal • Left/Right Turns • About Turn (Not looking for perfect heel but control)			
Combination of any 3 obstacles listed for Advanced Jump N Run			

_____ **PASSED** The above named student and dog has satisfactorily & safely performed the above obstacles and may begin competing to earn their Novice Jump n Run Title.

Evaluator Signature:	Evaluator Phone/Date:
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_____ **RETEST** The above named student and dog needs additional practice to safely perform the above obstacles.

Evaluator Signature:	Evaluator Phone/Date:
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Student is responsible for turning this form into the county dog agility superintendent to receive a level card to carry in their wallet. The superintendent will record the level advancement in the county records.

Level 1 – Novice Class – BAD (Basic Agility Dog)	Student Name:		Date:
	Address:		
	Club:		County:
	Dog Name/Breed:		

Directions: This test is not intended to be an agility course, but individual stations where it can be determined if student and dog know how to safely maneuver the station. Student and dog can try the station more than once. However the team should not need instruction as to what is expected at the station or how to approach or maneuver thru the station. This level test is to ascertain that the team has indeed practiced the station and understands it. Further details for the obstacles can be found in the county agility rules.

Obstacles/Stations Performed On leash with slip or buckle Collar	Pass	Needs More Work	Comments
Single Bar Jump			
Tire/Window Jump			
Broad Jump			
Pause Table			
Open Tunnel			
Weave Poles set of 6			
Dog Walk			
A-Frame			

_____ **PASSED** The above named student and dog has satisfactorily & safely performed the above obstacles and may begin competing to earn their Novice Jump n Run Title.

Evaluator Signature:

Evaluator Phone/Date:

_____ **RETEST** The above named student and dog needs additional practice to safely perform the above obstacles.

Evaluator Signature:

Evaluator Phone/Date:

Student is responsible for turning this form into the county dog agility superintendent to receive a level card to carry in their wallet. The superintendent will record the level advancement in the county records.

Level 2 – Intermediate BAD (Basic Agility Dog)	Student Name:		Date:
	Address:		
	Club:		County:
	Dog Name/Breed:		
	BADN (BAD Novice) Title earned as of:		

Directions: This test is not intended to be an agility course, but individual stations where it can be determined if student and dog know how to safely maneuver the station. Student and dog can try the station more than once. However the team should not need instruction as to what is expected at the station or how to approach or maneuver thru the station. This level test is to ascertain that the team has indeed practiced the station and understands it. Further details for the obstacles can be found in the county agility rules.

Obstacles/Stations	Pass	Needs More Work	Comments
Performed buckle collar and lead or tab.			
Triple Bar Jump			
Panel Jump			
Chute Tunnel			
Weave Poles set of 12			
2 obstacle Combination – 2 obstacles in a row			
Teeter			

PASSED The above named student and dog has satisfactorily & safely performed the above obstacles and may begin competing to earn their Novice Jump n Run Title.

Evaluator Signature:

Evaluator Phone/Date:

RETEST The above named student and dog needs additional practice to safely perform the above obstacles.

Evaluator Signature:

Evaluator Phone/Date:

Student is responsible for turning this form into the county dog agility superintendent to receive a level card to carry in their wallet. The superintendent will record the level advancement in the county records.

Level 3 – Advanced Class – BAD (Basic Agility Dog)	Student Name:		Date:
	Address:		
	Club:		County:
	Dog Name/Breed:		
	BADI (BAD Intermediate) Title earned as of:		

Directions: This test is not intended to be an agility course, but individual stations where it can be determined if student and dog know how to safely maneuver the station. Student and dog can try the station more than once. However the team should not need instruction as to what is expected at the station or how to approach or maneuver thru the station. This level test is to ascertain that the team has indeed practiced the station and understands it. Further details for the obstacles can be found in the county agility rules.

Obstacles/Stations Performed with buckle collar ONLY.	Pass	Needs More Work	Comments
Double Bar Jump			
Sit Stay/Recall at least 40 ft in distance			
Off Lead Heel Exercise <ul style="list-style-type: none"> • Forward • Halt • Fast/Normal • Left/Right Turns • About Turn (Not looking for perfect heel but control)			
Combination of any 3 obstacles listed for Advanced BAD			

PASSED The above named student and dog has satisfactorily & safely performed the above obstacles and may begin competing to earn their Novice Jump n Run Title.

Evaluator Signature:	Evaluator Phone/Date:
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RETEST The above named student and dog needs additional practice to safely perform the above obstacles.

Evaluator Signature:	Evaluator Phone/Date:
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Student is responsible for turning this form into the county dog agility superintendent to receive a level card to carry in their wallet. The superintendent will record the level advancement in the county records.