



**IADSA**  
**Rules of Agility**  
**Competitions**

## IADSA Rules of Agility Competitions

### Section 1      General Requirements on Holding Agility Events.

These Rules are applied on all Irish Agility and Dog Sports Association (IADSA) agility competitions.

#### AGILITY SCHEDULE

The Association, person or affiliated club must issue a Schedule, which shall form the basis of a contract between the Association and those entering dogs. The Association may make regulations subject to the approval of the Irish Agility and Dog Sports Association, but no such regulations shall conflict with any Rule or Regulation of the Irish Agility and Dog Sports Association. In the case of any conflict, the Rules and Regulation of the Irish Agility and Dog Sports Association shall prevail. No modifications may be made to the Schedule before the date of the show, except by permission of the Irish Agility and Dog Sports Association and such modifications, if possible, must be advertised.

- 1.1. One copy of the schedule must be lodged with the Irish Agility and Dog Sports Association at least thirty-five days before the date of the show.

The schedule must contain:-

- (a) The name of the Association, person or club running the show
- (b) The venue.
- (c) The date of the show.
- (d) The name and address of the veterinary surgeon that will be on call for the duration of the show.
- (e) Health and Safety Notice containing the following information:
  - i. A First Aid kit and Heart defibrillator are available in the agility Judges/Scrim Tent.
  - ii. The Eircode for the location of the show (e.g. Forest Farm, Athy, is R14 FT93) should an ambulance or doctor be required.
  - iii. The details for the closest hospital or emergency response unit and closest doctor's surgery.
- (f) The secretary's name and address.
- (g) The closing date for entries.
- (h) The time of opening of the show and proposed running order of classes.
- (i) Name(s) of judge(s) with the name of each class.
- (j) The amount of entry fee. Prize money is prohibited at IADSA licensed events.
- (k) Definition of all classes scheduled & heights of jumps and obstacles
- (l) A statement that the show is held under Irish Agility and Dog Sports Association Rules and Regulations.
- (m) A statement that the organisers reserve the right to refuse any entry.
- (n) A statement that dogs under 18 months of age are not eligible to compete in agility classes, however dogs may compete in Non/Agility Novelty, classes' e.g. fastest recall from 6 months of age, and the nursery class from 15 months of age.
- (o) A statement that dogs must be registered with the Irish Agility and Dog Sports Association
- (p) A separate official entry form with the Irish Agility and Dog Sports Association approved declaration.
- (q) All offers of sponsorship or donations with the names of sponsors.
- (r) A statement that all wins prior to the day specified for the closing of entries shall be taken into account when entering any class.
- (s) A statement that it is the competitor's responsibility to be available for their class.
- (t) A statement that the mating of bitches within the precincts of the showground is forbidden.
- (u) A statement that no bitch in season is allowed to compete.

- (v) A statement that should a Judge be unable to fulfil the appointment to judge the Committee reserve the right to appoint another Judge.
  - (w) A statement that should circumstances so dictate the Association or club, in consultation with the Judges may alter arrangements as necessary. Such changes and the circumstances surrounding them must be reported to the Irish Agility and Dog Sports Association.
  - (x) A statement that each exhibitor is responsible for keeping their dog under proper control at all times. There should be nothing on the dog in the ring during performance of the course, with the exception of a flat, close fitting, leather or webbing collar, providing the only attachment is a plain identification panel as an integral part of the collar i.e. not attached by a ring. It is permitted to put a rubber band or 'scrunchie' on the dog if its hair is shaggy near its eyes.
  - (y) The IADSA Child Safeguarding Statement. The statement needs to be printed and displayed (e.g. on the running order board) at the show.
  - (z) A statement that all exhibitors agree to the IADSA Code of Conduct & Competition Etiquette.
- 1.2. It is forbidden for competitors to have anything in their hands (exception is a baton during relay). The competitors should not take with them to the ring anything that could help to direct their dogs (for example, whistle, waist-bags, leash around waist, food in the pocket, etc.).
  - 1.3. Handlers are allowed to bring in a silent toy in a zipped pocket while competing, food toys and food are not allowed under any circumstances and will result in elimination. If the toy falls out of your pocket while competing, it is an elimination and if the handler removes the toy from their pocket while competing this is also an elimination. The handler cannot remove the toy from their pocket until they have cleared the boundary of the ring after the run.
  - 1.4. There can be no impugning on the judge's decisions.
  - 1.5. Harsh handling of dogs is forbidden. What constitutes harsh handling is at the discretion of the judge.
  - 1.6. The judges should not hinder the dog when it is on the course.  
Agility competitions can be held in different age groups: junior or adults. If there is no age division, competitors are considered adults.
  - 1.7. On occasion classes may clash; it is the competitor's responsibility to manage their availability.
  - 1.8. Mixed classes have to have identical courses, but the jump height has to correspond to the height class.
  - 1.9. If the regulations of the competition establish mixed composition of team (from different groups and/or height classes), the competitors of these groups and/or height classes do have identical courses.
  - 1.10. There can be one judge for all courses, or it can be one judge for every course.
  - 1.11. Ill or exhausted dogs, bitches in heat or pregnant bitches cannot take part in the competitions.
  - 1.12. Veterinary surgeons appointed by the organiser of the show can exclude a dog from the competitions if participating will damage its health or life.
  - 1.13. Every dog participates in one competition round only once.

## Section 2 Height Divisions

Competitions are held in following height classes:

Class	Dog's height in withers mm(inches)	Jump height mm (inches)	Spread hurdles - Ascending (max)	Long jump
<b>Small</b>	350 mm (13.8") and under	250mm (9.8") – 300mm (11.8")	300mm (11.8")	400 mm (15.7") to 500 mm (19.7")
<b>Medium</b>	Over 350 mm (13.8") to under 430 mm (16.9")	350 mm (13.8") to 400mm (15.7")	400 mm (15.7")	700 mm (27.6") to 900 mm (35.4")
<b>Intermediate</b>	Over 430mm (16.9") to under 500mm (19.7")	450mm (17.7") to 500mm (19.7")	500 mm (19.7")	1000mm (39.4") – 1300mm (51.2")
<b>Large</b>	Over 500mm (19.7")	550mm (21.7") to 600mm (23.6")	550 mm (21.7")	1200mm (47.2") – 1500mm (59.0")

- (a) Dogs competing in small, medium or intermediate height categories must be measured for competition. Competitors must ensure that their dog is measured prior to their first competition and that the dog's Agility Record Book has been signed and dated by the measuring officials.
- (b) If a dog has been measured by KC or IKC this measurement will hold for IADSA, handler to bring the record book showing the officially measured height and an IADSA measurer will sign the IADSA record book
- (c) Large dogs entered for competition must be measured before they compete at their first agility show. Dogs must be a minimum of 15 months old before the first official measurement takes place.
- (d) Dogs that are, in the official measurers' opinion, obviously over 430mm (1ft 5ins) prior to reaching 15 months of age can be measured. (Dogs incapable of being measured at the time they are presented to the measuring officials will not be eligible for competition until such time that the official measurement has been successfully carried out.)
- (e) A second measurement must be carried out on the dog between 12 and 24 months after the first unless the dog is obviously over 430mm (1ft 5ins), in which case the official measurers' can strike out the second measurement in the Agility Record Book. The dog cannot be reclassified into the lower height category retrospectively if the second measurement is not taken up within the 24-month period. If the second measurement places the dog in the same height category as the first, this will be the final measurement. However, if the second measurement places the dog in a different category, then a third measurement must be carried out within two calendar months by two measurers, both of whom must not have measured the dog on a previous occasion. The dog's height category will be that confirmed by two out of the three measurements. The dog should compete in the original height category until the final decision has been made.
- (f) The dog's signed Agility Record Book must be available for inspection by the Show Secretary and/or the Judge on the date of any competition entered by the owner/handler.
- (g) IADSA will nominate officials authorised to measure dogs for competition and to sign the Agility Record Book. The record book must be notated 'small', 'medium', 'intermediate' or 'large' as determined by the official measurement.
- (h) Two authorised officials must carry out the measurement together and must use a measuring device approved by IADSA
- (i) Measurement must be carried out on a level and even surface, in a quiet place, separate from other dogs and handlers.

- (j) Measurement of the dog's height will be taken from the ground to the highest point of the withers. The dog must be standing squarely with all four legs on the ground, neither stretched nor crouched. The dog's head should be in a natural position.
- (k) Dogs presented for measurement should be wearing a collar and must be under the control of the owner/handler. Dogs presented for measurement that cannot be controlled by the owner/handler will not be measured. Where a dog is known to have a microchip or ear tattoo this form of identification should take precedence over a photograph and should be used to confirm the identity of the dog. If these types of identification are not available, a clear identifiable photograph must be used.
- (l) A dog will be eligible to compete in small, medium or intermediate height categories only after the official measurement has been carried out. Where a dog is measured out of the height category in which it has been entered it is permissible, at the discretion of the organising club, for entries to be altered in order that the dog can compete at the correct height category.
- (m) If, at the time of the second official measurement, a dog is found to be eligible for a different height category than originally attested to, awards received at licensed shows up to the date of the second measurement will stand.
- (n) In the event of a dispute over the measuring procedure IADSA will evaluate whether there are grounds for appeal the owner/handler of the dog may appeal in writing to IADSA but must do so within 30 calendar days of the disputed measure having taken place. Any appeal must be accompanied by a written statement from the owner/handler of the dog with a brief description as to the ground for the appeal

### **Section 3 Training Rounds**

- 3.1 A handler may choose to do a training round with the prior permission of the judge.
- 3.2 The handler must complete their training round within the course time - failure to do so will result in the handler not being permitted to do any further training rounds for the duration of the show.
- 3.3 Agility Rounds (Grades – 5-7) No training is allowed on the course save that competitors will be allowed to repeat (once only) that obstacle and the subsequent obstacle and must leave the course without negotiating any other obstacle. Failure to comply with this means that the handler cannot get placed in ALL classes at the show on that date. Grades 1-4 s are exempt from this rule. Any show stating no progression awarded either grade/points, is also exempt from this rule
- 3.4 It is forbidden to use doping (prohibited by IOC methods and substances) for dogs and competitors.

### **Section 4 Judges Appointments**

- 4.1 The Irish Agility and Dog Sports Association will keep an up-to-date list of Judges approved for agility tests. This list will be available to all registered clubs, and will be updated in January of each year. Aspiring judges must undertake an IADSA approved judging training course, and must submit a dossier with details of experience.
- 4.2 Aspiring Judges must have competed at a minimum of grade 6 and be nominated by an agility club (i.e. a club that runs Agility competitions), and must be at least 18 years old.
- 4.3 Appointment or promotion to an Agility Judging Panel is at the discretion of the Irish Agility and

Dog Sports Association and it reserves the right to refuse any appointment or promotion to a Judges Panel, but must supply an explanation if requested to do so.

- 4.4 In addition to judging and competitive experience consideration will be given to applicant's attendance at relevant courses, stewarding experience, actual number of dogs judged, personal qualities etc.
- 4.5 When invited Judges must accept at least 1 judging appointment within a 12 month period

## Section 5 Obstacles

### 5.1 Obstacles to be used in competitions

The following obstacles can be used in competitions:

(a) Obstacles with contact zones:

- Dog walk
- See-saw
- A-Frame

(b) Obstacles without contact zones:

- hurdle
- viaduct"/"wall"
- open tunnel
- closed tunnel
- Tyre jump
- Long jump
- weave poles

Colour of the obstacles doesn't matter. The way of colouring also doesn't matter except obstacles with contact zones.

Obstacles with contact zones should be coloured with two different colours.

The two colours on the contact obstacles should contrast with each other to help to define clearly if the dog has touched the contact zone or not.

### 5.2 Contact Zone Obstacles

(a) Dog walk

- Height 1.219m (4ft) min. 1.372m (4ft 6ins) max.
- Walk plank width 12 inches. Length 3.65m (12ft).min, 4.27m (14ft) max.
- Ramps to have anti slip slats at intervals but not within 152.4mm (6ins). Of start of contact area and to be firmly fixed to top plank.
- To be of stable construction.
- Contact points to be clearly marked at 914mm (3ft).

(b) See-Saw

- Width 12ins.
- Length 3.65m (12ft) min. 4.27m.(14ft) max.
- Height of central bracket from ground 685mm (2ft 3ins) max.
- A plank firmly fixed on central bracket.
- To be of stable construction and have anti slip surface (but no slats).
- Contact points clearly marked at 914mm (3ft.).
- The see-saw must have touched the ground before the dog leaves it.

- Size and colouring of the contact zone is the same as that of the dog walk.
- (c) A-Frame
- Length 2.7m (9ft) min. 3.15m (10ft 6in),
  - Max. Width 914mm (3ft).
  - Height of apex from ground 1.7m (5ft 7ins).
  - Two ramps hinged at apex. Surface of ramps slatted at intervals but not within 150mm (6 INS) of start of contact area.
  - To be of stable construction.
  - Contact point clearly marked at 1067mm (3ft 6ins.), and the colouring should be the same as the dog walk and see-saw.
  - The top of A-Frame should be safe for the dog.
- (d) Surfaces of the contact zone obstacles should not be slippery. Rubber matting or carpeting cannot be used to minimize sliding. The surface should not hurt dog's pads.
- (e) Contact zone obstacles are not used in the jumping classes.

### 5.3 Obstacles without contact zones

#### (a) Jumps

- Jumps consist of 2 poles or wings (min. height 1 m (39")).
- Between the poles there are different elements to jump over.
- Jumps have to be between 1.20 m (48") and 1.50 m (60"), excluding wings.
- "Viaduct"/"wall". It is a barrier 180 -210 mm (7"-8") thick and no less than 1.20m (48") wide. The "Wall" has no holes
- All jumps except 'brush" should have a horizontal easily displaceable bar which falls if a dog touches it.
- The "viaduct" has one or two arch-shaped holes. There should be easily displaceable half-round elements on the top (they are included into the total height of the obstacle).
- On both sides of "viaduct"/"wall" there are two vertical posts 300 x 300 x 1000 mm (16" x 16" x 39").

#### (b) Elements between poles

- horizontal bar;
- two crossed bars ("X");
- shield without holes;
- shield with various holes;

#### (c) Spread Jumps

- These are built of two or three simple hurdles, positioned one by one to be performed as one jump. Only jumps with horizontal bars can be used.
- Spread jumps can be ascending:
- Bar of the first jump is min. 100 mm lower, than that of the second one.

Distance between jumps is measured on the ground in the centre of horizontal bar.

### 5.4 Tunnels

#### (a) Open (pipe) tunnel

- Inner diameter minimum 609 (24"),
- Minimum length 3.048 m (10'-20').
- The tunnel should be flexible enough to make at least one turn.

## 5.5 Weaves

### (a) Weave poles

- Obstacle consists of 5(min) to 12 (max)vertical poles, round in section.
- Distance apart 457mm (1ft 6ins).min., 610mm (2ft) max .
- Weaves to be rigidly upright at all times and on all surface types.
- Minimum height of poles 762mm (2ft 6ins).
- The top of the weaves should be safe for the dog and competitor.

## 5.6 Tyres

### (a) Tyre jump

- Aperture minimum diameter 457mm (1ft.6ins).
- Aperture centre from ground:
  - Large dogs - 800 mm (31.5"),
  - Intermediate dogs - 650 mm (25.6")
  - Medium dogs – 550 mm (21.7"),
  - Small dogs – 490 mm (19.3").

### (b) Three types of tyre are acceptable

- Type 1: The tyre / hoop must be directly mounted in a substantial frame structure which must be secured in such a way that dogs cannot knock the obstacle over from either direction; the frame shall not have a beam across the top.
- Type 2: The tyre to be suspended in a safe and flexible manner. The frame of fixture must be substantial or secured in such a way that dogs cannot knock the obstacle over from either direction.
- Type 3: Breakaway Tyre - the lower 'breakaway' section of the tyre is held in place by magnets but may be dislodged by a dog which misjudges their jump and hits it.

## 5.7 Long Jump

### (a) Long jump

- Length 1524mm (5ft) max.
- Width 914mm (3ft) max.
- Height 381mm (1ft.3ins).
- Boundary Poles height 1219mm (4ft) min, may be placed at the four corners.
- Long jump must have three separate pieces for minimum length and five separate pieces for maximum length.

5.8 It is the judge's responsibility to ensure that all obstacles on the course are safe for the dogs to compete on.

5.9 The show organisers should ensure that the equipment to be used at an agility competition is in good repair, within specifications, and safe for use. The judge or member of the ring party should be assigned to check the equipment before each competitor runs.

## Section 6 Course area

### 6.1 Test Area



- (1) The test area must measure not less than 32m (35 yards) by 32m (35 yards), and be clearly defined.

## 6.2 Design

- (1) The course should require a dog to traverse at least 16 obstacles but no more than 22 obstacles which the dog is required to clear should have a minimum of 5m between centres. The course to be so constructed that dogs are required to change direction of travel from clockwise to anti-clockwise or vice versa (with the exception of games classes such as the helter skelter). All obstacles to be clearly numbered in course order and should conform to the following to comprise a test.
- (2) Boundaries of the course area are to be clearly marked – with rope, a solid barrier or fence.
- (3) There has to be an entrance and an exit in the marking of the course area.
- (4) Entrance and exit of the course area should be not far from the start and finish.
- (5) The surface of the course area should be flat and not slippery.

## 6.3 Correct performance of the obstacles

- (1) Weaves are performed in the following way: the first pole should be on the left of the dog, the next pole should be on the right, the next one on the left, and so on. The dog should round every pole on the required side and should not miss poles.
- (2) The on and off contacts of the A-frame, dog walk and see-saw must be touched by any part of any of the dog's paws.

Tyre:	The dog performs with a free jump through the centre of the tyre.
Tunnel:	Dog runs through open tunnel from the required side and leaves it from the opposite end.
Long jump:	The dog performs with a free jump across elements without knocking any of the elements or touching the ground between them. The dog has to jump between both pairs of marking poles.
Wall:	The "wall"/ "viaduct" and hurdles the dog jumps with a free jump, without knocking down the easily displaceable elements.
Other Jumps:	The dog should not knock any portion of the jump.

## **Section 7      General requirements for obstacle positioning and performing**

- (1) The course is designed by the judge.
- (2) The judge has to design the course so that the ring rope, barrier, or fence will not be too close to the obstacles and not encourage the dog to leave the ring.
- (3) If it is possible, there should be a special area with 2-3 jumps for warming up the dogs.

- (4) Each competitor is responsible for safely working their dog, only one competitor and dog should be working in the practice area at any one time.
- (5) The dogs should not know the course before performance but the competitors can walk the course at their dog's appropriate height without their dogs before the start of a class.
- (6) Competitors should be given a minimum of five minutes to walk a course.
- (7) It is the competitor's responsibility to be available for their classes.
- (8) When the judge is ready, the competitor may start.
- (9) The Timing equipment starts when the front of the dog's body crosses the start. The competitor can cross the start line without the dog and start from there (an exception is the start of the second and next competitors in a relay).
- (10) While running a course, a competitor is not allowed to touch the dog or the obstacles intentionally, or to perform obstacles.
- (11) Time stops when the dog crosses the finish range with the front part of its body.

## **Section 8 Rules for Performing Exercises**

The competitor's goal is to perform a course, designed by a judge, in established sequence and direction within the least time without faults.

### **8.1 Course Forming.**

- (1) Course must include at least 16 to a maximum of 22 obstacles
- (2) Consideration in respect of angle of approach and landing to the tyre and long jump should be given that it has a straight approach & exit to and from it, all in terms of safety to the dog.
- (3) The course should be designed in a way such that obstacles are an absolute minimum of five metres apart.
- (4) The sequence and direction of obstacles is marked with numbers beside the obstacles.
- (5) The start and finish line can be marked by marker poles, two separate obstacles, or the same obstacle for both start and finish.
- (6) It is preferable to have different start and finish points, where possible.

### **8.2 Standard Course Time and Course Time Limit**

- (1) Standard course time is determined by the judge and he/she should consider the level of the class and the height of the dogs. Every second or part thereof taken by a dog beyond this time will incur that number of time faults.
- (2) Course time limit is set, as a rule, as twice the Standard course time. Dogs exceeding the

course time limit will be eliminated and asked to leave the course.

- (3) Course time is at the judge's discretion.

### 8.3 Performing the course.

- (1) Before the start the judge should inform competitors about the Standard Course Time and the Course Time limit.
- (2) Obstacles should be performed only in the established sequence and direction, which are the same for all competitors in that class.
- (3) The competitor cannot change the sequence or direction of the obstacles.

### 8.4 Scoring / Marking

- (1) Standard marking for agility and jumping classes
- Refusals on contacts:
  - See-saw – it must touch the ground before the dog leaves the obstacle. If a dog alights from the seesaw before the pivot point, it should be marked as a refusal.
  - A-frame – Refusal if a dog leaves the A-frame before touching the down ramp.
  - Dog Walk – Refusal if a dog leaves the dog walk before touching the down plank.
- (2) Contact faults:
- 5 faults to be given if a dog fails to touch the contact area with a paw.
  - This applies to up and down contacts on the See-saw, A-frame, and dog walk.
  - 5 faults will also be given if a dog alights from the see-saw before the up end touches the ground.
- (3) Long jump
- A clean attempt should be made to clear the obstacle.
  - Faults will not be given for casual contact by the fore or hind legs.
  - A refusal will be given for running past, jumping in and out to the side of the marker poles, or walking on or between the elements where no attempt has been made to clear the obstacle.
  - 5 faults will be given for knocking down one or more elements of the long jump.
- (4) Hurdle / wall / viaduct
- 5 faults will be given if part of the obstacle falls when touched.
- (5) Weaves
- The dog must enter the weaves with the first pole on the dog's left side.
  - A refusal is given for each incorrect entry.
  - Mistakes once in the weaves can be faulted only once.
  - Failure to complete the weaves or three incorrect entries will result in elimination.
- (6) Other obstacles
- 5 faults for failure to negotiate an obstacle correctly.
- (7) Refusals – 5 faults
- (8) Eliminations will be given for:

- 3 refusals
  - Dogs being out of control
  - Taking the wrong course
  - The dog fouling the ring
  - Failure to complete an obstacle
  - The handler touching the dog or the obstacles deliberately
  - The handler performing the obstacles
- (9) Cumulative marking / time faults
- Faults incurred for failure to negotiate obstacles will be added to the faults incurred for failure to complete course in set time.
  - A single fault or part thereof will be added for each second over the set time.
  - Actual time will be recorded and rounding up or rounding down is not permitted.
  -
- (10) Judge shows penalties in the following way:
- Fault — open palm up or out;
  - Refusal — fist up;
  - Disqualification — crossed arms high up or whistle.

## **Section 9      Winners determination**

- (1) Winners in individual competitions are determined by the least sum of penalty points got on course. Course points are formed of penalty points for time of running and for faults and refusals.
- (2) The best among competitors without penalty (i.e., without time penalties and faults/refusals) is a competitor with the least course time.
- (3) For team competitions a system “course time + penalty” is used.

## **Section 10      Jumping**

- (1) As in agility, a competitor’s goal is to perform a course, designed by a judge (without contact obstacles), in established sequence and direction within the least time without faults
- (2) Jumping course can be formed only of obstacles without contact zones named in these rules.
- (3) Number of obstacles for jumping – 16-20.
- (4) Requirements for design of jumping course, its performing and judging are identical with agility.
- (5) Individual and team winners are determined as in agility.

## **Section 11      Class Definition and Progression**

The following is a description of the different grades, starting with the lowest. All classes will be run at the appropriate heights for small, medium and large dogs.

### 11.1      Class Structure

A Class may either be held as a Graded Class or a Combined Class.

- A Graded Class may be scheduled for one or more consecutive Grades with separate results and awards issued for each grade.
- A Combined Class may be scheduled for more than one consecutive grade with one overall set of results.

## 11.2 Class Definitions

### (1) Nursery

For young dogs (15 – 20 months) to get some experience of shows on a simple course. The course should not include weaves or seesaw. Handlers can choose what height their dog jumps. Dogs entered in this class may not enter any other classes. Once a dog reaches 20 months of age (on the date of birth) it can no longer compete in the Nursery class.

Note: Toys are permitted in this class, but no food.

## 11.3 IADSA AGILITY GRADING SYSTEM

### (1) Progression:

Progression from Grade 1 to 3 will require one clear Agility win or three clear Jumping wins at those grades, progression from Grade 3 to 5 will require one clear Agility win, progression from Grade 5 to 6 will require three clear wins at Grade 5, one of which must be agility and progression from Grade 6 to 7 will require 4 clear wins at Grade 6, two of which must be agility classes. Dogs which fulfill this criteria must progress to the next grade. Results from Combined Classes will only count towards progression from the dog's current grade.

### (2) Points Progression:

At the handler's discretion, where a dog has not had a clear round Agility win or three clear round jumping wins, a dog may progress up to Grade 3 by winning 75 points at each grade, using the Agility Warrant points scheme, except that there is no requirement for a minimum number of agility points.

A dog may progress from Grade 3 up to Grade 5 by winning 100 point at each grade using the Agility Warrant points scheme. A minimum number of 50 agility points is required to progress.

### (3) Grades:

**Grade 1:** For handlers or dogs which have not gained a clear first place in an Agility Class or three clear first places in Jumping Classes at IADSA licensed Agility Shows.

N.B. Handlers or dogs previously qualified out of Grade 1 are not eligible for this class

**Grade 2:** For handlers or dogs which have qualified out of Grade 1 but have not gained a clear first place in an Agility Class or three clear first places in Jumping Classes at Grade 2 at IADSA licensed Agility Shows, or elected to progress on points from Grade 1 at IADSA licensed Agility show.

N.B Handlers or dogs previously qualified out of Grade 1 are not eligible for this class

**Grade 3:** Open to dogs which have gained a clear first place in an Agility Class at Grade 2 or elected to progress on points from Grade 2 at IADSA licensed Agility Shows and dogs which are not eligible for Grade 4, 5, 6 or 7.

- Grade 4:** Open to dogs which have gained a clear first place in an Agility Class at Grade 3 or elected to progress on points from Grade 3 at IADSA licensed Agility Shows and dogs which are not eligible for Grade 3, 5, 6 or 7
- Grade 5:** Open to dogs which have gained a clear first place in an Agility Class at Grade 4 or elected to progress on points from Grade 4 at IADSA licensed Agility Shows and dogs which are not eligible for Grade 3, 4, 6 or 7.
- Grade 6:** Open to dogs which have gained three clear first places in a class at Grade 5 at IADSA licensed Agility Shows and dogs which are not eligible for Grade 3, 4, 5, or 7. One clear first place must be gained in Agility (not Jumping) Classes.
- Grade 7:** Open to dogs which have gained a minimum of four clear first places at Grade 6 at IADSA licensed Agility Shows. Two clear first places must be gained in Agility (not Jumping) Classes. You cannot run a grade 7 dog unless you are a grade 7 handler.  
\*\* You cannot progress from grade 5 to 7 on points \*\*
- (4) Only your current grades can be transferred from IKC & KC. – to a maximum of Grade 5.
- (5) Progression points CANNOT be transferred from IKC or KC. If you wish to progress on points you start with your current grade & zero points.
- (6) Cannot join IADSA as G6½ etc or transfer points from IKC or KC i.e. you start at the same grade you are at with IKC & KC– to a maximum of Grade 5 but with zero progression points.

## Section 12 Description of Classes

- (1) Open  
This class is open to all grades (except Nursery).
- (2) ABC  
Open to all Large dogs, excluding Border Collies, Working Sheepdogs and their crosses. (Any Breeds but Collies) In the event of dispute, the Judge's decision will be final.
- (3) Junior  
For handlers aged 18 years old and under on the day of the show. Dogs will run at their appropriate height but all three heights will be combined to form one class.

Note: Handlers must compete in another class with the same dog during the competition in order to be eligible for the Junior class.

- (4) Nursery  
For young dogs (15 – 20 months) to get some experience of shows on a simple course. The course should not include weaves or see-saw. Handlers can choose what height their dog jumps. Dogs entered in this class may not enter any other classes. Once a dog reaches 20 months of age (on the date of birth) it can no longer compete in the Nursery class.

Note: Toys are permitted in this class, but no food.

- (5) Games classes  
Detailed descriptions of the following games classes can be found below: Gamblers, Snooker,

Time-Gamble, Power and Speed. Other games include: Helter Skelter, team events.

(6) Championship Titles

(a) Agility Champion Title will be awarded to Grade 7 dogs winning 5 Agility classes not jumping (that include grade 7) with clear rounds within the specified course time under three different judges or by accumulating 100 points in agility classes not jumping (that include grade 7) with clear rounds within the specified course time under three different judges.

(b) Supreme Champion Title will be awarded to the Agility Champion dogs winning 5 Agility classes (that include grade 7) with clear rounds within the specified course time under three different judges. NOTE: There will be NO Supreme Champion title awarded for points accumulating, only for agility wins.

**Section 13 Progression on Points**

(1) Dogs obtaining clear rounds will gain points. A clear agility round gains 2 points, and a clear jumping round gains 1 point. Dogs achieving an adequate number of points can progress to a higher grade. Points are allocated as follows:

**Agility classes**

1st place 20 points  
2nd place 19 points  
3rd place 18 points  
4th place 17 points  
5th place 16 points  
6th place 15 points  
7th place 14 points  
8th place 13 points  
9th place 12 points  
10th place 11 points

**Jumping classes**

1st place 10 points  
2nd place 9 points  
3rd place 8 points  
4th place 7 points  
5th place 6 points  
6th place 5 points  
7th place 4 points  
8th place 3 points  
9th place 2 points  
10th place 1 point

- (2) Competitors can compete in classes for their own grades. They can also compete in combined grade classes and games classes.
- (3) Grades may be combined for a show. However, winning a combined class (with a clear round) will only count towards progression at the dog's own grade.
- (4) ABC, Junior, and Games classes are optional classes that are scheduled at the discretion of the show organiser.
- (5) ABC, Junior and Nursery classes are classed as special classes and are not eligible for points or progression

**Section 14 Agility Warrant**

An Agility Warrant will be issued on application by the registered owner at the time of qualification in respect of a dog that has obtained points in standard agility and jumping classes at championship, premier and open shows. At least 50% of the points must be gained in agility (as opposed to jumping) classes. Points will be awarded at any level but may not be gained in any part of the championship class. Points will also only be awarded where the dog has obtained a clear round within the course time.

The requirements for the five levels of warrant, bronze, silver, gold, platinum and diamond are:

- bronze 200 points (minimum of 100 points in agility)
- silver 400 points (minimum of 200 points in agility)
- gold 800 points (minimum of 400 points in agility)
- platinum 1,200 points (minimum of 600 points in agility)
- diamond 1,600 points (minimum of 800 points in agility)

The following titles may be used after the name of the dog on show entries and in catalogues.

- bronze AW(B)
- silver AW(S)
- gold AW(G)
- platinum AW(P)
- diamond AW(D)

Points will be awarded as defined in Section 13.

Points will also be awarded for clear rounds within the course time as follows:

- standard agility classes - 2 points
- standard jumping classes - 1 point

Firstly, remember to record your Agility Warrant points in an Agility Record Book.

Next, complete the Agility Warrant claim form available [here](#).

All award applications can take up to 6 weeks to process. Please do not contact us prior to this date as this may delay your application.

## **Section 15      Definition of Games Classes & Rules**

### **14.1 Gamblers (Joker).**

A competitor's task in Gamblers (Joker) is to accumulate points for successfully performing in any sequence obstacles during opening period and fulfilment of judge's requirements in Gamble/Joker period. The competitor's purpose is to accumulate maximum points within time set by judge.

There are the same obstacles as in agility used in Gamblers.

Gamblers consist of an opening period for point's accumulation and a special period called joker, or gamble.

Judge sets time for every period separately, but only the total time of performance is considered for scoring.

It is forbidden for competitors to use any devices for timing, making sound and other signals etc during performance. A judge can disqualify any person, taking part in the competitions, including the competitor himself, for attempt to influence on performance. If a trainer of this team (or another one) is involved, the whole team should be disqualified, even if the trainer is not officially named in the entry form.

Start and finish are marked by a line.

No less than 15 obstacles should be used in Gamblers.



Signs marking obstacle's value should be situated near the obstacles.

*(1) Opening period:*

Timing starts when the dog crosses the start line.

A competitor's task is to accumulate points for successfully performed in any sequence on his own choice obstacles within time set by a judge.

Time of opening period should be from 20 to 50 seconds

Every successfully performed obstacle gives some amount of points

Successfully performed obstacle is one that is performed without faults. Faults are not penalized, but no points are earned.

Refusals are not judged in the opening period.

In the opening period points can be earned only twice for every successfully performed obstacle. If a dog performs an obstacle in third time during opening period, points are not awarded.

Judge may use systems of points at their discretion. Following are two examples of points systems that may be utilized:

Obstacles	1-3-5-7 system	1-2-3-5 system
Hurdles and jumps	1	1
Tunnels and tire	3	2
Contact obstacles and weave poles	5	3
Weave poles and dog walk	7	5

Judge at their discretion may add to the value of any one obstacle or combination of obstacles if their placement or combination creates additional challenge worthy of reward.

When allocating points to obstacles or adding extra points to an obstacle or group of obstacles, judge should take into consideration placement of obstacles and their difficulty.

Opening period ends with the signal (whistle) of the time-keeper, but time continues to run.

If a dog is on the obstacle when whistle sounds, points are awarded if it is certain that no fault can occur while completing it (for example, dog is already on the second contact zone).

Hurdles, displaced by a dog, are not rebuilt.

*(2) Joker period:*

Time of joker is set by a judge and it is generally from 10 to 20 sec.

Joker can be a defined sequence of obstacles or a time period for accumulating points like in the opening period.

Jump, displaced by a dog, are not rebuilt.

A competitor may use obstacles that were already used twice during opening period, again.

A judge may set additional rules or special handling requirements for the joker.

A joker shall generally consist of no less than three obstacles.

Time of joker performance is set proceeding from time of course performance and time to competitor to get to the first obstacle of joker.

Joker may include special challenges at the discretion of the judge, such as:

- obstacle discrimination;-
- Performance of one or more obstacles with the handler at a distance; controlling the dog from no less than 5 meters (a special line should be marked).

A competitor cannot use two and more obstacles of joker sequence in any direction during opening period.

If a dog displaces a hurdle of joker sequence during opening sequence, a competitor cannot perform joker.

*Judge can decide that:*

Points are awarded for every successfully performed joker obstacle.

Points are awarded for the joker as a whole for its successful performance without faults and/or refusals.

Points accumulated during opening period are doubled in case of successful performance of joker (with or without awarding points for joker obstacles).

Refusals are not judged in joker period.

Other decisions, corresponding essence of the game, can be made.

Time stops when the dog crosses finish line with the front part of its body.

If time is expired, time-keeper whistles to signal end of joker period. In this case points judge must define whether points are to be awarded (for obstacle being performed at time of whistle, the entire joker, all points for opening and joker, or a penalty is charged).

It is forbidden during opening period to loiter near the Gamble section or to perform obstacles, which are not giving points with the purpose of waiting for the end of opening period, or he will be disqualified.

All decisions concerning way of performing the exercise, made by judge, should apply to all competitors and have to be announced before warming-up (walking).

The winner is a competitor with the largest sum of points, accumulated within time set.

During exercise a judge announces points, earned for the obstacle, loudly. If the points are not awarded, they are not announced and judge shows fault.

## 14.2 Snooker

A competitor's task in Snooker is to accumulate points for successfully performing sequences of obstacles as defined in this section. Snooker consists of two periods – opening and closing. The competitor's purpose is to accumulate maximum points within time set by judge.

The same obstacles used for agility are used for Snooker.

Snooker consists of an opening period in which a sequence is performed with some discretion of obstacles by competitor and during which points are accumulated for successful performance of each obstacle and sequence; and a closing period with a prescribed sequence of obstacles as determined by the judge.

Judge sets total time for performance of the course (both periods to be completed in this time).

It is forbidden to competitors to use any devices for timing, making sound and other signals etc. during performance. A judge can disqualify any person, taking part in the competitions, including the competitor himself, for attempt to influence on performance. If a trainer of this team (or another one) is involved, the whole team should be disqualified, even if the trainer is not officially named in the entry form.

Start and finish are marked by a line.

Snooker includes minimum 9 obstacles that are assigned values from 1 through 7, as in the billiard game of snooker. "Snooker colours" are used as a reference for assigning point values as follows:

Colour	Value
Red	1
Yellow	2
Green	3
Brown	4
Blue	5
Pink	6
Black	7

The "Red" obstacles should be displaceable hurdles. The other "colours" may be any obstacle of judge's choice, but points should be assigned with consideration of difficulty of the obstacle or placement on course, or both.

(1) *Opening period:*

Minimum 6 obstacles are possible in the opening period (3 "reds" + 3 "colours"), which can bring maximum 24 points.

During opening period obstacles should be performed in following sequence: red – any colour – another red – any colour – third red – any colour.

Competitor has to accumulate points, making dog to perform obstacles according to following principles:

"red" should be successfully performed before performing "colour" every "red" is performed only once, doesn't matter if performed successfully or not when obstacle is performed with a

fault, points for it are not awarded the same “coloured” obstacle may be taken following each “red” at competitor’s discretion . There can be from 3 to 5 “reds”.

Refusals are not judged in the opening period and may be faulted or not in the closing sequence at judge’s discretion.

Scoring stops during the opening period and competitor finishes the exercise, in case when:

- after unsuccessful “red” (for example, it was displaced) a dog performs “colour” obstacle “red”
- another or the same “red”
- “red” – “colour” – “colour”
- “red” – “colour” – the same “red”
- time expired

(2) *Closing period:*

After opening period competitor immediately starts a closing period, which consists of sequence of 6 obstacles and gives maximum 27 points.

Obstacles in closing period are performed in the following sequence:

Yellow	(2)
Green	(3)
Brown	(4)
Blue	(5)
Pink	(6)
Black	(7)

If a “yellow” obstacle was performed last in the opening period, it has to be performed again as the first obstacle of the closing period.

Scoring stops during the closing period and competitor finishes the exercise, in case when:

- obstacle is performed with fault or refusal (when refusals are announced by the judge that they will be faulted)
- wrong sequence is performed
- time expired

Refusals are judged only during closing period, upon discretion of the judge.

If time is expired, timekeeper whistles to signal end of exercise.

After signal about time expiration a competitor has to stop obstacle performance and to cross finish line to stop the watch so that performance time may be measured.

Time stops when the dog crosses finish line with the front part of its body.

Points, earned by competitor before signal about time expiration, remain.

If a dog is on the obstacle, when whistle sounds, points are awarded if it is clear and that there can be no fault in completing it (for example, dog is already on the second contact zone).

All decisions concerning way of performing the exercise, made by judge, should apply to all competitors and have to be announced before warming-up (walking).

The winner is the competitor with the largest sum of points, accumulated within time set.

#### 14.3 Time-gamble.

Competitor's task in this exercise is to designate supposed result of course running (to within 100<sup>th</sup> of a second) before performance and to show result as close to it as possible.

Requirements to the course design for time-gamble are the same as to agility course, except that only 9 to 15 obstacles are generally utilized. Performance and judging are also identical to agility.

After walking (warming-up) a competitor reports a supposed result to the scorer.

It is forbidden to competitors to use any devices for timing, making sound and other signals etc. during performance. A judge can disqualify any person, taking part in the competitions, including the competitor himself, for attempt to influence on performance. If a trainer of this team (or another one) is involved, the whole team should be disqualified, even if the trainer is not officially named in the entry form.

To determine final points, scorer adds time of running to faults and refusals. Judge shall announce the value of faults and refusals prior to the competition (i.e., faults will be 5 penalty points each and refusals shall be 3 penalty points each).

Difference between designated and actual points for performance is a result of performance. The winner is the competitor with the least difference between designated and actual points for performance.

#### 14.4 Power and Speed.

Competitor's task in this exercise is to perform without stop a segment of course, consisting of "power" obstacles (i.e., contact obstacles, weave poles and spread hurdle) followed by a segment of "speed", consisting of hurdles and possibly tunnels.

Rules for start are the same as for agility.

"Power" segment may include two or more contact obstacles, weave poles and a spread hurdle.

Judge has to set Course Time limit for "power" segment, during which the competitor shall perform the obstacles at their own pace, but within the allotted time.

For fault or performance refusal on "power" segment competitor loses the right of performance "speed" segment and is disqualified. If no fault or performance refusal occurs, the dog must begin the speed sequence before the allotted time expires, but the result of successful performance of "power" segment is not taken into account for winners' determination.

Winners are determined on results of "speed" segment performance only. After last obstacle of "power" segment at the moment of crossing the first obstacle (or start line) second stop-watch starts to measure time on the second segment.

Faults and refusals on "speed" segment are scored as in agility. Result is scored on "time+faults" system.

The best is a competitor with the least time and least penalty for faults and refusals on "speed" segment.

A Combined Class may be scheduled for more than one consecutive grade with one overall set of results.

## Revisions

Name	Date	Summary of Changes
Niamh Ashmore	Feb 2020	As per approval received at AGM 2020 <ul style="list-style-type: none"> <li>- Dog Walk Height</li> <li>- Re-runs - run for time</li> <li>- Training rounds - abuse results in forfeiting any further training for duration of show</li> </ul>
Aisling Murtagh	Feb 2020	As per approval received at AGM 2020 <ul style="list-style-type: none"> <li>- introduction of new Intermediate height</li> </ul>
Niamh Ashmore	Jun 2020	Reviewed and published
Claudia Darley	May 2022	As per approval at AGM 2022 Inserting rules covering the carrying of silent toy while competing
Mark Isaacs	Feb 2024	As per approval received at AGM 2024 <ul style="list-style-type: none"> <li>- Health and Safety Notice in the Schedule and displayed at venue</li> <li>- Child Safeguarding Notice</li> <li>- Reference to IADSA Code of Conduct and IADSA Competition Etiquette</li> <li>- Agility Warrant Rules</li> <li>- Remove reference to collapsible tunnel and table obstacles</li> </ul>