

# Miniature Australian Shepherd Club of America Agility Program

Attention Treasurer:

P.O. Box 712, Custer, SD 57730



**Purpose:** The purpose of Agility trials is to demonstrate speed, skill and teamwork between dog and handler. Compete and have fun! Agility is a sport and, as such, should be governed by the principles of good sportsmanship in and out of the ring.

## GUIDELINES FOR MASCA TRIALS

**Ring Size:** 6,000 square feet, with no side smaller than 60 feet.

**Maximum # of Runs per Day:** 400

**Flooring:** Type of flooring must be included in the premium.

**Holding a trial:** A trial may be a stand alone event or may be held along with any other dog event. Clubs or groups wishing to hold a trial must submit a request to the MASCA board 30 days in advance of the trial. Please submit the MASCA Sanctioning Form.

## ELIGIBILITY FOR ENTRY

All dogs at least 15 months old at the date of the trial are eligible to compete. Any dog registered with MASCA may compete. Clubs may elect to open trials to dogs not registered with MASCA. Any dog not registered with MASCA may compete in a MASCA Agility trial and receive points and titles through MASCA, if the handler completes the form to request a tracking number and submits it with a \$5 fee to MASCA (see form below). Clubs may also offer Exhibition Only classes, where a MASCA registration number or MASCA tracking number is not required, but no titles will be granted for these entries. Handlers who have requested a MASCA tracking number for other MASCA performance events do not need to apply for a separate tracking number for agility. Female dogs in season will not be permitted to compete.

**Special Handler/Dog:** If a dog or handler has special needs, please contact the MASCA board at least 30 days before the trial to request any changes to the rules.

## AGILITY TRIAL PERSONNEL

### Head Judge Criteria:

The judge must have experience judging in MASCA or other Agility venues. Judges may show their own dogs at MASCA Agility trials at which they are judging. However, they must show in a special judges class and be judged by another judge on that day. They may receive a qualifying ribbon or certificate; however, they will not be eligible for Agility placement ribbons or prizes.

### Agility trial committee:

An agility trial committee shall include, but is not limited to, a judge, Trial Chairperson, Trial Secretary, timer, scribe, bar setters. The Trial Chairperson may also serve as the Trial Secretary.

### Responsibilities

Trial Chairperson is responsible for:

- Obtaining the trial location
- Securing sanctioning from MASCA

- Arranging for a judge or judges
- Ordering ribbons, prizes, certificates, or awards
- Making sure all equipment is at the trial site ready to go
- Arranging for a table steward and wranglers
- Printing the premium and/or arranging for it to be posted on line
- Ensuring that all paperwork is correct and submitted to MASCA

Trial Secretary is responsible for:

- Accepting entries and fees
- Preparing numbered armbands or stickers for competitors
- Assigning numbers to competitors and writing them on score sheets
- Acting as the contact person for exhibitors
- Tracking requests for refund

The day of the show, the Trial Secretary will be responsible for:

- Checking in exhibitors and providing armbands or stickers
- Filling in score sheet information for day of show entries
- Adding day of show entries to the judge's sheet
- Giving the completed score sheets to the table steward
- Ensuring that all paperwork is complete and signed by the judge

Judge:

- Design course prior to the trial
- Inspect equipment
- Instruct scribe and timer
- Measure dogs
- Brief contestants
- Complete trial reports

Agility Crew:

Head Course Builder: The head course builder should be a person who is familiar with the trial site and the equipment provided by the trial site club. The head course builder is in charge of receiving the course plans from the judge the day of the show, inspecting all of the equipment, and laying out each course. If there are any problems, the course builder will consult with the judge. The Head course Builder is ideally not also Chair or Secretary.

Course Builders: Set up course and assist judge.

Table Stewards: Determine class placements

Scribe: Record calls by Judge

Timer: Time runs, and calls time.

Gate Steward: Line up contestants, announce height changes, change running order if necessary,

Bar and Chute Setters: Fix equipment between runs if disrupted.

Leash runner: Give contestant easy access to leash.

## GENERAL RULES

- Should a dog appear to be injured or ill, the dog and it's handler will be disqualified. Examples of injury shall include visible limping, bandages, stitches, and open wounds.
- No dog will be allowed off-leash on trial grounds, except for in warm up and competition areas.
- At no time during competition or practice shall more than one dog be off leash at the same time.
- Electronic collar transmitters are not allowed.
- Handlers will not interfere with other competitors.
- Dogs will be excused if they urinate or defecate in trial area.
- Handlers will show respect towards other competitors, staff and judges.
- Handlers will care for their dog with shade, water, etc.
- Equipment in the competition ring may not be used for warm ups
- Host may provide warm up equipment for Exhibitors
- No training in the ring.
- Commands must be given in a sportsmanlike manner.
- JUDGES DECISIONS ARE FINAL.
- Double handling is not allowed
- Starting Line: Handler will confirm with the line judge that all judges are ready. Handler begins when ready. Timer begins time when dog crosses start line.
- Collars: Dogs must jump without a collar. Due to the nature of the sport, dogs can be excitable and react. Please keep full control over your dog, and respect the space of other dogs. Only slip leads or buckle/quick release collars will be used to enter/exit ring. No choke, pinch or electric collars may be used
- No treats or toys allowed within 10' of the agility competition ring.
- Runs: Up to 6 runs may be offered for a trial.

## JUMP HEIGHTS

Height at Withers	Regular	Veterans (Over Age 7)*
0-8"	4"	4"
8.01-12"	8"	4"
12.01-16"	12"	8"
16.01-20"	16"	12"
20.01"+	20"	16"

\*Veterans may jump at regular height or veterans height

## MEASURING

Measuring will be done 45 minutes before the start of the trial. The dog may be measured by using wickets or a measuring device, on a flat surface while being measured. The measurement is a perpendicular line from the top of the dog's withers (top point of shoulder bones) to the ground with the dog standing naturally, not leaning forward or back. Permanent CPE height cards will be accepted. Permanent height cards from ASCA, AKC, NADAC and USDAA will also be accepted if they have the dog's height stated on the card. Please provide a copy if available with your entry. See height chart for Veteran jump height.

## LEVELS

Introduction (A-I), Novice (A-N), Open (A-O), Advanced (A-A)

Dogs without titles may enter into Introduction or Novice levels. Dogs with agility titles in another venue may enter same level for MASCA. Dogs with MASCA titles are not required to enter a higher level.

### Introduction:

Any dog without an agility title may enter introduction level. It is designed for a beginning dog or handler. It has no weaves or teeter.

### Novice:

Any dog without an agility title may enter novice level. The course may contain the teeter and 6 weave poles.

### Open:

Open is recommended for a dog that holds a NGC, NJC, NA, NAJ, NAC, AG-II, CL-1 or CL-2, NADAC, DOCNA or any USDAA starters level or performance 1 level games or standard title or comparable title.

### Advanced:

Advanced is recommended for a dog that holds a CL 3 or higher, NADAC, DOCNA or any USDAA advanced or masters level or performance 2 or higher level games or standard title or comparable title.

## DIVISIONS

Standard, Jumpers, Tunnelers

## TITLES AND AWARDS

LEVELS	STANDARD	JUMPERS	TUNNELERS	CH TITLE
INTRODUCTORY TITLE	3 qualifying rounds A-SI	3 qualifying rounds A-JI	3 qualifying rounds A-TI	9 qualifying Intro rounds 3 each-S/J/T I-ACH
NOVICE TITLE	3 qualifying rounds A-SN	3 qualifying rounds A-JN	3 qualifying rounds A-TN	9 qualifying Novice rounds 3 each-S/J/T N-ACH
OPEN TITLE	3 qualifying rounds A-SO	3 qualifying rounds A-JO	3 qualifying rounds A-TO	9 qualifying Open rounds 3 each-S/J/T O-ACH
ADVANCED TITLE	3 qualifying rounds A-SA	3 qualifying rounds A-JA	3 qualifying rounds A-TA	9 qualifying Advanced rounds 3 each-S/J/T A-ACH

LEVELS	STANDARD	JUMPERS	TUNNELERS	CH TITLE
ADVANCED BRONZE TITLE	6 qualifying advance rounds A-SAB	6 qualifying advance rounds A-JAB	6 qualifying advance rounds A-TAB	18 qualifying Advanced rounds 6 each-S/J/T AB-ACH
ADVANCED SILVER TITLE	12 qualifying advance rounds A-SAS	12 qualifying advance rounds A-JAS	12 qualifying advance rounds A-TAS	36 qualifying Advanced rounds 12 each-S/J/T AS-ACH
ADVANCED GOLD TITLE	25 qualifying advance rounds A-SAG	25 qualifying advance rounds A-JAG	25 qualifying advance rounds A-TAG	75 qualifying Advanced rounds 25 each-S/J/T AG-ACH

## AGILITY EQUIPMENT

NADAC/CPE/ASCA/ USDAA and/or AKC agility equipment may be used. Type of equipment must be listed in the show premium.

**Required obstacles:** A-Frame, Dog Walk, Teeter-Totter, Chute, Open Tunnel, Pause Table, Tire, Broad Jump, Panel Jumps, Bar Jumps (winged or wingless), double, triple and Weave Poles.

## OBSTACLE DESCRIPTIONS

All obstacles used in MASCA agility must meet either: NADAC, USDAA, AKC, ASCA, or CPE specifications. The obstacles type and venue source must be written in the Trial premium. All obstacles should be built with the safety of the dog and handler in mind.

The judge shall have authority to deny the use of any obstacles.

**Weave poles:** Weave Poles shall be of rigid construction. The base should be free of any rough edges or protruding objects that a dog could step on while weaving. Between 6-12 poles will be utilized depending on the level.

**Open Tunnels:** All tunnels should be held in place with saddle bag holders or an equivalent holder. Tunnels should not be “movable” without significant effort. Tunnels that collapse easily/frequently or are in disrepair should not be used.

**Chute:** The Chute is comprised of two parts. The first part is a rigid tunnel, with a circular opening. The bottom of the rigid tunnel must be a non-skid surface. It is preferred the non-skid surface extend halfway up the sides of the barrel; rubber granules are allowed to be used as a non-skid surface. The rigid tunnel must be secured or weighted if a dog’s motion may move it.

The second part of the closed tunnel is a chute that attaches to the rigid tunnel. The chute should be a durable fabric, though lightweight. The preferred fabric would be opaque, non-static, and water-resistant. Pack cloth or Nylon is strongly recommended. The chute shall be sewn so that there is an opening at either end. The exit opening shall flare from the rigid tunnel.

**Contact Obstacles:** All Contact obstacles should be covered with a non-slip surface. The surface must not cause damage to the dog’s feet. Surfaces should be maintained on a regular basis. Examples of products that meet this

specification are Skid-Free, No-Skid, Skid-Tex, Deck-Tec, rubber surfaces or other such products that use a large, coarse sand mixture. Surface should perform equally well when wet.

- **A-Frames** are allowed with slats. The A-Frame should be 3'-4' wide. The contact zone should be 42" long. The length may be 8'-9' long, set up height ranging from 4'8" to 5'3". The contact zones must be painted in a contrasting color to the main part of the Frame. The Frame will sturdy with minimal movement when the dog crosses it.
- **Dog Walks** are allowed with slats. The Dog Walk should be 12" wide. The contact zones should be 36"-42" long in a contrasting color. The plank may be 8'-12' long and 36"-54" high. The Frame will be sturdy with minimal movement when the dog crosses it.
- **Teeters** are allowed with or without slats. It should be 12" wide. The contact zones should be 36"-42" long in a contrasting color. The plank will be 12' long and 24"-27" in height. The Frame will be sturdy with no sideways movement as a dog crosses it.

**Pause Table:** The Pause Table is allowed. It must be a 36" square. It must be surfaced with a non skid surface. Surface should perform equally well when wet. The table must be sturdy with minimal movement when a dog jumps on to it. It will be adjustable to 4", 8", 12", and 16" heights.

The height and size of the table will be in accordance with the following table.

Dog Heights	0.00"-16"	16.01" plus
Height	12	16
Surface Measurement	36" squared	36" squared

## Jumps

- **Displaceable/Spreadable Tire Jump:** Tire Jumps are permitted. The inside diameter of the tire must be 17"-25". If the tire is hit it may spread apart at the bottom for safety. This type of safety tire is recommended but not required. It shall have a sturdy frame, wide enough to support the tire but not wide enough for a dog to pass through. It should be heavy enough not to topple if bumped by a dog.
- **Non-Winged Jumps:** All jumps are to be 4' to 5' wide with uprights a minimum of 32" high and adjustable for the jump heights: 4", 8", 12", 16", and 20". Bars must be easily displaceable. Jump supports may be constructed of any solid material.
- **Winged Jumps:** Wings must be a minimum of 36" wide and ideally 42-48" high. Wings should be a minimum of 6" to 12" higher than the highest jump height to be used.

Two bars per jump are required for all winged and non-winged jumps

- **Double Jumps:** The Double Jump consists of two sets of parallel bars; the two highest bars are set in ascending order for the jump height. The bars must be spaced one half of the jump height, center to center.

Jump Height	First Bar	Second Bar	Spacing
4"	Ground	4"	2"
8"	4"	8"	4"
12"	8"	12"	6"
16"	12"	16"	8"
20"	16"	20"	10"

- **Triple Jumps:** The Triple Spread Jump consists of three ascending bars.

Jump Height Bar Heights Bar Spacing

Jump Height	First Bar	Second Bar	Third Bar	Spacing
4"	Ground	Ground	4"	2"
8"	4"	6"	8"	4"
12"	6"	9"	12"	6"
16"	8"	12"	16"	8"
20"	10"	15"	20"	10"

- **Broad Jump:** The Broad Jump consists of 1 - 5 planks, 6" - 8" in width, 4' - 5' in length. Each board's height is graduated and can be slanted. If slanted, the next board should be 1/2" taller than the previous. Each board should have the front edge measuring 1/2" lower than the back. The Broad Jump may be used as a one direction (upward slant) or two-direction jump (graduated up and down – "Hogback"). The Broad Jump must be made easily visible to the dog - freestanding, corner marker flags are recommended. Flags should be at least 1" in width, and 36" in height.

See the following for jump widths:

Jump Height	Jump Width	Number of 6" Boards	Number of 8" Boards	Max Height
4"	8"	1	1	6"
8"	16"	2	2	6"
12"	24"	3	3	6"
16"	32"	3	3	6"
20"	40"	5	4	8"

- **Panel Jump:** Panel Jumps are permitted. The planks should be 4'-5' in length, 3'-4' wide and less than 1" thick. These panels should form a solid looking wall that is easily displaced if hit.

## OBSTACLE PERFORMANCE

**Four paw rule:** If a dog places all four paws on the A frame, dog walk or teeter and then exits the obstacle before completion, either on its own or as a result of the handler's command, it will be counted as a Failure to perform and the dog will NQ. The dog may not attempt the obstacle again.

**Exception to the rule:** In the event that the dog has an adverse experience with a piece of equipment such as becoming entangled in the closed chute, gets hung up on the tire, or falls off the ascent side of the dog walk, A frame, or teeter, the handler has the option of retrying the obstacle and then leaving the course. The handler also has the option of not retrying the obstacle and then continuing the course. With permission of the judge, the handler may try the obstacle for the confidence of the dog after the completion of the run.

### Contacts:

- **A frame and dog walk:** The dog must touch the down contact zone with at least one paw before exiting the A frame or dog walk. If the dog exits either of these obstacles without at least one paw in the contact zone, a Failure to perform fault is given.
- **Teeter:** The dog must touch both the up contact zone and the down contact zone with at least one paw before exiting the teeter. If a contact area is missed or the dog leaves the teeter before the pivot, a Failure to perform will be given. The dog must have one paw in the down contact zone when the plank reaches the ground. If the dog leaves the teeter after the pivot but before the plank touches the ground, a fly off (Failure to perform) will be given.

- **Table:** The dog need only place all four paws on the table to begin the five second count. A sit or down is not required, although the handler may ask the dog to "Sit" or "Down" if he chooses. The dog may change position during the count without penalty as long as he does not leave the table. If the dog leaves the table during the five second count before the judge has given the release command, the handler may ask the dog to return to the table from any side. At the Introduction, Novice and Open level, this will be assessed 5 faults. At the Advanced level, the dog will NQ.

**Weave poles:** The dog will enter the weave poles with the first pole on the dog's left side and weave in and out through each pole in the sequence. A refusal is assessed at each incorrect entry or missed pole. If two sets of poles are used on the course, each set is judged separately. Back weaving is assessed as a wrong course.

**Open tunnel:** The dog will enter the tunnel from the end where the sequence number is placed. A dog that enters the wrong end of the tunnel, even if the tunnel is not completed, is assessed a Wrong course.

**Closed tunnel (chute):** The dog will enter the tunnel from the open end and pass through the fabric portion completely. Dogs that jump over or run across the fabric of the chute while attempting another portion of the course will not be penalized.

**Tire Jump:** The dog must jump through the tire from the direction where the sequence number is placed. A dog that jumps through the tunnel from the wrong direction will be assessed a Wrong course. Dogs that knock over the tire jump will be judged to have performed the obstacle unsafely and will receive an NQ. Dogs that run underneath the tire will be assessed a Failure to perform.

**Bar, Panel, Winged and Spread Jumps:** The dog must clear the jump from the direction where the sequence number is placed without displacing the top horizontal crossbar or bars. The dog must pass between both upright standards. A dog that jumps from the wrong direction is assessed a Wrong course. A dog that displaces the top bar or bars is assessed a 5 point penalty for a knocked bar. A dog that ticks an upright which remains in place is not assessed a penalty. Dogs that run around the jump past the plane of the jump are assessed a refusal. If a jump is used multiple times on the course, the knocked bar is only penalized once. Bars may or may not be replaced by ring stewards during a course run. If the wind displaces a bar before the dog has had a chance to jump it, the dog is not penalized for a knocked bar.

## **CLASSES**

### **Standard:**

The Standard class is a numbered course that consists of contact obstacles, jumps, tunnels, and may or may not include weaves. The purpose of the Standard class is to demonstrate the dog's athletic ability and precision control on obstacles. It also showcases the dog's balance of speed and agility.

### **Equipment:**



The **Introduction** level course consists of 12 to 14 obstacles. This course must contain a dog walk, an A frame, a pause table, single and double bar jumps, and 1 to 2 open tunnels. It may contain winged jumps or a double jump. It contains no teeter and no weave poles.

The **Novice** level course consists of 14 to 16 obstacles. This course must contain a dog walk, an A frame, a teeter, a pause table, single and double bar jumps and 1 to 2 open tunnels. It may contain a tire jump, winged jumps, panel jump, double bar hurdle, triple bar hurdles, closed tunnel, and/or 6 weave poles.

The **Open** level course consists of 16 to 18 obstacles. This course must contain a dog walk, an A frame, a teeter, a pause table, single and double bar jumps and 1 to 2 open tunnels. It may contain a tire jump, winged jumps, panel jump, double bar hurdle, triple bar hurdles, closed tunnel and/or 12 weave poles. Weave poles may be divided into 2 groups of 6 poles each.

The **Advanced** level course consists of 18 to 20 obstacles. This course must contain a dog walk, an A frame, a teeter, a pause table, single and double bar jumps and 1 to 2 open tunnels. It may contain a tire jump, winged jumps, panel jump, double bar hurdle, triple bar hurdles, closed tunnel and/or a set of 9 to 12 weave poles.

### **Jumpers:**

The Jumpers class is a numbered course which consists of jumps and open tunnels. The purpose of the Jumpers class is to demonstrate the natural jumping ability of the dog and the handling style of the handler to complete a smooth and fast moving course.

### **Equipment:**

The **Introduction** level course consists of 12 to 14 obstacles. This course must contain single and double bar jumps and 1 to 2 open tunnels. It may contain winged jumps or a double bar hurdle. It contains no weave poles.

The **Novice** level course consists of 14 to 16 obstacles. This course must contain single and double bar jumps and 1 to 2 open tunnels. It may contain a tire jump, winged jumps, panel jump, double bar hurdle, triple bar hurdles, closed tunnel and/or 6 weave poles.

The **Open** level course consists of 16 to 18 obstacles. This course must contain single and double bar jumps and 1 to 3 open tunnels. It may contain a tire jump, winged jumps, panel jump, double bar hurdle, triple bar hurdles, closed tunnel and/or 12 weave poles. Weave poles may be divided into 2 groups of 6 poles each.

The **Advanced** level courses consist of 18 to 20 obstacles. This course must contain single and double bar jumps and 1 to 3 open tunnels. It may contain a tire jump, winged jumps, panel jump, double bar hurdle, triple bar hurdles, closed tunnel and/or 12 weave poles.

### **Tunnelers:**

The Tunnels class is a numbered course that consists entirely of 5 to 9 straight and curved 10 foot to 20 foot open tunnels. The purpose of the Tunnels class is to demonstrate the handling style of the handler and the ability of the dog to respond quickly to directional commands.

### **Equipment:**

One course will be laid out for levels Introduction through Advanced. Each tunnel is laid out either in a straight line or with a gradual curve of no less than 90 degrees. There shall be a minimum of 20 feet between the exit of one tunnel and the entrance of another. Numbers are nested within the same course. The numbered signs will be as follows:

**INTRODUCTION:** Numbers 1 through 9.

**NOVICE:** Numbers 1 through 12

**OPEN:** Numbers 1 through 15

**ADVANCED:** Numbers 1 through 18.

## MASCA SCORING

**Introduction:** Q: 85 of a possible 100 points. 5 point deduction: for one knocked bar (bar down), each refusal, each wrong course NQ: more than 2 refusals, more than one knocked bar

**Novice:** Q: 90 of a possible 100 points. NQ: knocked bar, more than 1 refusal, wrong course.

**Open:** Q: 95 of a possible 100 points. NQ: knocked bar, more than 1 refusal, wrong course.

**Advanced:** Clean runs only. Q 100 of a possible 100 points. NQ: any course fault

## FAULTS

**FAULT DEDUCTION TABLE**

	Introduction	Novice	Open	Advanced
Refusal	5 point deduction NQ for more than 2	5 points: NQ for more than 1	NQ	NQ
Wrong course	5 point deduction NQ for more than 2	5 points	NQ	NQ
Table fault	5 point deduction	5 points	5 points	NQ
Bar down	5 point deduction NQ for more than 1	NQ	NQ	NQ
Weave pole wrong entry/ missed pole	No weave poles	No penalty except for time	5 points	NQ
Missed contact	NQ	NQ	NQ	NQ
Teeter fly-off	NQ	NQ	NQ	NQ

Judges Hand Signals	MASCA
Closed Hand	Refusal/Runout 5 Faults
Open Hand	Wrong Course, Bar Down, Weave Poles - wrong entry or missed pole 5 Faults
2 Fingers	Table Fault 5 Faults
Both Hands Raised Open Hands	Failure to Perform, Missed Contact, Teeter Fly Off, No Time
Whistle	Excusal

### Fault Descriptions:

**Refusal:** The dog stops forward motion or turns back on its path. The dog is subject to refusal until all 4 paws are on or in the obstacle. A refusal is counted at the weave poles when the dog enters on the wrong side or skips one or more poles. (See table above) The dog may reenter the weave poles at the beginning or at the point where the pole was missed. A dog that enters then exits the same end of the tunnel is judged to have committed a refusal. The dog may attempt the tunnel again.

**Runout:** The dog crosses the plane of the obstacle and cannot complete it without turning back.

**Wrong course:** The dog completes an obstacle or places all four paws on or in an obstacle other than the next obstacle in the sequence. A dog that jumps across or runs across the fabric of the closed tunnel is not judged to have committed a Wrong course. Back weaving the weave poles is considered a Wrong course. One wrong course is counted as one five point deduction regardless of how many wrong obstacles are taken until the correct obstacle is again attempted. Once the correct obstacle is attempted the dog is again subject to a Wrong course deduction. If the dog does not return to the correct obstacle after 3 wrong obstacles have been taken, the judge will indicate a Failure to Perform.

**Missed Contact:** The dog fails to make contact with a minimum of 1 paw in the contact zone of an obstacle.

**Table Fault:** The dog leaves the table before the table release cue from the judge is given. The dog must return to the table and the five second count by the judge begins over again.

**Failure to Perform/Elimination:** The dog omits or fails to complete an obstacle. This is counted after the handler has had a chance to correct a Wrong course and has neglected to do so. Any handler who touches the dog after he has crossed the start line will be eliminated. Other eliminations include: Handler touching an obstacle, dog leaves the ring before completing the course, dog runs the course with inappropriate collar, tags, or other equipment.

**Unsafe performance:** In the event that the dog has an adverse experience with a piece of equipment such as becoming entangled in the closed chute, gets hung up on the tire, or falls off the ascent side of the dog walk, A frame, or teeter, the handler has the option of retrying the obstacle and then leaving the course. The handler also has the option of not retrying the obstacle and then continuing the course.

**Excusal:** Excusal means the handler and dog must immediately leave the course. Excusals include: not completing the course within 20 seconds of the elapsed time allowed, harsh commands or corrections, unsportsmanlike

conduct, failure to comply with the judge's instructions, dog leaving the ring not under control of the handler, dog fouls the ring, aggressive behavior by the dog.

Aggressive behavior is defined as the dog lunging, chasing, attempting to bite, growling or snapping at a person or another dog.

### STANDARD COURSE TIMES

	Standard	Jumpers	Tunnelers
Introductory	2.25	2.75	3.25
Novice	2.50	3.25	3.75
Open	3.00	3.75	4.25
Advanced	3.25	4.25	4.75

### COURSE DESIGN CHECKLIST

1. The judge shall be provided a map of the facility where the agility trial is to take place when the contract is mailed. This map will show the square footage of the facility, length of each side, type of flooring, entrances and exits, and any supporting posts or other architectural features that might affect the placing of equipment. The judge will also be provided with a list of the available obstacles including the number of tunnels and their length.
2. The judge will supply a copy of the course to the head course builder one hour before the competition on the day of the show. Copies of the course will not be distributed prior to the day of show.
3. The start and finish gates of the course should be a minimum of 20 feet from each other. They shall not face each other or interfere with each other. There shall be a minimum of 15 feet between the entry gate and the first obstacle and between the last obstacle and the exit gate.
4. All obstacles and jumps on the course shall be clearly and sequentially numbered.
5. The distance between obstacles should be 15 to 21 feet apart unless otherwise specified.
  - a) The chute exit must be a minimum of 20 feet from any other obstacle. Turns following the chute shall not exceed 60 degrees.
  - b) There shall be a minimum of 18 feet from an obstacle to a single jump and 21 feet to a spread jump.
  - c) Turns following the tire shall not exceed 60 degrees.
6. There should be a safe path on each side of each obstacle. Tunnels will not be placed under the A frame or the dog walk at the Introduction and Novice levels.

7. Courses should be designed so that it is easy to set up for the next course with a minimum of equipment moving.
8. Courses shall begin and end with either a single or double bar jump or a tunnel.
9. Courses shall be as smooth flowing as possible. Introduction level courses may allow for one to two side changes. Novice level courses may allow for one to three side changes. Open level courses and Advanced level courses may allow for multiple side changes.
10. The A frame, dog walk, and teeter may not be set up in sequence. They shall be spread throughout the course.
11. Dummy jumps are allowed at the Open and Advanced levels. They will be placed not less than 15 feet from any other obstacle.
12. Approaches to most obstacles should optimally be straight on or at gentle curves to provide for a smooth flowing course. Ninety degree and 180 degree angle turns from one obstacle to another should be avoided at the Introduction level and used only once at the other levels. Pinwheels and threadles may be used at the Advanced level only.
13. The dog should have a straight approach to the tire, chute or spread jumps.
14. The table should be used approximately halfway through the course, not at the beginning or toward the end of the course.

# Miniature Australian Shepherd Club of America

## APPLICATION FOR TRACKING NUMBER

If your dog is already registered or has applied for a registration with MASCA, you do not need to fill out this form. If, however, your dog is NOT registered with MASCA, you will need to apply for a tracking number so that your qualifying scores, placements and titles are recorded with MASCA.

There is a one time fee of \$5 to apply for a tracking number with MASCA. You will need to complete one form and remit \$5 for each dog you are registering. Send the application fee and this form to the address at the bottom of the form. Registration conformation will be emailed to you. Please allow 2 to 4 weeks for processing.

**Please print clearly.**

Dogs registered name \_\_\_\_\_

Breed \_\_\_\_\_ Variety \_\_\_\_\_

Sex \_\_\_\_\_ Date of birth \_\_\_\_\_ Country \_\_\_\_\_

Owner \_\_\_\_\_

Co-owner \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

Signature \_\_\_\_\_

Mail to: Treasurer P. O. 712, Custer, SD. 57730

[treasurer@mascaonline.com](mailto:treasurer@mascaonline.com)

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