



# 4-H DOG SHOW MANUAL

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# **General Rules & Guidelines**

1. Proof of vaccination for current rabies, distemper-parvovirus and bordetella is **required** and must be provided no later than **July 1st** of the current 4-H year, unless members plan on attending trainings or practice then proof of vaccinations must be provided prior to attending dog activities.
2. When dogs are not in a class, they must be on leash or in a portable kennel. Dogs are not allowed in the food/indoor project areas.
3. Showmanship attire per fair guidelines is required in all classes at the county fair. Non-fair competitions do not require specific attire, but appropriate dress is advised. Tennis shoes may be worn in classes. No sandals. No open toe shoes.
4. Miscellaneous projects (Units 1-3) will be judged at indoor project interview judging.
5. Independent study will be judged at the conclusion of the dog show.
6. Treats/small discreet toys may ONLY be used in Beginner Levels, Showmanship, and Conformation and in a manner not to distract other dogs and handlers.
7. Obedience, Rally, and Agility Levels- A dog/handler team is encouraged to compete in a level no more than three years in a row; thereafter, the team is encouraged to move up to the next level. However, this three-year rule does not apply to non-fair competitions. Beginner levels may only be entered for one year.
8. Collars must be appropriately fitting. For Showmanship, Obedience, Conformation, and Rally Obedience they may be buckle type or chain type. No chain collars in Agility. A slip lead may be used in Showmanship, Conformation and Agility. Ultimately, the judge will have the final decision on the appropriateness of a collar and/or leash.
9. A 6-foot leash is required in Obedience and Rally.
10. Members are encouraged to attend Showmanship, Obedience, Rally Obedience, and Agility practices that are offered throughout the year. Details are available through the Extension Office and/or Dog Project superintendents.
11. Only dogs that are participating in the 4-H dog show are allowed on the fairgrounds. They must be on a leash at all times and are not allowed in the barns (with the exception of the dog show/sweepstakes or concession area. If dog exhibitors are camping on the fairgrounds, dogs must be kept on a leash at the campsite. Non-project dogs ARE NOT allowed on the fairgrounds. Refer to Fair Book for rules.
12. Kenneling is encouraged during the dog show. Handlers should be aware of their dog's need for water and shade.
13. No communication is allowed to handlers from outside of the ring, unless from judge or Extension staff.
14. Upon discretion of the judge, superintendent and/or Extension staff, a dog may be excused from the dog show for any behavior deemed inappropriate or dangerous. Similarly, the use of any abusive behavior by a handler toward a dog may result in a handler being dismissed from the dog show.
15. Handlers must keep their dogs away from interacting with other competitors' dogs. No playing, no sniffing, no sharing of treats, etc.
16. Any competing dog that defecates or urinates during competition will be penalized in the class; furthermore, the handler is required to clean up his/her dog's excrement.
17. Handlers may ask the judge for clarification if they do not understand a task.
18. Handlers must inform superintendents/judge if a dog is in heat. Lactating females may not be shown.



19. Handlers are asked not to bring ill and/or recently injured dogs to fair. Any animal showing signs of illness or injury risks being excused from the dog show. For the safety of other animals, an ill dog will be asked to leave the fairgrounds.
20. A handler can be disqualified from the entire competition for unsportsmanlike conduct at the judge's/Superintendent/Extension agent's discretion.
21. Any questions and concerns can be presented to the Carbon County 4-H Dog Superintendent and/or the Extension Agent.
22. Scorecards for all fair and non-fair events are guidelines. This applies to ALL classes. The scorecards in this manual may be modified by judges, the dog project superintendents(s) and the Extension staff at any time. Placement methods may similarly be modified for all events.
23. Beginner Level premium classes (Obedience, Rally, Agility) will be offered at fair. A dog/handler team may only compete in each of these levels for ONE YEAR. Treats and/or training toys may be used in these beginner levels.

## **Showmanship**

Showmanship is concerned with how well the dog is presented by the handler to the judge. The handler and dog should appear to work as a team. They should work well together, move fluidly, and give an overall picture of being one unit. Neither the dog's conformation nor it being purebred is important. The handler must convey knowledge and understanding of the dog's breed or the breed which the dog most resembles. The handler should present the dog according to the chosen single breed standard.

1. Judging may include but is not limited to: cleanliness, appearance, spacing, gaiting, knowledge, and sportsmanship. May be asked to perform a pattern. Will stand/stack for exam.
2. No communication is allowed to handlers from outside of the ring, unless from judge or Extension staff.
3. Collars must be appropriately fitting. For Showmanship they may be buckle type or chain type. A slip lead may be used in Showmanship. Ultimately, the judge will have the final decision on the appropriateness of a collar and/or leash.
4. Treats/small discreet toys may be used in Showmanship and in a manner not to distract other dogs/handlers.
5. Showmanship attire per fair guidelines is required. Tennis shoes may be worn in classes. No sandals. No open toe shoes.
6. When dogs are not in a class, they must be on leash or in a portable kennel. Dogs are not allowed in the food/indoor project areas.

## **SHOW RING PROCEDURES**

1. The procedure used is entirely at the judge's discretion but should be the same within a class; he/she will call handlers in as a group and may split a class based on number of entries.
2. Judging begins when the handler and dog enter the ring.
3. Use of the Showmanship scorecard is at the judge's discretion.



4. Handlers will be asked to demonstrate gaiting the dog individually and as a group. The dog is to be stacked, or presented, according to its AKC breed standard. In the event of a mixed breed, it is the handler's responsibility to inform the judge which breed standard they are choosing to represent. An examining table will be provided for those breeds traditionally judged on a table. A ramp, however, will not be provided.
5. Patterns are at the discretion of the judge, and she/he will ensure exhibitors are instructed regarding them. It is the handler's responsibility to follow the judge's exact instructions, or points may be lost. Patterns will not be posted in advance.
6. It is imperative to maintain generous spacing between other competing teams. Repeated failure to do so may result in point deductions.
7. For breeds normally examined on the table, the handler should follow the judge's instructions about when to table the dog. Unless indicated otherwise, the handler should place the dog on the table while the preceding dog is being gaited.
8. A judge may ask questions during any level of showmanship.

**Classes are based on the handler's 4-H age as of the start of the 4-H year--October 1st.**

Novice: 8-10 years old

Junior: 11-13 years old

Senior: 14+ years old

**TIPS & SUGGESTIONS**

1. Handlers should appear neat and well-groomed. Hats, shiny clothing or jewelry, low-cut shirts, shorts, flip-flops, etc., are all distracting attire. Deductions may be made for unsafe or distracting attire.
2. Handlers should make every effort to keep their dog between themselves and the judge.
3. The handler should know where the judge is at all times and be certain not to block the judge's view of the dog.
4. Be alert since the judge may use hand motions instead of a voice request.
5. Conversation in the ring should be limited only to the judge.





## CONFORMATION SCORECARD

Name/Number of Competitor:

SEX: DOG BITCH CLASS: 6mo-1 yr. Over 1yr.-2 yr. Over 2yr.-5yr. Over 5 yr.

JUDGING CATEGORY	SCORE	POSSIBLE	COMMENTS
General Appearance		20	
Movement/Structure		20	
Meets Breed Standard		15	
Weight/Condition		30	
Grooming		10	
Fits breed temperament		5	
<b>TOTAL SCORE</b>		<b>100</b>	
<b>PLACE</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15		
<i>Judge/ Signature</i>			

Conformation Class:

As of 1/24/22, the American Kennel Club recognized 197 official canine breeds. Each breed has its own official “breed standard. The purpose of judging conformation at the 4-H level is to determine which animal best conforms to its breed standard. This includes, but is not limited to: general appearance, gait, balance, structure, coat condition/color, weight, and temperament. Should a competitor enter a mixed breed of dog, it is the competitor’s responsibility to inform the judge by which breed standard they wish their dog to be judged.



# **Dog Obedience**

From walking on- and off-leash to retrieving and jumping, or demonstrating your dog's ability to stay, obedience features dogs that are well-behaved at home, in public places, and in the presence of other dogs. It is essential that the obedience dog demonstrates willingness and enjoyment while it is working with the handler.

Please refer to general guidelines stated in the beginning of this manual. In addition:

1. Rough, harsh, loud treatment by the handler and/or reactive/aggressive/resistant behavior from the dog may, per the judge's discretion, constitute dismissal from the ring and the competition at any time.
2. Scoring will not start until judge gives appropriate command and ends when judge announces exercise finished.
3. The judge reserves the right to choose which exercises will be performed at each level. The judge also maintains the decision of which exercises will be performed individually and/or as a group.
4. Judge may modify exercises at each level, meaning he/she may add and/or delete exercises, or may modify exercises.
5. A 6-foot leash is required for obedience. However, per judge's discretion, a 10-foot leash, provided by the superintendents, may be used for leash sit stays, down stays, and/or on leash recall activities for levels 1-2.
6. Showmanship attire per fair guidelines is required. Tennis shoes may be worn in classes. No sandals. No open toe shoes.
7. NO treats and/or toys allowed in the ring during Obedience.
8. All dogs must remain on leash unless otherwise instructed by the Judge/Extension Staff.
9. Judge will determine whether long sit and/or long stay exercises will be performed individually or as a group.
10. Handler may only praise dog AFTER each exercise is deemed "complete" by the judge.
11. Additional levels of obedience may be added at the discretion of the dog superintendent. These levels may vary in the degree of difficulty.
12. If a dog eliminates during competition, the judge may excuse or penalize the dog.

## **BEGINNER - All On Leash**

1. Dog/handler will be asked a down and back, sit, down, recall and figure eight.

## **LEVEL 1 – All On Leash**

Exercises that may be asked include:

1. Heel on leash (in a simple pattern chosen by judge)
2. Figure 8 on a leash (cones will be 8 feet apart)
3. Sit for Exam on leash
4. Sit Stay on leash (30 seconds)
5. Down on leash (30 seconds)
6. Recall to Front, Sit on leash





## **LEVEL 2 – All On Leash**

Exercises that may be asked include:



1. Heel on leash (in a pattern chosen by judge)
2. Figure 8 on a leash (cones will be placed 8 feet apart)
3. Sit for Exam on leash
4. Sit Stay on leash (1 minute)
5. Down on leash (1minute)
6. Recall to front, Sit and finish to Heel on leash



## OBEDIENCE LEVEL 2 SCORECARD

NUMBER:

NAME:

EXERCISE	POINTS OFF	MAX POINTS	POINTS OFF	NET SCORE	
HEEL		45			
ON LEASH					
JUDGE					
PICKS					
PATTERN					
FIGURE		40			
8					
ON LEASH					
SIT		25			
FOR EXAM					
ON LEASH					
RECALL TO		30			
FRONT SIT					
FINISH TO HEEL					
ON LEASH		30			
LONG					
SIT					
ON LEASH		30			
1 MIN					
LONG					
DOWN		30			
ON LEASH					
1 MIN					
RIBBON PLACING (circle)		200			
BLUE	140-200				
RED	80-139				
WHITE	1-79				
			MAX POINTS	POINTS LOST	FINAL SCORE

Judge's Signature



### **LEVEL 3 – MOSTLY ON LEASH**

Exercises that may be asked include:



1. Heel on leash (in a more difficult pattern than previous levels chosen by judge)
2. Figure 8 on leash (cones will be placed 8 feet apart)
3. Stand for exam on leash (table or ground)
4. Sit Stay on leash (2 minute)
5. Down on leash (2 minutes)
6. Recall with a down in the middle, sit front, finish to heel off leash



## OBEDIENCE LEVEL 3 SCORECARD

NUMBER:

NAME:

EXERCISE	POINTS OFF	MAX POINTS	POINTS OFF	NET SCORE	
HEEL		40			
ON LEASH					
JUDGE					
PICKS					
PATTERN					
FIGURE		30			
8					
ON					
LEASH					
STAND		30			
FOR EXAM					
ON					
LEASH					
RECALL OFF LEASH		40			
DOWN IN MIDDLE					
SIT FRONT					
FINISH TO HEEL					
LONG					
SIT		30			
ON LEASH					
2 MIN					
LONG					
DOWN		30			
ON LEASH					
2 MIN					
RIBBON PLACING (circle)		200			
BLUE	140-200				
RED	80-139				
WHITE	1-79				
			MAX POINTS	POINTS LOST	FINAL SCORE

Judge's Signature



## **LEVEL 4 - OFF LEASH**

Exercises that may be asked include:



1. Heel off leash (in an advanced pattern chosen by judge)
2. Figure 8 off leash (cones will be placed 8 feet apart)
3. Stand for exam off leash (table or ground)
4. Sit off leash (3 minutes)
5. Down off leash (3 minutes)
6. Recall off leash, down in the middle, sit front, finish to a heel
7. Retrieve object off leash over a jump and back, sit front, finish to a heel
8. Handler is responsible for bringing the object



## OBEDIENCE LEVEL 4 SCORECARD

NUMBER:

NAME:

EXERCISE	POINTS OFF	MAX POINTS	POINTS OFF	NET SCORE	
HEEL		40			
OFF LEASH					
JUDGE					
PICKS					
PATTERN					
FIGURE		20			
8					
OFF LEASH					
STAND		20			
FOR EXAM					
OFF LEASH					
RECALL OFF LEASH		30			
DOWN IN MIDDLE					
SIT FRONT					
FINISH TO HEEL					
RETRIEVE OBJECT		30			
OVER JUMP AND BACK					
SIT FRONT					
FINISH TO HEEL		30			
LONG					
SIT					
OFF LEASH					
3 MIN		30			
LONG					
DOWN					
OFF LEASH					
3 MIN		30			
LONG					
DOWN					
OFF LEASH					
3 MIN	RIBBON PLACING (circle)		200		
BLUE	140-200				
RED	80-139				
WHITE	1-79				
			MAX POINTS	POINTS LOST	FINAL SCORE

Judge's Signature



## **LEVEL 5 - OFF LEASH**

Exercises that may be asked include:

1. Heel off leash (in an advanced pattern chosen by judge)
2. Figure 8 off leash (cones will be placed 8 feet apart)
3. Stand for exam off leash (table or ground)
4. Sit off leash (5 minutes)
5. Down off leash (5 minutes)
6. Recall off leash, down in the middle, sit front, finish to a heel
7. Retrieve object off leash over a jump and back, sit front, finish to a heel
8. Handler is responsible for bringing the object



## OBEDIENCE LEVEL 5 SCORECARD

NUMBER:

NAME:

EXERCISE	POINTS OFF	MAX POINTS	POINTS OFF	NET SCORE
HEEL		40		
OFF LEASH				
JUDGE				
PICKS				
PATTERN				
FIGURE		20		
8				
OFF LEASH				
STAND		20		
FOR EXAM				
OFF LEASH				
LEASH				
RECALL OFF LEASH		30		
DOWN IN MIDDLE				
SIT FRONT				
FINISH TO HEEL				
RETRIEVE OBJECT		30		
OVER JUMP AND BACK SIT FRONT				
FINISH TO HEEL				
LONG SIT		30		
OFF LEASH				
5 MIN				
LONG DOWN		30		
OFF LEASH				
5 MIN				

**RIBBON PLACING (circle)**

BLUE	140-200		200		
RED	80-139				
WHITE	1-79				
			<b>MAX POINTS</b>	<b>POINTS LOST</b>	<b>FINAL SCORE</b>

Judge's Signature



# **RALLY OBEDIENCE**

Think of a Rally event as any team sport: You and your dog navigate a course, side-by-side, as you steer him through a course of 5-20 different signs. Each of these signs provides instructions regarding the next skill that is to be performed. The dog and handler move continuously throughout the course with the dog under control at the handler's left side. There is a clear sense of teamwork between the dog and handler both during and between the numbered signs. Although each performance is timed, having a good race time is not the goal; it's all about working as a team while performing the skills, with the dog under control.

Please refer to general guidelines stated in the beginning of this manual. In addition:

1. The intent of Rally is to exhibit a dog/handler team's ability to move through a variety of "carded" stations at which the team performs an outlined task.
2. Teams are scored on how well they perform each task.
3. The event is timed. Course time will be used to break any ties, with the fastest time placing first, and so on.
4. Teams will follow a course of numbered stations and perform the exercise posted at each station.
5. As with agility, courses will be posted the morning of the show, and handlers may walk their course prior to the start of the class. Handlers may ask judge to clarify any questions they may have.
6. Handlers, WITHOUT their dogs, will be given the opportunity to walk through the course prior to competing
7. Dogs must be on leash when entering and exiting the ring.
8. Collars must be appropriately fitting. They may be buckle type or chain type. Ultimately, the judge will have the final decision on the appropriateness of a collar and/or leash.

**AKC Novice Rally signs #1-42 are available for use at all levels. Signs #101-123 may only be used in Rally Levels 3 and 4.**

Beginner: All on leash. There will be 7 signs picked from the manual, two of which will be START and FINISH. In Levels 1-4, the START and FINISH signs are NOT included in the sign count.

Level 1 Dog/Handler team (up to 10 signs)

Level 2 Dog/Handler team (up to 15 signs)

Level 3 Dog/Handler team (up to 20 signs)

Level 4 Dog/Handler team (up to 20 signs) - **All Off Leash**

**\*Dog Superintendent may add additional levels of Rally. These levels may vary in their degree of difficulty.**



## **TIPS & SUGGESTIONS**

1. Handlers are permitted to talk, praise, encourage, clap their hands, pat their legs, or use any verbal means of encouragement. However, handlers are not permitted to touch their dog once the pattern has been started, unless otherwise instructed. Multiple commands or signals using one or both arms and hands are permitted; the handler's arms need not be maintained in any particular position at any time.
2. Signs are placed to the handler's right side, except for change in directions. The designated exercise should be performed in close proximity to the sign itself, either in front, back of, or beside the sign. However, exercises that utilize cones may require entry with the sign on the left.

## **PLACEMENTS AND RIBBONS:**

1. A dog/handler team can be entered in only one rally class.
2. Placements are determined by lowest number of faults. Course times will break ties with fastest time placing first and so on.
3. Handler errors can be assessed at any station or during movement between stations. Once a handler has stopped on any halt exercise, the handler cannot move their feet or touch the dog to assist the dog without incurring a handler error.
4. Each dog starts with a perfect score (100) and receives deductions as the faults are made by the dog or handler
5. Please reference the score sheet for major and minor deductions, faults, and point totals for each class. Fastest times will be used to break ties on scores at all levels.
6. All placings are final and at the discretion of the judge.

Ribbons will be determined by the number of points retained upon course completion.

BLUE: 70 higher

RED: 40-69

WHITE: 0-39

## **DISQUALIFICATION:**

The judge may disqualify a team for the following during a run:

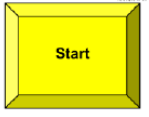

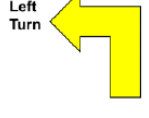

1. The dog is determined to be aggressive towards the handler or other people/dogs.
2. The judge determines that the handler does not have control of the dog.
3. The judge determines the handler is being overly harsh with their dog.
4. Any competing dog that defecates or urinates during competition may be excused or penalized from the run; furthermore, the handler is required to clean up his/her dog's excrement before, during, and after any class(es).
5. The handler continually touches their dog. Any intentional touch is a fault but if the handler continually touches the dog, the team shall be disqualified.



## 4-H Rally Obedience Scorecard

#	Name	LEVEL	1	2	3	4
Type of Deduction		Description	Mark for an Occurrence		Total Deductions	
<b>Minor Deduction 1 fault</b>	Tight Leash					
	Poor Sits					
	Dog interfering with handler					
	Resistance to respond					
	Touching or kicking jump or pylon					
	Knocking over sign or holder					
	Touching handler					
	Out of position					
	Other per judge					
<b>Substantial Deduction 5 faults</b>	Retry of Sign					
	Pylon knocked over on figure 8, spiral, serpentine, and/or cloverleaf					
	Lack of control					
	Lack of teamwork					
	Lack of briskness					
	Handler Error					
	Loud or intimidating command					
	Excessive barking					
	Hitting the jump					
	Other per judge					
	<b>Major Deduction 10 Faults</b>	Incorrectly performed sign				
Failure to complete the Sit/Stay Exercise						
Failure of dog to go over jump on first attempt (no retries allowed)						
Knocking over jump/upright or knocking bar off (no retries allowed)						
Luring/dragging/ pleading with dog						
Lack of natural manner						
Other per judge						
<b>FAIR RATINGS</b>			<b>Total # Faults</b>		<b>RESULTS</b>	
Color (circle one)	Score Required					
BLUE	70-100	Points Available		100		
RED	40-69	Faults Deducted				
WHITE	1-39	<b>FINAL SCORE</b>				
<i>Time (used to break a tie)</i>			<i>PLACING</i>			



<p>1. <b>START</b> - Indicates the beginning of the course. The dog does not have to be sitting at the start.</p>	
<p>2. <b>FINISH</b> - Indicates the end of the course - timing stops.</p>	
<p>3. <b>HALT - Sit</b> - While heeling, <u>the handler halts and the dog sits</u> in heel position. (Stationary)</p>	
<p>4. <b>HALT – Sit - Down</b> - While heeling, <u>the handler halts and the dog sits</u> in heel position. <u>The dog must then down</u> in heel position. (Stationary)</p>	
<p>5. * <b>Right Turn - <u>90° turn to the right.</u></b></p>	
<p>6. * <b>Left Turn - <u>90° turn to the left.</u></b></p>	
<p>7. * <b>About Turn - Right - <u>180° turn to the right.</u></b></p>	
<p>8. * <b>About “U” Turn - <u>180° turn to the left.</u></b></p>	



9. \*270° Right Turn - While heeling, the dog and handler make a tight 270° turn to the right.



10. \*270° Left Turn - While heeling, the dog and handler make a tight 270° turn to the left.



11. 360° Right Turn - While heeling, the dog and handler make a tight 360° turn to the right.



12. 360° Left Turn - While heeling, the dog and handler make a tight 360° turn to the left.



13. Call Front – Finish Right – Forward – While heeling, the handler stops forward motion and calls the dog to front. The handler may take several steps backward. The dog must come and sit in front. Without the handler moving their feet, the dog must finish to the right. As the dog clears the handler's path, the handler will heel forward before the dog returns to heel position. (Stationary)



14. Call Front – Finish Left – Forward – While heeling, the handler stops forward motion and calls the dog to front. The handler may take several steps backward. The dog must come and sit in front. Without the handler moving their feet, the dog must finish to the left. As the dog clears the handler's path, the handler will heel forward before the dog returns to heel position. (Stationary)



15. Call Front – Finish Right – Sit – While heeling, the handler stops forward motion and calls the dog to front. The handler may take several steps backward. The dog must come and sit in front. Without the handler moving their feet, the dog must finish to the right and sit in heel position. (Stationary)



16. Call Front – Finish Left – Sit – While heeling, the handler stops forward motion and calls the dog to front. The handler may take several steps backward. The dog must come and sit in front. Without the handler moving their feet, the dog must finish to the left and sit in heel position. (Stationary)



17. **Slow Pace** - The dog and handler must slow down noticeably. This must be followed by a normal pace sign unless it is the last station on the course.



18. **Fast Pace** - The dog and handler must speed up noticeably. This must be followed by a normal pace sign.



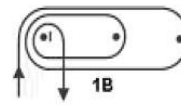
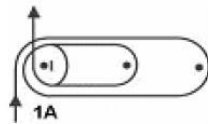
19. **\*Normal Pace** - The dog and handler walk briskly. This sign is only used after a slow or fast pace sign.



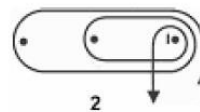
20. **Moving Side Step Right** – While heeling, the handler takes one step to the right, leading with the right foot, and continues heeling along the newly established line. The dog must move with the handler. This sign will be placed directly in line of the team's path requiring the handler and dog to sidestep to the right to pass the sign.



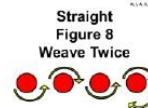
21. **Spiral Right - Dog Outside** - This sign requires three pylons placed in a straight line with spaces between them of approximately 6-8 feet. The dog and handler must turn to the right to move around each of the pylons.



22. **Spiral Left - Dog Inside** - This sign requires three pylons placed in a straight line with spaces between them of approximately 6-8 feet. The dog and handler must turn to the left to move around each of the pylons.



23. **Straight Figure 8 Weave Twice** - This sign requires four pylons placed in a straight line with spaces between them of approximately 6-8 feet. The dog and handler will enter into the weave with the first pylon on their left side. They must complete the entire weave twice.



24. **Serpentine Weave Once** - This sign requires four pylons placed in a straight line with spaces between them of approximately 6-8 feet. The dog and handler will enter into the weave with the first pylon on their left side. They must complete the entire weave once.



25. **HALT - 1, 2 and 3 Steps** - While heeling, the handler halts and the dog sits in heel position. The handler takes one step forward, halts and the dog sits in heel position. The handler takes two steps forward, halts and the dog sits in heel position and then three steps forward, halts and the dog sits in heel position. The dog moves with the handler each time. (Stationary)



26. **Call Front – 1, 2 and 3 Steps Backward - Forward** - While heeling, the handler stops forward motion and calls the dog to front. The handler may take several steps backward. The dog must come and sit in front. The handler takes one step backward and halts. The dog must move with the handler and sit in front as the handler halts. The handler takes two steps backward and halts. The dog must move with the handler and sit in front as the handler halts. The handler takes three steps backward and halts. The dog must move with the handler and sit in front as the handler halts. The handler may command/signal the dog to finish. As the dog clears the handler's path, the handler will heel forward before the dog returns to heel position. (Stationary)



27. **Stop and Down** – While heeling, the handler stops forward motion and the dog downs in heel position. The dog must stay down until the handler moves forward. (Stationary)



28. **HALT – Fast Forward from Sit** – While heeling, the handler halts and the dog sits in heel position. The dog and handler then heel forward at a fast pace. This must be followed by a normal pace sign. (Stationary)



29. **Left About Turn** – While heeling, the handler will make an about turn to the left, while at the same time the dog must move around the handler to the right and into heel position.



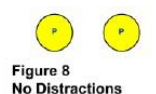
30. **HALT - Walk Around** – While heeling, the handler halts and the dog sits in heel position. The dog must stay while the handler walks around behind the dog, returns to heel position and pauses. The handler must pause before heeling forward. (Stationary)



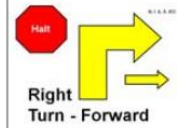
31. **HALT – Down – Walk Around** - While heeling, the handler halts and the dog sits in heel position. The dog must then down and stay while the handler walks around behind the dog, returns to heel position and pauses. The dog and handler then heel forward. (Stationary)



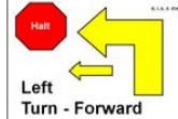
32. **Figure 8 – No Distractions** - This sign requires two pylons spaced approximately 6-8 feet apart. The Figure 8 may be entered with the pylons on either the left or right side. The dog and handler will perform a complete figure 8 around the pylons, crossing the center line three times.



33. **HALT – Right Turn – Forward** - While heeling, the handler halts and the dog sits in heel position. The handler and dog turn right together and heel forward. (Stationary)



34. **HALT – Left Turn – Forward** - While heeling, the handler halts and the dog sits in heel position. The handler and dog turn left together and heel forward. (Stationary)



35. **Call Front – Return to Heel** – While heeling, the handler stops forward motion and may command/signal the dog to front. The handler may take several steps backward. The dog must come and sit in front. The dog must stay while the handler walks around behind the dog to return to heel position. The handler must pause before heeling forward. (Stationary)



36. **HALT – Slow Forward From Sit** – While heeling, the handler halts and the dog sits in heel position. The dog and handler then heel forward at a slow pace. This must be followed by a normal pace sign unless it is the last sign on the course. (Stationary)



37. **Loop Right** - While heeling, the dog and handler loop right crossing over the original path.



38. **Loop Left** - While heeling, the dog and handler loop left crossing over the original path.



39. **Diagonal Right** – While heeling, the dog and handler make an open angle turn to the right. The dog must move with the handler. This sign will be placed directly in line of the team's path.



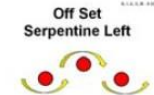
40. **Diagonal Left** – While heeling, the dog and handler make an open angle turn to the left. The dog must move with the handler. This sign will be placed directly in line of the team's path.



41. **Offset Serpentine Right** - This sign requires three pylons. The center pylon will be offset to the right by 3-4 feet with the other two spaced approximately 6-8 feet apart. The dog and handler will enter into the weave with the first pylon on their right side. They must complete the entire serpentine together.



42. **Offset Serpentine Left** - This sign requires three pylons. The center pylon will be offset to the left by 3-4 feet with the other two spaced approximately 6-8 feet apart. The dog and handler will enter into the weave with the first pylon on their left side. They must complete the entire serpentine together.



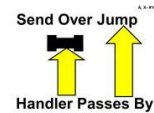
101. **HALT - About Turn Right - Forward** – While heeling, the handler halts and the dog sits. The dog and handler turn 180° to the right together and heel forward. (Stationary)



102. **HALT - About "U" Turn - Forward** – While heeling, the handler halts and the dog sits. The dog and handler turn 180° to the left together and heel forward. (Stationary)



103. **\*Send over Jump – Handler Passes By** – The dog must clear the jump on the first attempt, in the proper direction without stopping, while the handler passes by without stopping.



104. **HALT – Turn Right One Step – Call to Heel – HALT** – While heeling, the handler halts and the dog sits. The dog must stay sitting while the handler turns, takes one step to the right, halts, and calls the dog to heel. The dog must then return to the handler to heel position and sit. (stationary)

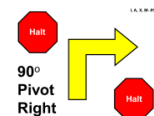


105. **HALT – Stand – Walk Around** – While heeling, the handler halts and the dog sits. The dog must then stand and stay while the handler walks around behind the dog, returns to heel position and pauses. The dog and handler then heel forward. The handler may move forward with the dog to stand it. In the Intermediate and Advanced classes the handler may touch the dog to stand it. In the Excellent and Master classes the handler may not touch the dog to stand it.

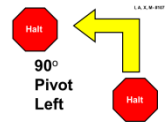
(Stationary)



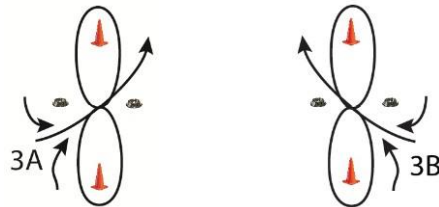
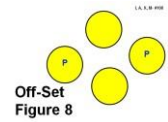
106. **HALT – 90° Pivot Right – HALT** – While heeling, the handler halts and the dog sits. The dog and handler pivot 90° to the right together and the dog sits in heel position. (Stationary)



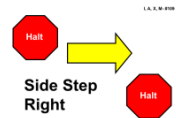
107. **HALT – 90° Pivot Left – HALT** – While heeling, the handler halts and the dog sits. The dog and handler pivot 90° to the left together and the dog sits in heel position. (Stationary)



108. **Offset Figure 8** – This sign requires two pylons spaced about 6 –8 feet apart. The two distractions will be placed to the sides about 5-6 feet apart. The Figure 8 may be entered with the pylons on either the left or right side. The dog and handler and will perform a complete Figure 8 together around the pylons, crossing the center line three times without disturbing the distractions. Dog safe toys will be used for distractions.



109. **HALT – Side Step Right – HALT** – While heeling, the handler halts in front of the sign and the dog sits. The dog and handler move one step directly to the right together. The handler halts and the dog sits in heel position. This sign will be placed directly in line of the team's path requiring the dog and handler to sidestep to the right to pass the sign. (Stationary)



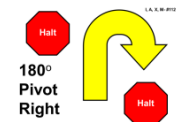
110. **HALT – Call Front – Finish Right** – While heeling, the handler halts and the dog sits. Without the handler moving their feet, the dog must then come and sit in front. Without the handler moving their feet, the dog must finish to the right and sit in heel position. (Stationary)



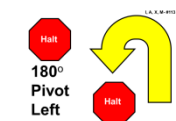
111. **HALT – Call Front – Finish Left** – While heeling, the handler halts and the dog sits. Without the handler moving their feet, the dog must then come and sit in front. Without the handler moving their feet, the dog must finish to the left and sit in heel position. (Stationary)



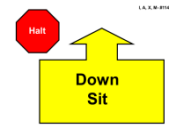
112. **HALT – 180° Pivot Right – HALT** – While heeling, the handler halts and the dog sits. The dog and handler pivot 180° to the right together and the dog sits in heel position. (Stationary)



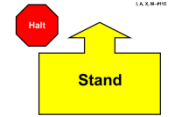
113. **HALT – 180° Pivot left – HALT** – While heeling, the handler halts and the dog sits. The dog and handler pivot 180° to the left together and the dog sits in heel position. (Stationary)



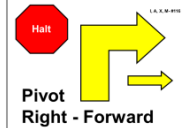
114. **HALT – Down – Sit** – While heeling, **the handler halts and the dog sits. The dog must then down and sit.** (Stationary)



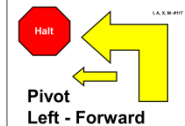
115. **HALT – Stand** – While heeling, **the handler halts and the dog sits. The dog must then stand** in heel position. The handler may move forward with the dog to stand it. In the Intermediate and Advanced classes the handler may touch the dog to stand it. **In the Excellent and Master classes the handler may not touch the dog to stand it.** (Stationary)



116. **HALT – Pivot Right – Forward** – While heeling, **the handler halts and the dog sits. The dog and handler pivot 90° to the right together** and heel forward. (Stationary)



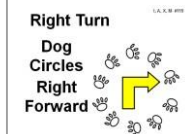
117. **HALT – Pivot Left – Forward** – While heeling, **the handler halts and the dog sits. The dog and handler pivot 90° to the left together** and heel forward. (Stationary)



118. **HALT – Leave 2 Steps – Call to Heel – Forward** – While heeling, **the handler halts and the dog sits. The dog must stay while the handler takes two steps forward and pauses.** The handler begins to heel forward and commands the dog to heel. **The dog must speed up noticeably** to return to heel position. (Stationary)



119. **Right Turn - Dog Circles Right - Forward** – While heeling, as **the handler turns right the dog circles around the handler to the right** returning to heel position and heeling forward. The handler may pause as needed.



120. **Left Turn - Dog Circles Right - Forward** – While heeling, as **the handler turns left the dog circles around the handler to the right** returning to heel position and heeling forward. The handler may pause as needed.



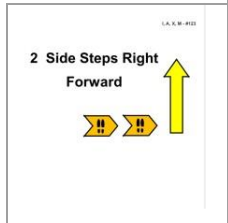
121. **HALT - Step in Front - Finish Right - Forward** – While heeling, **the handler halts and the dog sits. The handler steps in front to face the dog. Without the handler moving their feet, the dog must finish right.** As the dog clears the handler's path, the handler will heel forward before the dog returns to heel position. (Stationary)



122. **HALT - Step in Front - Finish Left - Forward** – While heeling, the handler halts and the dog sits. The handler steps in front to face the dog. Without the handler moving their feet, the dog must finish left. As the dog clears the handler's path, the handler will heel forward before the dog returns to heel position. (Stationary)



123. **2 Side Steps Right - Forward** - While heeling, the handler will take two side steps to the right, leading with the right foot, and continue heeling along the newly established line. The dog must move with the handler. This sign will be placed directly in line of the team's path requiring the dog and handler to sidestep to the right to pass the sign.



# **AGILITY**

## **GENERAL INFORMATION, RULES, SCORING:**

The Carbon County 4-H Agility program is designed to build teamwork between a youth and his/her dog. Training requirements will increase with each level. Treats/toys may ONLY be used in the Beginner Agility class.

Please refer to general guidelines stated in the beginning of this manual.

**EQUIPMENT:** Each level lists the equipment that may be included. The course designed for competitions do not have to include every piece of equipment listed for each level. This may vary according to what equipment is available.

**START LINE and FINISH test:** Each Level will have both a start line or start box and finish test. Once the start test has begun (leash removed and count has started), the handler should not touch the dog until putting the leash on at the finish.

**COLLAR and LEASH rule:** Youth must run the course off leash in all levels. However, pre-agility classes may run on or off leash. The dog can wear a collar if it is a plain buckle collar (or “easy snap”) with no tags. No metal/plastic pinch or choke collars may be worn.

**JUMP HEIGHTS:** No dog shall jump higher than 12 inches. Youth and their parents should consult with 4H coaches/instructors to determine their dog’s jump height. The following guidelines will be used:

Small dogs (11 inches or under at the withers):	Jump 4 inches
Medium dogs (between 11-16 inches at the withers):	Jump 8 inches
Large dogs (over 16 inches at the withers):	Jump 12 inches.

## **AGE RULE:**

**\*\* All dogs under 18 months of age or over 7 years of age are strongly encouraged to jump at 4" and claim the age rule on their entry.**

**SCORING:** Each team will run the course twice with the highest score counting toward class placement and ribbons.



A team may attempt each obstacle up to three times. Each failed attempt is 1 fault. One fault adds 2 SECONDS to the course time. The team should move onto the next obstacle /exercise after a failed third attempt. A fault would include the following: failure to successfully complete the start line or finish test, skipping an obstacle altogether, knocking over an obstacle, climbing on top of an obstacle, performing an obstacle in the wrong direction or out of sequence, touching the dog after the start line count has begun, incorrect weave pole entry and/or any other faults determined by the judge and/or Extension staff. Please see the Agility equipment specifications for further information.

“Incidental contact between dog and handler will not be faulted unless it is considered intentional or a safety issue.

**TIMING:** The time will start as soon as the dog exits the start line box but only upon the judge's completion of the 5 second count. Time will stop when the dog exits the last obstacle of the course or is disqualified. If the course does not include a start line box, timing shall begin when the dog initiates the first obstacle in the course.

**PLACEMENTS AND RIBBONS AT FAIR:**

Blue, red, and white placings are determined by the % of obstacles completed cleanly. (See example below.) An overall class champion will be chosen in EACH level of agility and each height. The champion shall have highest % of completed obstacles, and only BLUE placings may receive a champion level award. In case of a tie, the FINAL TIME shall determine the winner of that level. For example:

$$\begin{array}{r} \text{Course Time} = \quad 15 \text{ seconds} \\ + 2 \text{ faults incurred} = 4 \text{ seconds} \\ \hline \text{Final course time} = \quad 19 \text{ seconds} \end{array}$$

Ribbons will be determined by the percentage of “clean” (successful) obstacles/exercises in the team’s highest scored run.

- BLUE: 70% clean or higher
- RED: 40-69% clean
- WHITE: 0-39% clean

For example: 6 obstacles in the course, ribbons would be earned as follows:

- BLUE: 5-6 successful exercises
- RED: 3-4 successful exercises
- WHITE: 1-2 successful exercises



The number of “clean” obstacles required for each ribbon will vary according to the number of obstacles in each course.

Each dog/handler team may run a class twice. The best of the two runs will determine placing. However, if an overall grand champion in agility is awarded, both runs will be used to determine the winner.

**FINISH TEST:** Following the final obstacle, the handler will accept their leash from a leash runner, leash their dog and walk to the arena exit gate. The dog should not jump on the leash runner, nor growl or act aggressively or overly friendly in any way towards the leash runner. When walking to the end point, the dog does not have to be in perfect heel position, but must not pull excessively, jump, or nip at the handler.

\* Per the judge's discretion, a fault may be assessed if the finish test is not performed adequately. The judge also has the discretion to disqualify the team if the handler is unable to complete the finish test.

### **DISQUALIFICATION:**

The judge may disqualify a team for the following during a run:

1. The dog is determined to be aggressive towards the handler or other people/dogs.
2. The judge determines that the handler does not have control of the dog.
3. The dog leaves the arena before the course has been completed, or after course is completed, the dog leaves the arena before being leashed.
4. The judge determines the handler is being overly harsh with their dog.
5. The dog eliminates/urinates in the ring (excusal or points off).
6. The handler continually touches their dog. Any intentional touch is a fault but if the handler touches the dog more than twice, the team shall be disqualified.
7. The handler is unable to retrieve their dog and properly attach the collar/leash to their dog upon completion of the course without assistance.

If a team is disqualified in their first run, they are still permitted to make their second run unless the judge determines the safety of the dog, handler, or others is at risk. At that point the judge will dismiss the team from the competition.

**BEGINNER AGILITY:** On or off leash; held in show barn. There will not be a course; instead, there will be individual stations. Five stations from the following obstacles will be selected: 4-inch jump (no side standards), cavaletti obstacles, hoop, barrel, 5-second start box, 5-second pause table, tunnel, marking a bucket, and other obstacles practiced during the year.



### **LEVEL 1 AGILITY:**

**EQUIPMENT:** Equipment may include gates, hoops, tunnels, barrels, cones, jumps, a start line or a start line box.

**COURSE:** The course will be a simple course with 8-10 obstacles (in addition to the start line and finish tests). Obstacles are 15-18 feet apart. Course may include sequences such as a pinwheel, straight-aways, etc.

### **LEVEL 2**

**EQUIPMENT:** Equipment may include a combination of the following obstacles: hoops, tunnels, barrels, pause table (dogs' all 4 legs on the table for the judge's count of 5), tire jump, single/double/triple jumps, A-frame, dog walk, and a start line or start box. The course does not have to include each obstacle listed.

**COURSE:** The course will be a simple course with 8-10 obstacles (in addition to the start line and finish tests). Obstacles are 15-18 feet apart. Course may include sequences such as a pinwheel, straight-aways, etc. and one simple change of direction/side change, but no obstacle discrimination. An example would be a simple "U" or "O" shaped course.

### **LEVEL 3**

**EQUIPMENT:** Equipment may include a combination of the following obstacles: hoops, tunnels, barrels, pause table (dog's all 4 legs on the table for the judge's count of 5), tire jump, single/double/triple jumps, an A-frame, dog walk, one or two sets of 6 weaves poles with training aids (guide wires or gates), and a start line or start box. The course does not have to contain every obstacle listed.


**COURSE:** The Level 3 course should be more complex than Level 2 and may include 11-15 obstacles (in addition to the start line and finish tests) Obstacles are 15-20 feet apart. Sequences as allowed in Level 2 and should include the addition of a side change. An example would be an "M" or "S" shaped course. No tunnel/contact discrimination.

### **LEVEL 4**

**EQUIPMENT:** Equipment may include a combination of the following obstacles: hoops, tunnels, barrels, pause table (dog's all 4 legs on the table for the judge's count of 5), tire jump, single/double/triple jumps, an A-frame, dog walk, one or two sets of 6 weave poles, and a start line or start box. If weave poles are included, they must be completed without training aids.

**COURSE:** The Level 4 course may include 12-15 obstacles and may be set the same as (or similar to) Level 3. If a different course is set, it may include the same sequences as allowed in Level 3, including a side change. An example would be an "M", "S", or similar shaped course.



AGILITY SCORECARD										RUN #1		#2	
#	HANDLER/DOG				LEVEL	1	2	3	4	HEIGHT	<11	11-16	>16
OBSTACLE #	OBSTACLE DESCRIPTION				OBSTACLE COMPLETED? Y or N				FAULTS				
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													
REMINDERS					# OBSTACLES COMPLETED	TOTAL # OF OBSTACLES			% COMPLETED				
1 fault adds 2 seconds to time													
Failed attempt = 1 fault													
Maximum 3 attempts per obstacle													
RIBBON RATING					TIME	FAULT ADDITION			FINAL TIME				
BLUE: 70% or higher completed													
RED: 40-69% completed													
WHITE: 0-39% completed													
													



## **AGILITY OBSTACLE SPECIFICATIONS**

**START LINE TEST:** This test is to demonstrate the handler's basic off lead control at the start line. There shall be either a line or a box at the start that can be a minimum of 4' by 4' to a maximum of 5' by 5'. Once the judge has said "good luck", the handler shall remove the lead and the dog shall stay in box or behind start line while the judge counts 5 seconds. The handler is allowed to stay in the box with the dog but is not necessary. However, the handler is not allowed to touch the dog after the leash has been removed. The dog may move around the box during the 5 second count as long as they do not step out of the box area. The box area maybe marked by PVC poles, corner cones, survey tape or any other item that clearly delineates the parameters.

Faults may be assessed if:

1. The handler touches the dog after the leash has been removed.
2. The dog steps outside of the box or over the line before the count of 5 has finished.
  - If the dog steps outside of the box the handler is allowed to restart the exercise once, but will incur a fault.
3. Not all courses will include a start line box. If there is no start line box, the judge may still assess a fault if the dog/handler start before "good luck" is stated or if other irregularities occur at the start line which will be marked with cones and a line.

**BARRELS:** A barrel is performed by the handler sending the dog to the outside or around the barrel. The barrels maybe designated as clockwise, counterclockwise, or bidirectional.

Faults may be assessed if:

1. The barrel is performed in any direction other than indicated in the course map.
2. The barrel is performed out of sequence during the course.
3. The dog passes the barrel and moves onto the next obstacle without performing the barrel as indicated in the course map.
4. The handler touches the barrel.
5. The barrel is knocked over.

**CONTACTS (A-FRAME & DOG WALK):** The dog must cross over the contact in the direction indicated by the course map. The dog must step within the safety zone of the contact when exiting the obstacle. The safety zone will clearly be marked at the base of the on/off ramp.

Faults may be assessed if:

1. The contact is performed in the wrong direction as indicated by the course map.
2. The dog touches/enters the contact and fails to complete the obstacle.
3. The dog does not step within the safety zone when exiting the obstacle.
4. The dog touches/enters the contact out of sequence during the course.
5. The dog passes the contact and moves onto the next obstacle without performing the contact as indicated in the course map.
6. The handler touches the contact.



**HOOPS:** A hoop is performed by the handler sending the dog through the hoop in the direction indicated by the course map.

Faults may be assessed if:

1. The hoop is performed in any direction other than indicated in the course map.
2. The hoop is performed out of sequence during the course.
3. The dog passes the hoop and moves onto the next obstacle without performing the hoop as indicated in the course map.
4. The handler touches the hoop.
5. The hoop is knocked over.

**JUMPS (SINGLE/DOUBLE/TRIPLE):** A jump is performed by the handler sending the dog over the bars, between the 2 bar supports, without displacing any of the bars in the direction indicated by the course map.

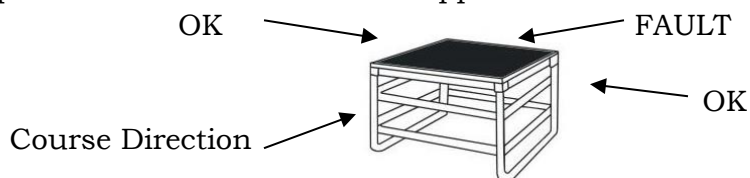
Faults may be assessed if:

1. The jump is performed in any direction other than indicated in the course map.
2. The jump is performed out of sequence during the course.
3. Any of the jump bars are displaced during the jump.
4. The dog passes the jump and moves onto the next obstacle without performing the jump as indicated in the course map.
5. The handler touches the jump.

**PAUSE TABLE:** The dog shall pause on top of the table for five consecutive seconds. The judge's count shall start once all four (4) paws have touched the table (and the dog remains on the tabletop). Neither a sit nor a down position shall be required.

Faults may be assessed if:

1. The pause table is entered on the opposite side indicated by the course map.



\* The dog may enter the pause table on the either adjacent side as indicated in the course direction without fault. However, if the dog enters the pause table on the opposite side of the course direction, a fault will be assessed.

2. The pause table is performed out of sequence during the course.
3. The dog exits the pause table before the completion of the 5 second count.
4. The handler touches the dog while performing the obstacle.
5. The handler touches the pause table.



**TIRE JUMP:** Dogs must jump through the tire opening in the direction specified by the course map without knocking the tire frame over.

Faults may be assessed if:

1. The jump is performed in any direction other than indicated in the course map.
2. The jump is performed out of sequence during the course.
3. The dog passes between the frame and the tire without jumping through the tire.
4. The dog passes the jump and moves onto the next obstacle without performing the jump as indicated in the course map.
5. The handler touches the jump.

**TUNNELS:** A tunnel is performed by the handler sending the dog through the tunnel in the direction indicated by the course map.

Faults may be assessed if:

1. The tunnel is performed in any direction other than indicated in the course map.
2. The dog enters the wrong end of the tunnel as indicated by the course map.
3. The dog enters the tunnel out of sequence during the course.
4. The dog enters the tunnel but fails to exit the opposite end and complete the obstacle.  
\*If all 4 feet of the dog crosses the threshold of the tunnel, it will be considered an entrance to the tunnel by the dog.
5. The dog passes the tunnel and moves onto the next obstacle without performing the tunnel as indicated in the course map.
6. The handler touches the tunnel.
7. The dog climbs on top of the tunnel.

**WEAVE POLES:** Dogs must enter the Weave Poles by passing between poles number 1 and number 2 from right to left. They must then pass from left to right through poles number 2 and number 3 and continue this weaving sequence until they pass between the last two poles. If the sequence is broken, the dog must restart the weave poles at the first pole, beginning anew between poles number 1 and number 2 from right to left. Dogs are allowed three attempts at the weave poles without incurring a fault.

Faults may be assessed if:

1. The weave poles are performed in any direction other than indicated in the course map.
2. The weave poles are performed out of sequence during the course.
3. The dog passes the weave poles and moves onto the next obstacle without performing the weave poles as indicated in the course map.
4. The dog fails to complete the weave poles successfully after 3 attempts.
5. The handler touches the weave poles.



