

## Get registered!

Register Online at [www.ukagilityinternational.com](http://www.ukagilityinternational.com)

Or download a paper registration from any entry form or our web site.

Secure Payment may be done online using credit cards or by pay pal. Or, you can pay by check or money order and send to:

**Enter a trial!** Once you are registered you will have an account which allows you to enter any UKI trial. This again can either be done online or by downloading an entry form and mailing it in with your check or money order.

## UKI Levels

There are 4 levels at which to progress through. If your dog has not competed at other venues at the time of registering with UKI, he will start in Beginners. Check the transfer table for the equivalent level if your dog has competed elsewhere. Use the highest STANDARD AGILITY level/title. You must also use the highest STANDARD AGILITY level if competing in multiple venues.

AKC	USDAA	CPE	UKI International Program	UKI Speed Stakes Program
Novice	Starters	Level 1, 2, 3	Beginners	SS Beginners
Open	Advanced	Level 4,	Novice	SS Novice
Excellent A	Masters	Level 5, C	Senior	SS Senior
Excellent B	MAD	-----	Champion	SS Champion

## UKI Points

Class Place	1-10 entered	11 to 30 entered	31 and above
<b>1st</b>	6 points	12 points	Refer to table below
<b>2nd</b>	5 points	8 points	
<b>3rd</b>	4 points	7 points	
<b>4th</b>	4 points	5 points	
<b>Clear Round</b>	4 points	4 points	

Class Placement	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	Clear round
Points	12	11	10	9	8	7	6	5	4	4	4

## Moving Up

**Beginners to Novice** – Equivalent of 3 clear rounds (12 points, 8 from agility)

**Novice to Senior** – Equivalent of 5 clear rounds (20 points, 12 from agility, 4 from jumping, 4 from games)

**Senior to Champ** – Equivalent of 9 clear rounds (36 points, 12 from agility, 12 from jumping, 12 from games)

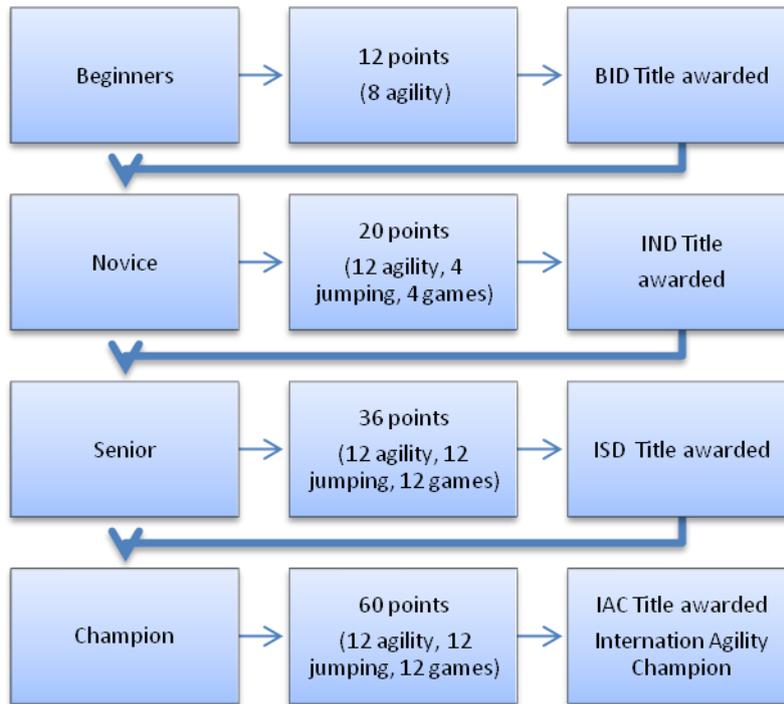
## **UKI does next day move ups!**

If you gain enough points on a trial, you must move up to the next level on the next day or trial. If it is the second day of a trial, please see the trial secretary to fill out a move up form. You will then need to fill in your scribe sheets for the new level for the classes you are entered in for that next day. Keep hold of your tickets and hand them in when you run. You will need to write your name on the call sheets for the new class and level you are in. Do not worry about scratching your name off on the old level call sheet.

## UKI Programs & Titles

There are 2 separate programs to work up through the levels thus gaining UKI titles.

**The International Program** requires point accumulation in agility, jumping and games classes.



**The Speed Stakes Program** requires point accumulation in the speed stakes classes. These classes are made up of only jumps (no spreads or long) and pipe tunnels & should be mostly flowing and smooth courses.



## Jump Heights

There are 2 jump height options for competitors to run under in both Programs.

**The Regular Jump Height** which is the dogs competition jump height they measure into

**The Select Option** which allows dogs to jump one jump height lower than their Regular jump height. This option also has a 5'3 A-frame, no spread & reduced long jump.

Jump Height	Dog's Height	Long Jump maximum	A-frame Height
8 inches	11" & under	16"	5'3"
12 inches	14" & under	24"	5'3"
16 inches	17.5" & under	32"	5'7"
20 inches	22 & under	40"	5'7"
22 inches	Any	44"	5'7"
26 inches	Any	52"	5'7"
Nursery & Select only 4 inches	11" & under	Not allowed	5'3"

Dogs may run in one jump height option in one program and another jump height in another program.

A competitor may choose to start a level in the International Program under the Select Option but should they then choose to move into the Regular Jump Height Option, they must start back into the Level they were originally eligible for when they registered with UKI or the level they were working at in the Regular Jump Height before switching to the Select Option.. No Select points will count towards their Regular progression.

If a competitor chooses to start the Regular Jump Height in the International Program and then move into the Select Option at a different day they may do so at the level they are currently working at in the Regular Jump height, however, points obtained during the Select Option will not transfer to point accumulation for the Regular Jump Height option should they choose to return back to their Regular Jump height.

In addition, should the competitor choose to only continue working under the Select Option, they can still gain Select Option Titles from that level onward.

## How UKI Trials Work

### **Entering a Show**

All UKI trials will be available for entering online and paying by credit card online with our secure site. Or, entries may be downloaded and payment may be sent in by money order or check.

### **Running Orders**

After the show closes you will receive a *confirmation letter* along with the *ring plan* which shows the number of entries in each class and jump height. In addition you will also receive your *running orders* that tell you the number you are running in each class. UKI does not require that you run in strict running order. However if you have 2 or more dogs in any one class & jump height, you must run them in order they are drawn.

## **Measuring**

If you are not jumping 26inch, 22 inch or (20 inch Select), and your dog does not have a permanent measure, it will need to be measured. Measuring will be held once the show is up and running and will be announced on the day. If any of your runs occur before measuring, you may still run your dogs and any points you receive will stand, regardless if you measure out of your height you entered. Once your dog has been measured and you are not eligible to jump the height you entered, you must see the show secretary to get scribe sheets for the correct jump height for your remaining classes.

If you have an actual measurement card from another organization where your dog has been measured using an official measuring wicket that is not within  $\frac{1}{4}$ " of a UKI jump height limit, please bring this with you to the measuring session as you will be able to use this measurement as your measure and will not have to get your dog measured.

## **Course Walk Throughs**

It is the competitor's responsibility to be aware of what is happening in the rings and be ready for your course walk throughs. All jump heights will walk at the same time. For example when the Novice Speed Stakes course is up for walking – all heights, including the Select Options will walk.

## **Call Sheets**

Each class will have call sheets located at the ring. Please check in for your class by ticking your name only when you have walked the course. If you are a late entry, move up or jump height change, please write your name and dogs name at the bottom of the sheet so the gate stewards know you are in the class.

## **Running**

It is the competitor's responsibility to know what is going on in the rings. When your jump height is running in your class you must be ready to run. If your class has 20 and under dogs you will need to be at the ring side in a line with your dog. If the class has more than 20 dogs, you will line up in blocks of 20.

Once you arrive at the ring you will be checked in again on the call sheet by a gate steward to say you are here to run (you do not have to run in strict running order) and your scribe sheet will either be handed to you or given directly to the scribe as you enter the ring. When you are next in line, if you have your scribe sheet, hand your scribe sheet to the scribe or steward and step onto the line when directed to do so.

If you are a late entry, move up or jump height change you will already have your scribe sheet, just hand into steward when it is your turn on the line. You should have written your name on the bottom of the call sheet when you walked the course.

## **Training Rounds – Not for Competition (NFC)**

You may opt to make any run you have signed up for a "NFC" training Round for which you may bring in a non-audible toy into the ring. You may not use any food or clickers! You must state NFC prior to entering the ring. The Scrimmer will write NFC across your scribe ticket, and notify the judge. You will be given the course time to do what you wish. Listen out for the scrimmer to yell "Time!" – You must immediately exit the ring – please stop the finish timing if electronic timing is used.

If you do not notify the judge and scribe ahead of time that you are doing NFC, you will not be able to not turn your run into a training round if you are faulted on course. Repeating any piece of equipment will be deemed training and the judge will ask you to leave the ring immediately if you do this.

## **Conflicts**

If you have a conflict because you are helping on a ring or running in another ring, the class will wait for you only if you pre check in when you do your walk through. If you do not pre check in, the class will close without you being able to run. So be sure to check in when you walk through!!!!

## **Results**

Once you have run, your scribe sheet will be sent to the scoring table. It is important that you check your scribe sheet to be sure you agree with your result. If you think there is a problem, you will need to speak to the judge before he or she forgets your run. The judges' decision is final, so if you wait and the judge cannot remember your run, the scribe sheet will stand. Please remember that if the judge disagrees with you once you have stated your case, you must be a good sport and remember that the judge is only human and judging is still subjective. You will win some and you will lose some, but again the judges' decision is final. Once all the heights within a class are finished, the results will be submitted to the show secretary by either downloading from computer scoring, or hand written results sheets, for sorting of level points and reading out for prize givings. The results will then be available for viewing by all competitors.

### Results Online

All qualifying results that did not receive course time faults or course faults, therefore accumulating points, will be sent to the UKI home office after the show for uploaded to our data base which will then be available to view from your personal online UKI account. These will usually be available within 1-2 weeks of the show date.

### Late Entries

If a show has not reached its capping level, entries will be accepted on the day of the show, but at an increased fee. Depending on the original class entry fee (\$15 - \$20). You must bring both your handler and dogs UKI numbers with you or an additional fee of \$2 per missing number will apply.

To do a late entry, go to the secretary's table and fill out the late entry form as the sample below shows, and you may pay by either cash or check. If paying by check please make checks out to UK Agility International:

Handler Number \$2 if missing	Handler Name	Dog Name	Dog Number \$2if missing	Amount Paid\$	Cash or check	Number of runs
H10001	Greg Derrett	Detox	D19999	\$60.00	cash	4

You will be handed blank scribe sheets. You must fill them out legibly written with the following information as shown on example scribe sheet (please note that Snooker, Gamblers & Snakes&Ladders scribe sheets are different than the regular scribe sheets, but require the same information:

- Your name
- Dog name
- Level
- Class
- Height

Beg Jump Maxi	
R/O	Laura Derrett
Fish	Dogs
Time (sec)	
Standard Course Time	
Time Faults	
Course Faults	
Total	

Please be aware, if your information is missing or unreadable, your result will be void.

## Scoring

Missed contact points on teeter, A-frame, dogwalk <i>Contact Points</i> are the bottom 3'6" of the A-frame and bottom 3' of the dogwalk and teeter as defined by another color than the rest of the ramp	5 faults
Fly off on teeter	5 faults
Knocked bar from jump	5 faults
Knocked plank from long jump	5 faults
Stepping on or through long jump planks	5 faults
Jumping off table before judges release	5 faults
Refusal (Not judged in Beginners Level) A refusal is a significant hesitation in front of an obstacle, turning back from an obstacle after beginning to approach it, running past an obstacle to be performed, or improperly performing an obstacle as described in obstacle performance standards. The refusal line shall be defined as crossing the line of the front plane of an obstacle except where described differently under the Obstacle Standards section above.	5 faults
Casual contact with handler that aids performance	5 faults
Failure to complete an obstacle	Elimination
Handling the dog	Elimination
Outside assistance Outside assistance is any assistance from any other person that helps a competitor gain a qualifying round or a win.	Elimination
Wrong course The dog will be assessed with running a wrong course if the dog in any way touches or jumps over an obstacle out of sequence with the course design or begins to take an obstacle in the wrong direction. Jumping over the flat end of the collapsible tunnel or running under a contact obstacle will not constitute an off course.	Elimination
Dog fouling the ring	Elimination
Dog out of control	Elimination
Dog leaving the ring out of control	Elimination
Food or training aids in the ring. Including training / bum bags.	Elimination
3 Refusals	Elimination
Training in the ring.	Elimination
Repeating of equipment for the purpose of training (when NFC not stated)	Elimination & Dismissal
Signs of aggression in the dog	Elimination & Dismissal
Any abusive or Harsh Handling Any abusive or harsh handling must be noted on Score sheet for record keeping.	Elimination & Dismissal
Dog unfit for competition	Elimination & Dismissal
Dog wearing inappropriate collar	Elimination
Touching Equipment by handler that aids performance	Elimination
Handler going through weave poles	Elimination
Handler jumping over jumps	Elimination
Over standard course time Any fraction of a second over course time will be added to the total number of faults as that fraction of time. ie 1.49 seconds = 1.49 faults.	1 to 1 ratio
Failure to go through the uprights of a jump where the pole has already been knocked down.	Elimination
Relay (ie Pairs/Team) Elimination	100 faults
Negotiating an obstacle before permission has been granted to begin	Elimination
Refusal of 1 <sup>st</sup> obstacle	5 faults

## Classes:

### Agility.

The object of this class is to negotiate a full course of agility equipment with a minimum of 17 (min15 for Beginners) obstacles to a maximum of 20 obstacles.

All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction.

The class must include the dogwalk, A-frame, teeter, and a set of weave poles and may also include a table, unless unsatisfactory conditions cause the use of any obstacle to be unsafe.

In order to receive a clear round / qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

### Jumping.

The object of this class is to negotiate a course, without contact equipment, with a minimum of 17 (15 for Beginners) obstacles and a maximum of 20 obstacles.

All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction.

The class can include all equipment with the exception of the 3 contacts and table. A set of weave poles must be included unless unsatisfactory conditions cause the use of the obstacle to be unsafe.

In order to receive a clear round / qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

### Gamblers.

The goal of the game is to accumulate as many points as possible within the time allotted and then to make a decision and perform one of the two short closing sequences.

The Gambler's course is set up with the obstacles placed randomly throughout the ring, without specific flow. Each obstacle is worth points and is awarded to the dog if successfully completed. Points can only be awarded twice for each obstacle.

The game consists of two parts. The first is the opening period that has a designated time of 25, 30, 35 or 40 seconds. This is the time to gather as many points as possible by successfully completing obstacles before the period ends.

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tire Spread jumps Long jump
3 points	Teeter Weave poles (6 poles) Table with down and go release by judge
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

Gamblers cont:

The opening period ends when the whistle is blown. This also designates the beginning of the second half of the game where the time begins for the gambles. If the whistle is blown for time up while negotiating an obstacle points will be awarded.

The judge will present two options (2 gambles) one of which will be of more challenge and therefore more points. It is up to the handler to choose which option to attempt (therefore Gamble).

The gamble points shall be awarded if the dog completes the chosen sequence within the specified time.

Option 1 Gamble (less difficult) = 10 points

Option 2 Gamble (more difficult) = 15 points

The dog *will not* be given the gamble points if any of the following occur:

The dog fails to complete the sequence within the allotted time and/ or incurs faults.

The handler steps on or over the line when a distance restriction is in effect.

The dog knocks a gamble bar down in the opening period of the gamble they attempt.

If the table is used as the finished line of the gamble and the dog touches it in the opening.

A Judge may choose to have a "No Loitering rule" in Champion level only. A handler will be called for loitering if the handler does not attempt any equipment that has not already been done successfully for points, whilst waiting for the whistle to blow. In this case "No gamble" will be Scored.

The dog must be awarded enough opening points to qualify in the game. To calculate the minimum required opening points multiply the opening time by 6 and drop the zero.

(ie – Opening time: 30 seconds X 6 = 180. 18 opening points needed to qualify in the opening)

There are two ways to qualify:

1. Minimum opening points must be earned in the opening and one of the gambles must be completed successfully within the allotted gamble time. For example, a minimum of 18 points must be accumulated in the opening period of a 30 second opening time, however the dog must then at least obtain the 10 point Option A gamble, thus giving a total of 28 points.

2. Or, if a dog isn't able to accumulate the required opening points, needing 5 points or less, they can make up those missing points by successfully completing the 15 point gamble.

## **Power & Speed**

The goal of this game is to test the dog's versatility on a course designed in two parts. The first part is the power section followed by the second part, the speed section.

The power section is made up of only the three pieces of contact equipment, one maximum long jump, one maximum spread jump (refer to below table for maximum jump height spreads for each Level) and one set of 12 weave poles.

The speed section may be made up with jumps, (excluding the tire, spreads and long jump) and tunnels (excluding collapsible tunnels). The speed section's course time will be determined using the standard course time rate for the Speed Stakes class. To qualify, the dog must be under course times, without any faults.

The dog may be handled between the power section and the speed section. Although, the dog may not be handled between the power obstacles.

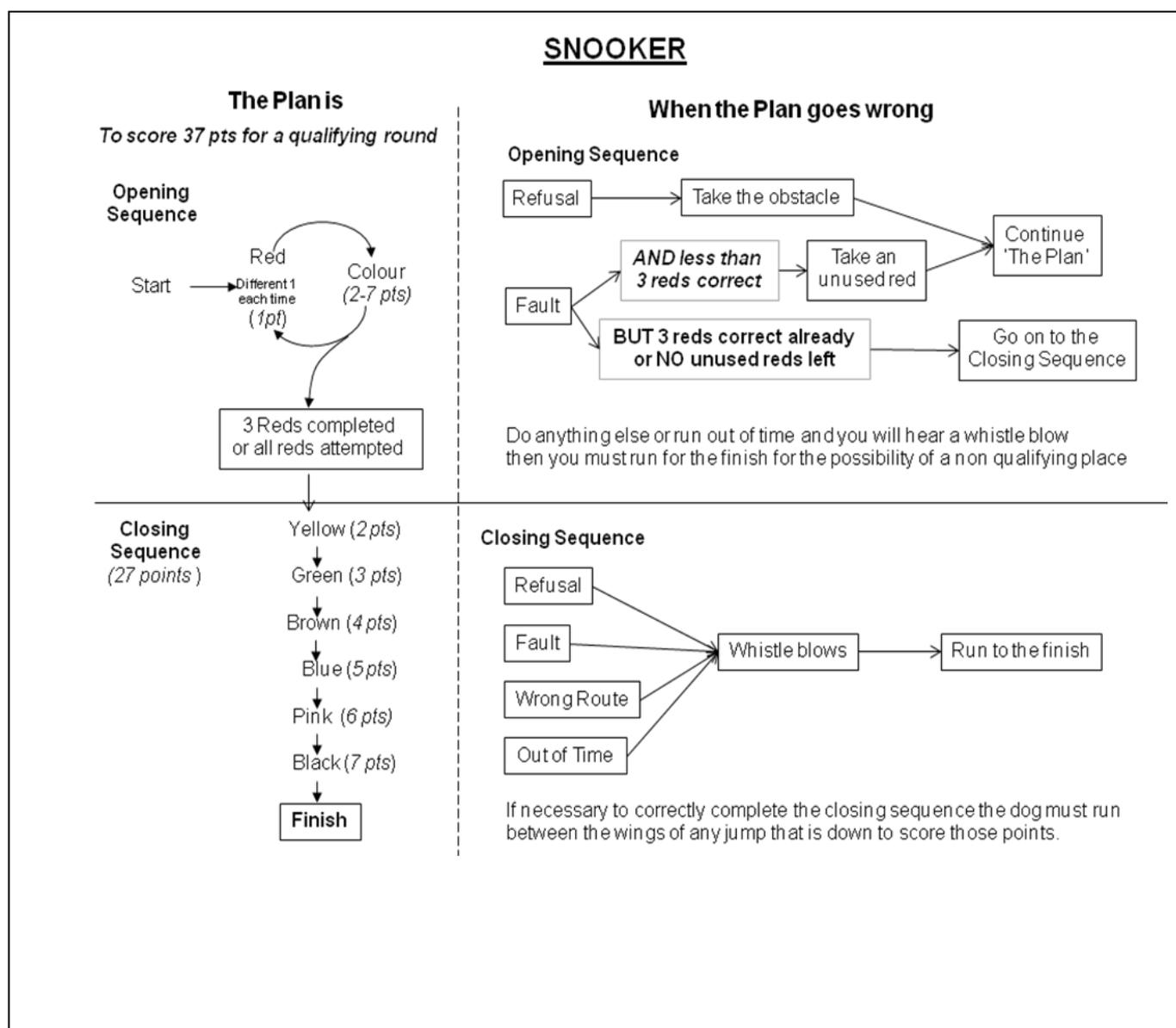
## Snooker.

The object of the game snooker is to score as many points within the maximum course time set by the judge. The scoring is the similar as the game snooker. However, the judge may place the obstacles in the ring in any way.

The judge will design a course consisting of 3 or 4 red jumps and one of each of the other snooker colours. These will be scored the following way:

Red Jumps	1 point each
Coloured Obstacles:	
Yellow	2 points
Green	3 points
Brown	4 points
Blue	5 points
Pink	6 points
Black	7 points

Diagram below shows summary of the class:



## **Snakes and Ladders**

The course will consist of 17-20 obstacles: The ladders: three contacts and a 12 pole weave, (can only be taken in the direction UP the course). The Snakes: four tunnels, of which one may be a flat tunnel, (can only be taken in the direction DOWN the course). The remaining obstacles must be made up of Jumps (can be taken from any direction)

The idea of the game is to complete all Snakes and Ladders successfully and as many jumps as possible in the allotted course time. The winner will be the person who completes successfully the most obstacles, which must include all snakes and ladders, in the fastest time. To gain a qualifying Score all snakes and ladders (three contacts, weave & tunnels) must be completed successfully and at least 6 jumps in the allotted course time. The course time is to be decided by the judge but should consider that a dog could complete all obstacles in the time set.

Each obstacle can only be completed successfully once. All obstacles can be done in any order. There will be no refusals throughout the game

The game will be deemed over if

If a contact is taken the wrong way.

If a tunnel is taken the wrong way.

Once all equipment is taken the dog must take the finish jump. If the time runs out before all equipment is taken a whistle will blow (long blow) and the dog must take the finish jump as soon as possible. No other equipment will Score after the whistle has gone unless the judge deems the dog was already taking the piece of equipment when the whistle went. Failure to take the finish jump will Score the dog an elimination.

## **Speed Stakes**

Dogs must be at least 15 calendar months of age to compete in this class.

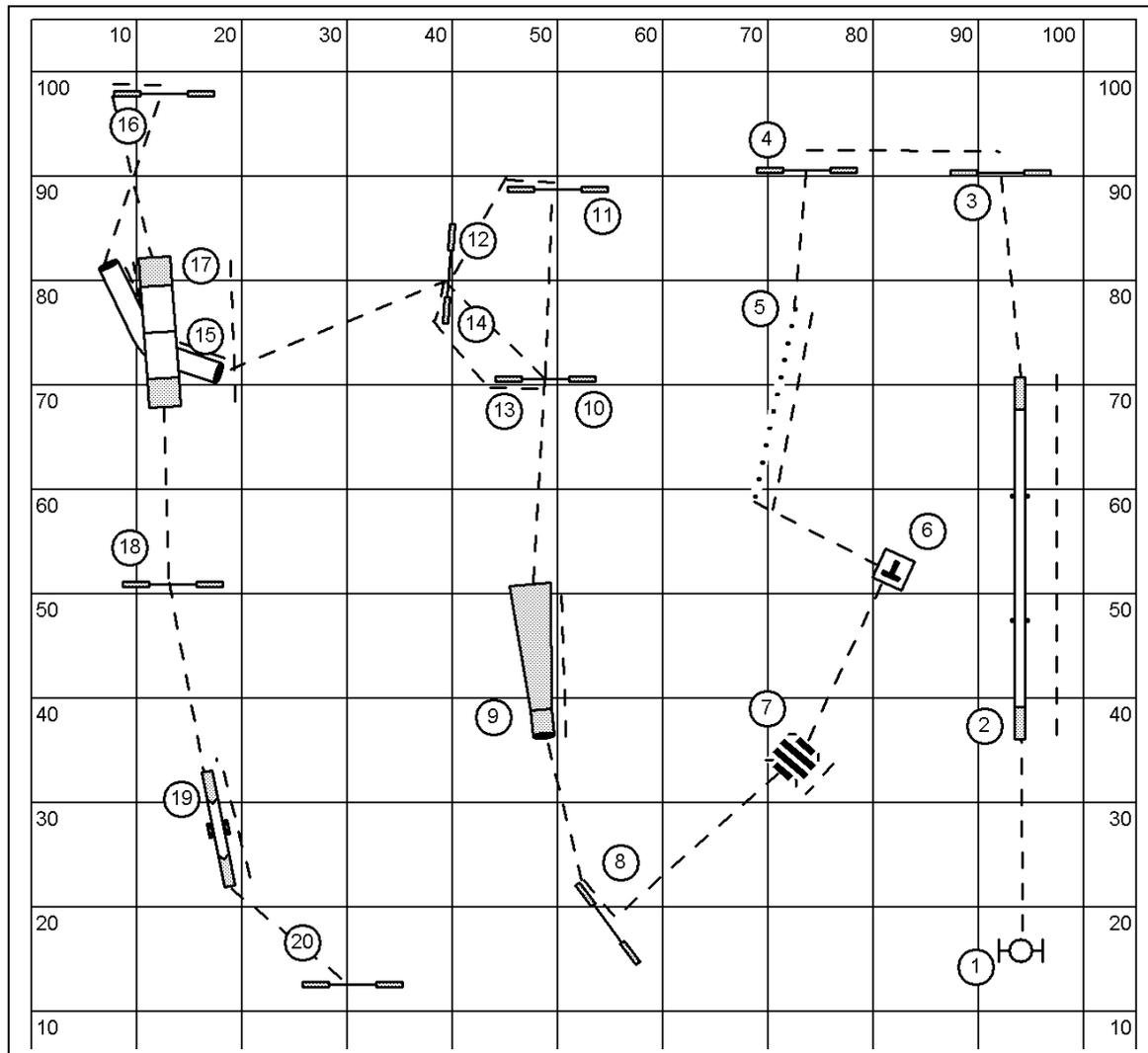
The object of this class is to negotiate a course made up with only jumps (excluding the tire, spreads and long jump) and tunnels (excluding collapsible tunnels), with a minimum of 17 (15 for Beginners) obstacles and a maximum of 20 obstacles. The course should be a fast and straight forward set up.

All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction.

In order to receive a clear round / qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

## Measuring The Course

UKI uses a procedure to measure courses without taking into consideration ANY dog's path. The rates of travel have all been calculated to reflect this type of measuring which allows anyone to be able to measure the course a number of times and always come up with identical measurements within approx 1 yard. To measure the course the wheel is walked using the shortest possible straight line to the next obstacle. (See sample course)



## Rates of Travel

The following rates of travel are measured in units of yards per second. When calculating the SJT of a course, the judge should divide by a rate that reflects the difficulty of the course. A general rule of thumb is the more difficult a course, the lower rate of the range should be used.

### Big Dogs 26inch, 22 inch, 20 inch Dogs Rates of Travel

Agility		Jumping & Speed Stakes	
Level	yards/second	Level	yards/second
Beginner	2.5 – 2.9	Beginner	2.75 – 3.25
Novice	2.5 – 2.9	Novice	2.75 – 3.25
Senior	2.9 – 3.15	Senior	3.25 – 3.5
Champion	2.9 – 3.15	Champion	3.25 – 3.5
Select	2.5 – 2.9 + 3 seconds	Select	2.5 – 2.9 + 3 seconds
Nursery	2.5 – 2.9		

### Small Dogs 16 inch, 12 inch, 8 inch Rate of Travel

Agility		Jumping & Speed Stakes	
Level	yards/second	Level	yards/second
Beginner	2.5 – 2.9 add 20%	Beginner	2.75 – 3.25 add 20%
Novice	2.5 – 2.9 add 15%	Novice	2.75 – 3.25 add 15%
Senior	2.9 – 3.15 add 10%	Senior	3.25 – 3.5 add 10%
Champion	2.9 – 3.15 add 10%	Champion	3.25 – 3.5 add 10%
Select	2.5 – 2.9 + 3 seconds add 20%	Select	2.5 – 2.9 + 3 seconds add 20%
Nursery	2.5 – 2.9 add 20%		