



## Agility briefing for: Judge Kristine Schmidt

### LEASHES AND COLLARS

Dogs MUST enter the ring wearing a leash and MUST exit the ring wearing a leash including dogs being carried. Once inside the ring, handlers may remove the leash (and collar if desired) and either drop it or carry folded in a pocket or tied around handler's body. **If you plan to run with your leash, leash must be folded in your pocket or tied around you BEFORE you leave your dog on the start line.** If the dog runs in a collar, that collar must be a plain, buckle or snap collar. Stitching on the collar is allowed; all other attachments are not allowed. Dogs may NOT enter the ring wearing a collar that is not approved on AKC show grounds.

### DOG PERFORMANCE

Dogs must complete all obstacles in order to be eligible for a qualifying score. If the next correct obstacle is a contact obstacle, and the dog exits that obstacle without being on the descent of that obstacle, a "R" fault will be recorded and the handler may immediately ask the dog to reattempt that obstacle. If the next correct obstacle is a table, once the dog is on in any position, I will begin the five second count "Five, Four, Three, Two, One, GO". All dogs MUST remain on the table until the word "GO" is completed. If the dog leaves the table during the count, the handler should put the dog immediately back on the table and the count is repeated from the start. If the dog leaves the table after "One" but before "GO" is completed, the handler should not put the dog on the table but rather continue on to the next obstacle. In both instances, the team incurs a "T" fault.

The next team may enter the ring at the obstacle indicated on the SCT sheet posted by the entry gate and posted on your course map. What I want to see is when I visually confirm the team has finished and the dog is in control and being leashed, I will turn my head to the start line and I want to see the next team ready. **Please wait for the "GO" or "READY" before you leave your dog on the start line.** If handler or dog or both take the first obstacle before the "GO" or "READY", the team will incur an "E" fault. If you are not sure you heard the "GO" or "READY", ASK..... Also, be smart, if the dog before you is running around the ring and the handler does not have control of the dog, WAIT.

### LEAD OUT ADVANTAGE

As per AKC regulations a handler may take **ONE lead out advantage** in a class. This means that once the handler leaves the dog on the start line and walks past the first obstacle, they may not perform this action (the lead out) again in the class. If the handler walks back to their dog, they must run with the dog past the start line. A second attempt of the lead out advantage will result in a non-qualifying fix-n-go performance.

### FNG (Fix' N Go)

Handlers may take advantage of the new Fix 'N Go option **\*ONE\*** time during their run in any class. This option allows handlers to repeat any obstacle or sequence of obstacles on course. Handlers may also opt to go back 2-3 obstacles on their approach to the "fixed" obstacle. Handlers may touch the dog and/or the equipment while "fixing" the obstacle. Handlers may use a 4<sup>th</sup> attempt at the weave poles as their "fix". Handlers may opt to do a second lead-out at the start line as their "fix". Handlers may

position their dog back on a contact as their “fix”. Using the Fix ‘N Go option results in a non-qualifying performance. Once the handler has used their Fix ‘N Go option, the max course time horn will sound at 45 seconds for a Jumpers course, 60 seconds for a Standard course and max course time for FAST and T2B, at which time the team must leave the ring.

## FEO (For Exhibition Only)

Handlers may take advantage of the new For Exhibition Only option in running a FAST or Time 2 Beat course. Handlers wishing to use this option **MUST** declare so before beginning their run by marking FEO on the gate board so the scribe sheet is marked appropriately. Upon entering the ring, please announce FEO or hold up your toy so the judge knows it is a FEO run. Handlers running FEO may bring a toy into the ring as long as the toy does not leave the handlers possession at any time. Toys on extremely long ropes or sticks are not allowed. **Toys that make noise are not allowed.** Always keep in mind the next dog on the line or the dog running in the other ring and how your run may be affecting theirs.



At no time are treats allowed in the ring, including handler’s pockets. This includes walk thrus.

During the walk thru, exhibitors may not move any obstacles or equipment including obstacle numbers unless directed by the judge or a course builder.



## FAST BRIEFING

Here are some reminders about the FAST class:

- 1) Once the horn sounds, make your way to the finish as quickly and efficiently as possible. Do not ask the dog to take any obstacles along the way to the finish unless the dog chooses to take an obstacle directly in their path.
- 2) The finish is an obstacle that is bi-directional - always.
- 3) The start may be an extended, imaginary line or a single obstacle. That obstacle may be bi-directional or uni-directional and will be marked on your map.
- 4) Do not lead out until the timer sounds the “GO” or “READY” button. Time starts once the dog crosses the start line or start obstacle. Time ends when the dog takes the finish obstacle.
- 5) Once the dog commits to the first obstacle in the send bonus, the handler must be outside the send area and must not cross the send line until the dog completes the final obstacle. “Completion” means all four of the dog’s feet have touched the ground after performing the last obstacle in the bonus.
- 6) A failed bonus may not be repeated for a qualifying score.
- 7) Only one lead out advantage may be performed, any additional lead out advantages will result in a fix’N go run.
- 8) Positioning your dog back on the contact zone of a contact obstacle will result in a Fix’N Go run.















