

# Changes to 2016 Program Rules

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## All Program Rules

### **BD.15.110**    **Rename Tracking Number Program to QT**

Motion to rename the tracking number program to QT for Q Tracker. All references in the program rules to the tracking number program have been changed to Q Tracker.

## Agility Rules

### **AG.15.13**    **Change to Rule 2.1.4.1 Trial Cancellations**

#### **2.1.4.1 Trial Cancellations**

If sanctioning paperwork has been filed for a trial and the club decides to cancel the trial (before the trial starts), the club's trial coordinator/chair/secretary must notify the office immediately. Upon request, sanctioning fees will be held for use on a future date. The club shall reimburse the judge for normal trial expenses incurred (course copies, travel expenses, etc.) that cannot be used at a future date. Once notification of the club's intent to cancel the trial is received, the business office will notify the Judge of record and Course Reviewers that the trial has been canceled.

If the trial cannot be opened or completed by reason of acts of GOD, civil disturbances, environmental conditions, fire, public emergency, riots, or any other cause beyond the control of the Trial Committee, it may be canceled. Considerations for safety shall be assessed for all dogs, exhibitors, judge, and Trial Committee. The Trial Committee should seek input from the exhibitors and the judge of record, but the decision to cancel is the trial Committee's decision and that decision is final. The refund of entries is at the discretion of the Trial Committee.

## AG.15.15 Remove ATCH Invitations from Finals

### 12.2.7 Invitations

The top 60 qualifiers from the Standard division will be invited to attend the Standard Finals, the top 35 qualifiers from the Veterans division will be invited to attend the Veterans Finals and the top 10 qualifiers from the Junior Handler division will be invited to attend the Juniors Finals. The qualifiers will be ranked based on points accumulated, with the dog accumulating the most points being ranked as #1, the dog with the second most points being ranked as #2, etc. Dogs will be ranked on the list for each division and will be counted towards the total number of invitees (for each division) (REMOVE: *whether they have an ATCH or not*). Current rankings will appear in the Agility Finals List posted in the Aussie Times and on the ASCA website. If there is more than one dog with the same number of points as the 60th qualifier in the Standard division, more than one dog with the same number of points as the 35th qualifier in the Veterans division or more than one dog with the same number of points as the 10th qualifier in the Junior Handler division, then all the dogs with that number of points in the respective divisions will be invited. (REMOVE: *An additional 10 alternates will be notified of their alternate status, based on their point ranking on the Finals List in each division.*) All alternates will be notified of their alternate status. Alternates will be accepted in list order until all slots are filled.

### 12.2.8 ATCH Dog Invitation

~~In addition to the yearly qualifiers, an ATCH dog that is not invited to the Agility Finals based on rankings may request an invitation to compete in the Agility Finals, provided it has fulfilled at least the minimum eligibility requirements (see section 11.2.4). The ATCH dogs attending via an ATCH invitation would compete in the division where the points were acquired during the qualifying year. Owners/handlers of ATCH dogs that have met the minimum requirements are required to contact the Business Office to obtain an entry form from or download one from the ASCA website.~~

### 12.4 Verification

All eligible contestants (REMOVE: *(including ATCH dogs requesting an invitation)*) must verify that they will be competing at the Agility Finals by filling out an official entry form and sending it and the entry fees to the ASCA Business Office. The verification must be clearly postmarked by July 15th of the Finals Year. It is the responsibility of all eligible contestants to be able to provide proof of mailing in the event an entry form and fees are not received by the Business Office. Finals entry forms and fees will be forwarded to the host club by the Business Office by the close of Nationals entries.

If an eligible contestant fails to send in an entry, the next alternate who has stated his/her intent to attend will be notified by the Business Office. Alternates must verify their intent to compete at the National Finals by filling out an official entry blank and sending it to the Business Office postmarked no later than July 15 of the Finals year. Alternates will submit the non-refundable entry fee when the Business Office notifies them that they have filled a Finals entry vacancy. Alternates become eligible when a qualifier fails to verify his/her intent to attend the Finals by the due date. For example, in the Standard division, if 40 of the top 60 dogs apply for Finals, then the top 20 Alternates in the Standard division that applied get into the Standard Finals. For example, in the Standard division, if 40 of the top 60 dogs apply for Finals, then the top 20 Alternates in the Standard division that applied get into the Standard Finals.

## AG.15.17 Veteran Dog Division

### 3.3.2 Veterans Division

The ~~Veterans~~ Veteran Dog Division is open to any dog age seven (7) or older, ~~, or any handler aged 60 or older, or any handler who has a certificate of disability.~~ The dog's age shall be determined by the dog's

actual birthday or the closest date as known. The handler's age shall be determined by a birth certificate or any valid document giving date of birth. Disabled handlers shall present a copy of their disabled parking permit or a letter from their doctor.

Dogs entered in the Veterans Veteran Dog Division classes will jump 4" (10.2 cm) lower than their standard jump height. Course times for dogs entered in the Veterans Veteran Dog Division of the Regular Agility and Jumpers classes shall be 10% greater than the SCT for the Standard Division. The gamble time in the Veterans Gamblers class shall be two seconds longer than the gamble time for the Standard Division. The maximum course time shall remain the same as the Standard Division.

#### 2.4.2 Required Measurements

Dogs entering the standard division jump height classes 20" or less (with a wither height less than or equal to 20"), with a wither height less than or equal to 20" that do not have a permanent ASCA, AKC or NADAC height card must be measured. Dogs entering the 20+" or 24" jump heights class in the Standard or Junior Handler division in the Championship program, the 16+" jump height class in the Veteran Dog or Junior Handler division in the Championship program, the 16+" jump height class in the Standard division in the ACE program, or the 12+" jump height class in the Senior Dog division in the ACE program are exempt (includes Veteran and Junior Handler Division dogs entered in the 16+" jump height classes).

The Trial Secretary shall maintain a list of all dogs needing measurement for the trial. All dogs that require measuring must present a permanent height card or be measured before the dog's first run of the trial.

If a dog was not measured and competed in a jump height class lower than eligible for, any qualifying scores AND PLACEMENTS earned at the incorrect jump height are forfeited. The only exception is a 20+" dog that competed in the 20" jump height class; that dog will be moved immediately to 20+" and all placements earned will be forfeited. exceptions are:

1. A 20+" dog that competed in the 20" jump height class in the Standard or Junior Handler divisions in the Championship program; that dog will be moved immediately to the 20+" jump height class in their division and all placements earned will be forfeited.
2. A 16+" dog that competed in the 16" jump height class in the Veteran Dog or Junior Handler division in the Championship program or the Standard division in the ACE program; that dog will be moved immediately to the 16+" jump height class in their division and all placements earned will be forfeited.
3. A 12+ dog that competed in the 12" jump height class in the Senior Dog division in the ACE program, that dog will be moved immediately to the 12+" jump height class and all placements earned will be forfeited.

Any dog which measures higher than the entered jump height for that trial has two options:

1. Move dog to the higher jump height.
2. Run in the entered jump height, but move to the FEO division.

See Rulebook chapter 7, section 7.3 for FEO details. See Rulebook chapter 8, section 8.3 for FEO details.

Any dog that cannot be measured by the Judge of record for any reason must jump 20+" enter the 20+" jump height class in the Standard division in the Championship program, the 20+" or 16+" jump height class in the Junior Handler division in the Championship program, the 16+" jump height class in the Veteran Dog division in the Championship program, the 16+" jump height class in the Standard division

in the ACE program, or the 12+” jump height class in the Senior Dog division, or move to the FEO division (enter at the desired jump height) for that trial.

Copies of approved height cards may either be mailed with trial entry form or presented at trial check in. Trial secretaries may note a dog's height card as 'on file' for future trials hosted by the same affiliate to avoid having to re-verify a dog's height.

The trial Judge of record has the right to re-measure a dog believed to be running in the wrong jump height class at any time. In the event of a question concerning a dog's actual height, the exhibitor must re-present the card or the dog to verify actual height. The decision of the Judge of record is final.

**2.4.4 Jump Height Tables**

The Standard Division jump heights are: 4” (ACE Program), 8”, 12”, 16”, 20”, 20+” and 24”. Clubs must offer all ASCA Standard Division jump heights at trials. The 24” jump height is an optional jump height for the dog in the Championship program and class placements may be combined with the 20+” class. Clubs shall offer separate classes and placements for each division in both the Championship and ACE programs for dogs measuring over 18” but under 20” and dogs measuring over 20”.

Dogs entered in the Junior Handler Division classes may jump at the dog's standard jump height or 4” lower. The following table lists the maximum height required in each jump height category.

In the Standard Division in the Championship program, a handler may enter a dog in Standard Division classes at a jump height higher than the minimum height the dog is required to jump. A dog jumping at a higher jump height will be scored and have the course time of the jump height class in which the dog participates.

The following table lists the maximum height required in each jump height category.

**JUMP HEIGHT TABLE: Dog’s Height at Withers for ASCA Sanctioned Trials**

<b>Championship Program</b>					
	<b>Small Dogs</b>	<b>Medium Dogs</b>		<b>Large Dogs</b>	
<b>Standard Division</b>	Withers 11” & under Jump 8”	Withers 14” & under (>11” & <14”) Jump 12”	Withers 18” & under (>14” & <18”) Jump 16”	Withers 20” & under (>18” & <20”) are in the 20” class Jump 20”	Withers over 20” are in the 20+” class Jump 20” (may jump 24”)
<b>Junior Handler Division</b>	Withers 11” & under Jump 4” or 8”	Withers 14” & under (>11” & <14”) Jump 8” or 12”	Withers 18” & under (>14” & <18”) Jump 12” or 16”	Withers 20” & under (>18” & <20”) are in the 16” or 20” class Jump 16” or 20”	Withers over 20” are in the 16+” or 20+” class Jump 16” or 20” (may jump 24”)
<b>Veterans Veteran Dog Division</b>	Withers 11” & under Jump 4”	Withers 14” & under (>11” & <14”) Jump 8”	Withers 18” & under (>14” & <18”) Jump 12”	Withers 20” & under (>18” & <20”) are in the 16” class Jump 16”	Withers over 20” are in the 16+” class Jump 16”

ACE Program					
<b>Standard Division</b>	Withers 11" & under Jump 4"	Withers 14" & under (>11" & <14") Jump 8"	Withers 18" & under (>14" & <18") Jump 12"	Withers 20" & under (>18" & <20") are in the 16" class Jump 16"	Withers over 20" are in the 16"+ class Jump 16"
<b>Senior Dog Division</b>	Withers 11" & under Jump 4"	Withers 14" & under (>11" & <14") Jump 4"	Withers 18" & under (>14" & <18") Jump 8"	Withers 20" & under (>18" & <20") are in the 12" class Jump 12"	Withers over 20" are in the 12"+ class Jump 12"

Jump Height Metric Conversion: 4" (10.2 cm), 8" (20.3 cm), 12" (30.5 cm), 16" (40.6 cm), 20" (50.8 cm), 24" (61 cm) - shown to one decimal place to be more accurate.

### 2.6.2 Awards for High in Levels (Novice, Open, Elite) and High in Trial

Awards for high scoring in level (Novice, Open, Elite), and/or High in Trial (HIT) are not mandatory. However, such awards shall be given for the Championship Program at the ASCA National Specialty and the National Specialty Pre or Post Trials. When such awards are given at the ASCA National Specialty and the National Specialty Pre or Post Trials, computation for these awards shall be done in the following manner:

- a. Separate awards will be given to each of the three Divisions. The Standard Division will award High in Trial to the Novice, Open and Elite levels. The High in Trial Veterans Veteran Dog and Junior Handler awards may be calculated by combining scores from all class levels.
- b. Dogs must be at the same level in all classes to be eligible for the Standard Division awards (Novice, Open, Elite). Dogs entered in different class levels may be eligible for the High in Trial Overall, Veterans Veteran Dog High in Trial, and Junior High in Trial awards, or a High in Trial Combined Levels award, if offered. High in Trial Qualifying points (HITQ-points) earned shall be dependent upon the class level in which qualifying scores are earned (see item c below).
- c. Each faultless qualifying run in Regular Agility, Gamblers, or Jumpers shall be given the following HITQ-point value: runs in an Elite class shall be given 7 HITQ-points; runs in an Open class shall be given 6 HITQ-points; runs in a Novice class shall be given 5 HITQ-points. Each faulted (.01 to 5 faults) qualifying run in Regular Agility shall be given one-half the value of the equivalent level HITQ-points (runs in an Elite class shall be given 3.5 HITQ-points; runs in an Open class shall be given 3 HITQ-points; runs in a Novice class shall be given 2.5 HITQ-points).
- d. In the event of a tie for HITQ-points, the following procedures shall be used for breaking the tie. First tie breaker: The dog with the fastest combined YPS in all rounds of the regular classes in which qualifying scores were earned will be declared the winner. Second tie breaker: The dog with the highest number of gamble points and a qualifying score will be declared the winner.
- e. The computation for high scoring awards shall be posted for the competitors.

#### 2.7.1.1 Regular and Jumpers Classes

The header (or footer) of each page of the report must give the club/ affiliate, name, location, and state, date of trial, the program (CH/ACE), the class, the level, and the judge. Also, in the header of the page the course distance and the standard course time (in seconds) for small standard dogs, small veteran dogs, medium standard dogs, medium veteran dogs, large standard dogs, and large veteran dogs must

be given for both the Championship and ACE. The dogs running in a Division (Standard, Veteran, and Junior Handler) must be grouped together within their program (Championship or ACE).

For the Championship program, the header of the page must also include the course distance and the standard course time (in seconds) for small standard dogs, small veteran dogs, medium standard dogs, medium veteran dogs, large standard dogs, and large veteran dogs.

For the ACE program, the header of the page must also include the course distance and standard course time (in seconds) for small standard dogs, small senior dogs, medium standard dogs, medium senior dogs, large standard dogs, and large senior dogs.

The dogs running in a division must be grouped together within their program. For the Championship program: Standard, Veteran Dog, and Junior Handler. For the ACE program: Standard and Senior Dog.

### 2.7.1.2 Gamblers Classes

The header (or footer) of each page of the report must give the club/ affiliate, name, location, and state, date of trial, the program (CH/ACE), the class, the level, and the judge. Also, in the header of the page the gamble time (in seconds) for small standard dogs, small veterans/junior dogs, medium standard dogs, medium veterans/junior dogs, large standard dogs, and large veterans/junior dogs each gamble jump height must be given for both the Championship and ACE programs. The dogs running in a Division (Standard, Veterans, and Junior Handler) must be grouped together within their program (Championship or ACE). dogs jumping 4", 8" or 12", dogs jumping 16", and dogs jumping 20" or 24" . The dogs running in a division must be grouped together within their program. For the Championship program: Standard, Veteran Dog, and Junior Handler. For the ACE program: Standard and Senior Dog.

### 3.1 General Descriptions

The ASCA Championship Program titling structure is based upon classes, divisions and levels. The classes are Regular, Jumpers, and Gamblers (see the following another chapter for detailed information on the classes). The divisions offered are Standard, Veterans Veteran Dog, and Junior Handler. The three levels offered are Novice, Open and Elite.

Each dog and handler team can only enter either the Championship program or ACE program on any one day of a trial. Points from the two programs will be separate and will not be combined except for certain elite titles from the Championship program that may be moved to the ACE program. The 'transferring' of points will only be made once and must be requested in writing and sent to the Business office.

In ASCA sanctioned trials, qualifying rounds executed at a level higher than that needed for a lower level ASCA requirement shall be credited for points needed at the lower level title. Note: once a dog earns a qualifying score at a higher level, it can no longer return to compete at a lower level within the Championship Program.

'Finals' point accumulation for a particular class will not begin until the novice and open titles in that class are completed.

The following lists the classes, divisions and levels of ASCA certified classes.

Class:	Division:	Level:	Class:	Division:	Level:	Class:	Division:	Level:
Regular	Standard	Novice	Jumpers	Standard	Novice	Gamblers	Standard	Novice
Regular	Standard	Open	Jumpers	Standard	Open	Gamblers	Standard	Open
Regular	Standard	Elite	Jumpers	Standard	Elite	Gamblers	Standard	Elite

Regular	Veterans Veteran Dog	Novice	Jumpers	Veterans Veteran Dog	Novice	Gamblers	Veterans Veteran Dog	Novice
Regular	Veterans Veteran Dog	Open	Jumpers	Veterans Veteran Dog	Open	Gamblers	Veterans Veteran Dog	Open
Regular	Veterans Veteran Dog	Elite	Jumpers	Veterans Veteran Dog	Elite	Gamblers	Veterans Veteran Dog	Elite
Regular	Jr. Handler	Novice	Jumpers	Jr. Handler	Novice	Gamblers	Jr. Handler	Novice
Regular	Jr. Handler	Open	Jumpers	Jr. Handler	Open	Gamblers	Jr. Handler	Open
Regular	Jr. Handler	Elite	Jumpers	Jr. Handler	Elite	Gamblers	Jr. Handler	Elite

### 3.3 Divisions

A handler may not enter a dog in more than one division of the same class round on any one day of a trial. If a dog is entered in the Veterans Veteran Dog Division of the first round of a Jumpers Class, then that dog could not also be entered in the Standard Division of the same round of the Jumpers Class on the same day at the same show. However, if a dog is entered in the Veterans Veteran Dog Division of the second round of a Jumpers Class on Saturday, that dog could be entered in the Standard or Junior Handler Division of the second round of a Jumpers Class on Sunday. If a dog is entered in a specific Division for one class, it is not required that the dog be entered in the same Division for all other classes for that day. For example: A handler might enter a seven (7) year old dog in the Veterans Veteran Dog Division of the Regular Agility Class, and the Standard Division of the Gamblers Class. If six classes are offered on one day (i.e. two regular, two gamblers, two jumpers), the dog may only be entered in each class once.

### 5.2 Qualification Requirements

For a round in the Regular class to be recognized as a qualifying round, the dog must complete the round with five (5) or less faults. This applies to all levels within the Standard Division, the Veterans Division and the Junior Handler Division. all divisions in both the Championship and ACE programs.

#### 10.6.1 Basic Titles

The following chart lists the basic titles for all class levels and division:

CLASS	DIVISION	LEVEL	TITLE
Regular	Standard	Novice	RS-N
Regular	Standard	Open	RS-O
Regular	Standard	Elite	RS-E
Regular	Veterans Veteran Dog	Novice	RV-N
Regular	Veterans Veteran Dog	Open	RV-O
Regular	Veterans Veteran Dog	Elite	RV-E
Regular	Junior Handler	Novice	RJ-N
Regular	Junior Handler	Open	RJ-O
Regular	Junior Handler	Elite	RJ-E
Jumpers	Standard	Novice	JS-N
Jumpers	Standard	Open	JS-O
Jumpers	Standard	Elite	JS-E
Jumpers	Veterans Veteran Dog	Novice	JV-N

Jumpers	Veterans Veteran Dog	Open	JV-O
Jumpers	Veterans Veteran Dog	Elite	JV-E
Jumpers	Junior Handler	Novice	JJ-N
Jumpers	Junior Handler	Open	JJ-O
Jumpers	Junior Handler	Elite	JJ-E
Gamblers	Standard	Novice	GS-N
Gamblers	Standard	Open	GS-O
Gamblers	Standard	Elite	GS-E
Gamblers	Veterans Veteran Dog	Novice	GV-N
Gamblers	Veterans Veteran Dog	Open	GV-O
Gamblers	Veterans Veteran Dog	Elite	GV-E
Gamblers	Junior Handler	Novice	GJ-N
Gamblers	Junior Handler	Open	GJ-O
Gamblers	Junior Handler	Elite	GJ-E

### 10.11.1 Combining Qualifying Scores/Points from Different Divisions for Novice, Open, and Elite Titles

A competitor may combine existing qualifying scores/points earned from any Division in the Championship Program. For example, if 10 points have been earned toward the Open Jumpers title in the Standard division in the Championship Program these points may be credited toward the Open Jumpers title in the Veterans Veteran Dog Division in the Championship Program. When the dog earns an additional 10 points in Veterans Veteran Dog Open Jumpers in the Championship Program, the 'Jumpers Veterans-Open' (JV-O) titling certificate will be awarded. Note, if a dog earns a qualifying score in the Veterans Veteran Dog Division in the Championship Program and returns to compete in the Standard division in the Championship Program, any subsequent titles earned in that class will have the Veterans Veteran Dog Division designation in the Championship Program.

### 10.11.2 Combining Qualifying Scores/Points from Different Divisions for Outstanding/Superior Titles

A competitor may combine existing qualifying scores/points earned from any Division in the Championship Program. For example, qualifying scores/points earned in the Junior Handler or Standard Division in the Championship Program may be combined with scores/points from the Veterans Veteran Dog Division in the Championship Program towards an Outstanding or Superior title in the Veterans Veteran Dog Division in the Championship Program. If a dog earns a qualifying score in the Veterans Veteran Dog Division in the Championship Program and returns to compete in the Standard Division in the Championship Program, any titles earned in that class will have the Veterans Veteran Dog Division designation in the Championship Program.

## 12.1 Rounds

1. The Agility Finals will be run in conjunction with the ASCA National Specialty each year. Agility Finals will not be held on the same day as any other agility competition.
2. All three divisions, Standard, Veterans Veteran Dog, and Junior Handler, will run four rounds: one Jumpers, one Gamblers and two Regular. There are no elimination rounds. Dogs that qualify for the finals are eligible to compete in all rounds for their division. A dog may only compete in one division. All rounds for a division will take place on the same day.

### 12.2.3 Divisions

The Agility Finals will consist of three divisions: Standard, Veterans Veteran Dog, and Junior Handler. The qualifying rules will be the same for each division, however qualifying points will not transfer between

the divisions. The jump heights will be divided as specified in the ASCA Jump Height Table in Chapter 2, Section 2.5.4 2.4.4.

#### **12.2.4 Point Accumulation**

Qualifying in an Elite Standard division class with zero faults gives the dog one point towards the Agility Finals in the Standard Division. Qualifying in an Elite Veterans Veteran Dog Division class with zero faults gives the dog one point towards the Agility Finals in the Veterans Veteran Dog Division. Qualifying in an Elite Junior Handler division class with zero faults gives the dog one point towards the Agility Finals in the Junior Handler Division. The dog does not need to be competing in all Elite level classes before accumulating points towards the finals. 'Finals' point accumulation for a particular class will not begin until the novice and open titles in that class are completed.

#### **12.2.5 Minimum Points**

For all divisions, a dog will need at least seven (7) points total to be eligible to compete at the Agility Finals. A minimum of two (2) points must be earned in the Elite Jumpers class and a minimum of two (2) points must be earned in the Elite Gamblers class and a minimum of three (3) points must be earned in the Elite Regular class in the Standard or Veterans Veteran Dog, or Junior Handler division, during the qualifying period. Points must be earned during the ASCA Agility Finals qualifying period and within the same division that the dog will enter at Finals.

#### **12.2.7 Invitations**

The top 60 qualifiers from the Standard division will be invited to attend the Standard Finals, the top 35 qualifiers from the Veterans Veteran Dog division will be invited to attend the Veterans Veteran Dog Finals and the top 10 qualifiers from the Junior Handler division will be invited to attend the Junior Handler Finals. The qualifiers will be ranked based on points accumulated, with the dog accumulating the most points being ranked as #1, the dog with the second most points being ranked as #2, etc. Dogs will be ranked on the list for each division and will be counted towards the total number of invitees (for each division). Current rankings will appear in the Agility Finals List posted in the Aussie Times and on the ASCA website. If there is more than one dog with the same number of points as the 60th qualifier in the Standard division, more than one dog with the same number of points as the 35th qualifier in the Veterans Veteran Dog division or more than one dog with the same number of points as the 10th qualifier in the Junior Handler division, then all the dogs with that number of points in the respective divisions will be invited. All alternates will be notified of their alternate status. Alternates will be accepted in list order until all slots are filled.

#### **12.6.3 Overall Placements**

The first placing overall dog in each division (Standard, Veterans Veteran Dog, and Junior Handler) shall receive a rosette with blue in it that states the date, location, placement and ASCA <division> Agility Finals Champion, e.g. 2002 2015 ASCA Junior Agility Finals Champion. This rosette shall have a side streamer with the dog's full registered name and titles printed on it. A special award will be given to the first placing overall dog in each division.

The second through tenth overall dogs in each division shall receive rosettes. Second through tenth place rosettes shall have the date, location, placement, 'Overall', and ASCA <division> Agility Finals. For example, 2002 2015 ASCA Junior Agility Finals Overall Second Place. Second place will be red, third place yellow, fourth place white, fifth place pink, sixth place green, seventh place purple, eighth place brown, ninth place teal, and tenth place maroon. These rosettes shall have a side streamer with the dog's full registered name with titles printed on it.

### 12.7.2 Divisions

Each division (Standard, Veterans Veteran Dog, and Junior Handler) will be scored separately. All dogs within each division will be grouped together for placements, regardless of jump height. There will be four rounds used to determine each division champion: 1 Jumpers, 1 Gamblers and 2 Regular.

### 12.7.3 Jump Height

Dogs entered in the Veterans Veteran Dog division will jump at their appropriate jump height in Regular, Jumpers and Gamblers, which will be one height lower than their standard division jump height would be 4" (10.2 cm) lower than their standard division jump height. Dogs entered in the Junior Handler division will have the option of running at the dog's standard jump height or taking the 4" (10.2 cm) height deduction.

All dogs entered in the Standard Agility division will jump their Standard division jump height.

### 12.7.4 Standard Course Time (Regular and Jumpers)

There will be a Standard Course Time set by the judge for each division for the two Regular and Jumpers classes. For the Regular and Jumpers classes all Standard Division dogs, regardless of jump height will use the Large Dog Standard Course Time. For the Regular and Jumpers classes the Veterans Veteran Dog, and Junior Handler Division dogs, regardless of height will use the Large Dog Veterans Veteran Dog, or Junior Handler Course Time (respectively).

### 12.7.5 Gamblers Class: Opening and Gamble Time

For the Gamblers class, all dogs, regardless of jump height or division, will have 30 seconds for their opening sequence time. The closing sequence "gamble" time will be determined by the judge. Standard Division dogs will use Standard Division large dog the 20" gamble time and all Veterans Veteran Dog and Junior Handler Division dogs will use Veterans/Junior Handler Division Large Dog the 16" gamble time.

### 12.7.8 Run Order

The Jumpers class will run first, followed by the Gamblers class and then by the two Regular classes. In each class, all Standard dogs run first, then Veterans Veteran Dog, then Junior Handlers.

### 12.11 Photographs of Finals Champions

The host club is responsible for photographing the three finals Agility Finals champions (Standard, Veterans Veteran Dog, and Junior Handler). The photographs will be clearly marked with the dog's registered name, owner name, breeder, sire and dam. The photographs MUST be submitted to the editor of the Aussie Times before the deadline for the Nationals issue.

## Appendix A: Equipment Specifications

### 6 Miscellaneous Equipment – required to Host an ASCA Agility Trial

7. Dog Height Measuring Device - Dogs entering the standard division jump height classes 20" or less (with a wither height less than or equal to 20"), with a wither height less than or equal to 20" that do not have a permanent ASCA, AKC or NADAC height card must be measured. Dogs entering the 20+" or 24" jump heights class in the Standard or Junior Handler division in the Championship program, the 16+" jump height class in the Veteran Dog or Junior Handler division in the Championship program, the 16+" jump height class in the Standard division in the ACE program, or the 12+" jump height class in the Senior Dog division in the ACE program are

exempt as are dogs jumping 16+” in the Veterans or Junior Handler Divisions. Calibrated wickets or measuring devices are allowed.

## Appendix B: Agility Merit Program

2. There will be nine Merit lists: one for Regular, one for Jumpers and one for Gamblers, within each level, Novice, Open, Elite. The divisions will be grouped together for each class/level. (i.e. the Elite Regular merit points can come from the Standard, Veterans Veteran Dog, or Junior Handler division).

### AG.16.01 Change to Gamble Distance Requirements

#### 7.4.1 Opening Point Accumulation Period Course Design

The course must have 14 - 20 obstacles placed on the course to encourage a safe and flowing path for the dog to accumulate points.

Whenever possible\*, there shall be a minimum of two to three obstacles, not included in the 'gamble closing sequence', for exhibitors to use to start their point accumulation period course. (\*Note: An exception may be allowed for narrow (60') trial arenas.)

Whenever possible\*, there must shall be a minimum of two possible entries (lead in obstacles placed no further than 25' from the first gamble obstacle) into 'the gamble'. (\*Note: An exception may be allowed for narrow (60') trial arenas.)

#### 7.4.2 The Gamble Course Design

The gamble itself will be spaced as if it were part of a regular course, meeting Regular course design spacing guidelines (18'- 21' between obstacles), and with flow.

In the closing gamble sequence, the dog will perform a numbered set of obstacles to be done in a set time assigned by the judge.

The 'gamble closing sequence' consists of four obstacles to be performed in numbered order. All of the required tests must be somewhere between these four obstacles; not including any bonus obstacles.

The gamble will include, at every level, at least one sequence of two or more obstacles which is are performed while the dog is the required minimum distance (distance challenge) from the handler. To determine where the gamble line should be placed, the minimum distance will be measured from the dog's logical path of performance of the obstacle to the handler line. The two or more obstacles at the minimum distance can be in sequence or not in sequence, but they must be two of the four gamble obstacles; not including any bonus obstacles.

For a discrimination challenge, any two obstacles placed within 21 feet (measured by the dog's path) of another will be considered a discrimination challenge. Note: This is not limited to obstacles to be performed within the gamble, but shall include any obstacle outside the gamble where the dog's path to that obstacle would be within 21' feet.

At a trial where multiple classes of Gamblers are offered, a judge shall design gamble closing sequences that include different obstacles and different challenges and require that the handler lines vary from both sides (i.e. dog on the right or left). For example, on a weekend where four Gamblers classes are offered a judge should offer gambles with directional challenges, discrimination challenges and use varying obstacles for the gamble closing sequences.

For example, a judge should avoid having weave poles in more than two rounds or contact/tunnel obstacle discrimination in multiple rounds.

A bonus obstacle(s) is a 5th or 6th obstacle 'in flow' that may be offered. Bonus obstacles do not need to meet either minimum or maximum distance standards (see Section 7.4.3).

**Novice:** The Novice gamble (obstacles 1 through 4) must include a distance test, and MAY include one other test; either a discrimination OR directional test.

\*Distance Test: At the Novice level, the distance test will be two or more of the four gamble obstacles in sequence where the dog is 10 feet or more from the handler. The maximum distance for the placement of the handler line shall be no more than 12<sup>1</sup> feet from the dog's logical path of performance of the distance challenge obstacles. If the teeter or weave poles are used in the Novice gamble, they must be used as the first obstacle in the gamble closing sequence with the gamble line placed less than 5<sup>1</sup> feet away and the handler line for subsequent obstacles shall be placed so they gradually increase in distance.

\*Discrimination Test: At the Novice level, a discrimination test is a choice between two or more obstacles set no closer than 10 feet apart. If the discrimination is a tunnel beside an A-Frame or Dog Walk, the center of the tunnel may not be closer than 4<sup>1</sup> feet from the center of the contact obstacle. The teeter will not be used as a discrimination obstacle.

\*Directional Test: At the Novice level, a directional test will mean the handler has asked the dog to change its path, either towards the handler or away from the handler. Turns made away from the handler shall be at no more than 90 degrees. At all times, when asked to change paths, the novice dog will be able to see the next obstacle. The directional test will be a visible change of side and all turns must be visible; a change of direction that occurs in a tunnel is not a directional test.

**Open:** The Open gamble (obstacles 1 through 4) must include a distance test AND must include one other test; either discrimination OR direction.

\*Distance Test: At the Open level, the distance test will be two or more of the four gamble obstacles in sequence where the dog's logical path is 15 feet or more from the handler line. The maximum distance between the handler line and the dog's logical path, will not be more than 18 feet.

\*Discrimination Test: At the Open level, a discrimination test will be a choice between two obstacles no closer than 10 feet from each other. These obstacles may be side by side or as an off course option. If the discrimination is a tunnel next to an A-Frame or Dog Walk, the center of the tunnel may not be more than 3 feet from the center of the contact obstacle.

\*Directional Test: At the Open level, a directional test will mean the handler has directed the dog to turn 90 degrees away from the handler, perform a 180 degree turn either towards or away from the handler, or a wrap of a jump. All turns must be visible; a change of direction that occurs in a tunnel is not a directional test.

**Elite:** The Elite gamble (obstacles 1 through 4) must include a distance test AND must include one other test, either directional or discrimination. It may also include a third test, either directional or discrimination.

\*Distance Test: At the Elite level, the distance test will be two or more of the four gamble obstacles in sequence where the dog's logical path is 20 feet or more from the handler line. The maximum distance between the handler line and the dog's logical path, will not be more than 25 feet.

\*Discrimination Test: At the Elite level, a discrimination test will be a choice between two obstacles. These obstacles may be side by side, or as an off course option. If side by side, the two obstacles will be a minimum of 10 feet from each other. If the discrimination is a tunnel next to a Dog Walk or A-Frame, the tunnel may touch the contact obstacle.

\*Directional Test: At the Elite level, a directional test will mean the handler has directed the dog to turn 90 degrees away from the handler, perform a 180 degree turn away from the handler, or perform a wrap. Only visible turns away from the handler will count as a directional test; turns accomplished while the dog is in a tunnel will not be counted.

## AG.16.02 Veteran Handler Titles

### 10.11.1 Combining Qualifying Scores/Points from Different Divisions for Novice, Open, and Elite Titles

A competitor may combine existing qualifying scores/points earned from any Division in the Championship Program. For example, if 10 points have been earned toward the Open Jumpers title in the Standard division in the Championship Program these points may be credited toward the Open Jumpers title in the Veterans Division in the Championship Program. When the dog earns an additional 10 points in Veterans Open Jumpers in the Championship Program, the 'Jumpers Veterans-Open' (JV-O) titling certificate will be awarded. Any title earned from mixed divisions will carry the designation of the division with the most points. For example, if a dog has earned 20 points in Novice Regular from the Veteran division and then earns 10 points from the Standard division, the title will be issued from the Veteran division. Dogs with equal points from the Veteran or Standard division will be issued the title based on the last division where points were earned. For example, a dog earns 10 points in Veteran jumpers, then earns 10 points in Standard jumpers - the title will be issued as a Standard division title.

### 10.11.2 Combining Qualifying Scores/Points from Different Divisions for Outstanding/Superior Titles

A competitor may combine existing qualifying scores/points earned from any Division in the Championship Program. For example, qualifying scores/points earned in the Junior Handler or Standard Division in the Championship Program may be combined with scores/points from the Veterans Division in the Championship Program towards an Outstanding or Superior title in the Veterans Division in the Championship Program. Any title earned from mixed divisions will carry the designation of the division with the most points. For example, if a dog has earned 20 points in Novice Regular from the Veteran division and then earns 10 points from the Standard division, the title will be issued from the Veteran division. Dogs with equal points from the Veteran or Standard division will be issued the title based on the last division where points were earned. For example, a dog earns 10 points in Veteran jumpers, then earns 10 points in Standard jumpers - the title will be issued as a Standard division title.

## Conformation Rules

### CO.15.03 Non-Regular Breeder Judge Change

#### NON-REGULAR BREEDER JUDGE REQUIREMENTS

Before applying for Non-Regular Breeder Judge status, the following requirements must be met:

- A. Must be a full adult member of ASCA in good standing for a minimum of eight (8) years.
- B. Must be at least twenty-six (26) years of age and must be a member of the sponsoring affiliate club for a minimum of two (2) years before applying to become a non-regular judge.
- C. Must have bred five (5) ASCA Champions of Record or be a breeder of three (3) and handled two (2) ASCA Champions of Record to their title. (The applicant must have placed all points and majors on each Champion.)
- D. Must have a thorough knowledge of the ASCA Australian Shepherd Breed Standard.
- E. Must have a thorough knowledge of the ASCA Approved Conformation Show Rules and Regulations.
- F. Must have evidence of a strong background and involvement in ASCA and its programs developed for the Australian Shepherd, such as membership and participation in Affiliate clubs, and putting on ASCA events such as Show Secretary, Steward, Scorekeeper, Timekeeping, etc.
- G. Must have served as a steward in the conformation ring at five (5) or more ASCA sanctioned events. Must have served as a Show Secretary at three (3) or more ASCA sanctioned events.
- H. Must be willing to abide by the ASCA Conformation Judges Code of Ethics.

THESE ARE MINIMUM REQUIREMENTS FOR APPLYING AND EACH APPLICANT WILL BE EVALUATED ON AN INDIVIDUAL BASIS BEFORE ACCEPTANCE INTO THE PROGRAM. APPLICANT MAY EXCEED THESE REQUIREMENTS FOR THEIR BENEFIT.

#### **CO.15.08      Change to Chapter 4 Section 4.3**

##### **4.3 12 Months to 18 15 Months Class**

The 12 months to ~~18~~ 15 months Class shall be for dogs that are twelve (12) months or over, but less than ~~eighteen (18)~~ fifteen (15) months, and that are not champions. The age of the dog shall be calculated up to and inclusive of the first day of a show.

##### **4.4 15 Months to 18 Months Class**

The 15 months to 18 months Class shall be for dogs that are fifteen (15) months or over, but less than eighteen (18) months, and that are not champions. The age of the dog shall be calculated up to and inclusive of the first day of a show.

#### **CO.15.09      Change to 1.4 Immediate Family**

##### **1.4 Definition: Immediate Family Members**

The immediate family members of a person are that person's parents, grandparents, children, or other descendants, siblings, domestic partner, together with such domestic partner's parents and children, including any step-relationship or in-law relationship among any such persons.

#### **CO.15.10      Change to 1.5 Immediate Household**

##### **1.5 Definition: Immediate Household**

The immediate household is defined as any persons, regardless of relationship, living within the confines of said property lines for longer than 2 weeks within the previous 12 months.

#### **CO.15.12      Change to Rule 9.6 Appearance**

##### **9.6. Appearance**

A dog which is blind, deaf or has been castrated, spayed, neutered through surgery or chemicals, had a vasectomy, is using a chip or chemical implant to lower hormone levels or which has been changed in appearance by artificial means except as specified in the breed standard, or a male over 6 months of age which does not have two normal testicles normally located in the scrotum, may not compete at any show in the Intact Conformation Program and will be disqualified. A dog will not be considered to have been changed by artificial means because of removal of dewclaws and/or docking of tail. When a judge finds any of these conditions in any dog he is judging, he shall disqualify the dog marking his book "Disqualified" and stating the reason. He shall not obtain the opinion of the show veterinarian. When a dog has been disqualified under this rule or under the Breed Standard, awards earned by that dog at that show shall be canceled by ASCA and the dog may not again be shown unless and until, following application by the owner to ASCA, the owner has received official notification from ASCA that the dog's show eligibility has been reinstated. A ~~castrated~~ male that has been neutered through surgery or chemicals or ~~one~~ a male that has had a vasectomy may be entered as the Stud Dog in the Stud Dog Class, or other Non-Regular classes or in the Altered Conformation Program. A spayed bitch may be entered as Brood Bitch in the Brood Bitch Class, or other Non-Regular classes, or in the Altered Conformation program.

#### **CO.15.13      Change to Rule 4.15.1 Eligibility**

##### **4.15.1 Eligibility**

Eligibility is restricted to regular ASCA registered dogs that have been spayed or neutered, whether surgically or chemically. LEP registered dogs are not eligible for competition in altered or non-altered

conformation programs. The ASCA Breed Standard shall be used as a measurement of comparison in all other areas regarding Altered Championship competition. Points earned in non-Altered conformation classes can be carried over into the Altered Conformation. ASCA Champions of record will be eligible to compete in Best of Breed in the Altered Program if they have been spayed or neutered, whether surgically or chemically. Dogs that have a chip or chemical implant inserted to lower hormone levels are not eligible for the Altered Conformation Program. Once a dog has been exhibited in an Altered Conformation Program, it is no longer eligible for the Intact Conformation Program.

#### **CO.15.14 Change to Rule 8.3 Ring Size and Conditions**

##### **8.3 Conformation Ring-Size and Conditions**

- a. Indoors-rings should be 40 feet by 50 feet and must be a minimum of 35 feet by 40 feet. The floor shall have surface or covering that provides firm footing. Dogs may only be examined and gaited on the firm footing provided. If mats are provided all dogs must be moved only on the mats.

## **Hall of Fame Rules**

No changes.

## **Junior Rules**

#### **JC.15.04 Change to Junior Guidelines**

The purpose and benefit of the Junior Showmanship Guidelines is to educate and assist all approved Judges in the process and procedures of judging the Junior Showmanship Program.

Checklist for assignments:

- Order a current copy of the ASCA Junior Showmanship Program Rules or download one online if you don't already have one;
- Familiarize yourself with all Junior Showmanship Patterns;
- Know the ASCA Breed Standard, anatomy, structure, correct movement and movement faults for reference of questions;
- Find out prior to your assignment what type of surface you will be judging on so that you can prepare patterns beforehand;
- Choose two (2) or three (3) different patterns to utilize in your class divisions and Best Junior Handler competition;
- When judging the Pee-Wee and Sub-Junior classes, utilize a less complicated pattern (i.e. down and back);
- Be prepared for larger classes. Have ideas in mind for narrowing down your placements. (i.e. show your dogs' fronts, free stack in center of ring, challenging patterns);
- Prepare a list of questions to ask on your assignment ranging from easy to hard;
- Utilize easy questions for Pee-Wee and Sub-Junior Divisions (if asking any questions at all).

If questions come from the ASCA Breed Standard, Illustrated Anatomy, the Conformation Rules, Junior Showmanship Rules or those proposed in the Junior Judging Guidelines (see next page), answers may be factored into placements as deemed appropriate by the judge. Questions utilized from information other than those resources named above may not be incorporated for determining placements

Here are some examples of questions you can ask as well as the answers for reference:

- Name two severe faults? (acceptable answers-Prick ears; overly large ears; low set ears with no lift from the base; non-typical coats such as excessively long; overabundant/profuse; wiry; or curly;
- Name two disqualifications? (acceptable answers-Undershot bite, overshot bite, wry mouth, White body splashes, Dudley nose, Monorchidism, Cryptorchidism);
- What is the standard for recognized coat colors? (answer-The recognized colors are blue merle, red (liver) merle, solid black, and solid red (liver) all with or without white markings and/or tan (copper) points);
- What shape should the eyes be? (answer-almond);
- What is the standard height for Dogs and Bitches? (answer-Preferred height for males is 20-23 inches and for bitches 18-21 inches, however quality is not to be sacrificed in favor of size);
- You can also ask any question referring to the parts of the Australian Shepherd. (i.e. hock, croup, flank, occiput, stifle) Refer to the Australian Shepherd anatomy diagram.

#### Tips and pointers to guide your way:

- Before Judging, make sure to inspect your ring for any loose mats or dips in the ring.
- Make certain that Juniors leave plenty of room when setting up to insure the safety of all exhibitors.
- Do not place all Juniors piled up in one corner. This can result in a dog fight or a Junior getting bitten.
- Do not ask for double out and backs. (This means, no two Juniors and their dogs going out and back at the same time simultaneously.)
- If you choose a complicated pattern, i.e. "Z" or "Figure 8", make certain the ring is big enough for proper execution.
- Utilize the same pattern for each Junior in the same class division.  
For example, if there are 3 Juniors in your 8-12 Open class, then you must ask them to all perform the same task.
- When you ask your questions, call the Junior out of the lineup away from the other Junior competitors so that they do not hear your question or their competitor's answers.
- Be positive and constructive in all your feedback. No negative comments on the dog itself.
- When you have completed judging all regular class divisions classes (8-12 Novice/Open, 13-17 Novice/Open), the first-place winner from those classes must return to the ring for Best Junior Handler competition.
- Once you have awarded the Best Junior Handler, you must check to see if anyone else was in the class. If so, the 2nd place winner from that age class must return to the ring to compete for Reserve Junior Handler.

#### Junior Showmanship Patterns Guidelines:

- Juniors are encouraged to be careful moving their dogs on slick, uneven or rough surfaces. It is the Junior's responsibility to move themselves and their dog in such a way that risk of injury to themselves, their dog or fellow Juniors is at a minimum.
- Only the following patterns are approved for the ASCA Junior Showmanship program. All patterns can be utilized and are for regular classes only. The Junior should present their dog as smoothly and correctly as possible.
- Keep in mind the age and experience of the juniors when choosing a pattern for competition. Use the same pattern within each class.

## JR.16.01 Junior Patterns

See Junior Rulebook for complete list of patterns.

<http://www.asca.org/wp-content/uploads/sites/35/2016/04/JuniorRules11.pdf>

## JR.16.03 Change to Rule 8.7.1.3 Most Versatile Junior Competition Rules

### 8.7.1.3 Most Versatile Junior Competition Rules

1. Most Versatile Junior Handler Award is for the Junior who has the highest combined score in three areas:
  - a. Junior handling evaluation
  - b. Working
  - c. Any ONE of the following four (4) performance events: Agility, Obedience, Rally and Tracking.
2. The Junior Handling Evaluation portion of the junior's total points will be comprised of a score that is awarded by the junior handling evaluator for skills demonstrated during the evaluation. The scoring will be performed based on the criteria outlined on the MVJ Evaluation score sheet on pages 18 and 19 of the ASCA Junior Showmanship Program Rules. Each junior will be allowed to present only one dog in the Junior Handling Evaluation. Bitches in season will be allowed in the evaluation portion of the MVJ competition; they will be evaluated in order, or may be placed at the end of the line, at the evaluator's preference. A Qualifying Score shall be comprised of a final score of one hundred seventy (170) or more points.

## JR.16.04 Add wording to Page 3 of Rules

Juniors compete in many programs. This Junior Rulebook attempts to cover as many topics as possible relative to the Junior Program. However, each individual program rulebook takes precedence over the Junior Program, in cases where the rules are not listed in the Junior Rulebook.

## MVA Rules

No changes.

## Obedience Rules

### OB.15.07 Change to Chapter 11 Honor Dog Clarification

#### 11 Honorary Titles

The title of Honor Dog will be accorded to any ASCA registered Australian Shepherd who receives a score of 195 or better in the first three (3) attempts toward any obedience title. Each team will be acknowledged for their achievement with their name and a picture in the Aussie Times.

To receive an Honor Dog title, the owner must notify the ASCA Business Office in writing listing dog's name, dog's registration number and information from each of the three obedience trials. This should include club, date, location, judge and score for each trial. The Business Office will send the owner an Honor Dog Certificate.

To be acknowledged in the Aussie Times, the owner must send a photo with relevant information on the Honor Dog title to the editor.

## **OB.15.08 Change to 1.13 Bitches in Season**

### **1.13 Disturbances**

Bitches in season may compete only at the Nationals Obedience Trial and Obedience Finals. They are to compete last after all other judging is finished with the exception of run-offs each day, in a ring not to be used again for Obedience. This includes sits and downs, which shall be held separately. Multiple bitches in season may take part in group sits and downs together. A bitch in season could be competing back to back in both rings in Open and Utility. Bitches in season must be crated (not placed in an exercise pen) at least 50' away from the obedience rings prior to and during the competition, except while competing. Bitches in season must wear pants.

## **OB.15.09 Clarification and Reorganization of Group Stays**

### **1.2.2 Group Exercises**

Group Exercises may be held either before or after the Individual Exercises. If the Premium fails to state how Group Exercises will be held, Group Exercises will follow the Individual Exercises pursuant to the group quantity and spacing set forth below.

If the club elects to hold the Group Exercises before the Individual Exercises, it must state this preference in the Premium. When Group Exercises are to be held before the Individual Exercises, the Premium should clarify if they are to be held before all Individual Exercises, or before open and novice, or before each class division individually. If the Premium fails to state when they will be held if scheduled prior to the Individual Exercises, then Group Exercises shall be held prior to all Individual Exercises (including Utility).

### **3.12 Group Exercises**

The principal feature of the group exercises is that the dog remain in the position required. Orders are: "Sit your dogs" or "Down your dogs," "Leave your dogs," and "Back to your dogs."

Groups in the ring for Group Exercises must include no more than ten (10) dogs spaced a minimum of 4' apart and positioned 4' off any adjacent ring gates. If there are more than 10 dogs competing, the judge will divide the class into approximately equal sections. At the discretion of the judge, groups for Novice A and B and for Open A and B can be combined or separated. However, when Open B orders III and V are used, Open B groups cannot be combined with other classes. The dogs will be lined up in catalog order along one side of the ring. Each handler will remove the leash and place the leash and their armband, weighted as necessary, behind their dog. The judge should stand so that he can see all the dogs and all the handlers without having to turn around.

A dog may earn a qualifying score even if it is the only dog participating in the Group Exercises.

The person who handles the dog in the individual exercises must also handle that dog in the Long Sit and Long Down unless the person handled more than one dog in the class and the class will only have one group of stays. If this occurs, the owner must have additional handlers standing by to handle the additional dog(s) during the Group Exercises.

When the last Group Exercise has been completed and the judge has said, "Exercise Finished," handlers should leash their dogs and keep them under control while exiting the ring.

LONG SIT: Novice dogs are required to sit for one minute. The dogs must be in heel position either standing or sitting beside their handler. The judge will ask if everyone is ready. Upon command from the judge to "Sit Your Dogs," the handlers will command and/or signal their dogs to sit. On the command, "Leave your dogs," handlers will command and/or signal their dogs to stay, walk directly across the ring, and then turn and face their dogs. On the command, "Back to your dogs," handlers will walk back to and around their own dogs counterclockwise to heel position. The judge shall not give the order "Exercise Finished" until the handlers have returned to the heel position. Dogs will remain in position

until the judge commands, "Exercise Finished." Time begins when the judge commands, "Leave your dogs." After one minute, timing ends, at which time the judge will command, "Back to your dogs." Dogs moving from the place where they were left in the first group exercise shall be excused from the remaining group exercise.

LONG DOWN: This exercise is performed exactly like the long sit with these exceptions. Novice dogs are required to down for three minutes. The judge will order, "Down your dogs," instead of "Sit your dogs." The dogs must lie down instead of sit. Dogs must be facing directly across the ring.

### **3.13 Group Exercises, Scoring**

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When dogs have been released from their sit and down position after the judge says, "Exercise Finished," Substantial or minor deductions may be made for misbehavior on overly exuberant releases. Any dog that interferes with another dog may be excused from the class.

### **4.7 Group Exercises (Long Sit and Long Down) – FOR ONLY CDX**

The Group Exercises, Long Sit (30 Points) and Long Down (30 Points), shall be done only by those entered in the Companion Dog Excellent (CDX) class.

The Open Long Sit and Long Down are performed and scored exactly like the Novice Group Exercises (Sections 3.12 and 3.13) with these exceptions. Open dogs are required to sit for three minutes and to down for five minutes. When the judge commands, "Leave your dogs," the handlers must cross to the opposite side of the ring, then leave in a single file, and go completely out of the dogs' sight. After the judge has commanded or signaled to the steward for the handlers to return, the handlers will follow the steward back into the ring in reverse order, and line up to face their dogs at the opposite side of the ring, before the judge commands, "Back to your dogs." The judge shall stand in such a position that he can see all the handlers leaving and returning to the ring, as well as all of the dogs, without having to turn around.

## **OB.15.12 Clarify Chapter 7 Obedience Trial Champion**

### **7.1 Introduction and General Information**

There are two obedience trial champion titles: OTCH (dogs qualify via the CDX Open B class and the Utility B class) and OTCH-O (dogs qualify via the ODX Open B class and the Utility B class). OTCH points and OTCH-O points cannot be earned at the same trial. Handlers shall indicate on the obedience entry form for each trial whether they choose Utility class points to accrue towards the OTCH or the OTCH-O. The Business Office will track the score accrual for each eligible dog. ...

### **7.2 Obedience Trial Champion OTCH Title**

A total of one hundred (100) points must be earned. Points can only be accumulated after the dog has earned both the CDX and UD titles from ASCA. Points cannot be earned during the same trial in which the dog completes the UD title.

## **OB.15.13 Change to 1.20 Dogs That Must Compete**

### **1.20 Excusals and Disqualifications**

Any dog entered and present at a sanctioned obedience trial or specialty is expected to compete in all classes in which it is entered. Dogs that have been disqualified or excused by the judge or show/obedience trial committee will be removed from further competition. Dogs that have been excused by the official veterinarian to protect the health of the dog and/or the health of other dogs at the trial will be removed from further competition. The excuse by the official veterinarian must be in

writing, approved by the show or obedience trial committee, and submitted to ASCA with the show reports from the trial.

### **OB.15.14 Change to 11.8 Eligibility of (Finals) Entrants**

#### 11.8 Eligibility of Entrants

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- If a dog is ranked in Super Dog, that dog may only show in the Super Dog category and will not be listed for either Open or Utility. This will allow more dogs to compete in the Finals.

...

- If a dog that is not ranked in Super Dog earns three qualifying scores in Utility, that dog may only show in Utility and will not be listed for Open finals.

...

### **OB.16.01 Graduate Novice Optional Titling Class**

#### **Chapter 9 Graduate Novice Optional Titling Class**

##### **9.1 Graduate Novice Class**

The Graduate Novice Class is an optional titling class that clubs may choose to offer at obedience trials. The Graduate Novice Class shall be for dogs not less than six (6) months of age. Dogs in this class may also be entered at the same trial in any other classes for which they are eligible as defined in these regulations. Dogs in this class may be handled by the owner or any other person. A person may handle more than one (1) dog in this class, but each dog must have a separate handler for the Group exercise when judged in the same group.

A qualifying score in an Optional Titling class shall be the same as that in a Regular class as defined in these regulations by Chapter 1 Section 10: Qualifying Score. Ribbons and prizes for Optional Titling classes shall be the same as those in Regular classes as defined in these regulations by Chapter 1 Section 14: Obedience Ribbons and Chapter 1 Section 15: Ribbons and Prizes.

Scores and titles from Optional Titling classes shall not be applicable to High in Trial awards, Merit standings, Finals standings or Hall of Fame determinations.

##### **9.2 Graduate Novice Title**

ASCA will issue a Graduate Novice (GN) certificate to a dog with an ASCA registration, LEP number or an ASCA tracking number, and will permit the use of GN after its name, when it has received three (3) qualifying scores awarded by at least two (2) judges.

##### **9.3 Graduate Novice Exercises and Scores**

The exercises and maximum scores in the Graduate Novice class:

Heel Free and Figure Eight	40 points
Drop on Recall	40 points
Retrieve on Flat	30 points
Dumbbell Recall over High Jump	30 points
Recall over Broad Jump	30 points
Group Exercise	30 points
Maximum Total Score	200 points

##### **9.4 Heel Free and Figure Eight, Performance and Scoring**

This exercise shall be executed in the same manner as the Novice Heel on Leash and Figure Eight exercise, except that the dog is off-leash. Orders and scoring are the same as in the Novice Heel on Leash and Figure Eight.

### **9.5 Drop on Recall, Performance and Scoring**

This exercise shall be executed in the same manner as the Open Drop on Recall, except that the handler may give a command and/or signal to drop.

### **9.6 Retrieve on the Flat, Performance and Scoring**

This exercise shall be executed in the same manner as the Open Retrieve on the Flat, except for the following two differences. The minimum distance the handler must throw the dumbbell will be ten (10) feet. To send the dog the handler may give a command and/or signal.

### **9.7 Dumbbell Recall Over High Jump**

The principal features of this exercise are that the dog promptly takes the dumbbell from the handler, stays until directed to jump, and promptly comes to the handler over the jump holding the dumbbell. Orders are "Give your dog the dumbbell," "Leave your dog," "Call your dog," "Take it," and "Finish." The handler shall stand with his dog sitting in heel position at least eight (8) feet, or any reasonable distance beyond eight (8) feet, from the jump. On order, "Give your dog the dumbbell," the handler shall give the dog the dumbbell to hold. On order, "Leave your dog," the handler will command and/or signal for the dog to stay in the sit position while the handler walks at least (8) feet beyond the other side of the jump and then turns and directly faces dog as in the Novice Recall. On the judge's order, the handler will command or signal the dog to jump. The dog must clear the high jump and come sit in front of the handler to deliver the dumbbell.

The high jump structure shall be the same as defined in the Open rules. Jump heights shall be the same as defined in the Open rules.

### **9.8 Dumbbell Recall Over High Jump, Scoring**

A dog that fails to take the dumbbell on the first command must be scored non-qualifying (NQ). Minor or substantial deductions, depending on the extent, shall be made for a dog that drops, plays with or mouths the dumbbell as the handler walks away. In addition, all applicable penalties for the Novice Recall, Open Retrieve on the Flat and Open Retrieve Over the High Jump shall apply.

### **9.9 Recall Over Broad Jump**

The principal features of this exercise are that the dog stays until directed to jump and promptly comes to the handler over the jump. Orders are "Leave dog," "Call your dog," and "Finish."

The handler shall stand with his dog sitting in heel position at least eight (8) feet, or any reasonable distance beyond eight (8) feet, from the jump. On order, "Leave your dog," the handler will command and/or signal for the dog to stay in the sit position while the handler walks at least (8) feet beyond the other side of the jump and then turns and directly faces dog as in the Novice Recall. On the judge's order, the handler will command or signal the dog to jump. The dog must clear the broad jump and come sit in front of the handler.

The broad jump structure and length shall be the same as defined in the Open rules.

### **9.10 Recall Over Broad Jump, Scoring**

All applicable penalties for the Novice Recall and Open Broad Jump shall apply.

### **9.11 Group Exercise (Two-Minute Long Sit or Three-Minute Long Down), Performance and Scoring**

Prior to the start of judging, the judge shall make the decision as to which position, sit or down, will be assigned and post it ringside, at least thirty (30) minutes before the class is scheduled to begin. Judges should use the sit and down position with the same frequency over time.

The Graduate Novice Group Exercise will be either a Sit or a Down and will be performed with handlers out of sight. It will be performed and scored as in the Open CDX Group Exercises, except that for the Sit, the judge will command or signal for the handlers to return after two minutes, and for the Down, the judge will command or signal for the handlers to return after three minutes.

## **OB.16.02 Companion GN Wording**

### **10.3 Graduate Novice Class**

The Graduate Novice class shall be for ASCA CD titled dogs that have not been certified by a judge to have received a Qualifying score toward a CDX title or an ODX title prior to the closing of entries. Dogs in this class may be handled by the owner or any other person. A person may handle more than one (1) dog in this class, but each dog must have a separate handler for the Long Sit and Long Down exercises when judged in the same group.

The Long Sit and Long Down Group Exercises shall be the same as in the Open CDX classes. See Chapter 1, Section 2.2 for performance and scoring details.

Performances and judging shall be as in the Regular classes, except that the Figure 8 is omitted from the Heel on Leash exercise.

The exercises and maximum scores in the Graduate Novice class:

1. Heel on Leash (no Figure 8)	30
2. Stand for Examination	30
3. Open Heel Free (includes Figure 8)	40
4. Open Drop on Recall	40
5. Open Long Sit	30
6. Open Long Down	30
Maximum Total Score	200

## **OB.16.04 Add Optional Titling to 5 Sections**

### **1.10 Qualifying Score**

A Qualifying score shall be comprised of scores of more than fifty percent (50%) of the available points in each exercise and a final score of one hundred seventy (170) or more points, earned in a single Regular or Optional Titling class at a Specialty or Sanctioned Obedience Trial.

### **1.14 Obedience Ribbons**

...

The following ribbon colors must be used at a Specialty: Regular and Optional Titling Classes:

...

### **1.15 Ribbons and Prizes**

Ribbons for the four (4) official placements and all prizes offered for competition within a single Regular or Optional Titling class at Sanctioned Obedience Trials must be awarded only to dogs that earn Qualifying scores....

### **1.31 Submitting Records**

After each ASCA sanctioned event, all Judge's Books (Optional Titling, Non-Regular and Regular classes), ASCA Official Entry Forms for all qualifiers, Gross Receipts report, including Event Membership Dues,

Sanction Grant, Obedience Show Report must be sent to the ASCA Business Office, postmarked no later than fifteen (15) days after the close of the show....

## **2.25 Misbehavior**

In any ASCA class (Regular, Optional Titling, or Non-Regular) at any trial (including Nationals and Finals), any dog that fouls the ring while in the ring for judging shall lose all allowable points for that class (Sub-Novice 160; other classes 200 points.)

### **OB.16.05 Standardize Secretary Language**

All references to "Show Secretary" or "Trial Secretary" have been changed to "Show or Trial Secretary."

### **OB.16.06 Clarify Finals Stay Language**

11.5.8 Class Order and Running Order of the Entrants

...

Group stays for the Novice and Open CDX classes will take place first thing in the morning with staggered times for each ring. ...

### **OB.16.07 Expedited Process for AKC, CKC, UKC Judges (revised)**

#### **3.1 Obedience Judges**

Step B All applicants must take the ... test ...

1. AKC Judge Exception. Applicants who are certified as Provisional Utility Judges or above by the American Kennel Club (AKC) will take the ASCA Obedience Judges Test for AKC Obedience Judges, which focuses on the differences between the ASCA and AKC obedience programs. Upon passing this test, these applicants will become Provisional ASCA Obedience Judges.

2. CKC and UKC Judge Exception. Upon passing the full ASCA obedience judges test, applicants who are certified as Provisional Utility Judges or above by the Canadian Kennel Club (CKC) or the United Kennel Club (UKC) will become Provisional ASCA Obedience Judges.

#### **3.3 Provisional Status**

...

AKC, CKC and UKC Judge Exception. Forty-five days after having their name published in the Aussie Times, applicants who are certified as Provisional Utility Judges or above by AKC, CKC or UKC will have their ASCA Provisional status lifted, unless the Board of Directors makes a different determination upon receiving negative input.

### **OB.16.08 ODX Minor Changes**

#### **4.8 Directed Open Exercises (DOE) – FOR ONLY ODX**

Prior to the start of the ODX Class, the judge shall mark the spot where the cone\* will be positioned during the Directed Open Exercises. Cone position: The cone shall be placed three to six feet to the left or right of the direct path from dog to handler. It may be placed midway between the dog and the handler or up to six feet forward or backward from the midline.

\*The cone should be approximately 12" high and solid in color. It is recommended that it be weighted.

#### **4.8.6 DOE 2 – Part A, Scoring**

If a dog has non-qualified on DOE 1 but is in position to perform DOE 2, it should perform and be scored for DOE 2. A dog that is non-qualifying on either Part A or Part B shall be scored non-qualifying for DOE 2. (Effective June 2016) A non-qualifying (NQ) score is required for the dog's failure to stand, for the dog standing outside a four-foot radius of the cone, or for a dog moving major distance from the place where it stood at any time during the stand.

#### 4.8.8 DOE 2 – Part B, Scoring

Add phrase “if the dog moves after standing without going outside the four foot radius or”

Last paragraph would now read: “Substantial or minor deductions shall be made if the dog moves after standing without going outside the four foot radius or if the dog has attempted but not assumed heel position by the time the handler reaches the ring barrier.”

#### OB.16.09 Omit counting excused dogs

##### 1.12 Disqualification and Ineligibility

~~No dog, which has been excused or disqualified at a given trial, shall count toward the total number of dogs judged or the number of dogs in that particular obedience class.~~

## Rally Rules

#### RC.15.07 Provisional Judge Course Submission

##### 15.4.1 Provisional Judge

- a. The Provisional Judge will be able to accept assignments and judge ASCA Trials as long as their courses are submitted for approval by the ASCA Rally Course Review Subcommittee at least 30 days prior to each judging assignment. The course reviewers shall review the proposed courses to ensure they are: (1) Safe, (2) Flowing, (3) Appropriately challenging, considering the level for each course, (4) Consistent with the ASCA Rally Philosophy and these Rules and Regulations; (5) Consistent with the ring size and surface and take into account any known obstructions in the ring, i.e. columns, floor grates, etc. Course reviewers are empowered to direct mandatory course revisions to comply with these criteria, as well as to suggest non-mandatory course revisions to improve the challenges, flow, or other aspects of the course or courses. However, course reviewers shall respect the judge’s individuality, and not re-design the provisional judge’s courses solely on the basis of personal preferences. The Course Review Subcommittee will return copies of the proposed courses, together with any mandatory and recommended non-mandatory changes to the provisional judge not later than 15 days prior to the first day of the applicable trial(s). Provisional judges must return a final copy of all courses for the trial including any required/mandatory/recommended changes made on any course to the course reviewer at least 7 days prior to the trial to receive final approval on courses to be used at the trial. Final approval of courses must be obtained in order to judge the trial. To avoid any appearance of a conflict of interest, course reviewers shall not review courses to be used at trials where they expect to compete.
- b. All Judges will remain provisional until such time the Rally Course Review Subcommittee receives a complete set of courses, not previously submitted for review, that does not need any revisions prior to a Trial in which the Provisional Judge is scheduled to judge. Once a Provisional Judge submits a set of courses that does not need any revisions, the Provisional Judge will be moved to Approved Status and will no longer need to have their courses approved prior to assignments.
- c. At the direction of the ASCA Board of Directors, a judge may be moved from approved status to provisional if it is determined it is in the judge’s best interest and ASCA’s best interest for the judge to submit courses to the Rally Course Review Subcommittee for approval as described above in 15.4.1 a.

## **RA.15.09 Add BN and ODX to Eligibility to Enter Rules**

### **1.11.1 Range for Qualifying Scores**

Qualifying scores in ASCA Rally range from 170-200 points. A qualifying score in ASCA Rally may be earned in a single regular class at an ASCA Specialty or sanctioned Rally Trial. In order for a qualifying score to count toward a title, the dog must be entered in the correct class at the time entries close for the Rally trial entered.

### **3.1 Rally Novice Title**

#### **3.1.2 Requirements for RNX Title**

ASCA will issue a Rally Novice X certificate to a dog with an ASCA registration or tracking number, and will permit the use of RNX after its name when it has received three qualifying scores in Novice of 195 or more by at least two different Judges. ~~The RNX title may be earned from any three of the classes at the Novice level.~~ Qualifying scores for the RNX title may be earned from any of the three classes or a combination of the classes. The RNX is required for the RTX title.

### **3.2 Rally Novice A Class**

#### **3.2.1 Eligibility to Enter; ~~Relationship to Dog~~**

The Rally Novice A class shall be for dogs not less than six months of age that have not earned any ASCA Obedience or ASCA Rally title or equivalent title from any registry, prior to the close of entries of the Rally Trial entered. ~~The handler or a member of the handler's household or immediate family must own the entered dog.~~ The handler may not have previously handled or regularly trained a dog that has earned an Obedience or Rally title from any registry.

#### **3.2.2 Relationship to Dog; Number of Dogs a Person May Exhibit**

The handler or a member of the handler's household or immediate family must own the entered dog. A person may handle more than one eligible dog in the Novice A class.

### **4.1 Rally Advanced Title**

#### **4.1.2 Requirements for RAX Title**

ASCA will issue a Rally Advanced X (RAX) certificate to a dog with an ASCA registration or tracking number, and will permit the use of RAX after its name when it has received three qualifying scores in Advanced of 195 or more by at least two different Judges. ~~The RAX title may be earned from any three of the classes at the Advanced level.~~ Qualifying scores for the RAX title may be earned from any of the three classes or a combination of the classes. The RAX is required for the RTX title.

### **4.2 Rally Advanced A Class**

#### **4.2.1 Eligibility to Enter**

The Rally Advanced A class shall be for any dogs that have earned the Rally Novice (RN) title from ASCA and have not earned the Rally Advanced (RA) or equivalent title from any registry or the ASCA obedience title of BN or above or equivalent from any registry, prior to the close of entries of the Rally Trial entered. ~~The RAX title may be earned from this class.~~

### **5.1 Rally Excellent Title**

#### **5.1.2 Requirements for REX Title**

ASCA will issue a Rally Excellent X (REX) certificate to a dog with an ASCA registration or tracking number, and will permit the use of REX after its name when it has received three qualifying scores in Excellent of 195 or more by at least two different Judges. Qualifying scores for the REX title may be

earned from any of the three classes or a combination of the classes. The REX is required for the RTX title.

## **5.2 Rally Excellent A Class**

### **5.2.1 Eligibility to Enter**

The Rally Excellent A class shall be for any dogs that have earned the Rally Advanced (RA) title from ASCA prior to the close of entries of the Rally Trial entered, but and have not earned the Rally Excellent (RE) or equivalent title from any registry or the ASCA obedience title of CD or above or equivalent from any registry, prior to the close of entries of the Rally Trial entered.

## **6.1 Rally Masters Title**

### **6.1.2 Requirements for RMX Title**

ASCA will issue a Rally Masters X (RMX) certificate to a dog with an ASCA registration or tracking number, and will permit the use of RMX after its name when it has received three qualifying scores in Masters of 195 or more by at least two different Judges. Qualifying scores for the RMX title may be earned from any of the three classes or a combination of the classes. The RMX is required for the RTX title.

## **6.2 Rally Masters A Class**

### **6.2.1 Eligibility to Enter**

The Rally Masters A class shall be for any dogs that have earned the Rally Excellent (RE) title from ASCA prior to the close of entries of the Rally Trial entered, but and have not earned the Rally Masters (RM) or equivalent from any registry or the ASCA obedience title of CDX/ODX or above or equivalent from any registry, prior to the close of entries of the Rally Trial entered.

## **RA.15.12 Pinning the C Class Ribbons**

### **2.11.2 Pinning the Class**

Before awarding the prizes, the Judge shall inform the exhibitors and spectators as to the maximum number of points for a perfect score, an X score, or a C score out of the C class, as well as the minimum number of points to qualify, and shall then announce the score of each placement. The Judge shall then present to all handlers with qualifying scores their X, C, or regular qualifying score and their X or regular qualifying ribbon.

A team competing in the C class receiving a qualifying score between 170 and 189 will receive a regular qualifying ribbon. A team competing in the C class receiving a qualifying score between 190 and 194 will receive a regular qualifying ribbon and their score will count toward their C title at the level they are entered. A team competing in the C class receiving a qualifying score between 195 and 200 will receive an "X" qualifying ribbon and their score will count toward both their X title (if it has not already been earned) and their C title at the level they are entered.

## **RA.15.13 List of Judges Eligible to Judge Rally Nationals/Finals**

### **15.5 Eligible to judge the National Rally Trial and/or Rally Finals List**

Host clubs for ASCA Nationals and Finals will use the list of eligible judges, available from the Business Office, to select their judge panel for the National Rally trial and for the Rally Finals events.

#### **15.5.1 National Rally Trial**

To be eligible to judge the National Rally Trial, a judge must be in good standing with ASCA, be listed on the current approved ASCA Rally Judges List, and completed a Rally Masters title in ASCA prior to submitting a request form.

It is the judge's responsibility to complete the request form and submit it to the Business Office for verification that the judge meets the requirements for judging the National Rally Trial. Once the Business Office verifies the requirements are met, the judge's name will be added to the list of judges eligible to judge the National Rally Trial.

The Request Form can be found in the Appendix of the Rally Rulebook or online on the ASCA website.

### **15.5.2 Rally Finals**

To be eligible to judge Rally Finals, a judge must be in good standing with ASCA, be listed on the current approved ASCA Rally Judges List, and completed a Rally Masters title in ASCA. Judges must also have completed at least five (5) judging assignments prior to submitting a request form.

It is the judge's responsibility to complete the request form and submit it to the Business Office for verification that the judge meets the requirements for judging Rally Finals. Once the Business office verifies the requirements are met, the judge's name will be added to the list of judges eligible to judge Rally Finals.

The Request Form can be found in the Appendix of the Rally Rulebook or online on the ASCA website.

### **13.6.1 Judge Eligibility**

Judges must be in good standing with ASCA and be on the list of judges eligible to judge Rally Finals. ~~be listed on the current Approved ASCA Rally Judges List, and completed a Rally Masters title in ASCA. Judges must also have completed at least five ASCA Rally judging assignments prior to the sanctioning of Finals.~~

### **14.1 Judge Eligibility**

Judges must be in good standing with ASCA and be on the list of judges eligible to judge the National Rally Trial. ~~be listed on the current approved ASCA Rally Judges list, and completed a Rally Masters title in ASCA.~~

## **RA.16.01 Description for Back 3 Steps**

### **Chapter 17: Signs and Descriptions**

#### **Sign #315 Back 3 Steps**

Without hesitation, handler team takes at least three handler steps back, dog maintains heel position. Team heels forward.

## **RA.16.02 Qualifying for Finals**

### **13.2.2 Eligible Dogs**

Eligible dogs are ASCA or LEP registered Australian Shepherds owned or co-owned by a Full ASCA member in good standing who have received qualifying scores from both Excellent B and Masters B at ~~three~~ five (5) individual trials during the current Finals year.

### **13.2.3 Scores Used for Placements**

The top five (5) combined scores (from Masters B and Excellent B from each of 5 trials) will be added for each dog to determine placements.

Example: Dog A earns in one trial, a combined score of 396 from Masters B and Excellent B in first trial. Second trial same dog earns a 390, third trial a 395, fourth trial a 392, fifth trial a 350 and sixth trial a 397, the total points for Finals to date would be 1970. The 350 from the fifth trial would be dropped.

## RA.16.03 Sign description wording for program consistency

### Chapter 17: Signs and Descriptions

#### Sign #200

**Halt, Stand, Walk 3 Steps, Face Dog, Return:** Handler stops, dog sits. At handler's command and/or signal, dog stands in place in heel position. Handler walks at least three steps, turns, faces dog and pauses. Handler returns around dog and pauses in heel position while dog remains standing. Team heels forward.

#### Sign #403

**Halt, Pivot Left, Halt X 3:** Handler stops, dog sits in heel position. Team makes a 90-degree pivot (turn in place) to the left. Dog moves with handler in heel position. Handler stops, dog sits in heel position. Team repeats this two more times. Team heels forward. This exercise has four (4) Halts and puts you in the same direction as a 270-degree turn.

#### Sign #405

**Halt, Pivot Right, Halt, X 3:** Handler stops, dog sits in heel position. The Team makes a 90-degree pivot (turn in place) to the right. Dog moves with handler in heel position. Handler stops, dog sits in heel position. Team repeats this two more times. Team heels forward. This exercise has four (4) halts and puts you in the same direction as a 270-degree turn.

## RA.16.04 Add ODX to Judge Qualification Requirements

### 15.2.1 Requirements to Become a Judge

All "other persons" wishing to become an ASCA Rally Judge must fulfill all requirements from either Option A or B.

- a. Option A Qualifications
  - i. Two Companion Dog (CD) titles (from ASCA, AKC, CKC, or UKC)
  - ii. One Companion Dog Excellent (CDX) title (from ASCA, AKC, CKC or UKC) or One Open Dog Excellent (ODX) title (from ASCA)
  - iii. One Rally Masters (RM) title (from ASCA)
- b. Option B Qualifications
  - i. One Companion Dog (CD) title (from ASCA, AKC, CKC, or UKC)
  - ii. One Rally Excellent Masters (REM) title (from ASCA)
  - iii. Three Rally Excellent (RE) titles (at least one RE must be from ASCA; others may be a combination from ASCA, AKC, CKC, the UR03 from UKC, and/or the WCRL RL3)

## RA.16.05 Stewards for Rally Finals

### 13.7.3 Number of Stewards and Stopwatches

Each ring should have a minimum of three Stewards: a Gate Steward, a Table Steward, and a Ring Timing Steward.

Due to the importance of having a valid time for each run, two stopwatches must be used for each run in Rally Finals. One stopwatch will be designated as the primary stopwatch. In the event there is a timer malfunction of the primary stopwatch, the time on the secondary stopwatch will be used for that run. Jump height changes, when needed, can be made by any of these stewards to help the trial run smoothly.

## RA.16.06 Stewards for National Rally Trial

### 14.4 Number of Stewards and Stopwatches

Each ring should have a minimum of three Stewards: a Gate Steward, a Table Steward, and a Ring Timing Steward. Due to the importance of having a valid time for each run, two stopwatches must be used for each run. One stopwatch will be designated as the primary stopwatch. In the event there is a timer malfunction of the primary stopwatch, the time on the secondary stopwatch will be used for that run. Jump height changes, when needed, can be made by any of these stewards to help the trial run smoothly.

## RA.16.07 Scoring and Minimum Penalties

### 2.23 Scoring and Minimum Penalties

Scoring for all levels and each class is based on a maximum score of 200 points. Any error that is less than a one-point deduction in Obedience is not to be deducted in Rally. The following deductions shall apply while the team is on the course:

**1-point deduction** for each occurrence of any of the following:

- Tight leash
- Dog interfering with handler
- Poor sit
- Slow or resistant to respond
- Touching or ticking a jump, pylon, post, distraction, sign or person
- Out of position
- Giving the appearance of baiting
- Whistling
- Dog fails to remain under reasonable control while being praised
- In Excellent and Masters, handler patting their legs or clapping to encourage their dog
- Unless specified in the exercise description, handler touching the dog at any time on the course after the judge has said "Are you ready?" and prior to passing Finish and attaching the leash.
- In Masters, an additional command or signal on any element of an exercise (except exercise #401, see below)

**3-point deduction** for each occurrence of any of the following:

- Repeat of a station (only one retry of each station will be allowed for all class levels except Novice, where two are permitted)
- Pylon/post knocked over on the Figure Eight, Spiral, or Serpentine station
- Lack of control
- Loud command or intimidating signal
- Excessive barking
- Picking up or disrupting Distractions
- A verbal command given in the Masters Signal exercise (# 401) during signals, or the dog's name is used with only a signal

**10-point deduction** for each occurrence of the following:

- Incorrectly Performed station (IP) with a ten point value
- Physical guidance, such as placing the dog in position with the hands (exception: sign #101 in Novice) or straightening the dog with knees or feet for stations with a ten-point value
- A handler error large enough to interfere with the completion of an exercise valued at ten points
- Jump station worth 10 points not at initial height or length
- Jump worth ten points not left in initial height or length after Jump Station is attempted

- Failure to complete the Sit/Stay or Down/Stay exercise (IP) when not starred, no retries allowed

**20-point deduction** for occurrence of any of the following:

- Incorrectly Performed station (IP) designated as a Star station
- Physical guidance, such as placing the dog in position with the hands (exception: sign #101 in Novice) or straightening the dog with knees or feet for stations with a twenty-point value
- A handler error large enough to interfere with the completion of an exercise valued at twenty points
- Jump station worth 20 points not left at initial height or length (IP)
- Jump worth 20 points not left in initial height or length after Jump Station is attempted (IP)
- Failure to complete the Sit/Stay or Down/Stay exercise (IP) when starred, no retries allowed

**Incorrectly Performed station (IP):** When a team attempts a station and fails to perform the primary parts of the station on the first attempt, the handler may choose to retry the station for a correct performance, accepting the mandatory 3-point deduction for the retry of the station. The station is considered an IP if the handler chooses not to retry or fails to perform that station correctly on the second or in Novice, the third attempt. The station is considered an IP if the handler chooses not to retry or fails to perform that station correctly on the second or in Novice, the third attempt.

**1 to 5-point deductions** for each occurrence of any of the following:

- Lack of teamwork
- Lack of accuracy in the dog's performance
- Lack of briskness
- Handler error
- Hitting the jump
- Misbehavior such as nipping, barking, or running away from its handler

Handler errors can be assessed 1 to 5 points at each station or up to an IP. ~~Example: Once a handler has stopped at any halt station, the handler cannot move his feet to assist a dog without incurring a handler error. If a Handler error is large enough to interfere with completion of a station, it may become an IP.~~

- Once a handler has stopped at any halt station, the handler cannot move his feet to assist a dog
- Use of leash or hand to correct the dog

**Non-Qualifying (NQ) scores shall be given for:**

- Minimum requirements not met
- Dog unmanageable or uncontrolled barking
- Consistently tight lead
- A dog that eliminates while in the ring
- Any food in the ring
- Station not attempted by handler
- Excessive handler errors
- Excessive handler errors
- Dog is lame
- Double Handling
- Harsh physical correction
- Harsh or excessively loud command
- Misbehavior that is deemed too serious for the team to continue attempting the course

## RA.16.08 Addition to Glossary of Terms

### Glossary of Terms

Element – a single piece of an exercise, such as a sit, stand, front, finish, or continuous movement specific to the exercise being performed (i.e.: Halt, Call Front, Finish Left, Halt – there are 4 elements: the initial sit, the call to the front position, the finish to the left and the sit at heel.)

For example: Halt, Call Front, Finish Left, Halt (Sign #311) – there are four elements: the initial sit, the call to the front position, the finish to the left, and the sit in heel position at the end.

For example: Back 3 Steps (sign #315) – there are two elements: the continuous movement of the team taking at least three handler steps back, and then the movement of the team heeling forward.

## Stockdog Rules

### SD.15.14 Take Pen Gate Size

9.1.1.d.3 (Course A)

11.1.1. d.2 (Course C)

12.1.1.d.2 (Course D)

13.1.1.d.2 (Course E)

14.1.1.d.2 (Course F)

The take pen gate for Cattle, Sheep/Goats, and Ducks/Geese shall be no less than 8 feet.

### SD.15.21 Chapter 27 Reorganization

The entire chapter was reorganized in a chronological order. Specific changes are below.

#### 29.3 SECTION 3 – MEMBERSHIP

##### 29.3.1

The Board will appoint volunteers with Full ASCA memberships to Program Committees for a period of two years at the Spring Board of Directors' meeting.

##### 29.3.4

When a person is appointed to a Stockdog Committee position as either a Judge or contestant, they will fulfill the appointed term for that position until it expires. If existing Committee members apply to remain on the committee after their term of service has expired, the Board may reappoint them during the Spring Board of Director's meeting.

- a. A contestant member's term shall be for a two-year period beginning during the Spring Board of Director's meeting occurring in even-numbered years.
- b. A Judge member's term shall be for a two-year period beginning during the Spring Board of Director's meeting occurring in odd-numbered years.

##### 29.5.1

Each year, the Committee shall hold an election of its Chair during the period of 30 days before to 30 days after the Board of Directors Spring Meeting.

- a. The Chair must have been a full ASCA Member in good standing for three consecutive years.
- b. The Chair must have served a minimum of one year on the Committee, but does not need to be currently serving on the committee to be elected to the Chair position.
- c. The Chair shall serve a one year term and may be reelected.

## 29.5.2

The Stockdog Committee will select a Board Liaison each spring, after committee members have been appointed and a Chair has been elected. The status of the Liaison will be non-voting on issues before the Stockdog Committee. It will be the Liaison's responsibility to communicate issues between the Board of Directors and the Stockdog Committee in a clear and timely fashion.

## SD.16.01 Reversing Course A & B

New diagrams can be found in the rule book.

<http://www.asca.org/wp-content/uploads/sites/35/2016/04/StockdogRules.pdf>

### 9.1.1 Course A Arena

- a. **Set-Up:** ~~The Ducks/Geese, Sheep/Goats and Cattle arenas will be set up with panels and pens positioned as outlined in Appendix 2 and described in this section.~~ This course may be run in either direction by reversing the placement of obstacles 1 & 2. The arena will be set up with panels and center chute positioned as outlined in the diagram and described in this section.
- b. **Sequence:** ~~The direction of the obstacles will be counter-clockwise.~~ The sequence of events shall be as follows: take pen, obstacle 1 (single panel obstacle), obstacle 2 (two panel obstacle), center chute, and re-pen. Obstacles 1 and 2 must be attempted before attempting the center chute as described in Chapter 8, Section 2.4. No points will be awarded for the center chute for started dogs.

### 10.1.1 Course B Arena

- a. **Set-up:** ~~The Ducks/geese, Sheep/goats, and Cattle arenas will be set up with panels and pens positioned as outlined in Appendix 2 and described in this section.~~ This course may be run in either direction by reversing the placement of obstacles 1 & 2 and reversing the free-standing pen gate so the opening faces obstacle 2. The arena will be set up with panels and free-standing pen positioned as outlined in the diagram and described in this section.
- b. **Sequence:** ~~The direction of the obstacles will be clockwise.~~ The sequence of events shall be as follows: gather, obstacle 1 (two panel obstacle), obstacle 2 (single panel obstacle), free-standing pen and re-pen. Obstacles 1 and 2 must be attempted before attempting the free-standing pen as described in Chapter 8, Section 2.4. The free-standing pen will not count for started dogs.

## SD.16.02 Rules describing reversing Courses C-F

### 11.1.1 Course C Arena

- a. **Set-up:** ~~The Ducks/Geese, Sheep/Goats, and Cattle arenas will be set up with panels and pens positioned as outlined in Appendix 2 and described in this section.~~ The course may run in either direction by reversing the placement of the chute. The arena will be set up with panels and chute positioned as outlined in the diagram and described in this section. (Effective June 2016)
- b. **Sequence (for a right hand chute):**  
The direction of the obstacles will be to move the stock up the middle of the arena until the stock is parallel to the opening of obstacle 1 then proceed through the opening in obstacle 1 in a counter-clock wise circle towards obstacle 2, then proceed in a clockwise circle through the opening of obstacle 2 towards the chute. Advanced and open will proceed through the chute and to the re-pen. Started will proceed from obstacle 2 towards the re-pen. The sequence of events shall be as follows: take pen, obstacle 1, obstacle 2, chute and re-pen. Obstacles 1 and 2 must be attempted before attempting the chute as described in Chapter 8, Section 2.4. No points will be awarded for the chute for started dogs.

**Exception:** If the Course Director feels that there is too much interference with the chute on the

right side of the arena then the course may be run in the opposite direction by moving the chute to the left side of the arena and running obstacle 1 on a clockwise direction and obstacle 2 on a counter-clockwise direction towards the chute. (see *GUIDELINE*)

### 12.1.1 Course D Arena

- a. **Set-up:** The arenas will be set up with panels and pens positioned as outlined in the diagram and described in this section. This course may be run with a take pen or gather, depending on the facility. This course may be run in either direction by reversing the placement of the obstacles and reversing the gate on the free-standing pen. The arena will be set up with panels and free-standing pen positioned as outlined in the diagram and described in this section.
- c. **Sequence (for a left hand pen):** Take pen/gather (5 course points and 10 control points); drive/fetch through obstacle 1 by driving or fetching the stock up the middle of the arena to the entrance of obstacle 1 (5 course points and 10 control points). The transition from control points for take pen/gather to control points for obstacle 1 is approximately half the distance between the re-pen fence and obstacle 1. Drive or fetch the stock to obstacle 2 (5 course points and 20 control points); then cross drive/fetch the stock through obstacle 3 in a counter-clockwise direction (5 course points and 10 control points). Continue to drive or fetch the stock in a counter-clockwise direction to the entrance of obstacle 4 (5 course points and 10 control points). Then exit obstacle 4 and set-up and control to obstacle 5 (free-standing pen). Advanced and Open will proceed to the free-standing pen (5 course points and 20 control points, not for started); and then to the re-pen (5 course points and 10 control points. Not for started), Started will proceed from obstacle 4 exit then to the re-pen (5 course points and 10 control points, started only). The sequence of events shall be as follows: take pen or gather, obstacle 1, obstacle 2, obstacle 3, obstacle 4, pen (not for started) and re-pen. Obstacles 1, 2, 3, and 4 must be attempted before attempting the pen as described in Chapter 3, Section 11.4. No points will be awarded for the free-standing pen for started dogs.  
**Exception:** The course may be reversed by reversing the placement of the obstacles. This course is designed to run in either direction.

### 13.1.1 Course E Arena

- a. **Set-up:** The arenas will be set up with panels and pens positioned as outlined in the diagram and described in this section. This course may be run with a take pen or gather, depending on the facility. This course may be run in either direction by reversing the placement of the obstacles. The arena will be set up with panels positioned as outlined in the diagram and described in this section.
- c. **Sequence (for a left hand elbow):** Take pen/gather (5 course points and 10 control points); to drive/fetch through obstacle 1 by driving or fetching the stock up the middle of the arena to the entrance of obstacle 1 (5 course points and 10 control points). The transition from control points for take pen/gather to control points for obstacle 1 is approximately half the distance between the re-pen fence and obstacle 1. Drive or fetch the stock to obstacle 2 (5 course points and 20 control points); then cross drive/fetch through obstacle 3 by cross driving or fetching the stock in a counter-clockwise direction (5 course points and 10 control points); then set-up and control to obstacle 4 (obstacle 1 and obstacle 4 are the same obstacle) by setting up and controlling the stock to the entrance of the obstacle 1/obstacle 4 (5 course points and 10 control points). Exit obstacle 4 and turn in a clockwise direction, driving or fetching the stock through the opening between obstacle 4 and obstacle 5 (not for started). Advanced and Open after passing through this opening, will drive or fetch the stock in a counter-clockwise direction through obstacle 5, moving toward the re-pen (5 course points and 20 control points). Advanced and Open will

proceed to the re-pen (5 course points and 10 control points). Not for started), Started will proceed from obstacle 4 then to the re-pen (5 course points and 10 control points, started only). The sequence of events shall be as follows: take pen or gather, obstacle 1, obstacle 2, obstacle 3, obstacle 4, obstacle 5 (not for started), and re-pen. Obstacle 1, obstacle 2, obstacle 3 must be attempted before attempting the elbow obstacle (obstacle 4 with obstacle 5) as described in Chapter 3, Section 11.4. No points will be awarded for the elbow (obstacle 5) for started dogs.  
~~**Exception:** The course may be reversed by reversing the placement of the obstacles. This course is designed to run in either direction.~~

#### 14.1.1 Course F Arena

- b. ~~**Set-up:** The arenas will be set up with panels and pens positioned as outlined in the diagram and described in this section. This course may be run with a take pen or gather, depending on the facility.~~ This course may be run in either direction by reversing the placement of the obstacles and reversing the gate on the free-standing pen. The arena will be set up with panels and free-standing pen positioned as outlined in the diagram and described in this section.
- c. **Sequence (for a left hand pen):** Take pen/gather (5 course points and 10 control points); to drive/fetch through obstacle 1 by driving or fetching the stock up the middle of the arena to the entrance of obstacle 1 (5 course points and 10 control points). The transition from control points for take pen/gather to control points for obstacle 1 is approximately half the distance between the re-pen fence and obstacle 1. Drive or fetch the stock to obstacle 2, (5 course points and 20 control points); then cross drive/fetch through obstacle 3 by cross driving or fetching the stock in a counter-clock wise direction (5 course points and 10 control points); then set-up and control to obstacle 4 by setting up and controlling the stock to the entrance of the obstacle 4 (5 course points and 10 control points). Exit obstacle 4 and drive/fetch across the arena past the end of the panel for obstacle 1 (do not pass through opening of obstacle 1) Advanced and Open after passing around this panel will drive or fetch the stock. Advanced and Open will proceed to the free standing pen (5 course points and 20 control points, not for started) and then to the re-pen (5 course points and 10 control points. Not for started), Started will proceed from obstacle 4 exit and drive/fetch across the arena past the end of the panel for obstacle 1 then to the re-pen (5 course points and 10 control points, started only). The sequence of events shall be as follows: take pen or gather, obstacle 1, obstacle 2, obstacle 3, obstacle 4, passing around obstacle 1 to the free standing pen (Not for started) and re-pen. Obstacles 1, 2, 3 and 4 must be attempted before attempting the pen as described in Chapter 3, Section 11.4. No points will be awarded for the free-standing pen for started dogs.  
~~**Exception:** The course may be reversed by reversing the placement of the obstacles. This course is designed to run in either direction.~~

#### SD.16.04 Course G

##### Chapter 15: Arena Trial Course G (Effective June 2016)

##### Section 1: Course G

##### Course G Arena

- a. **Set-up:** The arenas will be set up with panels and pens positioned as outlined in the diagram and described in this section. This course may be run with a take pen or gather, depending on the facility, and may be run in either direction by reversing the placement of the obstacles as shown in the diagrams.
- b. **Panels:**

1. **Cattle and Sheep/Goat** panels will be 8'-12' in length and at least 4' high. For arenas 100'-124' in width, 8' panels are recommended. Arenas 125' or wider, 8'-12' panels may be used. All openings will be 10'.

2. **Ducks/Geese** arena panels will be 4-5 feet long and at least 2 feet high. Openings between panels will be 6'. Pen will be from 4' by 4' to 6' by 6'. All openings will be 4'.

**EXCEPTION:** The panel length for the Free-Standing Pen (obstacle 4) for sheep/cattle must be 12'-16' in length and at least 4' high. 16' panels are preferred.

c. **Sequence (for a left hand pen):** Take pen/gather (5 course points and 10 control points); drive/fetch through obstacle 1 by driving or fetching the stock up the middle of the arena to the entrance of obstacle 1 (5 course points and 20 control points). The transition from control points for take pen/gather to control points for obstacle 1 is approximately half the distance between the re-pen fence and obstacle 1. Cross drive/fetch the stock through obstacle 2 in a counter-clockwise direction (5 course points and 10 control points). Continue to drive or fetch the stock in a counter-clockwise direction to the entrance of obstacle 3 (5 course points and 20 control points). Then exit obstacle 3 and SET-UP and control to obstacle 4 (Free-standing pen). Advanced and Open will proceed to the free-standing pen (5 course points and 25 control points, not for Started); and then to the re-pen (5 course points and 10 control points. Not for Started), Started will proceed from obstacle 3 exit then to the re-pen (5 course points and 10 control points, Started only). The sequence of events shall be as follows: take pen or gather, obstacle 1, obstacle 2, obstacle 3, pen (not for started) and re-pen. Obstacles 1, 2, and 3 must be attempted before attempting the free standing pen as described in Chapter 8, Section 2.3. No points will be awarded for the free-standing pen for started dogs.

**EXCEPTION:** The Course may be reversed by reversing the placement of the obstacles. This Course is designed to be run in either direction.

d. **Take pen:** The take pen does not have to be the same enclosure as the re-pen as long as the procedure is consistent for the entire trial and both pens are at the same end of the arena. The take pen gate must be closed after the stock is released into the arena. If the Judge, in consultation with the Course Director, decides that the take pen is not of adequate size and/or construction to be safe for the dog or the livestock, the cattle or sheep/goats will be released into the arena from the take pen. When using a gather the Advanced handlers must position themselves at the Advanced Handler Line on the take-pen side of the line, where ever they feel it is best to take control of the stock to move them up the middle of the arena. The handler is free to move after the dog has been sent as long as it is on the take-pen side of the Advanced Handler line. Open and Started handlers may position themselves where ever they feel it is best to take control of the stock to move it up the middle of the arena. Open handlers' line is in effect for the Open division. The take pen and/or re-pen shall be placed on the outside of the arena on the fence.

**Cattle and Sheep/goats:** The take pen shall be of adequate size to allow the dog to remove the livestock safely. The livestock size, number, and demeanor will determine the necessary size of each take pen. The livestock should not take up more than 1/3 of the take pen area. It is suggested that the minimum size be no less than 250 square feet with a maximum size of 900 square feet. The take pen gate shall be no less than 8'.

**Ducks/Geese:** The take pen shall be a minimum of 8'-8' and a maximum of 16'-16'.

e. **Obstacle 1:** Obstacle 1 is positioned at a 45 degree angle, with the upper left hand corner set 40' from the fence opposite the re-pen end of the arena. The lower right corner is set 15' from the right side fence (See drawing for clarification). The stock must move through the panel opening from the take pen side of the arena towards the top of the arena. When at least one head of stock passes through the panels, then no further course points can be counted. To receive

course points for obstacle 1, at least one head of livestock must pass the plane of the panels. If the stock passes through the panels from the wrong direction, at least one head must be driven past the plane of the inline panels so that daylight can be seen by the Judge between the line and the stock. Only those head of stock that clear the daylight line will count for Course points. The stock then must be turned around to attempt the obstacle in the correct direction. Ability to control livestock points for this work will be subject to the manner in which the movements around the obstacle were executed.

**Ducks/Geese:** the upper left hand corner is set 15' from the fence opposite the re-pen end of the arena. The lower right corner is set 10' from the right side fence.

- f. **Obstacle 2:** Consists of one panel, positioned 25' from and parallel to the back fence with a 10' foot opening between the left end of the panel and the left hand side of the arena (See drawing for clarification). The stock must move through the entrance from the top end of the arena towards the re-pen end of the arena. When at least one head of stock passes through the panels, then no further course points can be counted. To receive course points, at least one head of livestock must pass the plane between the in-line panels. If the stock passes through the obstacle from the wrong direction, at least one head must be driven past the plane of the in-line panels so that daylight can be seen by the Judge between the line and the stock. Only those head of stock that clear the daylight line will count for Course points. The stock then must be turned around to attempt the obstacle in the correct direction. Ability to control livestock points for this work will be subject to the manner in which the movements around the obstacle were executed.

**Ducks/Geese:** the panel is placed 10' from and parallel to the back fence with a 6' opening between the left end of the panel and the left hand side of the arena.

- g. **Obstacle 3:** There are two in-line panels that have a 10' opening. The end of the panel closest to the re-pen end of the arena will be placed 20' above the Advanced Handler Line (opposite the re-pen end of the arena) and 15' from and parallel to the right side arena fence. The stock must move from left to right for the exit. To receive course points, at least one head of livestock must pass the plane between the in-line panels. Only livestock that have cleared the opening of obstacle 3 when the gate on obstacle 4 (Free-Standing Pen) is opened will earn course points. If the stock passes through the obstacle from the wrong direction, at least one head must be driven past the plane of the in-line panels so that daylight can be seen by the Judge between the line and the stock. Only those head of stock that clear the daylight line will count for Course points. The stock then must be turned around to attempt the obstacle in the correct direction. Ability to control livestock points for this work will be subject to the manner in which the movements around the obstacle were executed.

**Ducks/Geese:** The end of the panel closest to the re-pen end of the arena will be placed with the bottom end of the lower panel on and extending above the Advanced Handler Line (opposite the re-pen end of the arena) and 10' from and parallel to the right side arena fence.

- h. **Obstacle 4 – Free-Standing Pen:** The free-standing pen is made up of three sides and a gate and is positioned 15' below (on the re-pen side of the Advanced Handler Line) the Advanced Handler Line with the left hand side of the pen positioned 20' from the left side fence of the arena. The gate will open in a downward manner, swinging toward the re-pen end of the arena. The pen must be made of slatted material (no solid pens). The gate must be hinged to allow for free swinging. The gate may be opened when the last head of livestock clears the opening of obstacle 3. The dog is to put the stock into the pen and the handler is to close the gate in order to receive course points. Obstacles 1, 2, and 3 must be attempted before attempting the freestanding pen as described in Chapter 8, Section 2.3. The handler may assist the dog in bringing the stock out of the freestanding pen without penalty. Handlers are not required to

stay at the gate while penning. Advanced handlers must, while attempting the freestanding pen, stay behind the Open Handler's Line, otherwise the 50% Advanced Handler's penalty will be applied. Ability to control livestock points for this work will be subject to the manner in which this pen was completed.

**Ducks/Geese:** The free-standing pen is positioned 20' below (on the re-pen side) of the Advanced Handler Line with the left hand side of the pen positioned 20' from the left side fence of the arena.

- i. **Re-pen:** The re-pen may be the same pen as the take pen. The re-pen does not have to be the same enclosure as the take pen as long as the procedure is consistent for the entire trial and both pens are at the same end of the arena. When the re-pen gate is opened, no further points can be earned on any other part of the course. Points for the re-pen may be earned after completing or attempting the exit for obstacle 1. Ability to control livestock points for this work will be subject to the manner in which movement through the obstacle was executed.
- j. **Handler Lines:** The Advanced handler line shall be determined by the length of the arena with a maximum distance of 125'. Measure half the length of the arena down from obstacle 2 toward the re-pen end of the arena and across the arena. Advanced Handlers' Line in an arena with greater than 250' length shall not exceed 125'. The Open Handlers' Line will be placed at the lower right hand corner of obstacle 1 and across the width of the arena. Both lines will extend across the width of the arena, parallel to the fence opposite the re-pen. Started Handlers may move anywhere in the arena at any time.

**Ducks/Geese:** The Advanced Handler Line will be determined by the same method. The Open Handler Line will be placed at the lower right hand corner of obstacle 1 and across the width of the arena, parallel to the fence opposite the re-pen end of the arena.

## SD.16.05 Course H

### Chapter 16: Arena Trial Course H (Effective June 2016)

#### Section 1: Course H

##### Course H Arena

- a. **Set-Up:** The arenas will be set up with panels and pens positioned as outlined in the diagram and described in this section. This course may be run with a take pen or gather, depending on the facility, and may be reversed by reversing the placement of obstacle 2 and obstacle 3 as shown in the diagrams.
- b. **Panels:**
  1. **Cattle and Sheep/Goat** panels will be 8'-12' in length and at least 4' high. For arenas 100'-124' in width, 8' panels are recommended. Arenas 125' or wider, 8'-12' panels may be used. All openings will be 10'.
  2. **Ducks/Geese** arena panels will be 4-5 feet long and at least 2 feet high. Openings between panels will be 6'. Pen will be from 4' by 4' to 6' by 6'. All openings will be 4'.
- c. **Sequence:** Take pen/gather (5 course points and 10 control points), drive/fetch through obstacle 1 (5 course points and 10 control points). The transition from control points for take pen/gather to control points for obstacle 1 is approximately half the distance between the re-pen fence and obstacle 1. Drive/fetch through obstacle 2 (5 course points and 20 control points), then cross-drive through obstacle 3 (5 course points and 20 control points). Advanced and Open will proceed to obstacle 4 (5 course points and 25 control points), and then move to the re-pen (5 course points and 10 control points). The sequence of events shall be as follows: Take pen or gather, obstacle 1, obstacle 2, obstacle 3, obstacle 4 (not for started) and re-pen. Obstacle 1, 2, and 3 must be attempted before attempting obstacle 4 as described in Chapter 8, Section 2.3. No points will be awarded for obstacle 4 for started dogs.

**EXCEPTION:** The Course may be reversed by reversing the placement of obstacles 1 and 2. This Course is designed to be run in either direction.

- d. **Take Pen:** The take pen does not have to be the same enclosure as the re-pen as long as the procedure is consistent for the entire trial and both pens are at the same end of the arena. The take pen and/or re-pen shall be placed on the outside of the arena on the fence. The take pen gate must be closed after the stock is released into the arena. If the Judge, in consultation with the Course Director, decides that the take pen is not of adequate size and/or construction to be safe for the dog or the livestock, the cattle or sheep/goats will be released into the arena from the take pen. When using a gather the Advanced handler must position themselves within reach of the Advanced handler line on the take-pen side of the line, wherever they feel it is best to take control of the stock to move them up the middle of the arena. Once the dog has been sent, the Advanced Handler is free to move anywhere on the re-pen side of the Advanced Handler Line. The Advanced Handler must remain behind the Advanced Handler Line at all times. Started and Open dogs may begin their gather from a comfortable distance from the stock. The handler decides the starting position according to the dog's abilities. Open handlers' line is in effect for the Open division.

**Cattle and Sheep/goats:** The take pen shall be of adequate size to allow the dog to remove the livestock safely. The livestock size, number, and demeanor will determine the necessary size of each take pen. The livestock should not take up more than 1/3 of the take pen area. It is suggested that the minimum size be no less than 250 square feet with a maximum size of 900 square feet. The take pen gate shall be no less than 8'.

**Ducks/Geese:** The take pen shall be a minimum of 8'-8' and a maximum of 16'-16'

- e. **Obstacle 1 (first Center Chute):** The center chute consists of six panels. The Ducks/Geese arena center chute shall be 2 feet wide at the parallel panels. The Sheep/Goats and Cattle arena center chute shall be 4 feet wide at the parallel panels. The center of the chute is positioned in the lengthwise center of the arena. The ends of the parallel panels will be placed on the Advanced Handler Line with one set of wings positioned at a 45-degree angle to the center of the chute, extending across the Advanced Handler Line, with the other set of wings positioned at a 45-degree angle to the center of the chute facing the re-pen side of the arena. Ability to control livestock points for this work will be subject to the manner in which movement through the obstacle was executed.
1. The livestock will be moved away from the take pen end of the arena and either driven or fetched through the first center chute toward the far end of the arena. After clearing the end of the center chute, the livestock will be moved toward obstacle 2.
- f. **Obstacle 2:** This obstacle consists of a single panel, positioned at a 90-degree angle to the side fence. The Duck/Geese arena obstacle 1 shall be 8 feet from the rear fence and 4 feet from the side fence. The Sheep/Goats and Cattle arena obstacle 1 shall be 10 feet from the side fence and 24 feet from the rear fence. Obstacle 2 is considered passed when at least one head of livestock passes an imaginary line drawn from the end of the panel nearest obstacle 3 and the rear fence line. If the stock are driven from the area of obstacle 3 around to obstacle 2 and toward the take pen, at least one head must pass an imaginary line which extends from the end of the first panel (nearest the side fence) to the side fence so that daylight can be seen by the Judge between this line and the stock (this imaginary line is known as the daylighting line) and then the stock must be turned around to attempt the obstacle. Ability to control livestock points for this work will be subject to the manner in which the movements around the obstacle were executed.
- g. **Obstacle 3:** This obstacle consists of two panels positioned against the side fence creating a 90-degree angle. Both panels shall be parallel to, and at the same distance from, the rear fence and in line with one another. The Ducks/Geese arena obstacle 3 shall be 8 feet from the rear fence

with a 4-foot exit. The Sheep/Goats and Cattle arena obstacle 2 shall be 24 feet from the rear fence with a 10-foot exit. If the stock enters the obstacle through the narrow exit, at least one head must be driven so that they pass a line drawn from the inside end of the second panel and the rear fence so that daylight can be seen by the Judge between the line and the stock. The stock must then be turned around to pass the obstacle. Ability to control livestock points for this work will be subject to the manner in which the movement around the obstacle was executed.

h. **Obstacle 4 (second Center Chute):** Obstacle 4 is the same obstacle as obstacle 1. After completing or attempting obstacle 3, the livestock is moved through obstacle 4. Ability to control livestock points for this work will be subject to the manner in which movement through the obstacle was executed.

1. The livestock will be brought through obstacle 4 toward the re-pen side of the arena

i. **Re-pen:** The re-pen may be the same pen as the take pen. When the re-pen gate is opened, no further points can be earned on any other part of the course. Points for the re-pen may be earned at any time during the run.

j. **Handler lines:** For Cattle and Sheep/Goats and Ducks/Geese the Advanced Handler Line is an imaginary line drawn across the point of the center chute where the wings and the parallel panels meet and across the arena to the fences on either side. The wings of the chute furthest from the take pen end of the arena extend beyond the Advanced Handler Line. The Open Handler Line is an imaginary line drawn across the width of the arena; 26 feet from and parallel to obstacle 2 & 3. For Ducks/Geese the Open Handler Line is an imaginary line drawn across the width of the arena, 12 feet from and parallel to obstacle 2 & 3. These lines shall be adequately marked with something visible to both handler and Judges and shall not interfere with the movement of the stock.

#### SD.16.06 Clarification of Course E and Description of Obstacle 4 and 5

h. **Obstacle 4:**

Obstacle 4 uses the same panels as obstacle 1. The dog is to put the stock through the entrance from the top end of the arena toward the re-pen take pen end, then turn in a clockwise direction and drive the stock to the opening between obstacle 4 and obstacle 5. When at least one head of stock passes through the panels, then no further course points can be counted. (Effective June 2016) To receive course points, at least one head of livestock must pass the plane between the in-line panels. If the stock passes through the obstacle from the wrong direction, at least one head must be driven past the plane of the in-line panels so that daylight can be seen by the Judge between the line and the stock. Only those head of stock that clear the daylight line will count for course points. The stock then must be turned around to attempt the obstacle in the correct direction. Ability to control livestock points for this work will be subject to the manner in which the movements around the obstacle were executed.

i. **Obstacle 5:**

Once the stock has cleared obstacle 4, set up and control for obstacle 5 begins. The stock is turned toward the entrance of obstacle 5. Obstacle 5 is an "L" shaped obstacle made up of two openings which should and must be completed in one, single "L" shape manner/motion. The entrance first opening is a 15' opening created by the panel closest to, and perpendicular to, obstacle 4 and the outer edge of the panel of obstacle 4. The exit second opening is two parallel 12' panels placed 20' apart. The bottom of each panel (closest to the re-pen end of arena) will be placed on the Advanced Handlers' Line with the right hand panel situated perpendicular to and even with the end of the left hand side of the panel of obstacle 1 /obstacle 4. The dog is to put the stock through the entrance of the opening between obstacle 4 and obstacle 5. Then, turn the livestock in the direction needed to drive the stock to and through the alley and then

out the exit at the bottom end of alley. ~~When at least one head of stock passes through the parallel panels, then no further course points may be counted.~~ To receive course points, the livestock must travel through both the entrance created between obstacle 4 and obstacle 5, and the exit of as well as through the alley created by the parallel panels. If the livestock fails to move through one or both of the openings, course points will be deducted accordingly. Ability to Control livestock points for this work will be subject to the manner in which the movement through the obstacle was executed. Losing livestock from the desired "L" path will result in a loss of control points. Obstacles 1, 2, 3, and 4 must be attempted before attempting obstacle 5 as described in Chapter 8, Section 2.3. For Ducks/Geese obstacle 5 is an "L" shape made up of two openings. The entrance first opening is an 8' opening created by the panel closest to and perpendicular to obstacle 4 and the outer panel. The exit second opening is two parallel 4'-5' panels with 8' opening.

Daylighting: If the stock passes through either opening from the wrong direction, at least one head of livestock must be driven past the plane of the panels at the entrance first opening so that daylight may be seen by the Judge between this plane and the stock. The stock must then be turned around to attempt the obstacle in its entirety and in the correct direction.

**GUIDELINE:** *The maximum number of course points that may be earned is the minimum number of livestock to clear either opening. Example: 1: If five (5) head of livestock enter obstacle 5 and three (3) head of livestock exit obstacle 5, three (3)3 course points are earned. Example 2: If three (3) head of livestock enter obstacle 5 and five (5) head of livestock exit obstacle 5, three (3) course points are earned. If the livestock stray from the desired path while executing the "L", control points will be deducted.*

## Tracking Rules

### TR.16.01 Change to Ch 1, Section 2.10: Track Laying

#### 2.10 Tracklaying

A person cannot act as a Tracklayer for a dog if that person he/she has boarded, laid track for or regularly trained within 30 days prior to the tracking test the dog whose track he/she, is to lay, within the past 60 days.

### TR.16.02 Draw for Nationals

#### 1.20.4 Versatility Competition and the "Draw for Test Entries"

Priority for draw order for TD test:

1. Aussies who are untitled in Tracking with a Certification or an equivalent title;
2. Aussies entered in Most Versatile Aussie competition who are titled in Tracking;
3. Aussies who are titled through TD2 but not entered in Most Versatile Aussie Competition;
4. Aussies who are uncertified.

Priority for draw order for TDX test:

1. Aussies who are titled through TD or TDU, not previously titled in TDX
2. Aussies who have previously titled in TDX, who are entered in Most Versatile Aussie competition
3. Aussies who have previously titled through TDX1
4. Aussies with TDX2 or MT titles.