

# Summary of PACE League Rules and Guidelines

Thank you to Columbia Agility Team for allowing us to use their information

The *Site Leader* (2007 Elana/Sherri) will:

- Schedule Teams for officiating, hospitality, and course building
- Accumulate Team scores and post the results on the email list
- Resolve any problems at the site
- Coordinate providing supplies for the events

The *Team Leader* (each Team chooses) will:

- Organize and guide the team

The *League Scorekeeper* (2007 Denise) will:

- Receive the weekly scores from the Site Leaders.
- Post the accumulated scores at the end of each week on the PACE website.

## 1.9 Course Review and Practice

The courses are available on the PACE web site ([www.paceagility.org](http://www.paceagility.org)) for review and practice. The courses may be set up for training. Practicing the courses is not allowed at the competition site, the day of the event. A practice jump shall be provided off the regular course.

## 2.1 Selection of a Judge, Scribe and Timer

Each session will have a team or teams providing the officiating. They will provide a Judge, Scribe and Timer. The Teams will be responsible to select members.

Anyone may stand as a judge.

A judge may run his /her own dog at the session. The restriction is that another judge must judge the competing judge's entire jump height.

The judge's word on any call is final and only the judge may assess course faults.

## 2.2 Jumping standards and Course Times

The handler may choose the jump height at which the dog performs and must continue to jump at this height, throughout the series. This may be any height that the equipment can accommodate and is agreed on by the participants. It is not necessary to measure dogs.

There normally is a Standard Course Time (SCT). (See the SCT section)

## 2.4 Obstacle Performance

Safety is of vital importance. All course setups may be adjusted to allow safe performance.

### Contact Equipment

Safety zones shall be painted in accordance with the rules of any of the major agility organizations. Contacts shall be judged on the down ramp only, except for the teeter, where both the up and downside shall be judged. The obstacle must be completed in order to avoid a Failure to Perform (FTP) penalty; however, if the dog jumped off in an uncontrolled, unsafe manner, or if the dog appears not to be confident enough to perform the obstacle, the judge may tell the handler to go on, without a retry. This will result in the FTP penalty; but, will not be assessed the minor penalty in addition.

Making contact on the incorrect ramp will be assessed as an off course.

Fly offs on the teeter are assessed only if the dog leaves the obstacle in a blatantly unsafe manner.

This is a judge's call.

## **Table**

If used, the dog must jump onto the table and assume a position of the handler's choosing, either a down or sit for a period of five seconds. If performing a down, both elbows need to be touching the table. If the dog leaves the position or leaves the table the count is restarted. There is a 5 fault penalty for the first time the dog jumps off the table.

Dogs jumping 16" or less will perform a table of 10". Dogs jumping greater than 16 inches will perform a table of 22".

## **Weave poles**

No refusals or missed pole penalties shall be assessed. However, the obstacle must be completed in its entirety in order to avoid FTP penalty. This means that the dog should eventually enter, and exit correctly, and weave in and out of each pole.

Back weaving will be assessed an Off Course, and will be judged the same as other agility organizations.

## **Jumps**

These must have a displaceable bar. Bars may be set in the traditional method.

## **2.5 Course Layout**

A minimum of 60 by 75 feet must be available for courses.

Obstacles may be placed no closer than 12 feet apart; however, a spacing of 15 - 18 feet is preferred. In Standard Courses, normally, the first and last obstacle will be the start and finish line due to space constraints. This will be used to start and stop the time, once any part of the dog crosses that line. If the dog goes around the last obstacle the time is stopped and a FTP fault is assessed. If there is a fault on the last obstacle it is counted as a normal fault.

The table may be used to stop time in games.

While competing, a dog must be without a collar.

Games shall be designed so that only one dog will be on the course at any given time.

## **2.6 Course Handling Standards**

No Food or toys may be taken onto the course.

Harsh handling either verbally, or physically, is not permitted, and neither is outside assistance.

Good natured team support is encouraged.

The handler may not touch the dog or obstacle, except for incidental contact. This is viewed as accidental contact that does not benefit the dog's performance. This includes the handler knocking off a pole after the dog has cleared the jump. A bump which results in the dog changing direction towards the correct obstacle, even if accidental, will result in penalty.

There will be no refusals assessed.

Dogs fouling or leaving the ring will be eliminated.

Off course shall be assessed when a dog has committed with a paw to the incorrect obstacle, wrong end of a contact obstacle, or tunnel, or for performing the obstacle in the wrong direction.

Non-punitive training is allowed in the ring, but will result in elimination; however, the handler is allowed to complete the course. Non-punitive training includes: picking the dog up, and gently placing it back on contact equipment, moderate verbal reprimand, and touching the dog to assist it assume position on the table.

## **2.7 Standard Course Times and Time Faults**

A Standard Course Time (SCT) shall be used as needed. The SCT will be calculated by multiplying the number of obstacles by 3.5 sec. for Open Dogs rounded up to the next second (15 obstacles X 3.5 sec. = 52.5 round up to 53 seconds, 20 obstacles X 3.5 sec. = 70 seconds). **Mini Dogs, jumping 16 inches or less**, will receive 10 % additional time added to the SCT. Time Faults are assessed by deducting any full seconds (time rounded down) over SCT from the 100 points available.

## **2.8 Standard Scoring**

The team members are scored for the Individual runs using the following fault system. The Faults are deducted from 100

### **5 Faults**

Missed contact zone

Leaving contact prior to beginning ascent

Fly off on Teeter

First occurrence of jumping off table prior to end of count

Anticipation of end of table count on table( for each occurrence)

Displacing top poles from jump

Off course ( for each occurrence)

Handler touching dog or obstacle (other than incidental)

### **20 Faults**

Failure to Perform Obstacle

Failure to correct a missed entry or weave pole

### **Elimination**

Dog fouling ring

Harsh or abusive behavior/ language

Dog aggression

Dog ceasing to work

Outside Assistance

Food or other devices on course

Poor sportsmanship

Refusals are not penalized

Missed weave pole entry or missed pole not penalized (must be corrected or FTP)

Additionally, any full seconds (rounded down) over Standard Course Time (SCT) will also be deducted as time faults.

The team score is the accumulated total of the best three of the four team member's Individual scores.

## **2.9 Game Course Scoring**

The Game event may have a SCT, but it is anticipated that most Team runs will have accumulated points. It is the intent to allow various methods to add points to the team's score and the scoring method will be detailed on the course-briefing sheet. For the Game Courses, the best three of four team member's Individual scores are added to the accumulated total, except if it is a team of two or three accumulating a score, then all scores are added to the accumulated total.

## **2.11 Misconduct**

Dog and Handler Aggression Policy shall be used at this event