



DOG AGILITY WELLINGTON GROUP

MEMBER'S BLUE BOOK

DAWNG

June 2018

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Welcome to DAWG

DAWG welcomes you and your dog(s) to our Club and to the sports of agility and flygility. We hope you will enjoy yourselves and become addicted to these wonderful sports as so many other people have.

This book provides you with information about our Club and the activities we run on behalf of members. It also talks about the contributions you can make to ensuring our Club is a fun and safe place for dogs and handlers alike.

MEMBERSHIP BENEFITS

Training classes

Access to structured training. Further information is provided under the training section. Training goes beyond agility and flygility handling. It includes learning different aspects of running a show!

Instructors

We try to ensure every class has an instructor or two! Instructing can be very rewarding, and you can learn a lot by helping others. There are manuals for each class, and there are books and videos to help you. Give it a go!

Equipment

Access to at least two full sets of equipment. Please help to look after it by putting it away carefully, in the right place. If you notice any repairs needed please tell a committee member or your instructor.

Shows

The Club holds a number of agility and flygility events throughout the year, both at championship and ribbon trial level. You may like to enter the shows, and we also need help with running them.

Club night

Held at the end of each term. Twice yearly, two courses are set up at starters and intermediate level, with winners receiving either the Zen or Miki trophy. Games may also be played. BYO Supper.

Seminars

From time to time members will have the opportunity to attend training sessions run by other experienced instructors, including international ones if they are passing by and we can grab them!

Books, Videos, DVDs

The Club has a good collection of these for hire. They are there for everyone to use. Refer to the Committee responsibilities section for the current librarian.

Milestone patches

The Club presents a patch to members when they accumulate 25, 50, 75, 100, 200 clear rounds. All clear rounds at Club nights, link, ribbon events, and agility events will count. Patches are also presented to those who gain AD/ADX, JD/JDX and Flygility titles.

Uniform

The Club has a range of uniform items for sale. Once competing it is a good idea to purchase shoes with a good tread, such as touch shoes, and even rugby/soccer boots for soft ground. See a Committee Member for information about available clothing.

EXPECTATIONS OF MEMBERS

There are some things we'd like you to do as a member. When you signed our membership form, you signed up to these expectations, which apply to all of our membership types. Most of them have to do with ensuring the health and safety of dogs and members alike, as well as ensuring we have a Club that is a fun learning environment. Not all of these are compulsory, but the Committee reserves the right to revoke membership from any member who:

- jeopardises the health and safety of themselves, other members of the club and any dog during club activities
- does not train responsibly and positively
- does not pay fees on time.

As a member, please support DAWG by:

- being responsible for everyone's health and safety
- assisting with training, Club nights and shows
- training positively and responsibly
- keeping the Club going financially
- getting involved.

BEING RESPONSIBLE FOR EVERYONE'S HEALTH AND SAFETY

1. Alert DAWG committee members of any health and safety concerns that you might have, including concerns about agility or flygility gear, training and show facilities, dog or handler behaviour. The health and safety of dogs, handlers and visitors is one of our key concerns as a club, so that everyone can have fun.
2. Ensure that the dogs you listed on the membership form are sound in body and fit to participate in agility and/or flygility; by signing the membership form, you affirmed that this is the case and that you will not place your dog at undue risk because of its lack of health or fitness.
3. Train your dog using an appropriate collar. Please use a strong collar, firmly buckled, and a long lead that is comfortable to hold. The collar must not have any dangling bits such as registration tags, as these can get caught in equipment. No choke chains are to be worn.
4. Keep your dog on a lead unless you are training it. When setting up the equipment, or putting it away, please tie your dog up or leave it in the car. If it barks when tied up, put it in the car.
5. Don't feed your dog within 3 hours of training. Toilet your dog before training and be sure to clean up after your dog. There are bins outside. In the case of accidents indoors clean up after your dog immediately. Mops and buckets are normally available. Note: male dogs often mark the tunnels so BEWARE!
6. Keep a sensible distance between yourself and other dogs. We want to avoid fights or dominant, aggressive behaviour.
7. Look before you cross in front of equipment.
8. Ensure only one dog is using any particular piece of equipment at one time.
9. Don't put your dog at a new piece of equipment until your instructor has shown you what to do. You may shatter your dog's confidence on that piece of equipment for a long time.

ASSISTING WITH TRAINING, CLUB NIGHTS AND SHOWS

10. Assist with the setting up and taking down of gear at training, club nights and at shows. Many hands make agility work!
11. Learn the jobs that help a show run smoothly and help out with the running of shows. Committee members will teach you the jobs; they're not hard!
12. Leave the training area so the next group can start their training. Feel free to watch other classes train and have a chat.
13. Offer to train beginners or other members or at levels lower than your own, to the extent that you are able (this expectation does not apply to associate members). You will always have the support of a more experienced trainer while you learn what to do, which means that training is another fun way of learning!

TRAINING RESPONSIBLY AND POSITIVELY

14. You are wholly responsible for the behaviour of your dog(s) during any club activity. The club and anyone acting officially on behalf of the club will take no such responsibility.
15. Train your dog in a positive and happy manner. Bring your dog's favourite toy, and do not be shy to play with your dog during training. Our only restriction on toys is balls - we confine these to Flygility classes. Use treats where necessary – your dogs only needs a taste, so tiny treats are best. Training will be more fun if your dog understands some basic cues :- sit, down, stay, wait and come and will run with you off lead.
16. Train with positive reinforcement such as praise, food and toys. You may also use your clicker. Remember that mistakes made by the dog will usually be due to some mistake made by the handler or the dog's lack of understanding. As you are both learning a new sport it is unlikely that you will be perfect all the time! But you can look forward to making lots of improvements.
17. Be on time for your class (if it is a training class). At the beginning of the class the instructor may pass on information regarding events that are coming up, and you don't want to miss that! They will also outline the plan for the evening's training. Listen carefully.
18. Be patient and fair to others at all times.
Further on in this book, we provide a 10 point checklist on positive handling.

KEEPING THE CLUB GOING FINANCIALLY

19. Please pay your membership fees within one month following the DAWG Annual General Meeting (AGM). Note that subscriptions for members must be paid at least 14 days before the AGM for members to have voting rights. The annual membership fee payable by any member is set at the AGM and takes effect from 1 April following the AGM.
20. If you joined after 31 December, you will pay the subscription set for the following 1 April and have full member privileges through to 31 March as well as for the financial year beginning 1 April.

GETTING INVOLVED

21. Our club is run by volunteers with a passion for agility and flygility. Committee members tend to have day jobs and rely on the many different skills of Club members to make the club run. If you see something that could be improved, please tell a Committee member but even better, if you know how it can be fixed, talk to a Committee member about how you can help.
22. We're always looking for Committee members!
23. We hold working bees 1-2 times a year to maintain our equipment and keep the gear safe and attractive. We will let club members know on Facebook and hope you can turn out and help.

HOW DO YOU FIND OUT WHAT IS GOING ON AT CLUB?

Committee: The Officers and Committee are elected at the AGM, held in May each year. The Officers of the Club consist of a President, Vice-President, Administration Officer and Treasurer, and up to eight committee members. These members are charged with the day to day running of the Club, training, shows and other activities. If you have any concerns don't hesitate to approach one of them, or you can put it in writing and send/give to the Administration Officer. Current Committee members are listed on the following page.

Facebook Page: The Club also has a Facebook page

<https://www.facebook.com/groups/650164265076141/> Dog Agility Wellington Group where you can ask questions and post comments. This is probably the best for of club communication.

DogsNZ Dog World: Championship shows are advertised in the DogsNZ Dog World, around two or three months before they are held. To receive the Dog World magazine you have to become a member of the Dogs New Zealand – see the Administration Officer for details or you can join on-line <http://www.dogsnz.org.nz> .

Regular attendance: Nothing beats coming along on a regular basis and talking to fellow Club members to ensure you are “up with the play” and know exactly what is going on at “THE CLUB”!

HOW DO YOU FIND OUT WHAT IS GOING ON IN NZ'S AGILITY WORLD?

www.facebook.com/groups/650164265076141/ - DAWG facebook page

www.dawg.co.nz – Dog Agility Wellington Group

www.dogsnz.org.nz - Dogs NZ (formerly New Zealand Kennel Club)

www.dogagility.org.nz – Dog Agility New Zealand*

www.nala.org.nz – National Agility Link Association

www.flygility.org.nz - Flygility New Zealand

*This website enables you to easily see all of the shows a year ahead and to register for them online. It even contains graphs of your show progress. Spend time on this website and get to know your way around it, as it has all of the Agility rules and regulations and information about the Agility Committee. There is an associated Facebook site.

COMMITTEE 2018

President:	Marion Holman	mazh@porirua.school.nz
Vice President:	Rebecca Sidwell	gemma.misty@xtra.co.nz
Secretary	Krissie Shew	kjshew@gmail.com
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PREPARING FOR AGILITY

FITNESS

It's a good idea for your dog to maintain fitness. An agility dog's ideal weight is LESS than for a pet dog. You should be able to feel your dogs ribs without pressing hard. The dog should have a waist and a tucked up belly. Extra weight puts pressure on joints, and ligaments, heart and lungs. It makes it harder for the dog to run, jump and climb agility obstacles.

If you have any queries regarding your dog's weight or fitness, ask your instructor for guidance.

WARMING UP AND DOWN

An essential part of exercise. Not only does it prepare muscles and ligaments for exercise it also gets the dog in a working frame of mind! The handler will work to get the dog's attention, and both partners will be ready to do the exercises set by the instructor.

CONFIDENCE BUILDING

Encourage your dog to climb on, clamber over, crawl under, and jump all sorts of obstacles,

Use benches or low walls – your dog walks along them

Use low park fences as jumps.

Wobbly planks. Throw sheets and towels over the dog in preparation for collapsible tunnels.

PRACTICE

Teach your dog to walk/run on your right as well as the left - practice this on walks.

Teach your dog the meaning of left and right, or run straight ahead, as cued. Teach the cues "back", "turn", "go on" when crossing streets, down the park etc.

Jumps may be purchased or hand made. Jump Poles can be wood or plastic. Electric fence stakes make good jumps (add a bar) or weave poles.

Scaffold planks, old doors etc. can be set up as Aframe, dog walk or seesaw.

Tunnels - use sheets and chairs. Throw a sheet over your dog when making the bed. This builds up confidence.

Toys and games - have fun with your dog, teach it to retrieve. This helps a lot with sendaway exercises, weave and contacts during training.

DAWG AGILITY TRAINING

PHILOSOPHY

Our training philosophy is that the dog and owner should have fun and bond through an enjoyable sport in a safe, structured and positive training environment. Individual trainers will have different levels of experience and will have different theories that they practice. We encourage this diversity as it enables you to learn a range of techniques and to discover what is best for you and your dog. There are also a lot of websites you can visit that provide courses. Whenever we can, we will organise seminars from New Zealand and international expert practitioners.

We also encourage people to learn through teaching. We hope that you will feel confident enough as you go through the grades to put time into teaching people at grades lower than you. We will always pair you with an experienced trainer to help you build confidence.

FOUNDATION

Entry requirements: This class is held for dogs that are at least 12 months old and we recommend that your dog has basic obedience skills (i.e. that you can control it and it can sit and wait on cue).

Aims: to introduce agility as a fun sport for dogs and owners. To teach basic control cues, and targeting as it will apply to the contacts. To teach obstacle cues. To teach circle work and restrained recalls.

Range: Control cues = sit, wait, down, come. Obstacles- jumps, tunnels, hoop, wobble board, ladder.

LEVEL 1

Entry requirements: Dog can negotiate all individual non-contact obstacles, excluding the weave, confidently and consistently off the lead. Dog can sit, lie down, wait and come when cued, and is able to target. **Dogs with persistent recall problems will not be admitted to this class.**

Aims: This is an off lead class. On completion, dogs will be able to negotiate short sequences of obstacles. Dogs will be introduced to contact obstacles. Dogs will be able to weave 6 poles unassisted. Membership forms will be distributed. New members will receive New Members Blue Book.

Range: Contacts -starting with low A-frame, dogwalk on mini tables. Sequences of obstacles will be set up in straight lines, curves or circles. Weave training will be introduced.

LEVEL 2

Entry Requirements: Obstacle and control cues are demonstrated consistently. Dogs are able to successfully negotiate a sequence of obstacles off the lead with confidence and speed. Dogs show confidence in the negotiation of individual contact obstacles.

Aims: Dogs will be able to negotiate simple courses off lead. They will negotiate all full height contact obstacles correctly. They will improve weaving skills. Dogs will learn the seesaw. Handlers will learn simple handling techniques such as front and rear crosses. Teams will be encouraged to enter Elementary at Ribbon Trials, Club Night Beginners courses.

Range: contacts for speed, and accuracy. Simple course will involve changes of direction. Seesaw will be introduced only once confident on other contacts

COMPETITION CLASS

Entry requirements: Dogs/handlers will be able to complete all obstacles in a simple course. (NB. Seesaw, may be assisted). Dog is under complete control.

Aims: To work on modules/courses as practice for competition. Encourage to become regular competitors.

FLYGILITY TRAINING

A game for dogs using tennis ball, Flyball box, flyball jumps and agility equipment. Training may be available at Club. We are members of the NZFDA (NZ Flygility Dog Association) as Wellington Hurricanines and hold Flygility Tournaments throughout the year.

CLUB NIGHT



Club Night is held at the end of each term. Twice a year courses are set up for competition for trophies. In the other term breaks, games or competitor training is held.

AIMS

- 1. Encouragement.** To provide an atmosphere, courses etc. that will produce encouraging results from as many people as possible.
- 2. Competition.** To provide Club members with an opportunity to compete with their dogs in an informal low cost competition.
- 3. Stewarding.** To provide Club members with an opportunity to learn about time keeping, scriming and call stewarding in a low pressure situation.
- 4. Socialising.** To provide Club members with an opportunity to all get together, have supper and have fun with their dogs.

OUTLINE

1. There are no training classes on Club Night.
2. Everyone will have at least one opportunity per dog to compete on a course.
3. Members will compete against others who are at a similar training level.
4. All Club members may help with duties on the night.
5. Supper will be served. Everyone is asked to bring a small plate of food to share, tea coffee etc. to be supplied by the Club.
6. The MIKI TROPHY is presented to the best round on a novice/intermediate level course containing contacts. The ZEN Shield is presented to the winner of a starters course, and is open to those who are still in Starters.
7. The judge and course designer is usually the person who won at the previous Club Night. They can have a non-competitive run with the dog that won the class.
8. Two courses will be run: one with no contacts suitable for starters/novice level dogs, and one which includes contacts suitable for more advanced members. Course designers should make courses relatively easy. Courses should be checked by a senior club member BEFORE the night.
9. Non competitive runs will be allowed.

ENTERING AGILITY EVENTS

PREREQUISITES

There are things you need to have done before you can enter shows and club events.

1. Club events. These are Club Nights where agility, flygility and novelty/games classes may be held. You need only be a member of the DAWG to enter these events.
2. Ribbon Trials. These are held by Agility Clubs. You can pre-enter online at the Dog Agility website or enter on the day with cash. You need to belong to a dog club, but do not need to be a member of Dogs NZ.
3. Championship Agility Events. These are held regularly by clubs throughout the country. They are open to members of Dogs NZ only. Show schedules are advertised in the Dogs NZ magazine, *Dog World* and on the Dog Agility website. The schedule appears approximately two months before the show date. There is a closing date for entries (up to one month before the show date) as well as information regarding venue, start time, judges, cost etc. Most events can be entered online at the Dog Agility website above.

These pre-requisites can be confusing. So if you intend to compete at Championship events, then you should complete all the paperwork at one time (you do this; the Club does not do this, but Committee members can assist if the websites are difficult to get around). The following guide hopefully helps.

1. Join DAWG (which you have done or else you would not be reading this).
2. Want to only participate in Club Nights? If yes, **don't** read on. If no, read on.

3. Want to only participate in Ribbon trials? If yes, go to step 6. If no, and you want to participate in both Ribbon Trials and Championship events, go to step 4.
4. Register yourself as a handler and owner with Dogs NZ.
<http://www.dogsnz.org.nz/dogsnz/join-online>
 - a. You get a membership number and access rights to the Dogs NZ website. Membership is annual and there is a membership fee. Go to the Dogs NZ website for all the details and forms.
5. Register your dog(s) with Dogs NZ. Dogs may be registered on Part I (the purebred register), or Part II (the Dog Training register). You can only access the form through the membership section of the Dogs NZ website, so you have to be a member first. www.dogsnz.org.nz
 - a. Your dog gets a separate number. It does not get access rights to the Dogs NZ website!
6. Register yourself and your dog with Dog Agility New Zealand. Your dog will be allocated a permanent number (more on this below, as this can also be a tad confusing).
<http://www.dogagility.org.nz/>
 - a. The permanent numbers that are allocated to your dog are based on your show preference. If you have not joined Dogs NZ, then your permanent number will only apply to Ribbon Trials. If you have joined Dogs NZ, then your permanent number will apply to Ribbon Trials and Championship events. Agility NZ's database can tell the difference in the permanent numbers and will not allow you to enter Championship events if you are not a Dogs NZ member.
 - b. If you have applied for a permanent number, and later decide you wish to compete in Championship Events, please follow steps 4 & 5. Once you have your Dogs NZ membership number and your dogs Dogs NZ registration number, you can update your dogs details on the Dog Agility New Zealand website. There is no need to reapply for a number.
 - c. The first letter of the permanent number indicates the dog's year of birth, and the first number indicates its size (0=micro; 1=mini; 2-5 = medium/midi; 6+ = maxi). To get your size (or height) your dog has to be measured (see next section). If you have not had your dog measured before doing this step you can enter 999 as the height in the interim, until you measure has been completed.
7. Get your dog measured (more on this below, as this can also be a tad confusing...).
8. Now that you are all numbered up(!), you can enter the events of your choosing on the Dog Agility NZ website.

MEASURING: WHAT SIZE DOG ARE YOU?

All dogs need to be measured by an official measurer. The reason for this is so that you and your dog can be assigned to a height category.

There are four height categories:

- Micro – dogs not exceeding 325mm
- Mini – dogs exceeding 325mm but not exceeding 430mm
- Midi – dogs exceeding 430mm but not exceeding 520mm
- Maxi – all other dogs

Ask a Committee member instructor how to go about getting measured, but generally measuring only occurs when we are able to organise an official measurer and there are a few dogs ready for measuring. The process of measuring can take a bit of time because the measurements need to be checked constantly against a wriggling dog. So you can help prepare for measurement by teaching your dog to stand (google it) and once it is standing, holding a rod next to it (or a tape measure).

If your dog is between 18 and 24 months it will receive an Interim Certificate of Measure and will need to be re-measured at two years of age (or two weeks before second birthday), when a Permanent Certificate of Measure will be issued.

A dog with an interim certificate is still able to compete in Championship shows.

TYPES OF AGILITY

There are two main streams of agility in New Zealand: Standard Agility and Jumpers. A new stream, Games, is becoming increasingly popular.

Standard Agility

Standard agility consists of five levels, increasing in difficulty:

- Elementary – a simple course of 10 to 15 obstacles, which are the easiest for the dog to master
- Starters - a reasonably simple course of 13 to 18 obstacles, which will always include a set of 12 weave poles (12 pole in a straight line which the dog must weave in and out of).
- Novice - a slightly more complex course of 15 to 18 obstacles, including weave poles and “contact equipment” (raised obstacles which the dog must run over, touching the “contacts” (touch-points) at the entry and exit of the obstacle).
- Intermediate - a complex course of 15 to 20 obstacles with additional obstacles being introduced at this level.
- Senior - the most complex course, 15 to 25 obstacles with all equipment able to be used and many traps for handler and dog.

If you or your dog are new to agility, you may want to start off by entering Elementary classes, which are usually offered at ribbon trials only. This is a great class to start out in. There are 2 Elementary classes, of which you can enter only one.

- Elementary B - Open to new handlers who are handling new dogs. A new handler is defined as the handler never having won an Elementary on a clear round, placed 1st to 3rd in any other standard agility class on a clear round or attained the title of AD or JD with any dog. Open to dogs that have never won an Elementary class on a clear round, placed 1st to 3rd in any other standard agility class on a clear round or attained the title of AD (Agility Dog) or JD (Jumpers Dog).
- Elementary A - Open to any handler with a dog that has never won an Elementary A class on a clear round, placed 1st to 3rd in any other standard agility class on a clear round or attained the title of AD or JD

At any show, a handler is eligible to enter 2 levels of agility classes. This means you can enter Elementary and Starters, or Starters and Novice, or later, Novice and Intermediate, or Intermediate and Senior. Therefore you cannot enter Elementary and Novice in the same event.

In order to compete in a higher level a dog must qualify out of each level through a combination of class wins, placings and/or Agility Dog qualifications. Further information about this can be found on the Dog Agility NZ website.

JUMPERS

Jumpers consists of three levels, increasing in difficulty:

- Jumpers C - a reasonably simple course of 15 to 18 obstacles, consisting only of jumping obstacles and tunnels.
- Jumpers B - a slightly more complex course of 15 to 20 obstacles, again consisting only of jumping obstacles and tunnels.
- Jumpers A - a complex course of 15 to 25 obstacles, again consisting only of jumping obstacles and tunnels though with additional jumping obstacles able to be introduced at this level.

Jumpers C is the entry level class. In jumpers classes you are able to enter only one level. Information on how to graduate into the next level can be found on the Dog Agility NZ website.

GAMES

The Upper Hutt Dog Training Club promotes Games and you should visit the Dog Agility NZ website and look at the rules and regulations to find out more about these. DAWG does not train Games although we will occasionally introduce them at Club Nights and competitions.

TYPES OF COMPETITION

RIBBON TRIALS

You can enter on the Dog Agility NZ website or pay in cash on the day. Our preference is online entry as it limits the amount of cash we have to hold and it also speeds up the running of the day.

CHAMPIONSHIPS

These must be entered online on the Dog Agility NZ website. You select events from the menu. This will give you the year's schedule. Find the event you want to enter. During the entry period there will be a link you can click on. Click on this and an automatic form will appear. It will automatically fill out all of the events you are eligible for and the cost of those. You opt out of the events you don't want to do by removing the relevant ticks.

PLEASE NOTE: entries for Championship shows normally close one month in advance of the event.

Once you've submitted your entry, the entry list for the event automatically updates. However, your entry is only valid if you have paid by the closing date. You will receive an email that contains payment instructions.

If there are any problems with entering, talk to a Committee member. The technology can occasionally fail.

WHAT TO ENTER IF YOU ARE STARTING OUT

If you are starting out, we suggest you enter Elementary B (if available) and/or Starters and/or Jumpers C at your first few shows. There is no contact equipment in any of these classes. If Elementary is not available, you can enter Novice, which contains contact equipment.

AD/ADX TRIALS

AD (Agility Dog) is a qualification class held at Agility Events. They are allocated by Zone. There are five zones in New Zealand, DAWG is in Zone 3. The dogs run a Novice level course, with standard obstacles including the seesaw. Dogs that go clear within a set standard course time (SCT) receive an AD Trial Clear Round Certificate. When two are collected the dog is qualified AD (Agility Dog) and when four are collected the dog qualifies ADX (Agility Dog Excellent). Dogs attaining AD are ineligible for Starters at Championship Agility Events.

ADX courses are set at intermediate level. Two clear rounds within the SCT qualify the dog for Bronze, two more for Silver, and a total of six for Gold.

ON THE DAY OF THE SHOW

WALKING THE COURSE

After the course has been set up, you will be given the opportunity to walk the course. If you are new, ask your instructor or an experienced club member to walk the course with you. Use the time to find out where the course goes, and to work out how you will handle your dog. Look for changes of side, difficult approaches to a piece of equipment, and where you can make up time.

CHECKING IN

There will be a running order board by the entrance to the ring that will indicate when you are running. Try to register with the call steward at least 5 or 6 dogs before you are due to run.

If you are running more than one dog across more than one ring, things can get hairy. You may have to talk to the call steward about altering your running order to give you time to move between one ring and the other.

Once you are in the ring, make sure the scrimer has your number before you run, and that you acknowledge the judge before starting, to check they are ready for you. Failure to do this will result in disqualification.

HELPING OUT WITH OUR SHOWS

We ask that all members who are competing (and even those who are not) help out with running our shows. The Committee will appoint a Show Manager and individual Ring Managers. The Show Manager will allocate jobs across the rings. This can be a challenging task because people run more than one

dog across more than one grade. Where you end up with clashes between your responsibility and a competition, please find someone else to do your job (failing that, let the Ring Manager know).

The jobs are:

- **Scriming** – watching the judge and recording faults and time (which is on a timer in front of you). Sounds frightening but actually easy.
- **Pole picking** – sitting to the side of the ring and running into the ring when the dog has finished to put up any poles that were knocked off jumps.
- **Course set-up** – responding to the call of the Ring Manager to assist taking down the finished course and putting up the new one.
- **Call steward** – herding the cats. Calling the handlers to the start of the course and recording their presence. Allowing some shifting around of the order when there are clashes between rings. Yelling out to call different grades to the ring early, so that the competition can run smoothly.
- **Lead runner** – taking the lead from the handler (and anything else they give you) and placing it at the exit point. Following instructions from the handler if they have any specific concerns about, e.g. placement of the lead or treat bags.
- **Results runner** – getting results pages from the scrimer and taking them to the person entering the results into the computer.
- **Catering** – managing the money and ensuring the food is laid out. Possibly running a BBQ or kitchen (if we use one).
- **Raffle** – selling raffle tickets. Organising the draw.
- **Generally helping out** - especially at the starts of days and ends of days as there is a lot to do to set up and take down rings.

Appendix One has a checklist for ring managers.

CHECKLIST FOR POSITIVE HANDLING

DAWG encourages positive handling. If you follow this checklist it will help you go a long way to being a positive handler.

- ✓ I have given my dog at least 10 warm fuzzies before class.
- ✓ I have with me a clicker, toy, some food or all of them!
- ✓ I frequently praise my dog and even use a silly voice when I do it!
- ✓ My dog wears a collar at Club.
- ✓ If I get frustrated during class, I take time out to get rid of negative feelings before I take a look at what went wrong and why.
- ✓ When things go wrong, rather than come down on my dog, I know it is mostly my fault and I will ask my instructor for help in doing it better.

- ✓ When my instructor suggests something I happily give it a go so I can have lots of tools in my toolbox.
- ✓ I have taught my dog how to play and have games with him/her often, even during training.
- ✓ I know Agility is Fun and I try not to lose sight of that, no matter what.
- ✓ I loved my dog before class and so will love my dog during and after class!!

APPENDIX ONE: DAWG CHECK LIST FOR RING MANAGING

One week out

Ask people to take responsibility for:

- checking the batteries work for the timer equipment
- setting up the boundary fences and pole-picking chairs
- getting the obstacles out into the arena for the first event
- placing the scriming table and chair, setting up the timing equipment and checking it works; also the course measuring wheel
- marking out each of the courses throughout the day
- setting up the sandwich boards at the two ring entries, along with marker pens and sellotape.

Night before

- print out 3 copies of the jobs list
- Get the courses emailed to you by the person who was allocated the job of securing the judges. Post on Facebook a list of the equipment that needs to go into the ring, so that people can start setting up as soon as they arrive

On the day

- Tape jobs lists to back of sandwich boards
- Get around the people who have jobs for the first event and check they're OK with that; rearrange if necessary
- Get the running order once the entries are in the computer and printed out. Give to person allocated as call steward or sellotape to the appropriate sandwich board
- Assist the judge as necessary in the setting up of the first course
- Ensure the timers are working; check if there are any double passes in the course design (where the dog goes through the timing obstacle more than once) and seek assistance if this is the case to ensure the timer recognises this
- Call for course walking when approved by the judge
- Monitor the time of the course walk and issue one-minute warning
- Compare the current course with the next course and note down which equipment comes out and which equipment goes in. Ensure that any new equipment is put out next to the ring.
- On completion of the event, call DAWG people in to assist with new set-up and let them know what goes out and what comes in
- Provide the next course to the person allocated the job of marking it out so that they can get their head around it prior to starting.