

# Bluewater Dog Sports

## Agility Program:

## Competitors Handbook

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**Bluewater Dog Sports is a Non-Profit offering Training and  
Trials in the Sarnia Area**

For further information about events and programs please email  
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# **Fun Agility Program – Rules & Format**

## **Purpose**

This program is designed to provide a **low-pressure, educational agility experience** for club members. The emphasis is on **correct performance, teamwork, and safety**, rather than speed.

All levels are **Qualifying / Not Quite**.

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## Levels of Competition

### Level 1 – Foundations

*(Optional / Warm-Up Level)*

**Designed for:**

- Puppies
- Senior dogs
- Dogs with physical limitations
- New teams gaining confidence

**Equipment Used:**

- Open tunnels
- Jump standards **without a jump pole** (dog runs between uprights)

**Notes:**

- No height divisions
- No contact equipment
- No weave poles
- May be used as a warm-up run
- Does **not** count toward advancement requirements

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### Level 2 – Novice

*(First required level)*

**Equipment Used:**

- Jumps (with height appropriate to dog's height division)
- Tunnels
- A-frame
- Weave poles

**Eligibility:**

- Dogs must be **at least 6 months of age**

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## Level 3 – Advanced

### Equipment Used:

- All Level 2 equipment, plus:
  - Dog walk
  - Teeter-totter

### Eligibility:

- Dogs must have qualified out of Level 2

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## Height Divisions (Levels 2 & 3)

Heights are based on the dog's height at the withers.

Dog Height	Jump Height
Under 11"	8"
11" – under 14"	12"
14" – under 18"	16"
18" – under 22"	20"
22" and over	24"

**Handler may choose to jump one height lower than their measured height if desired.**

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## Qualifying & Advancement

- A **Qualifying (Q)** run is earned when the team completes the course within the time limit with penalties not exceeding the allowed time for that course.
- **Four (4) qualifying runs** are required to move to the next level  
(*Level 1 is optional*)

## Rosette Awards (per level)

- **4 Qualifying Runs** – *[Level Name]* eg Novice
- **+4 additional Qualifying Runs** – *Champion [Level Name]* eg Champion Novice
- **+6 additional Qualifying Runs** – *Grand Champion [Level Name]* eg Grand Champion Novice

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## Scoring & Faults

### Time

- Courses have a **generous time limit**
- Goal is **correct performance over speed**
- Timer starts **when the dog leaves the start zone**
- Course tile allowance will be posted ringside
- **Qualifying scores** will be dogs time plus accumulated faults equaling or less than the allowed course time

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### Faults

#### 10-Second Faults

- Knocking a jump pole
- Missing a contact zone
- Off course
- Incorrect weave entry or pattern
- Refusal (up to **3 per obstacle**)
- Food/Treats dropped in the ring

#### 30-Second Faults

- Omitting an obstacle entirely
- Competing on leash (**30-second handicap**)

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### Excused Runs

A run will be excused if the dog:

- Runs undirected for more than **60 seconds**

- Leaves the course area
- Eliminates in the ring
- Shows signs of aggression or extreme fear
- Shows signs of pain or injury

**Judge's decisions are final.**

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## **Ring & Safety Rules**

- Only **one dog** may be in the ring at a time
- Dogs must be on a **short leash at all times** when on the property
- No contact is permitted with **livestock or farm animals**
- Prong collars, e-collars, face halters, and harnesses are **not permitted on course** but may be used on the property
- Flat collars or slip leads must be removed before the run, when off leash

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## **Course Walk & Running Order**

- Handlers will be given **10 minutes** to walk the course **without dogs**
- An **order of go** will be posted prior to the course walk
- Dogs must run in posted order unless adjusted by the judge or event staff

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## **General Conduct**

- This is a **fun, sportsmanlike event**
- Excessive handling pressure or unsafe behavior may result in excusal
- Treats and toys are permitted at the judge's discretion

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## **Future Expansion**

- A **4th timed / speed-based level** will be introduced

