

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
bluewaterdogsports@gmail.com

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**.

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**

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.

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 time 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.

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

