





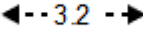



Elementary Courses

	Hurdles / Winged Hurdles	Hurdles and winged hurdles can be set at less than maximum height at the Judge's discretion, so long as all heights can be set at less than maximum.																		
	Brush Jump	Brush jump – as for hurdles																		
	Long Jump	<p>The Long jump is usually set less than maximum length and must have corner poles.</p> <table border="1"> <thead> <tr> <th></th><th>Distances</th><th># Elements</th></tr> </thead> <tbody> <tr> <td>240s</td><td>300-400mm</td><td>2</td></tr> <tr> <td>320s</td><td>400-500mm</td><td>2</td></tr> <tr> <td>380s</td><td>600-700mm</td><td>3</td></tr> <tr> <td>500s</td><td>800-1000mm</td><td>4</td></tr> <tr> <td>600s</td><td>1000-1200mm</td><td>5</td></tr> </tbody> </table>		Distances	# Elements	240s	300-400mm	2	320s	400-500mm	2	380s	600-700mm	3	500s	800-1000mm	4	600s	1000-1200mm	5
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380s	600-700mm	3																		
500s	800-1000mm	4																		
600s	1000-1200mm	5																		
	Weaves	4-6 poles must be used in Elementary A, no weaves in Elementary B or Elementary C.																		
	Tunnel	Tunnels vary in length. It is preferable to use 6m tunnels where possible.																		
	Obstacle Numbers																			
	Measured Distances																			
	Non-measured alignment lines																			

Start/Finish Timers- Electronic timing should be used where possible. If hand-held timing is utilised, timing must still be taken from the first and last obstacle as shown on the plan.

Course Measuring – The course should be measured using current methods outlined in the regulations. It is a guide to correct layout, and may not be exact. Care should be taken to ensure obstacles are set out correctly in relation to each other, and on correct angles and orientation to the next obstacle.

Individual Measurements – Should be as close as possible to that given, however a small variance due to individual obstacle differences is acceptable.

Standard Course Time (SCT) – this is set at a rate of travel of 2m/s.

Courses

There are six plans for Elementary A and six plans for Elementary B/C. Each pair is nested for ease of running an event. Eg: A1 and B1 – the only differences are the use of the weaves or long jump.

Elementary C is run on the same course as Elementary B.

Ring Size and Assembly Areas

The courses are designed on a standard 30m x 40m grid to fit in a standard ring. Some courses only utilise a 30m x 30m area. In cases where you require elementary to start on the 40m line, these courses can be rotated 90° and used, likewise in cases where you have a slightly smaller ring.

Judges of Elementary Class (*)

Any person not being a disqualified or excluded person under the Rules and Regulations of Dogs NZ.

Trainee judges and other people who are not on the Agility Judges Panel must use an Elementary course drawn from these standard courses. Changes may be made to these courses only if approved by an Agility Judge as suitable in both standard and safety prior to the day of the competition.

Trainee judges and other people who are not on the Agility Judges Panel may also design their own course, which must be approved by a Senior Judge and submitted for record to the Dogs NZ Agility Committer **AT LEAST 14 DAYS** prior to the day of competition and must be checked for correct measurements by a Ribbon Trial, Agility or Senior Judge on the day.

If you are a person that is not on the agility judges panel, it is recommended that you seek the advice and mentorship of a judge when officiating Elementary in regard to choice of course, course set up, and judging queries. A judging path has been recommended for each course to try and ensure you have good visibility of weaves and also keep out of competitors' way whilst they are running.

Eligibility to Enter

Elementary C – Open to new handlers who are handling experienced dogs. A new handler is defined as the handler never having won an Elementary class on a clear round or having received a clear round in any other standard agility class with any dog. Open to any dog that is not excluded from competition.

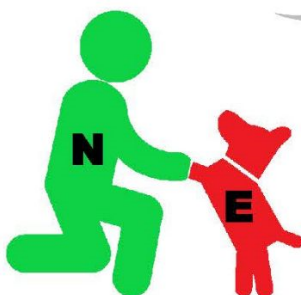
Elementary B – Open to new handlers who are handling new dogs. A new handler is defined as the handler never having won an Elementary B or Elementary A class on a clear round, places 1st to 3rd in any other standard agility, jumpers or games class on a clear round, or attained the title of AD or JD with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

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, jumpers or games class on a clear round, or attained the title of AD or JD.

Exclusions

- Dogs may only be entered in ONE Elementary class per event. Either Elementary C or Elementary B or Elementary A.
- Dogs entered in Elementary B or Elementary A may also enter starters at the same event, but NOT the Novice class.
- The same dog and handler combination entered in Elementary C may not also be entered in any other standard class.

WHICH ELEMENTARY?



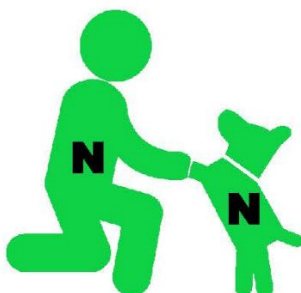
Elementary C

New Handlers with Experienced Dogs

A new handler is defined as the handler never having won an Elementary class on a clear round or having received a clear round in any other standard agility class with any dog.

Open to any dog not excluded from competition.

- ① *The same dog and handler combination entered in Elementary C may not also be entered in any other standard class.*



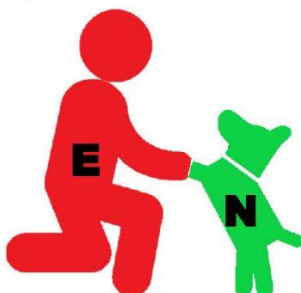
Elementary B

New Handlers with New Dogs

A new handler is defined as the handler never having won an Elementary B or Elementary A class on a clear round, placed 1st to 3rd in any other standard agility or jumpers 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 or jumpers class on a clear round or attained the title of AD or JD.

- ① *Dogs entered in Elementary B may also enter starters and/or Jumpers C at the same event, but NOT the Novice class.*



Elementary A

Experienced Handlers with New Dogs

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.

- ① *Dogs entered in Elementary A may also enter starters and/or Jumpers C at the same event, but NOT the Novice class.*

Dogs may only be entered in **one Elementary class** per set of classes (either Elementary C or Elementary B or Elementary A).

Dogs
NEW ZEALAND
AGILITY

Judging Elementary Classes

As defined in the Agility Regulations, the following faults and refusals apply to Elementary A, Elementary B, and Elementary C.

Hurdles/Winged Hurdles/Brush Jump	
Jumping over the wing/upright	5 Faults
Jumping between rails (where 2 rails are used)	5 Faults
Taking the jump from the wrong direction or running under the jump from the wrong direction	Disqualification
Displacing any rail	5 Faults
Running under a rail with no attempt to jump	Refusal
Dog runs past the plane of the obstacle without attempting to take it	Refusal
Refusals must be corrected before continuing or the dog will be disqualified.	

Tunnels	
Backing out of the tunnel, exiting via the entrance or jumping over the tunnel	Refusal
Entering the wrong end of the tunnel	Disqualification
Jumping over or making contact when the tunnel is NOT the correct obstacle	Disqualification
Refusals must be corrected before continuing or the dog will be disqualified.	

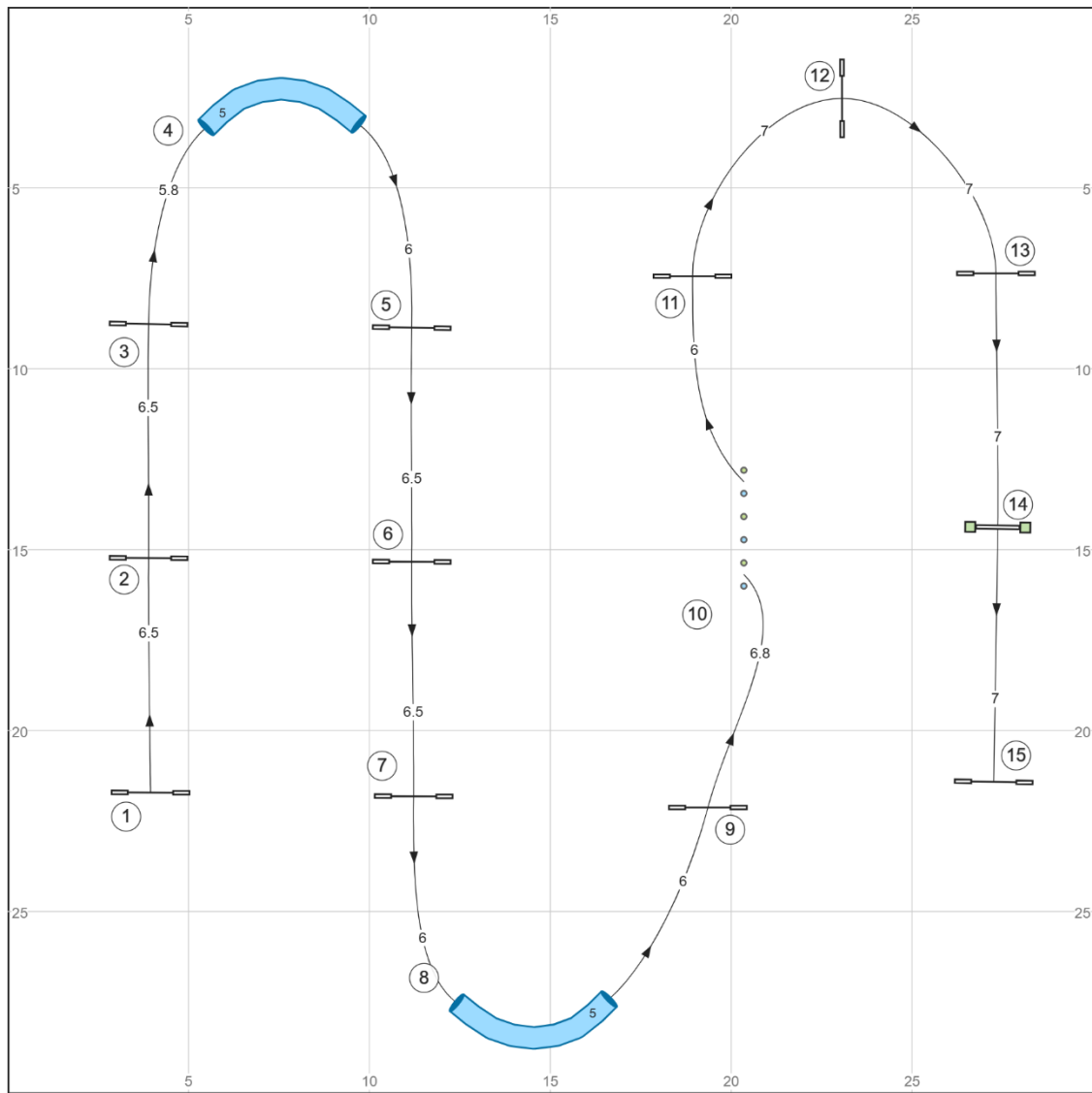
Long Jump	
No attempt to jump, walks, or continuously steps on or in between elements	Refusal
Dog enters the long jump from the side	Refusal
Dog jumps parallel to the long jump	Refusal
Dog enters through the front poles, but exits via the side	5 Faults
Jumping from the wrong direction	Disqualification
Refusals must be corrected before continuing or the dog will be disqualified.	

Weaves	
Dog runs past pole #1 on the incorrect side	Refusal
Dog runs past pole #2 on the correct side	Refusal
Dog enters correctly but pops out	5 Faults
Dog weaves more than 2 poles in sequence in the incorrect direction	Disqualification
Dog does not complete obstacle correctly and then proceeds to next obstacle	Disqualification
A maximum of one penalty can be given in the weaves (for either faults or refusals).	
Refusals must be corrected before continuing or the dog will be disqualified.	

If a dog incurs three refusals during the round it will be disqualified.

ELEMENTARY A1

CL:104m SCT:52secs

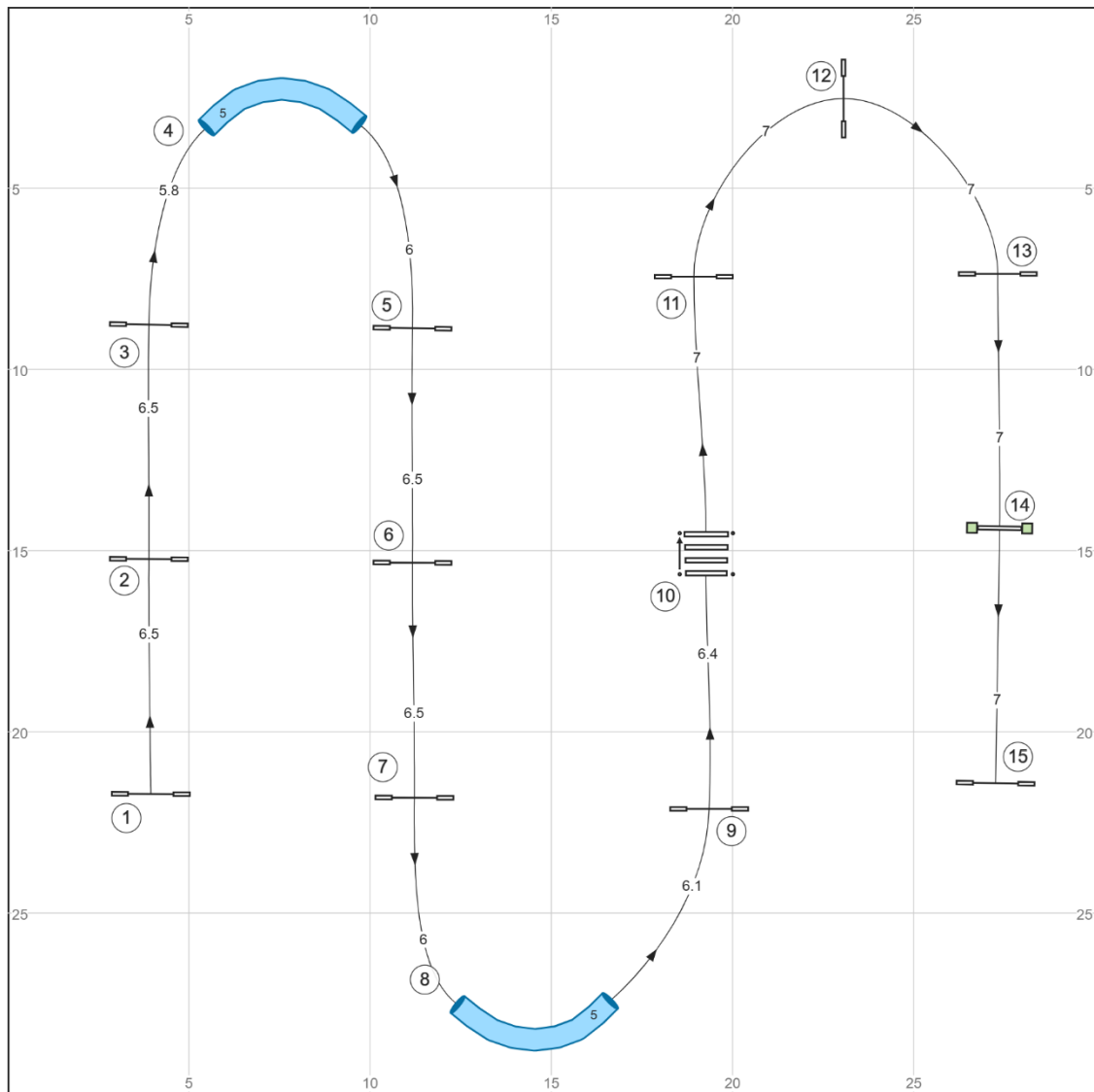


Path length (m):103.8

www.smarteragility.com

ELEMENTARY B1 &C1

CL:104m SCT:52secs

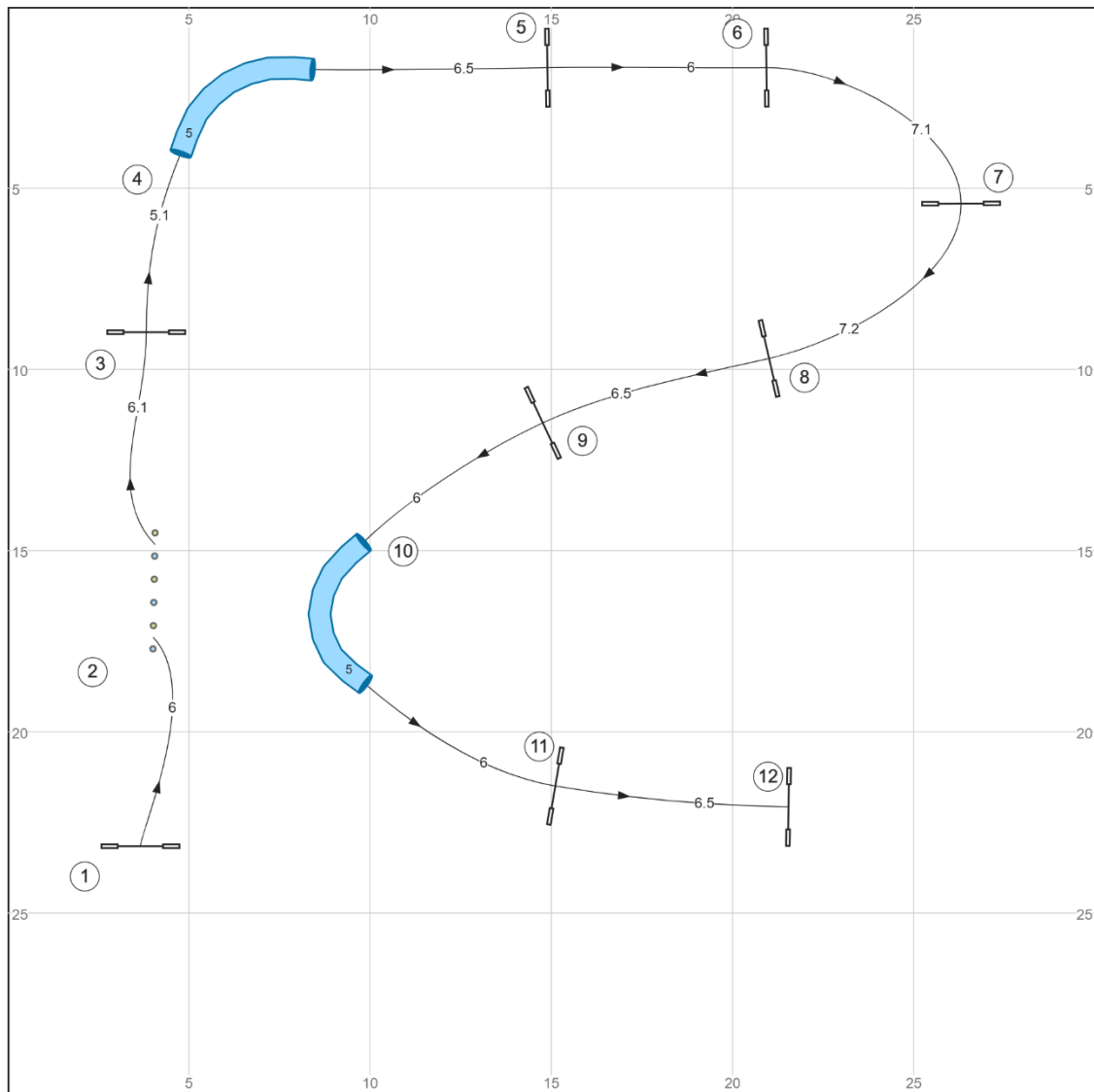


Path length (m):102.5

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ELEMENTARY A2

CL:82m SCT:41secs

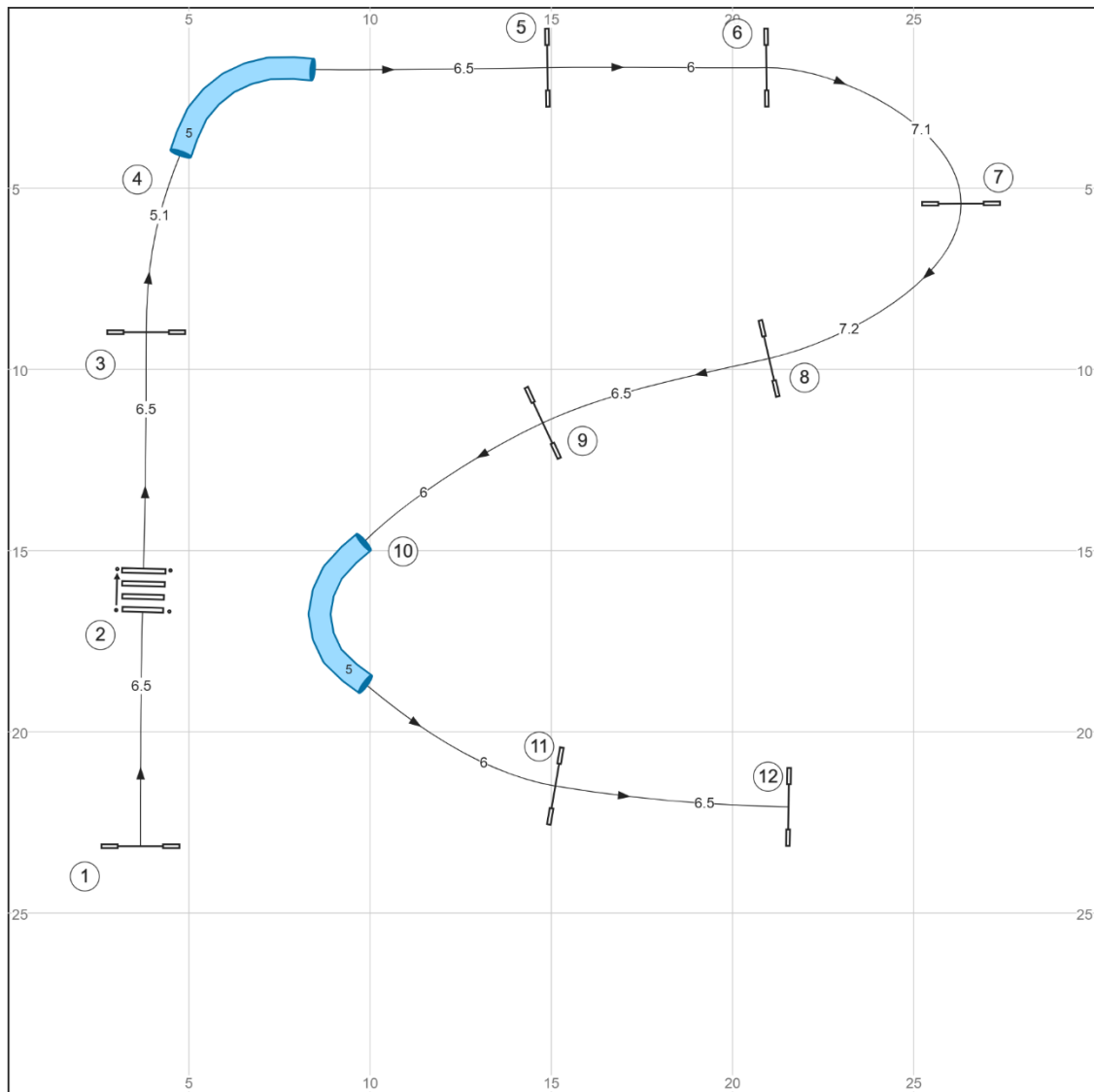


Path length (m):82.1

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ELEMENTARY B2 &C2

CL:82m SCT:41secs

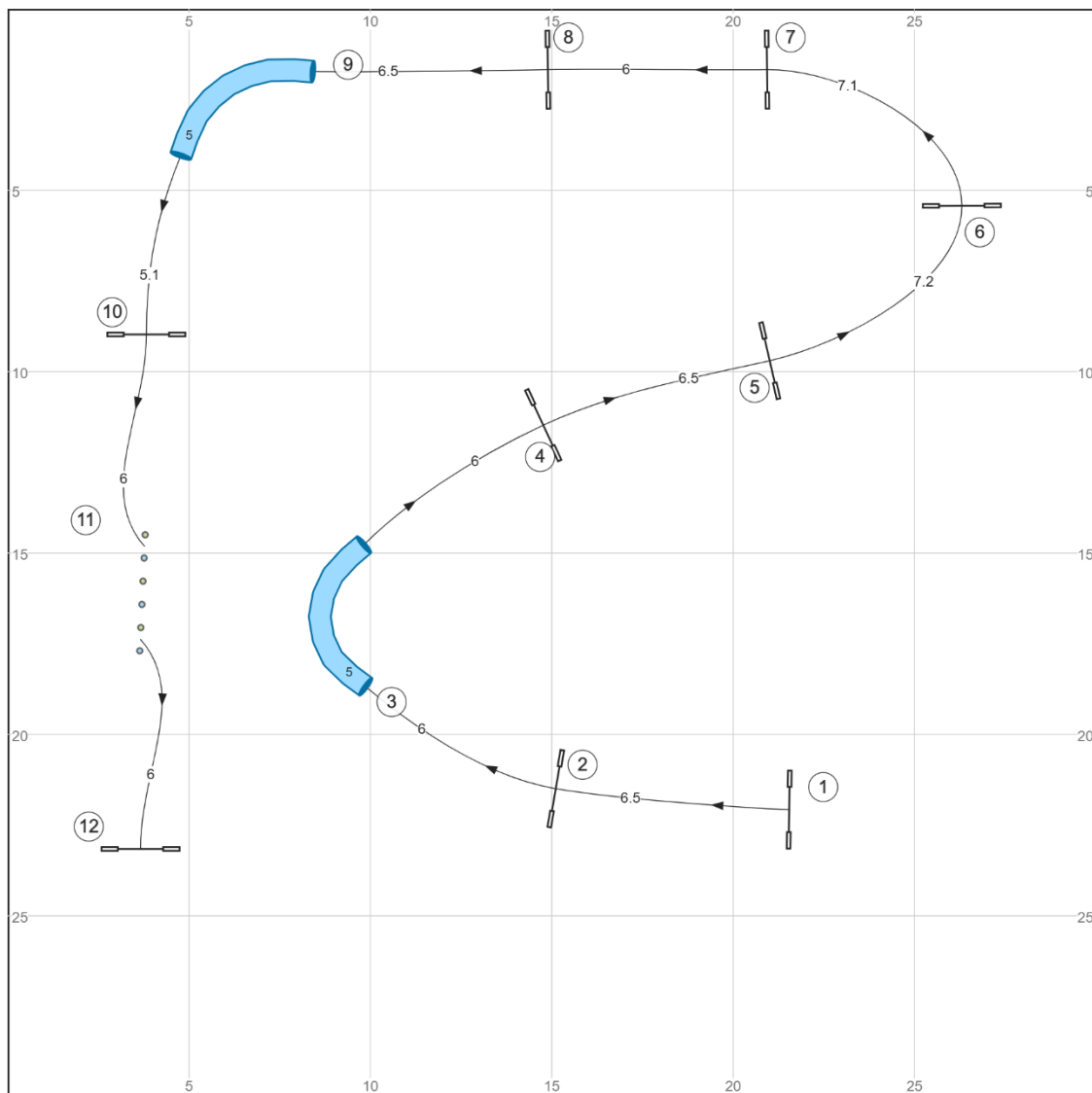


Path length (m):81

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ELEMENTARY A3

CL:82m SCT:41secs

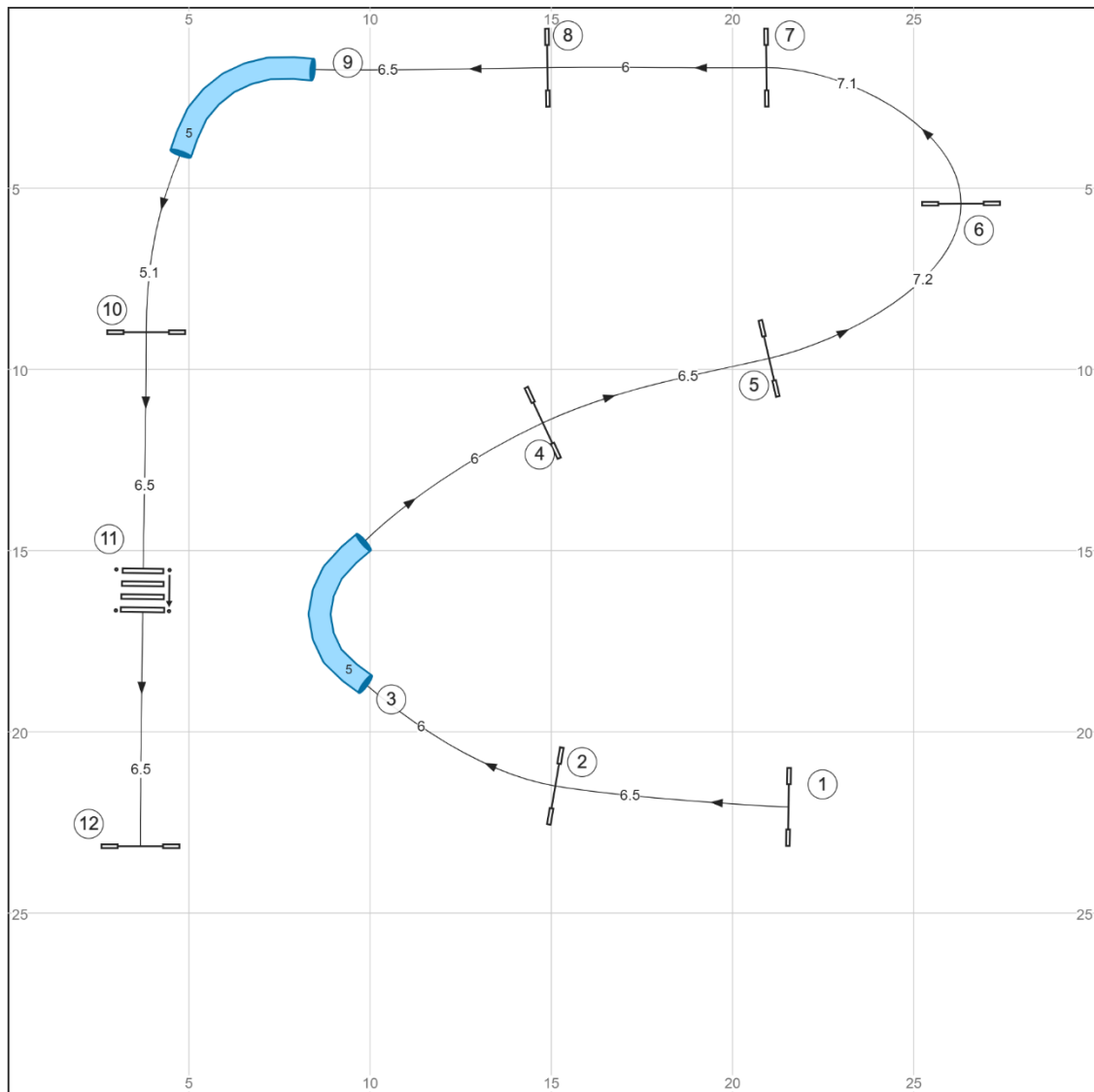


Path length (m):82.1

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ELEMENTARY B3 &C3

CL:82m SCT:41secs

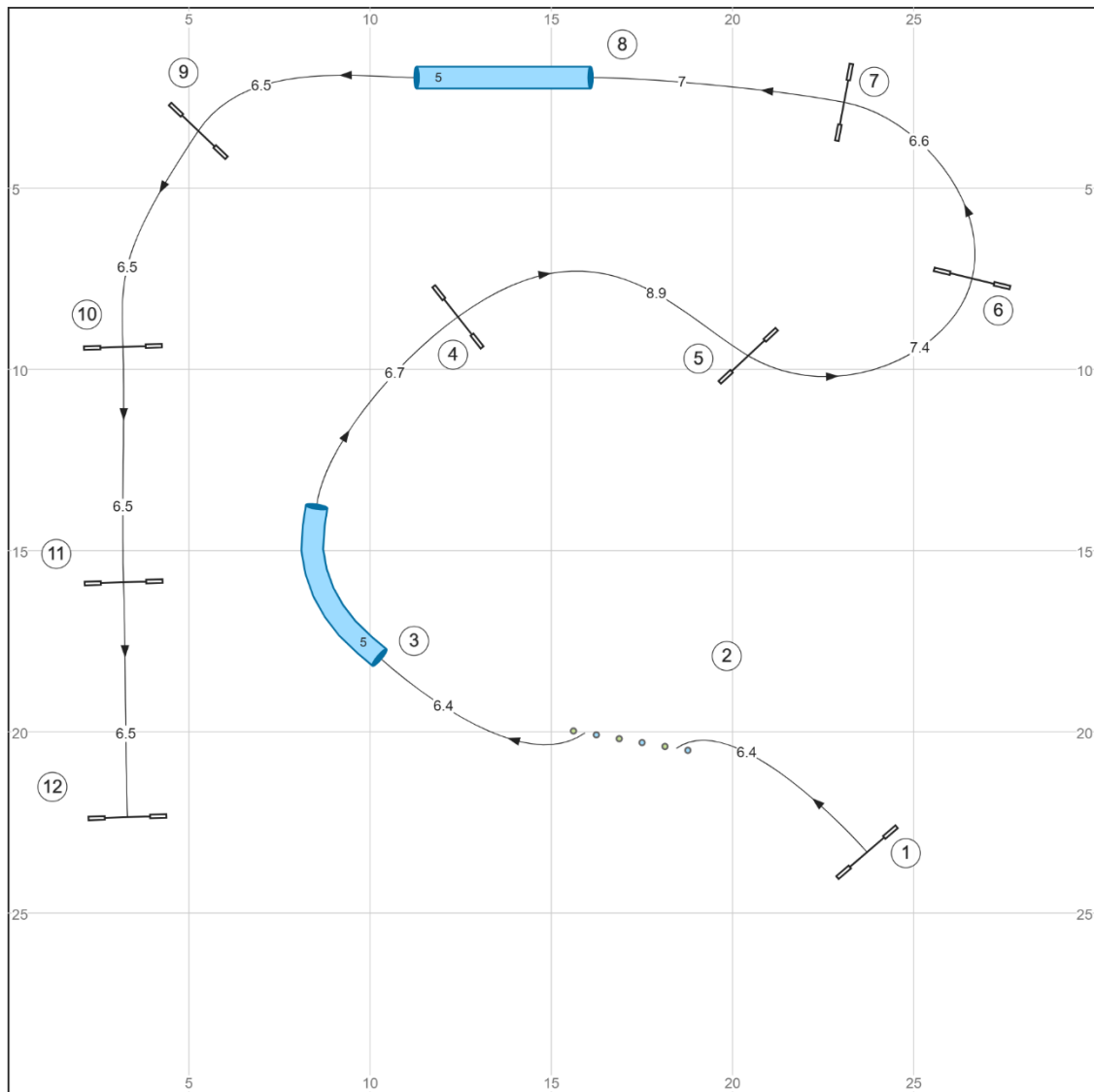


Path length (m):81.1

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ELEMENTARY A4

CL:88m SCT:44secs

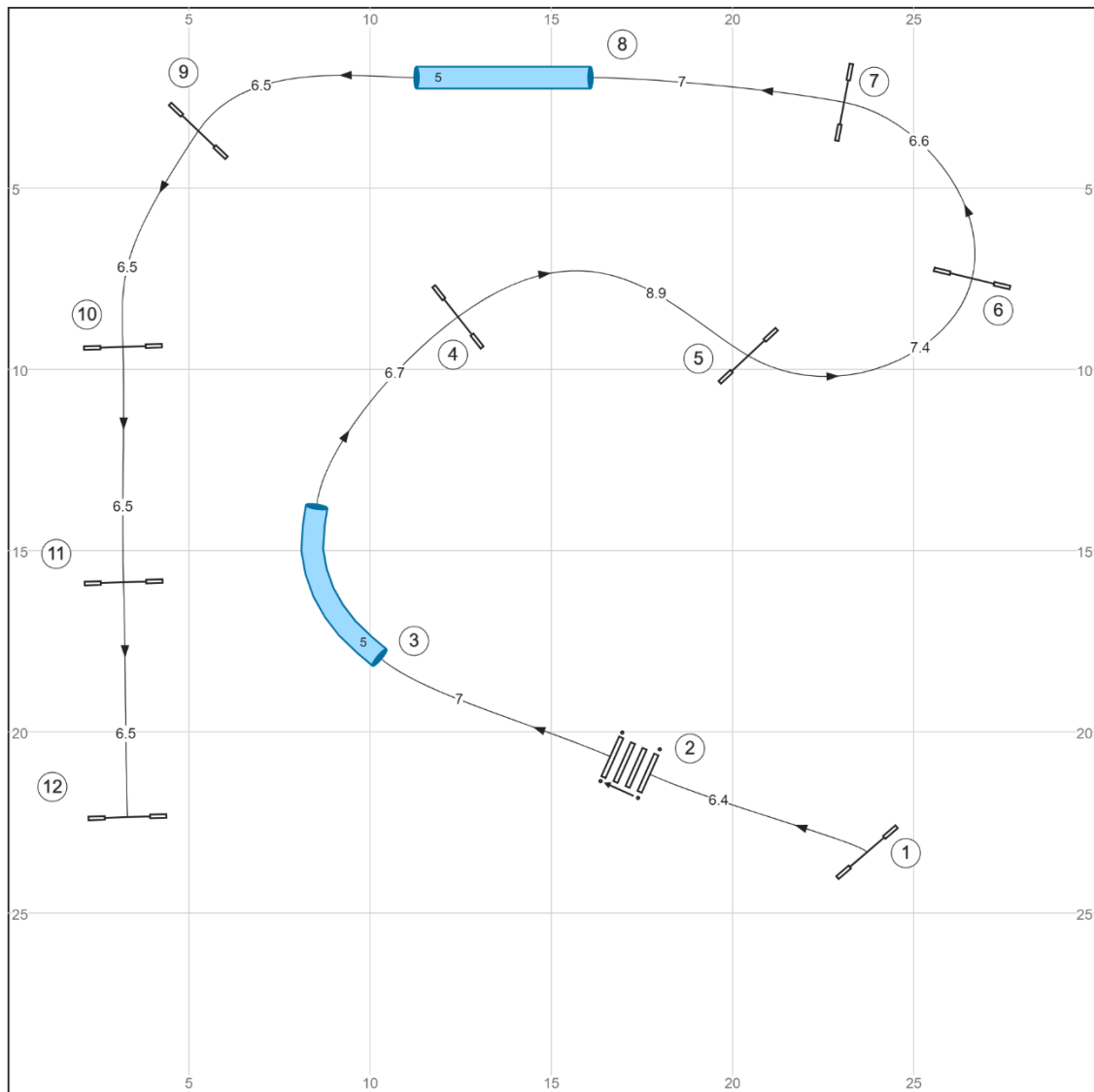


Path length (m):88.7

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ELEMENTARY B4 &C4

CL:88m SCT:44secs



Path length (m):87.2

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