

## Hoopers Regulation Changes Summary

Rationale: *This had the wrong class.*

### 3.3.9 Hoopers Awards

**3.3.9.1 Hoopers Dog (HQ)**  
In order to obtain HQ a dog must gain five (5) Qualifying Certificates on Standard Hoopers Graduate Courses.

**3.3.9.2 Hoopers Dog Excellent (HQX)**  
In order to obtain HQX, a dog must have HQ, and gain a further ten (10) Qualifying Certificates on Standard Hoopers ~~Advanced~~Graduate courses.

**3.3.9.2.1 – Hoopers Dog Excellent Bronze (HQXB)**  
In order to obtain HQXB, a dog must have HQX, and gain a further ten (10) Qualifying Certificates on Standard Hoopers Advanced courses.

**3.3.9.2.2 – Hoopers Dog Excellent Silver (HQXS)**  
In order to obtain HQXS, a dog must have HQXB, and gain a further ten (10) Qualifying Certificates on Standard Hoopers Advanced courses.

**3.3.9.2.3 – Hoopers Dog Excellent Gold (HQXG)**  
In order to obtain HQXG, a dog must have HQXS, and gain a further ten (10) Qualifying Certificates on Standard Hoopers Advanced courses.

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Rationale: *Currently nothing states that schedules for Hoopers must be put in the Dog World (Hoopers doesn't exist in the show regs either).*

## 4.2 Hoopers Fixture Approvals

### 4.2.1 NZ Agility Committee Approval

The NZ Agility Committee will set a national calendar for all fixtures to be held within NZ. All fixtures require the approval of the NZKC Agility Committee in addition to any NZKC approval required.

**4.2.2** A full set of classes is not required to be scheduled and held at any show. The combination of type and level of classes is at the club's discretion.

### 4.2.3 Official Schedule

**4.2.3.1** The official schedule must be published in the NZ Dog World.

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Rationale: *This slight increase will aid in course design for judges. Adding a maximum number of obstacles to the distance challenge just helps to maintain a standard and prevents the challenge being too difficult. This only applies to the beginner level, the other levels already have different challenges.*

### 6.2.3 Obstacles

Course must contain a minimum of 12 obstacles and a maximum of 15 obstacles. The course must contain a combination of hoops and barrels. One (1) tunnel may be used as an optional piece of equipment.

Spacing between obstacles must be between five (5) and ~~six~~eight (68) meters.

6.2.3.1 The angle between two consecutive obstacles (with the exception of the barrel), must be no more than 30 degrees.

#### 6.2.4 **Distance Challenge**

For Distance Beginners, the handler must remain behind an allocated line. The distance between the line and the furthest obstacle parallel to the line, must be no ~~more than~~ 5m.

The maximum number of obstacles allowed in a distance challenge is four (4).

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Rationale: *This fixes the eligibility criteria for the classes. As it was listed, it wasn't possible to obtain HQX or to proceed into the next class.*

### 6.3 **Graduate Class**

#### 6.3.1 **Eligibility to Enter Standard Graduate**

Open to all dogs that have gained five (5) Qualifying Certificates in Standard Hoopers Beginners ~~classes, but~~classes but not yet gained HQX.

#### 6.3.2 **Eligibility to Enter Distance Graduate**

Open to all dogs that have gained five (5) Qualifying Certificates in Hoopers Distance Beginners ~~classes, but~~classes but not yet gained HQDX.

#### 6.3.3 **Obstacles**

Course must contain a minimum of 15 obstacles and a maximum of 18 obstacles. The course must contain a combination of hoops, barrels and tunnels. Spacing between obstacles must be between five (5) and eight (8) meters.

6.3.3.1 The angle between two consecutive obstacles (with the exception of the barrel) must be no more than 90 degrees. When a 90-degree angle is used, the distance between the closest points of the two obstacles must be no less than six (6) meters.

#### 6.3.4 **Distance Challenge**

For Distance Graduate, the handler must remain behind an allocated line. The distance between the line and the furthest obstacle parallel to the line, must be no ~~more than~~ 10m.

### 6.4 **Advanced Class**

#### 6.4.1 **Eligibility to Enter Standard Advanced**

Open to all dogs that have gained HQX ~~but not yet gained HQXB~~.

#### 6.4.2 **Eligibility to Enter Distance Advanced**

Open to all dogs that have gained HQDX ~~but not yet gained HQDB~~.

#### 6.4.3 **Obstacles**

Course must contain a minimum of 18 obstacles and a maximum of 24 obstacles. The course must contain a combination of hoops, barrels, tunnels and touch-and-go mats.

Spacing between obstacles must be between six (6) and eight (8) meters.

6.4.3.1 The angle between two consecutive obstacles (with the exception of the barrel) must be no more than 90 degrees. When a 90-degree angle is used, the

distance between the closest points of the two obstacles must be no less than six (6) meters.

#### **6.4.4 Distance Challenge**

For Distance Advanced, the handler must remain inside a box located anywhere on the course at the judge's choice. The box must be square, and between two (2) and three (3) meters wide.

#### **6.4.5 Master's Class – to be determined at a later stage.**

#### **6.6 Expert Class – to be determined at a later stage.**

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*Rationale: This is mainly to tidy up. Although things are judges as being faulting on the course, or refusing an obstacle, they all result in a non-qualification, so it was pointless having them split out, and they have now been combined as 'reasons for non-qualification'.*

*Disqualifications are still separate as they are subtly different, they are reasons to not qualify by actions other than how the course was performed. Relevant disqualification reasons are now in the appropriate place under reasons for non-qualifying.*

## **D. JUDGING**

### **7. JUDGING HOOPERS CLASSES**

#### **7.1 Marking of Hoopers Classes**

Hoopers courses are judged by assessing whether or not the dog correctly negotiates the course by completing each numbered obstacle in order, from the correct direction and without incurring any errors as outlined in the regulation relating to non-qualification below. Any deviation from the correct negotiation shall negate the dog from achieving a qualifying certificate.

#### **7.2 Course Time**

The maximum allowed time for all courses will be 2 minutes at all grades.

**7.2.1** Electronic timing gate systems, and manual stopwatch timing are both acceptable methods of timing runs.

#### **7.3 Start and Finish**

Dogs must start from the front side of the first obstacle and cannot be send around from the wrong side (slingshot start).

#### **7.4 Reasons for Non-Qualification: Refusals**

##### **7.4.1 Points for Refusals**

Each refusal incurs 5 points.

##### **7.4.21 Elimination by Refusal**

Three refusals during the round results in elimination.

##### **7.4.3 General Definition of Refusal**

When a dog once put at the obstacle then backs off or goes past and must be put at the obstacle again. If the dog refuses it must re-attempt that obstacle before it can continue without disqualification.

##### **7.4.2 Touching the Dog**

7.5.4.1.1 Physical contact between the handler and dog shall incur a fault if, in the opinion of the judge, the instance of making contact was.

(a) a deliberate action by the handler; or  
(b) accidental but resulted in the dog receiving an advantage that it would not have otherwise received.

7.5.4.1.2 Accidental physical contact between the handler and dog shall not be faulted where the judge deems that no advantage was received as a result of the contact.

#### 7.4.3 Handler Interacting with Equipment

A fault shall be incurred if the handler deliberately or accidentally.

(a) Interacts with any obstacle by touching, jumping or straddling or stepping over any part of it. Or  
(b) Places any part of their body within the aperture of a Hoop or Tunnel. Or  
(c) Goes under any part of any obstacle at any time; or  
(d) Breaks the start beam of an electronic timer (if used).

#### 7.4.4 Taking an obstacle in the incorrect sequence

#### 7.4.5 Taking the correct obstacle from the wrong direction

7.4.6 Having only been able to complete an obstacle due to the physical assistance of the handler. "Physical assistance" shall mean touching or holding the dog so as to guide or control it through or over an obstacle, where the dog would (in the opinion of the judge) have been unable to complete the obstacle otherwise.

### **7.5 Faults**

#### **7.5.1 General Faults**

##### **7.5.1.1 Touching the Dog**

7.5.4.1.1 Physical contact between the handler and dog shall incur a fault if, in the opinion of the judge, the instance of making contact was:  
(a) a deliberate action by the handler; or  
(b) accidental but resulted in the dog receiving an advantage that it would not have otherwise received.

7.5.4.1.2 Accidental physical contact between the handler and dog shall not be faulted where the judge deems that no advantage was received as a result of the contact.

##### **7.5.1.2 Handler interacting with Equipment.**

A fault shall be incurred if the handler deliberately or accidentally.

(a) interacts with any obstacle by touching, jumping or straddling or stepping over any part of it. or  
(b) places any part of their body within the aperture of a Hoop or Pipe Tunnel. or  
(c) goes under any part of any obstacle at any time; or  
(d) breaks the start beam of an electronic timer (if used).

### **7.65 Disqualifications**

#### **7.65.1 Elimination by Disqualification**

A dog that earns a disqualification is eliminated from competition in that class.

#### **7.65.2 Harsh handling**

A. Disqualification by judge in the ring

Examples of harsh handling include but are not limited to.

- lifting the dog's front legs off the ground by the collar or the scruff of the neck
- physical assault to the dog
- shaking, grabbing in anger, jerking, kicking at the dog
- swearing, yelling or verbal abuse directed toward the dog or the judge. The tone is more important than actual words.
- deliberately throw or drop a dog at any time in the ring.
- any other action which in the opinion of the officiating judge is unacceptable in terms of interaction with the dog.

B. Action by Show Manager

The responsibility to investigate and recommend further option for any allegations of harsh handling arising when a dog is not being judged lies with the Show Manager.

**7.65.3 Mandatory Disqualification**

**7.65.3.1** Dogs disqualified under this section may continue to complete the course (unless the Show Manager has indicated that the show is not allowing this).

**Mandatory disqualification will occur when a dog:**

- ~~takes an obstacle in the incorrect sequence.~~
- ~~takes the correct obstacle from the wrong direction.~~
- ~~incurs three refusals during a round.~~
- runs out of the ring out of control of the handler.
- commences its run from outside the marked ring area.
- ~~has only been able to complete an obstacle due to the physical assistance of the handler. "Physical assistance" shall mean touching or holding the dog so as to guide or control it through or over an obstacle, where the dog would (in the opinion of the judge) have been unable to complete the obstacle otherwise.~~

**7.65.3.2**

The following mandatory disqualifications will also result in the dog and handler not being permitted to continue and they must leave the ring immediately.

- outside interference during a run includes "double handling" but does not include cheering during a round.
- taking more than the maximum course time.
- fouling (vomiting, urinating or defecating) in the ring.
- if the dog starts the course wearing a check chain or any collar other than that allowed under these regulations.

## 7.76 Obstacle Performance Standards

Below is a description of how each obstacle should be performed.

### 7.76.1 Hoop

The dog must pass underneath the hoop in the direction specified by the judge.

#### RefusalsReasons for Non-Qualification

- Running past the hoop without passing underneath.
- **Disqualification**
- Dislodging the hoop in such a way that affects the course.

### 7.76.2 Barrels

The dog must go around the barrel in the direction specified by the judge.

#### Reasons for Non-Qualification

- **Refusals**
- Running past the barrel without going around it.
- **Disqualification**
- Going around the barrel in the wrong direction.
- Knocking over the barrel.

### 7.76.3 Tunnel

The dog must go through the tunnel in the direction specified by the judge.

#### Reasons for Non-Qualification

- **Refusals**
- Going past the line parallel to the mouth of the tunnel without entering it.
- **Disqualification**
- Entering the tunnel from the wrong end.

### 7.76.4 Touch-and-Go Mat

The dog must enter the touch-and-go mat between the marker poles, in the direction specified by the judge. At least one paw must make contact with the mat during execution.

#### Reasons for Non-Qualification

- **Refusals**
- Entering the touch-and-go mat from the side.
- Going past the obstacle with no attempt to enter the touch-and-go mat box.
- Exiting the touch-and-go mat box on the incorrect side.
- **Disqualification**
- Entering the touch-and-go mat box from the exit side.
- Not touching the mat with at least one paw.

## 7.87 Course Design Considerations

All courses must be flowing with no tight turns or changes of direction, unless around a barrel.

Hoops and tunnels can only be taken from the front, no backsides.

No sharp exits out of tunnels.