

## Hoopers regulation changes.

Rationale: *Dogs are not required to have a measure at all for Hoopers – while it was never thought that backwards compatibility would be required, we have had situations where older dogs who have a permanent number for agility, but only ever got an interim measure or no measure at all because they didn't continue to do agility, but now do Hoopers, and the regulation doesn't actually specify that this can happen.*

### 3.2.4 Competitors' Numbers and Measurements

All dogs wishing to compete in Hoopers, must have a Dogs NZ Agility 'Permanent Number', with the exception of entering the "Foundation" class.

No measure is required for the dog to compete in Hoopers.

#### 3.2.4.1 Agility Dogs

Dogs that are already competing in Agility who already have a permanent number will use their existing permanent number for all Hoopers events.

#### 3.2.4.2 Non-Agility Dogs (Hoopers Only)

Dogs that do not compete, or do not intend to compete in Agility, will still require a permanent number to enter Hoopers competitions.

**3.2.4.2.1** – To obtain a permanent number for a Hoopers Only dog, a measure of the dog is not required, and the dog will automatically be allocated a permanent number that is for Hoopers Only entries. Hoopers Only numbers will use the Alpha range of HA-HZ, followed by a 3-digit number. E.g.: HA123.

**3.2.4.2.2** – Any Hoopers Only dog may later choose to compete in Agility, at which point the process for obtaining an Agility Permanent Number and getting a measurement for the dog will be required, and the current Hoopers Only permanent number will be replaced with an Agility permanent number.

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### New obstacle

Rationale: *Currently barrels can be used for both turning and for straight running past. This has been reported as creating confusion for the dog as they have no way of knowing which behaviour is required.*

This proposal means the obstacles cue difference behaviours, which is more consistent for the dog.

- Barrels are for turning
- Gates are for sending the dog on

Feature	Barrel	Gate
Action	The dog must <b>go around</b> it.	The dog must <b>run past</b> it
Challenge	Turning	Run past, and keep going

The gate will not be used in standard as the handler can run with the dog therefore it is not necessary.

The gate is available for all grades of Distance, and become important in Advanced grade where the handler must stay in the box.

#### **5.2.5 Gate**

Gates are made of lightweight material but must remain intact in the event of an accidental impact. All components have a circular section, are smooth and have no sharp edges so as not to injure the dog in the event of impact. The filling/screen must be of uniform colour and allow consistent visual contact between the dog and the handler.

Measurements: Width 120cm – 130cm. Height 80-90cm. Base supports 25cm – 40cm.

### **6.2 Beginners Class**

#### **6.2.1 Eligibility to Enter Standard Beginners**

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

#### **6.2.2 Eligibility to Enter Distance Beginners**

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

#### **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. Gates may be used in Distance Beginners only.

Spacing between obstacles must be between five (5) and eight (8) 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).

### **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 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 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. Gates may be used in Distance Graduate only.

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.

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

Open to all dogs that have gained HQDX.

#### **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. Gates may be used in Distance Advanced only. 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.

#### **7.6.4 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**

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

#### **7.6.5 Gate**

The dog must run past the gate on the opposite side to the handler.

##### **Reasons for Non-Qualification**

- Running on the inside of the gate.
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Rationale: Gives flexibility on how many Judges Choices are awarded.

## 4.8 Prizes

**4.8.1 As there are no placings available in Hoopers events, there are to be no prizes awarded.**

**4.8.2 Judges Choice Award.**

~~One~~ Judges Choice awards may be awarded per class. This is at the sole discretion of the club and the officiating judge and may be for any outstanding or memorable run.

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Rationale: The current regulation doesn't actually allow for the use of the hoops that a number of clubs are using with a T section leg on both sides.

## 5.2 Approved Obstacles

### 5.2.1 Hoops

The hoop must be an upside-down U shape, made from PVC pipe and having the base with a T section on at least one (1) side to make the hoop stable.

Baseless hoops may be used if they comply with the minimum size requirements.

The hoop must have a minimum height of 900mm from the ground to the bottom of the aperture of the hoop top. Hoops must be a minimum internal width of 800mm.

The top of the hoop is to be ~~flexible~~ plastic (e.g.: reticulation pipe, hula hoop). When required a hoop may be pegged down only on the T section of the hoop, not in the path of the dog or the handler. ~~Baseless hoops may be used if they comply with the minimum size requirements.~~