



2017

Virginia 4-H State Agility Trial

Sun. Oct. 1, 2017

State Fair of Virginia

Pavilion 2

Meadow Event Park

Doswell, VA 23047

Entry Deadline:

Fri. August 18, 2017 (3 PM)

****NO late entries****

Hard copies of entries, and fees, go to the State 4-H Office

You must also email your entry to Mrs. Peach

2017 Virginia 4-H State Agility Trial

Sun. Oct. 1, 2017

TENTATIVE SCHEDULE

12:30 – 1:00 PM - Check-in and registration

1:00 Opening Ceremony

1:15 Briefing & Walk-Throughs begin

Competitive & Beginner Agility will begin at 1:30 (Standard & Jumpers)

Demo by the 2017 AKC European Open Junior Handlers!

Games Classes & On-leash obstacle course

Final schedule will be based on entries

LOCATION: State Fair of Virginia, Meadow Event Park, Doswell, VA

DIRECTIONS Directions from I-95 North: Take 95 South to Exit 98, Turn left and go East on Rt. 30, go approx. 1.5 miles and turn right on Meadow Farm Road (stay in the right lane). Enter gate # 6 to the right, See attached map for competition location and exhibitor parking.

Directions from I-95 South: Take 95 North to Exit 98, turn right and go East on Rt. 30, go approx. 1.5 miles and turn right on Meadow Farms Road (stay in right lane). Enter gate # 6 to the right, see attached map for competition location and exhibitor parking.

Fair Admissions and Parking Credentials:

The Fair will provide free admission credentials for the exhibitor, 2 additional tickets for parents or guardians and one parking pass. If more than one child from the same family is exhibiting, each child will receive admission credentials, but only 2 additional tickets will be provided for the parents or guardians.

GENERAL INFORMATION – Please read entire premium carefully!

PURPOSE, REGISTRATION AND GENERAL ELIGIBILITY

The purpose of the 4-H Dog Project is to develop a closer bond with your dog through the study of dogs & dog behavior and the learning & implementation of positive training methods to meet personal goals. Therefore, the 4-H handler must be the primary agility trainer of the dog, throughout the dog's agility career.

Please note that this event should not be viewed as a training session and is considered a state level event. All handlers should ensure, to the best of their ability, that their dogs are ready for the classes in which they are entered. It is HIGHLY RECOMMENDED that handlers attend a clinic, fun match, or a 4-H, AKC, NADAC or ASCA event prior to competing in agility.

CLASSES OFFERED:

Competitive Agility: Jumpers and Standard (Novice & Excellent levels only)

Beginner Agility (formerly First Year Agility), there is no move-up requirement

Games Agility: Tunnelers and Gamblers (all levels compete together)

On-Leash Obstacle Course: Handlers entered in this class may NOT enter any other class

Agility Quiz Junior & Senior: (optional) Written quiz taken at the show & turned in by noon for scoring

4-H AGILITY SCHOLARSHIPS AND AWARDS

These funds are awarded as part of the State Fair Scholarship system. When the youth starts college, he completes a form and the college completes a form to have the funds transferred to the college. You can learn more at <http://www.statefairva.org/p.aspx?pid=getinvolved/competitions/301&>.

- State Agility Grand Champion - \$300.00
- State Agility Champion - \$200.00
- Reserve State Agility Champion - \$100.00
- State Agility Games Champion - \$200.00
- Reserve Games Champion - \$100.00
- High in Trial Award (fastest clean run in Jumpers or Standard) - \$50.00
- Junior Champion- \$50

Top Agility Awards: The **VA 4-H State Agility Grand Champion** Award will be given to the team with highest combined score in ALL 4 classes: Jumpers, Standard, Tunnelers, & Gamblers. The **VA 4-H State Agility Champion** Award will be given to the team with the highest COMBINED score in the COMPETITIVE classes (Standard & Jumpers; Novice or Excellent level ONLY). Beginner Agility handlers are NOT eligible for this award due to the reduced obstacles and different scoring method used in Beginner Jumpers & Beginner Standard classes. The **Virginia 4-H Agility Games Champion** Award will be given to the team with the highest COMBINED score in the GAMES classes (Tunnelers & Gamblers). Beginner dogs MAY run in all classes & will compete for this award. In the case of a tie for either Top Award, a run-off may be held, or runs will be compared based on Standard Course Time. The judge will determine the method used.

Reserve Champions will be named if there are 10 or more entries.

Junior Champion We will award a Junior Champion if there are 5 or more juniors entered.

Top First Year Handler will be awarded if there are 3 or more First Year handlers entered.

High in Trial Awards: Several "High in Trial" Awards will be presented to the highest scoring handler and dog team in the following areas:

- --**High in Trial Agility:** Awarded for the FASTEST CLEAN RUN from the COMPETITIVE Agility classes (Standard OR Jumpers at the Novice, or Excellent level ONLY). All clean runs will be compared to the Standard Course Time (SCT) to determine the fastest clean run overall.
- --**Clean Run ribbons** will be awarded to ALL teams with clean runs in ANY of the following Agility Classes: Jumpers, Standard, or Tunnelers, & Beginner Agility but NOT Gamblers.
- --**Special Awards:** Up to six Special Award ribbons will be given based on judge or leader input. These are designed to be serious or fun. For example: most improved, best handling skills, positive attitude, best recovery from a disastrous first run!, persistence—be creative!

SCORING

STANDARD SCORING System for “COMPETITIVE” Classes (Jumpers and Standard):

The Standard Scoring System is a ranking system. An overall ranking of 1st- 4th place will be determined in each class and placement ribbons will be awarded. Junior & Senior scores MAY be combined and Jump heights MAY be combined for CLASS placements, depending on the total number of entries.

DANISH System for “GAMES” Classes (Tunnelers and Gamblers) & On-Leash Obstacle Course:

Scores for Tunnelers and On-Leash Obstacle Course will be based on a 100-point scale as follows: Blue (90 – 100 points); Red (80-89 points); and White (70-79 points). The Gamblers point breakdown will be determined at the end of the class based on the highest & lowest point totals earned.

CLASS DIVISIONS, CLASS PLACEMENTS & RIBBONS:

Dogs will compete in either the SMALL dog division (4”, 8” or 12” jumps) or the LARGE dog division (16” or 20” jumps). Additionally, handlers will compete as JUNIOR, SENIOR or FIRST YEAR handlers. A special award will be given to the highest scoring First Year Handler if there are more than three First Year Handlers entered. Class ribbons will be awarded based on entries, with some classes combined if there are insufficient entries. Class placement ribbons will be awarded for 1st-4th place in the Competitive Agility Classes (Standard & Jumpers), while Danish ribbons will be awarded in the Games classes (Tunnelers & Gamblers) and On-Leash Obstacle Course. Clean Run ribbons will be awarded for perfect scores in all agility classes except Gamblers, and including Beginner Jumpers & Beginner Standard. A first-place award will be given for the Agility Quiz for the top Senior AND top Junior.

RECORD BOOK & POSTER COMPETITION:

You MAY enter either class even if you do not enter your dog. Both classes will be scored on the Danish system based on 100 points possible. Ribbons will be awarded based on the following scores: 90-100 Blue, 80-89 Red, 70-79 White, 69 & below Participation.

Poster Theme: “What I’ve Learned Through Virginia 4-H”

AGILITY OVERVIEW & RULES

Current American Kennel Club rules generally apply. Please check the AKC website for further information (<http://www.akc.org/events/agility/>) and read the below rules and regulations carefully. Some adaptations of the rules and regulations have been made for the 4-H Program, as follows:

- There will be two divisions of Agility within each COMPETITIVE class: Junior and Senior. Courses will be the same for each division.
- The COMPETITIVE agility classes will be Jumpers and Standard. In each division, separate classes will be offered at the following levels: Novice and Excellent.
- Jumpers and Standard agility classes (Novice and Excellent) will be used to calculate the Virginia 4-H State Agility Champion.
- Handlers in Beginner Jumpers or Beginner Standard may also compete in Tunnelers and Gamblers.
- Handlers in their second (or higher year) do NOT have to move up to Competitive Agility Classes.
- All final decisions regarding safety will be determined by the 4-H leader and the Agility Chairperson with input from the judges.
- The minimum useable course area will be at least 200 square feet and at least 40-feet wide for all classes except Beginner Jumpers and Beginner Standard, which may be smaller.
- Equipment dimensions and heights will strive to approximate AKC regulation with the following exceptions: the A-frame will be no more than approximately 5 feet high at the apex; the dog walk planks may be either 8 feet or 12 feet in length and between 24 to 36 inches off the ground if equipment adjustment permits; the height of the teeter at the fulcrum will be no more than approximately 20 inches; the length of the fabric chute of a closed tunnel will be approximately 6 feet; the weave poles will be a 6-pole set, with 24" spacing; the tire jump will be a breakaway design IF available; wing jumps will not be required in the course but may be used based on availability, but NOT at the Beginner level.
- Minimum obstacle requirements per class and skill level are listed in the class descriptions. There will be NO chutes or pause tables in ANY agility class. There may be a pause table in the off-leash obstacle course.
- All obstacle positions & approach angles are to be determined at the discretion of the judge.
- All dogs taller than 14", at the top of the shoulder (withers) will have a jump height of 16" OR 20" (*handler and leader's choice*), dogs 14", or under, at the top of the shoulder (withers) will have a jump height of 8" OR 12" (*handler and leader's choice*).
- **Beginner Agility Handlers will run their dogs at one jump level lower than their regular jump height.**
- Handlers may request an adjustment in their dog's jump height based on their dog's health, age, or breed. Please make your request on your entry form. Final jump height decisions will be made by the agility chairperson with input from the judge. For example, short breeds such as dachshunds or corgis may jump 4".
- Handlers are advised to train their dogs prior to the show to stand still for measuring.
- If temperatures are above 90 degrees all jump heights may be lowered by one level at the discretion of the judge.
- Fouling in the ring, or leaving the ring will result in a "No Score" at all levels of competition. Dogs who leave the ring or foul the ring will only be eligible for participation awards.

General Requirements and Rules:

- Dogs entered **must be 18 months or older, except for Tunnelers & On-Leash Obstacle Course which are open to dogs at least one-year old.**
- NO dogs in season; NO dogs that are pregnant.
- Dogs should not be entered in agility unless healthy, fit for competition and with experience training on obstacles in their class.
- Dogs may be entered in more than one skill level in DIFFERENT classes (i.e. Novice, Open, or Excellent). For example, a Novice Standard dog MAY enter Open Jumpers—see eligibility for EACH class).
- All dogs must wear a flat buckle or quick snap collar with no tags and run without a leash. Tab leashes are not permitted.
- Course maps will be posted at ring side and handlers will be allowed up to a 10-minute walkthrough without dogs prior to the start of each class.
- A gated warm up area with one single bar jump will be provided in the vicinity of the agility rings, if possible
- All divisions and classes will be run together with awards determined after completion.
- A clean run with no faults will score 100 points.
- All runs will be timed. The judge will set a maximum ring time for each class (1:00-1:30), with input from the Agility Chairperson. Time limits for each class will be announced at the trial.
- The dog with the highest score wins. In the event of a tie, speed based on AKC Standard Course Time (SCT) will break the tie. SCT will be determined by the dog's actual AKC jump height. For top awards, a run-off OR SCT may be used to break a tie (based on the judge's discretion).
- Use of toys, food, clicker, and other training devices are not allowed, although treats or a toy may be carried (concealed in a treat pouch or pocket) in the First Year Jumpers Class and First Year Standard class, and throughout the course in the On-Leash Obstacle Course class.
- AKC rules will be followed regarding performance on contact obstacles: the dog must touch the "down side" contact zone with any part of one foot prior to exiting the obstacle. On the teeter, at least one paw must touch the "down" contact zone after the plank has touched the ground and prior to exiting the obstacle with all four paws.

BEGINNER CLASSES (Beginner Jumpers & Beginner Standard)

Senior handlers in these classes are NOT eligible for the State Agility Champion Award, but handlers who are Juniors are eligible for the Junior Champion award
No move-up requirement at any time

BEGINNER JUMPERS:

Eligibility: Open to anyone ready to compete in off-leash agility and with permission of their club leader.

Possible Obstacles: Single bar jumps (without wings), tunnels.

Course: 6-8 numbered obstacles run in order. Course layout will be a simple circle, horseshoe or zigzag pattern. The ring size may be reduced in size.

Allowances: Beginner Jumpers dogs will one jump level lower than their regular jump height. Handlers may use a toy or treats (in a treat pouch, or in their pockets), during the run. Treats or toys MAY be shown or given to the dog before or after the run but ONLY in a designated area of the ring.

Scoring: Each dog-handler team starts with 100 points; 5-point deductions will be made for each knocked bar, each failure to complete an obstacle, and each time an obstacle is taken out of order. Refusals are NOT counted at this level. Beginner handlers will be scored on a points system using the Standard Scoring System.

BEGINNER STANDARD CLASS

Eligibility: Open to anyone ready to compete in agility and with permission of their club leader.

Possible Obstacles (max number of obstacle in parentheses): Single bar jumps (without wings), tunnels, A-Frame.

Course: 6-8 numbered obstacles run in numerical order. Course layout will be a simple circle, horseshoe or zigzag pattern. The ring size may be reduced in size.

Allowances: Beginner Standard class dogs will run one jump level lower than their regular jump height. Handlers may use a toy or use treats (in a treat pouch, or have treats in their pockets) ONLY before or after the run & in a designated area.

Scoring: Each dog-handler team starts with 100 points; 5-point deductions will be made for each knocked bar, each failure to complete a jump, and each time a jump is taken out of order. Refusals are NOT counted at this level. Beginner handlers will be scored on a points system using the Standard Scoring System.

COMPETITIVE AGILITY (Jumpers Agility & Standard Agility)

Entry in BOTH classes is required to compete for the State Agility Champion Award and ALL four classes (Jumpers, Standard, Tunnelers, and Gamblers) are required for the Grand Champion Award.

JUMPERS AGILITY

Entry in a Jumpers Agility class is one of the TWO required classes needed to be eligible for the Virginia 4-H State Agility Champion Award. Beginner Agility handlers are not eligible for this award.

NOVICE JUMPERS: (Handlers are eligible for Grand Champion & State Agility Champion Awards)

Eligibility: Open to any team with permission of their club leader. Dogs that have earned a Novice Jumpers agility leg from any venue (AKC, ASCA, NADAC) must enter Excellent

Possible Obstacles: Single bar jumps, broad jump, tire, and tunnel(s).

Course: 10-14 numbered obstacles run in order. Course will be a modified circle, horseshoe or zigzag. Handlers should expect to use one basic handling maneuver such as a front cross.

Scoring: Each dog-handler team will start with 100 points; 5-point deductions will be made for knocked bars, wrong course, refusals, or failure to complete the obstacle correctly.

EXCELLENT JUMPERS: (Handlers are eligible for Grand Champion & State Agility Champion Awards)

Eligibility: Open to any team with permission of their club leader.

Possible Obstacles: Single bar jumps, double or triple bar jump, broad jump, tire jump, tunnel(s)

Course: 10-14 numbered obstacles run in numeric order. Course design will encourage handling from both sides comfortably with more than one handling maneuver such as front cross and/or rear cross.

Scoring: Each dog-handler team will start with 100 points; 5-point deductions will be made for knocked bars, wrong course, refusals, or failure to complete the obstacle correctly.

STANDARD AGILITY

Entry in a Standard Agility class is one of the TWO required classes needed to be eligible for the Virginia 4-H State Agility Champion Award. Beginner Agility handlers are not eligible for this award.

NOVICE STANDARD AGILITY:

Eligibility: Open to ANY handler and dog who are ready for off-leash agility and with the permission of their club leader. Dogs who have earned a Novice Standard Agility leg from any venue (i.e. AKC, ASCA, NADAC) must enter Excellent Standard.

Possible Obstacles: Single bar jump, tire jump, broad jump, A-frame, tunnel, dog walk

Course: 10-14 numbered obstacles run in numeric order. Course design will be a modified circle, horseshoe or zigzag; handlers should expect to use one basic handling maneuver such as a front cross.
Scoring: Each dog-handler team will start with 100 points; 5-point deductions will be made for each knocked bar, refusal, missed obstacle or for taking an obstacle out of order.

EXCELLENT STANDARD AGILITY:

Eligibility: Open to any handler and dog team who wish to compete at this skill level and with permission of their club leader. Dogs who have earned a Novice Standard Agility leg from any venue (i.e. AKC, ASCA, NADAC) must enter Excellent Standard.

Possible Obstacles: Single bar jump, broad jump, tire jump, A-frame, tunnel, dog walk, PLUS double or triple bar jump, teeter, six weave poles.

Course: 10 to 14 numbered obstacles run in numeric order. Course design will encourage handling from both sides comfortably with more than one handling maneuver such as front cross and/or rear cross.

Scoring: Each dog-handler team will start with 100 points; 5-point deductions will be made for each knocked bar, refusal, missed obstacle or for taking an obstacle out of order. However, up to three attempts may be made to complete the weave poles.

GAMES AGILITY (Tunnelers & Gamblers)

Entry in BOTH classes is required to compete for the State Agility Games Champion Award and entry in ALL four agility classes (Jumpers, Standard, Tunnelers and Gamblers) is required for the Grand Champion Award.

Open to ANY handlers except those entered in On-Leash Obstacle Course

TUNNELERS AGILITY:

Eligibility: Open to ANY handler and dog team who wish to compete at this skill level and with permission of their club leader.

Equipment: Tunnels only

Course: Up to 8 numbered tunnels run in numeric order.

Scoring: Each dog-handler team will start with 100 points; 5-point deductions will be made for each refusal, missed obstacle, taking a tunnel out of order, or incomplete tunnel (entering, then backing out). Small dogs will compete against small dogs; large dogs compete against large dogs to keep placements fair due to the difference in stride length.

GAMBLERS AGILITY:

Eligibility: Open to ANY handler and dog team who wish to compete at this skill level and with permission of their club leader.

Equipment: Possible obstacles: Single bar jump, tire jump, broad jump, tunnel, A-frame, teeter, dog walk, 6 weave poles,

Course: 10-12 obstacles that may be run in ANY order.

Scoring: Each dog-handler team will start with 0 points. Points will be earned during a set time period (30-45 seconds; time will be announced at trial) based on obstacles completed. Points will be earned as follows: Jumps= 1 point each; Tunnels & tire= 3 pts. each; A-frame, dogwalk, teeter and weaves= 5 pts. each. There will be a final "gamble" of 2-3 jumps that must be taken after the whistle blows & within 10-15 sec. (time will be announced at trial). Completing the entire "gamble" will earn an extra 10 points. Small dogs will compete against small dogs; large dogs compete against large dogs to keep placements fair due to the difference in stride length.

ON-LEASH OBSTACLE COURSE (Untimed & On-Leash):

Eligibility: Open ONLY to handler and dog teams who are NOT entered in any other agility class, and with permission of their club leader.

Allowances: Treats or toys MAY be used during the entire course; however, using treats or a toy will receive a 10-point deduction off the total score (i.e. a “red” ribbon will be the highest ribbon possible)

Equipment: Possible obstacles: Single bar jump (4-8” max.), broad jump (one jump board only), open tunnel (short & straight), closed tunnel (chute) WITHOUT chute, A-frame 2’ tall or under, plank, tire or ladder on ground, plank or ramp at cinder block height or less, cones (rally type; walk thru WITH dog), 3-stair steps, wobble board, carpet square, pause table (8” tall max.), (NO teeter or dogwalk)

Course: 10 obstacles that must be taken in order. The first “obstacle” will be a start-line stay. The dog must remain on a sit or down stay for **10** secs. (judge will count down the time), before being called by the handler & starting the course.

Scoring: Each dog-handler team will start with 0 points. Ten points will be earned for each obstacle completed; however, 10 points will be deducted each time the dog is touched or the leash is pulled. Only two tries are allowed per obstacle. Danish ribbons will be given: 90-100 points= Blue, 80-89 points= Red, 70-79 points= yellow

AGILITY QUIZ: Senior & Junior Quiz, Same day entries WILL be permitted. This class is OPTIONAL

Eligibility: Open to ANY 4-H handler, except the 4-Hers who won first place last year. You do not need to run your dog to enter this class.

Format: Written quiz. Pick up quiz at registration. Take on your own time. Turn in by NOON at the trial.

Questions: Will be taken MOSTLY from this State 4-H Agility Premium, plus additional questions on general agility knowledge and AKC agility (classes, scoring and titles)

Scoring: Each correct answer will earn 1 point.

Award: The highest scoring Senior & highest scoring Junior will earn a rosette or ribbon. No other placements or ribbons will be given. In the event of a tie, additional written questions will be used until there is a winner.

ADDITIONAL NOTES:

PROJECT BOOKS: All 4-Hers entering the Virginia State 4-H Agility Trial MUST submit a Virginia 4-H Dog Project Book. **Project books ARE required for the VA State Fair.** Project books do NOT need to be entered in the Project Book competition; however, they must be complete & brought to the fair.

RABIES: All dogs entered in the dog show must show proof of current rabies vaccination at time of entry. Rabies tags will not be accepted; a veterinary statement showing rabies expiration date is required.

****Female dogs that are pregnant or in season are NOT allowed at the show****

DAY OF SHOW CHECK-IN

Check-in will be from 12:30-1:00 PM on the day of the show. Please check-in as soon as possible after arrival and pick up your packet.

NO ARMBANDS

A sticker with your dog’s number will be in your registration packet. Please wear this on your shirt or pants.

AGILITY CHAIRPERSON: Becky Peach beckypeach@hotmail.com or 571-762-8254

OPENING CEREMONY

We will start our event with the “The Pledge of Allegiance” and “The 4-H Pledge.” Please remember to bring your club and county flags and banners to display, if possible.

SHOW SAFETY, RULES & ETIQUETTE

Though not required, it is strongly recommended that your dog have a Canine Good Citizen certificate. Participating dogs should be able to maintain control in close quarters with people and other dogs at all times. This is not an event best suited for dogs with reactivity issues.

Dogs that attempt to attack a person or another dog on the grounds or appear to be dangerous will be excused from the event. Dogs must be either crated or kept under control on-leash at all times except when otherwise directed by the judge. Dogs violating this rule will be excused. Dogs must be kept in the Dog Show area and are not permitted elsewhere on the premises. NO UNATTENDED DOGS at any time.

****Please come prepared to clean up after your dog****

Prong collars, gentle leaders, retractable leads, or flexi-leads are not allowed on the show grounds.

Absolutely no coaching by persons outside the ring (signaling movements or commands directed to a handler or dog being shown) is allowed.

SCHEDULING CONFLICTS

4-Hers are responsible for notifying and making arrangements with the ring stewards regarding any conflicts. Given adequate notification, judges and ring stewards will make best effort to be accommodating when scheduling conflicts.

LUNCH

Please bring your lunch, snacks and beverages (extra water is important for yourself & your dog). There are on site options for lunch, but time for lunch is limited, so please be aware of the ring schedule.

Registration Instructions

Notes regarding Entries:

- Leaders will approve & submit registrations by mail or via website registration. If you do not have a dog club leader in your county, please contact your Extension Agent to make the entry.
- All 4-H members or leaders must submit a current signed copy or original Health History Form and Code of Conduct for each 4-H youth participant with the registration form.
- The Fee to enter the Virginia 4-H State Agility Trial is \$10 per dog. Each handler may enter 1-2 dogs. \$5 to enter Agility Quiz, Record Book or Poster competition if dog is NOT entered

MAIL your entries to the address below

AND send a list of classes entered to Becky Peach: beckypeach@hotmail.com

Send entries to: State 4-H Office, Attn: STATE AGILITY DOG SHOW,
115 Hutcheson Hall (0908), Blacksburg, VA 24061
Make checks payable to: Virginia 4-H Foundation

Entries MUST be received by 3:00 PM on Friday August 18, 2017

NOTES:

- Please make sure address is legible.
- All 4-H members and 4-H leaders must provide a current and signed Health History Form.
- If special accommodations are necessary, please contact the Agility Chairman, Becky Peach, at 571-762-8254
- Direct all questions regarding the show to the Agility Chairman, Becky Peach, at 571-762-8254 or beckypeach@hotmail.com

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Volunteers Needed:

Volunteers can be 4-H club members, parents, siblings, friends, etc. Would you be willing to serve as a volunteer during the show? Please mark where you would be interested in helping:

Ring Crew Scoring Time Keeper
 Runner Gate Steward Ribbons/Awards

Name (if not 4-Her): _____

If you have had any pre-existing experience at the Dog Show, please list below:

Please include this volunteer checklist with your entry form if you are able to help out. Thanks!

2016 Virginia 4-H State Agility Trial
REGISTRATION FORM (PG 1 OF 2)
****ONE FORM PER HANDLER****

Exhibitor Name: _____ **Age as of 9/30/17:** _____
First Year at VA 4-H State Show? _____ Years at 4-H Show with Dog: _____

Address: _____ City: _____

State: _____ County: _____ Phone: _____

Email: _____ Club Name: _____

Dog #1 Call Name: _____ Age: _____ Breed: _____ Sex: _____

List Any Agility Legs or Titles Earned & venue _____

Additional (non-agility) Titles: _____

Dog's Height at Withers (shoulder) when standing: _____

Dog #2 Call Name: _____ Age: _____ Breed: _____ Sex: _____

List Any Agility Legs or Titles Earned & venue _____

Additional (non-agility) Titles: _____

Dog's Height at Withers (shoulder) when standing: _____

****Rabies Certificate copy must be sent with entry form****

Vaccinations: DHPP Date: _____ Rabies Date: _____

We certify that the above information is accurate and complete.

4-H Member Signature: _____ Date: _____

Parent/Guardian Signature: _____ Date: _____

4-H Club Leader Signature: _____ Date: _____

4-H Agent Signature: _____ Date: _____

2016 Virginia 4-H State Agility Trial

ENTRY FORM (Pg 2 of 2)

****ONE FORM PER DOG (up to 2 dogs allowed per handler)****

****PLEASE EMAIL this info to Becky Peach when you mail your entry****

Exhibitor's Name: _____

Dog's Name: _____

(ONE DOG per ENTRY FORM)

JUNIOR HANDLER 9 - 13 years

SENIOR HANDLER 14 - 18 years

BEGINNER AGILITY (ineligible for Top Awards; no move-up requirement)

Beginner Junior

Small 8" to 12" jumps

Large 16" to 20" jumps

Beginner Senior

Small 8" to 12" jumps

Large 16" to 20" jumps

COMPETITIVE AGILITY (must enter BOTH classes to be eligible for Top Awards)

STANDARD AGILITY

Novice

Small 8" to 12" jumps

Large 16" to 20" jumps

Open

Small 8" to 12" jumps

Large 16" to 20" jumps

Excellent

Small 8" to 12" jumps

Large 16" to 20" jumps

JUMPERS AGILITY

Novice

Small 8" to 12" jumps

Large 16" to 20" jumps

Open

Small 8" to 12" jumps

Large 16" to 20" jumps

Excellent

Small 8" to 12" jumps

Large 16" to 20" jumps

GAMES AGILITY: Open to Beginner, Novice, Open or Excellent handlers

Must enter BOTH classes to be eligible for Top Awards

TUNNELERS (no jumps)

Small

Large

GAMBLERS

Small 8" to 12" jumps

Large 16" to 20" jumps

ON-LEASH OBSTACLE COURSE

(entry in this class means you may NOT enter any other class at this event)

Obstacle Course

AGILITY QUIZ (please check if you plan to enter; same day entries WILL also be permitted)

Agility Quiz

Junior _____ Senior _____

RECORD BOOK COMPETITION _____ (same day entries allowed)

You MUST bring your record book to the event. You do NOT need to enter your record book in the competition. You MAY enter this competition even if your dog is not running at this event.

POSTER COMPETITION: _____ (same day entries allowed)

You MAY enter this competition even if your dog is not entered.

CALCULATING JUMP HEIGHT

****PLEASE USE THIS GRID TO HELP DETERMINE YOUR DOG'S JUMP HEIGHT:** All dogs TALLER than 14" at the top of the shoulder (withers) will jump 16" OR 20" (*handler and leader's choice*), dogs 14", or under, at the top of the shoulder (withers) will jump 8" OR 12" (*handler and leader's choice*).

DOG'S HEIGHT AT SHOULDER WHEN STANDING: _____ DOG'S JUMP HEIGHT: _____

To calculate your dog's jump height, please measure your dog's height at the withers (shoulders) while the dog is standing, and use the table below:

My dog's height at the withers is: _____ inches	<p><u>Please check one:</u></p> <p>My dog is TALLER than 14" at the withers _____</p>	<p>Your dog competes in the LARGE dog division</p> <p>Choose your dog's jump height: _____ 16" jumps _____ 20" jumps</p>
	<p>My dog is 14" tall, or under, at the withers _____</p>	<p>Your dog competes in the SMALL dog division</p> <p>Choose your dog's jump height: _____ 8" jumps _____ 12" jumps _____ 4" (<i>see below</i>)</p>

Dogs TALLER than 14" at the withers are expected to compete in the LARGE dog division. Requests to move down to the SMALL dog division should be based on one of the following exemptions:

- age (6 yrs. or older)
- health (please have your leader make a note on your entry)
- breed (see the AKC obedience regulations for a list of breeds eligible for jump height reductions in obedience & rally)
- handlers requesting 4" jumps may use any of the reasons above
- handlers may list one or multiple reasons for a jump height exemption
- dogs MAY be measured at the trial

Note: Failure to know your dog's correct jump height and failure to practice at the correct jump height are not considered adequate reasons for a jump height exemption.