

Agility Dog Association of Australia Ltd

Grand Prix 1-4 October 2010

Australian Equine and Livestock Events Centre (AELEC), Tamworth, NSW

Courses

Starters courses

Agility	2
Jumping	4

Intermediate courses

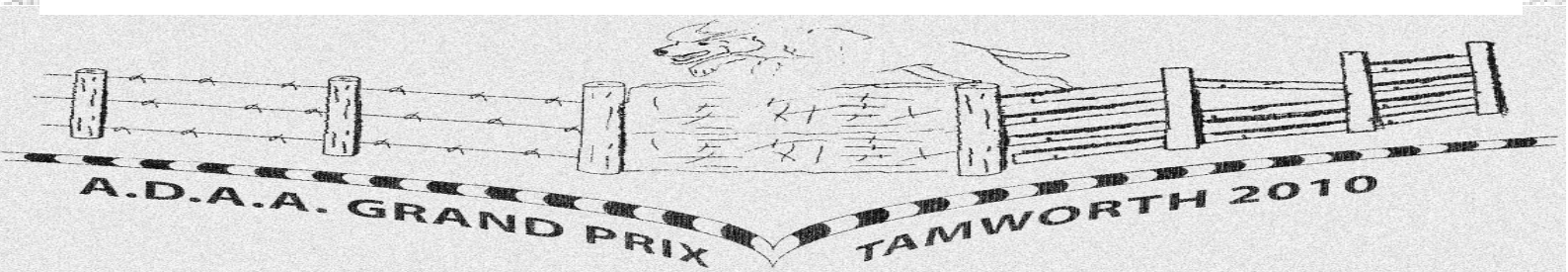
Agility	6
Jumping	7

Open courses

Agility	10
Jumping	13
Games	
Individual	16
Pairs/team	27

Advanced courses

Jumping	29
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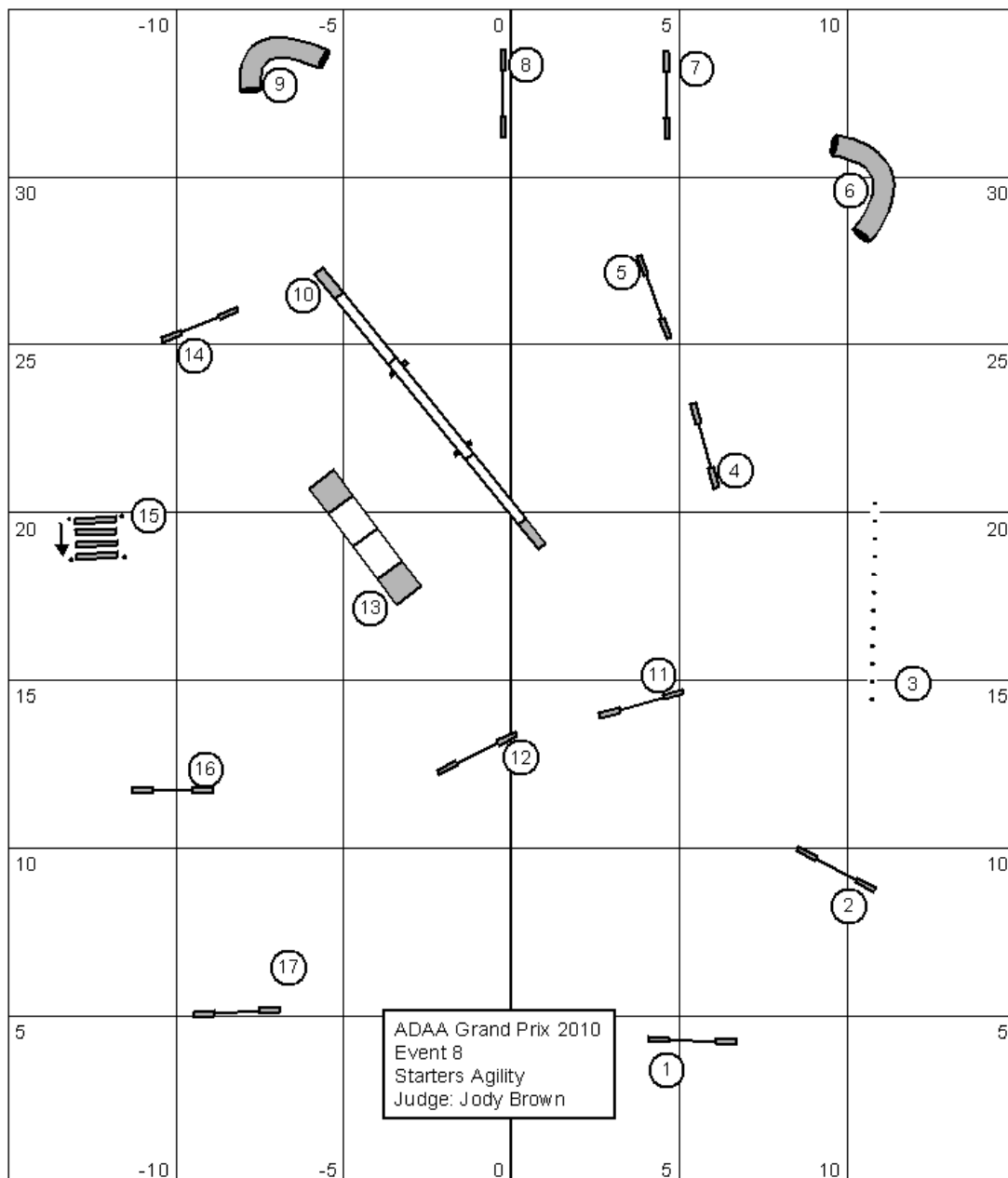
STARTERS

Event: Combined Starters Agility

Judge: Mr J Brown

Event No: 8

Date: Saturday 2 October, 2010



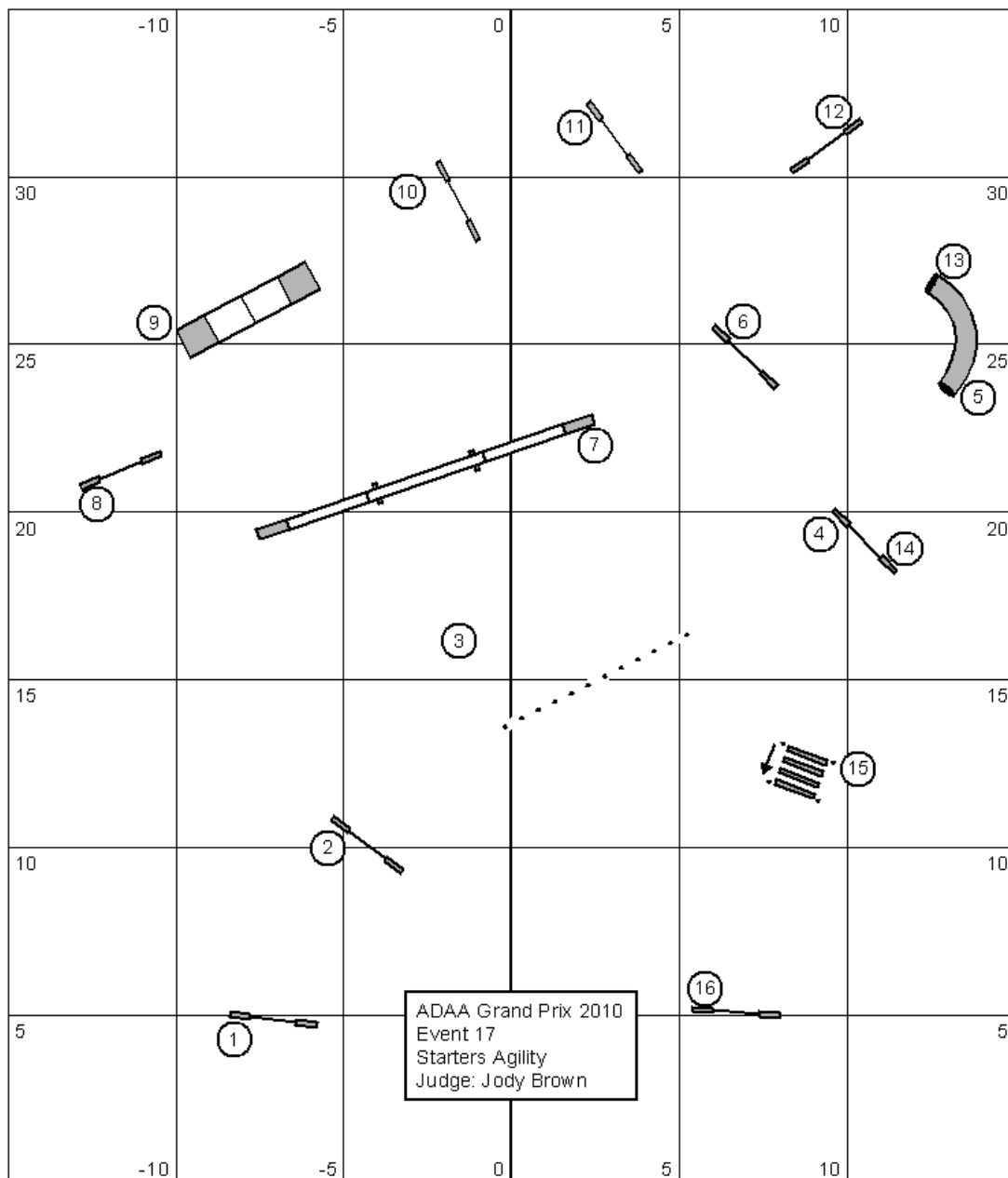
STARTERS

Event: Combined Starters Agility

Judge: Mr J Brown

Event No: 17

Date: Sunday 3 October, 2010



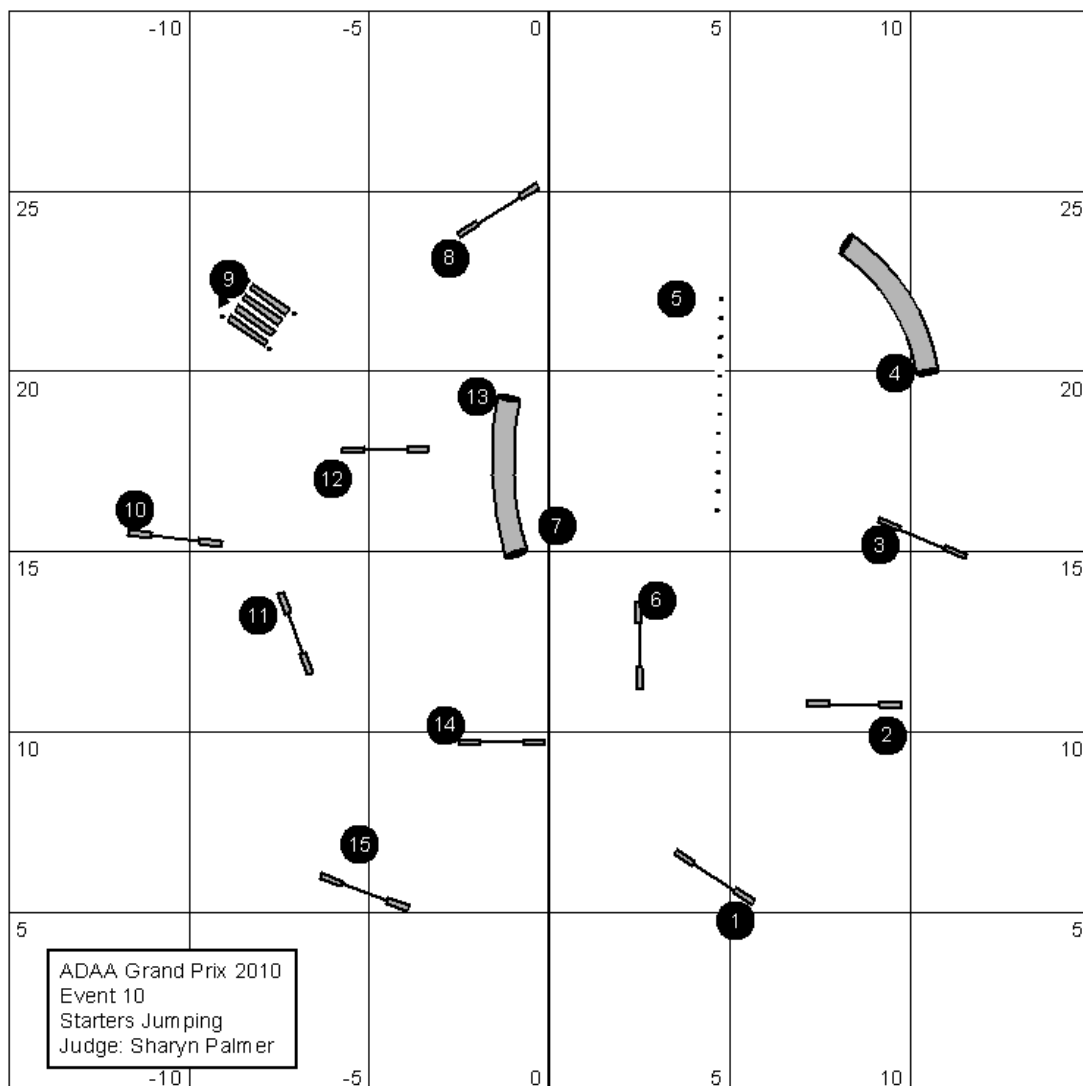
STARTERS

Event: Combined Starters Jumping

Judge: Ms S Palmer

Event No: 10

Date: Saturday 2 October, 2010



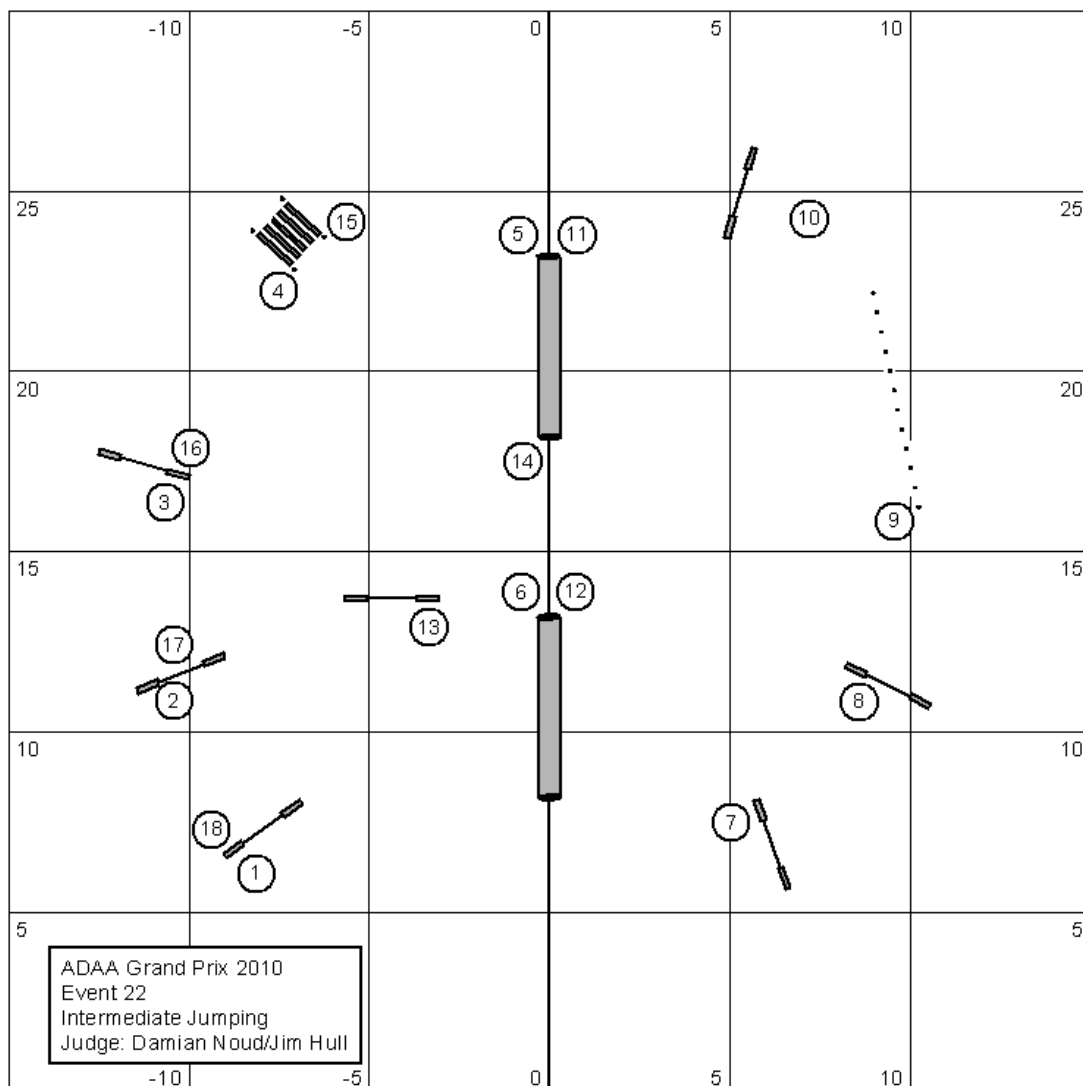
STARTERS

Event: Combined Starters Jumping

Judge: Mr D Noud/Mr J Hull

Event No: 22

Date: Monday 4 October, 2010



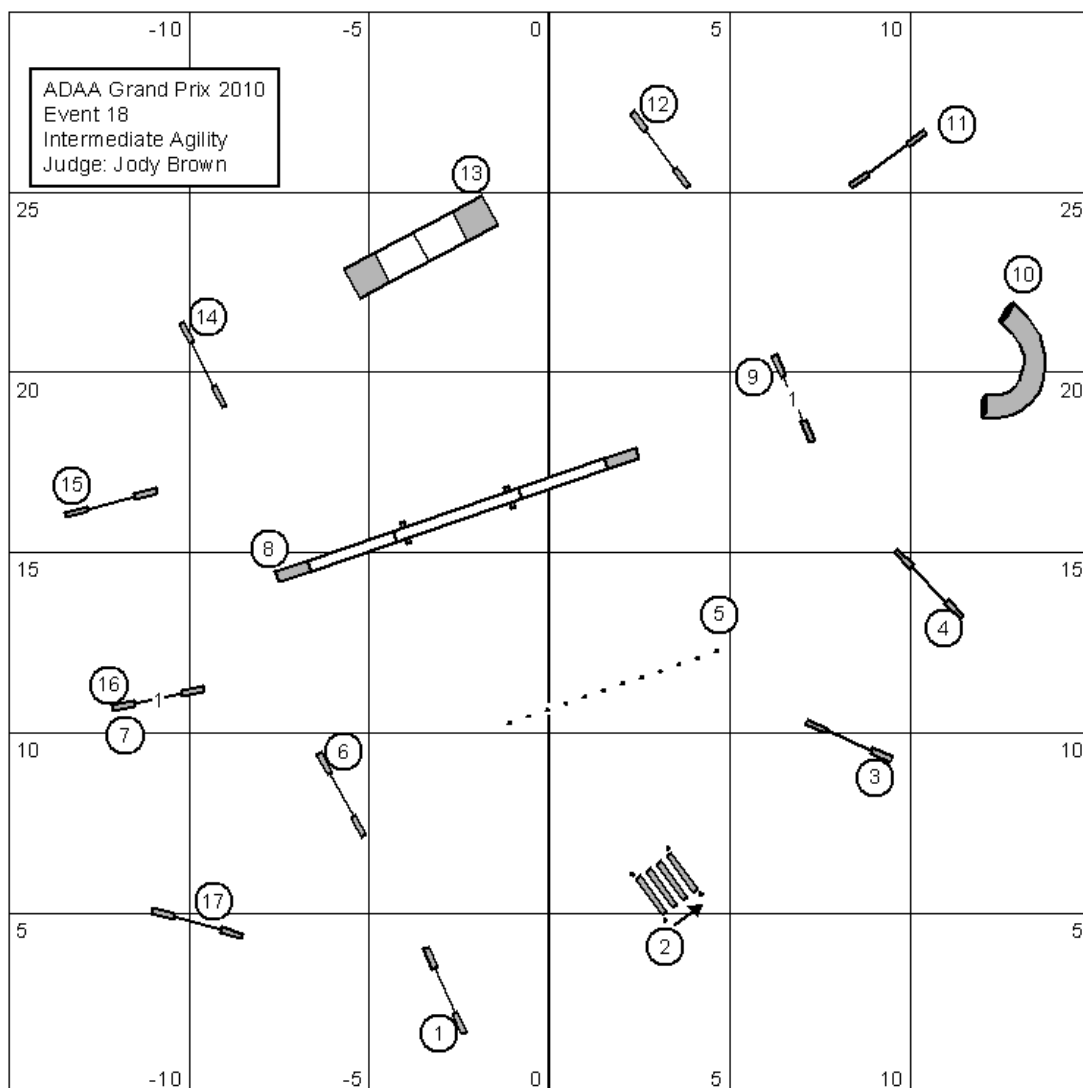
INTERMEDIATE

Event: Intermediate Agility

Judge: Mr J Brown

Event No: 18

Date: Sunday 3 October, 2010



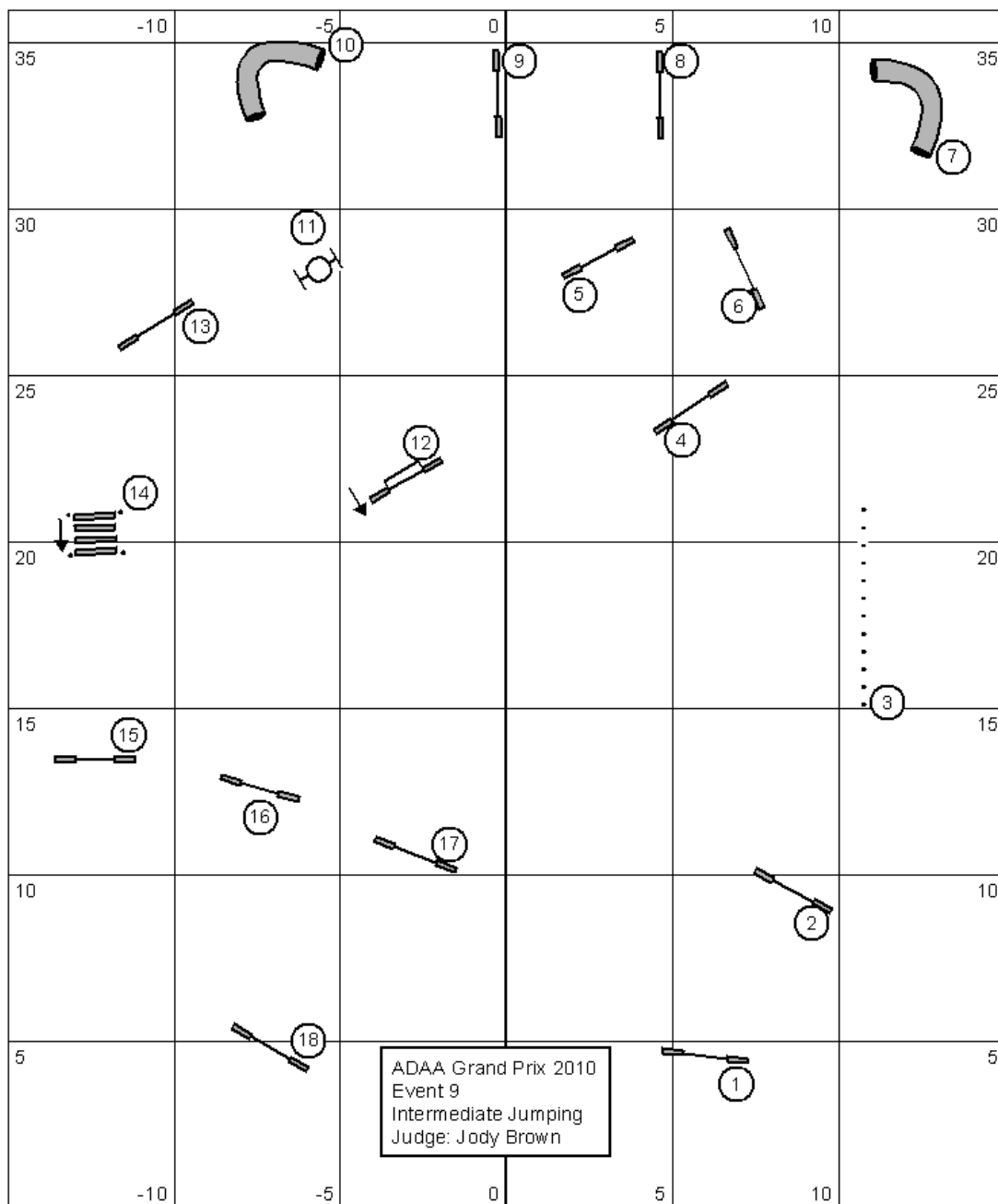
INTERMEDIATE

Event: Intermediate Jumping

Judge: Mr J Brown

Event No: 9

Date: Saturday 2 October, 2010



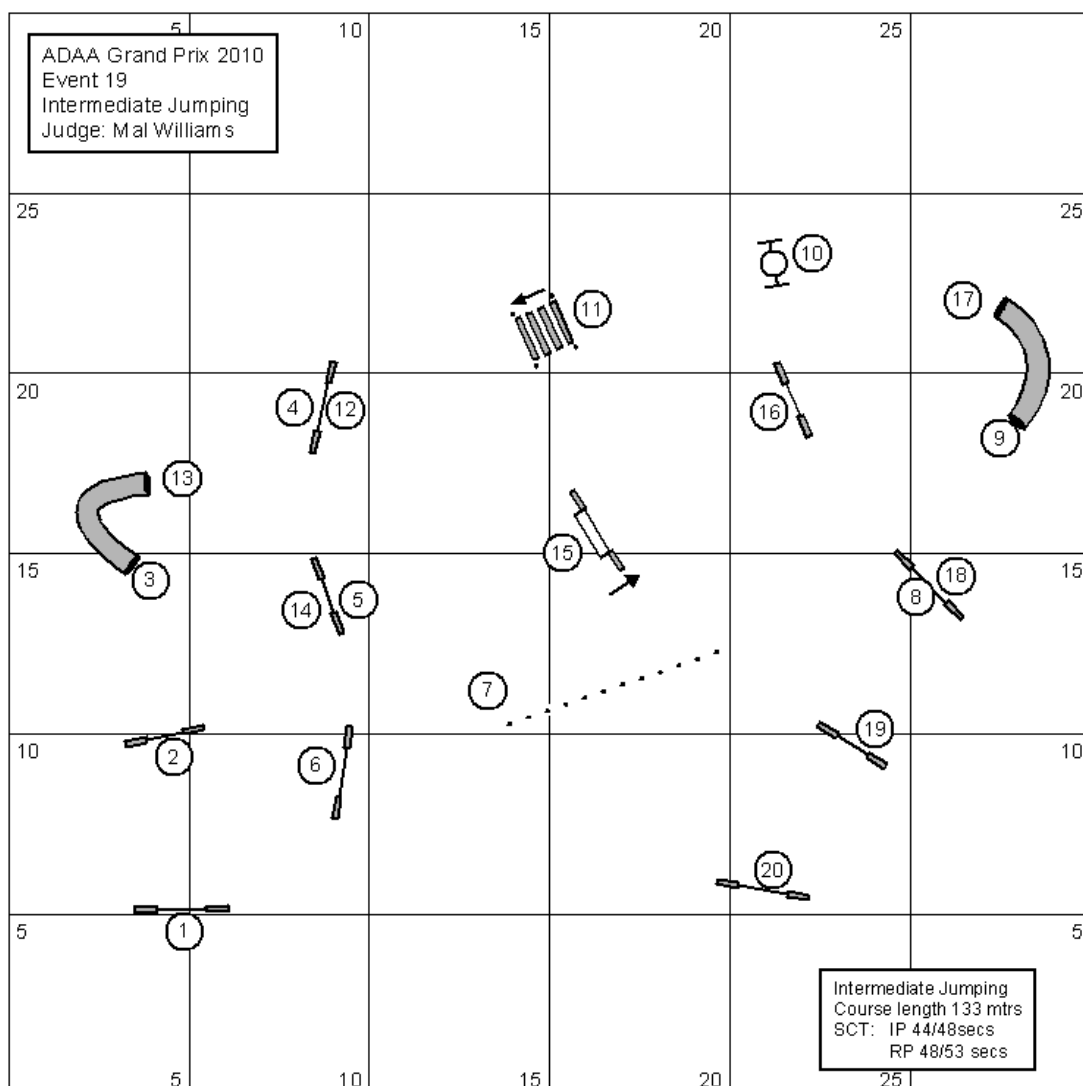
INTERMEDIATE

Event: Intermediate Jumping

Judge: Mr M Williams

Event No: 19

Date: Sunday 3 October, 2010



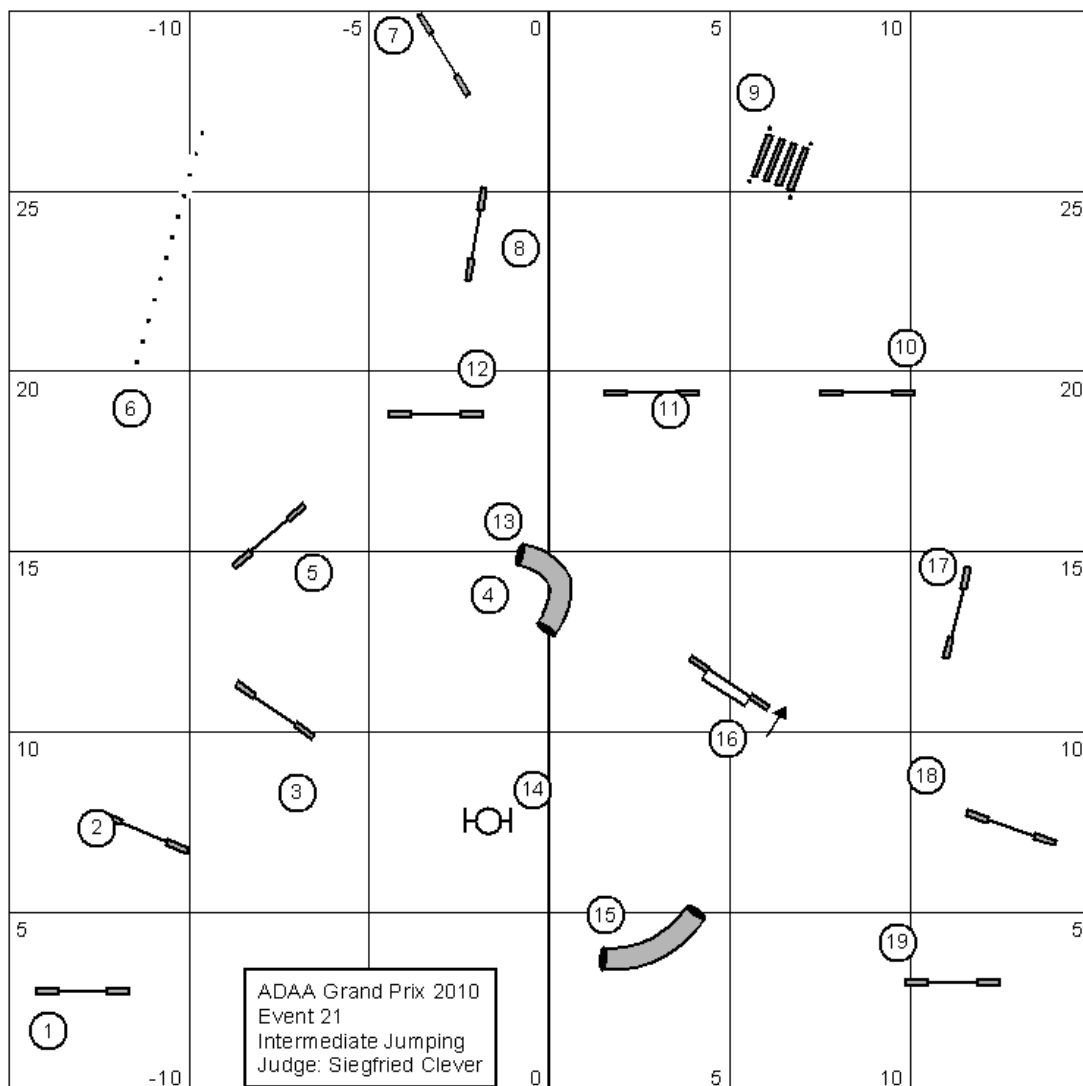
INTERMEDIATE

Event: Intermediate Jumping

Judge: Mr S Clever

Event No: 21

Date: Monday 4 October, 2010



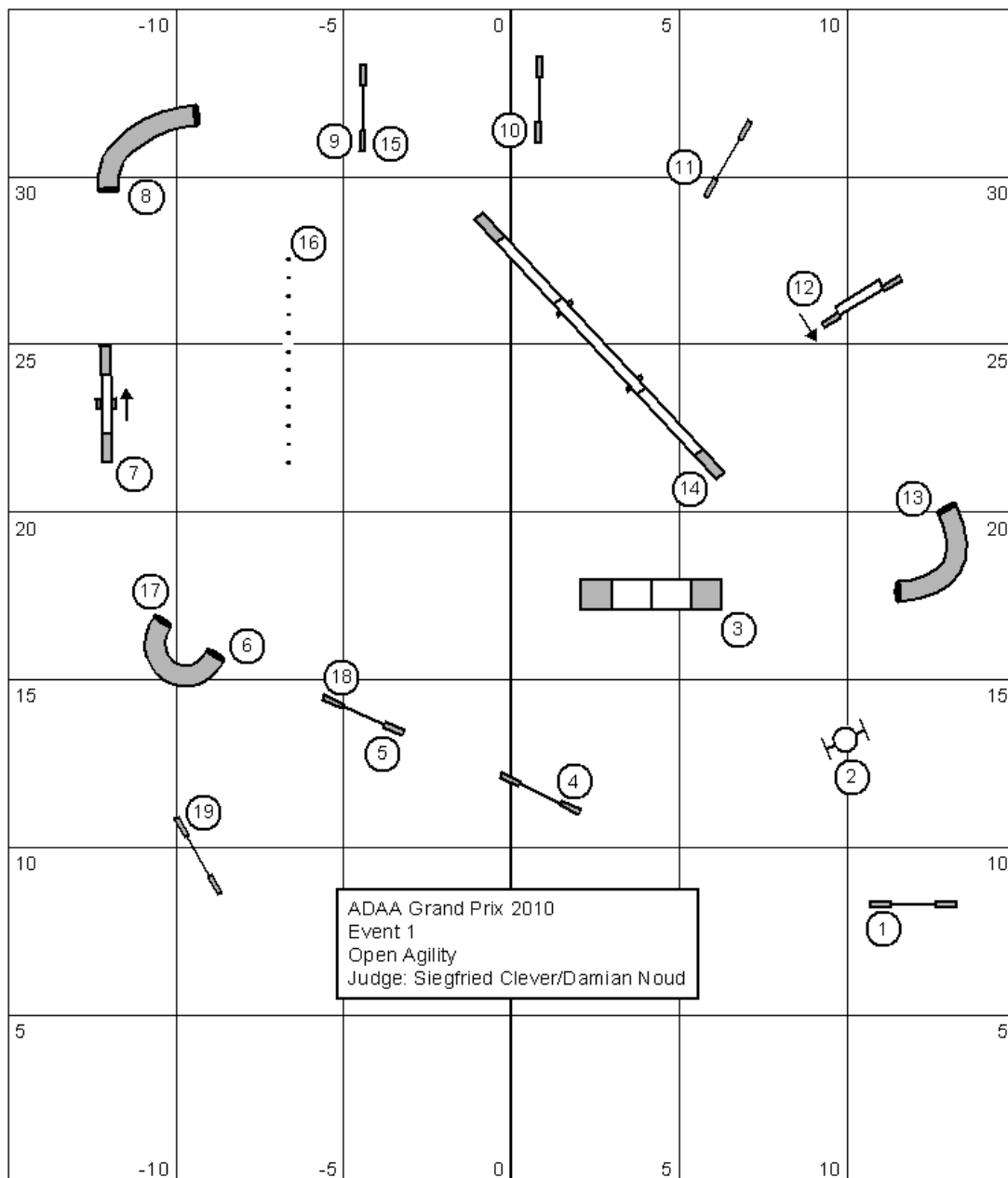
OPEN

Event: Open A Agility

Judge: Mr S Clever/Mr D Noud

Event No: 1

Date: Friday 1 October, 2010



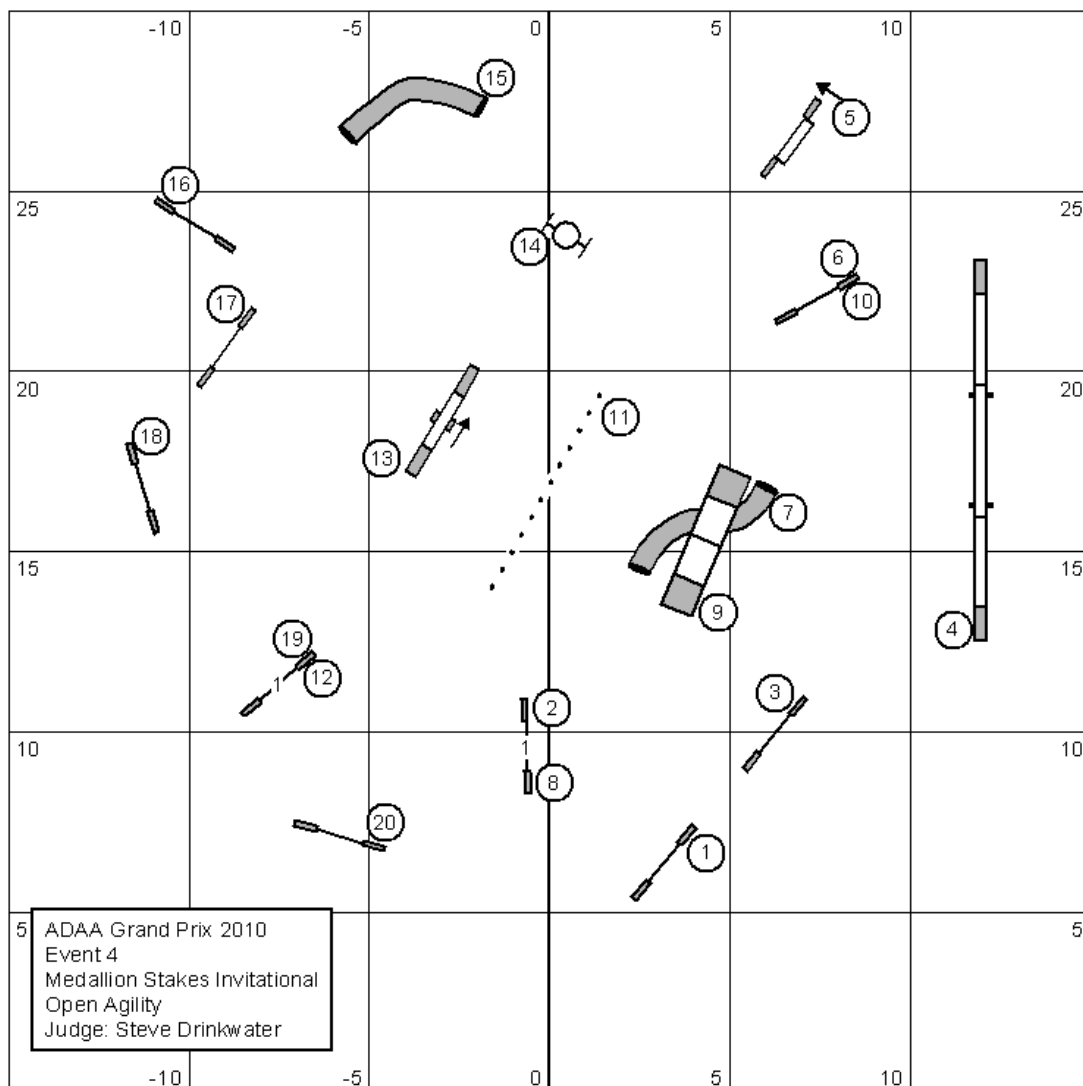
OPEN

Event: Open A Medallion Stakes Invitational Agility

Judge: Mr S Drinkwater

Event No: 4

Date: Saturday 2 October, 2010



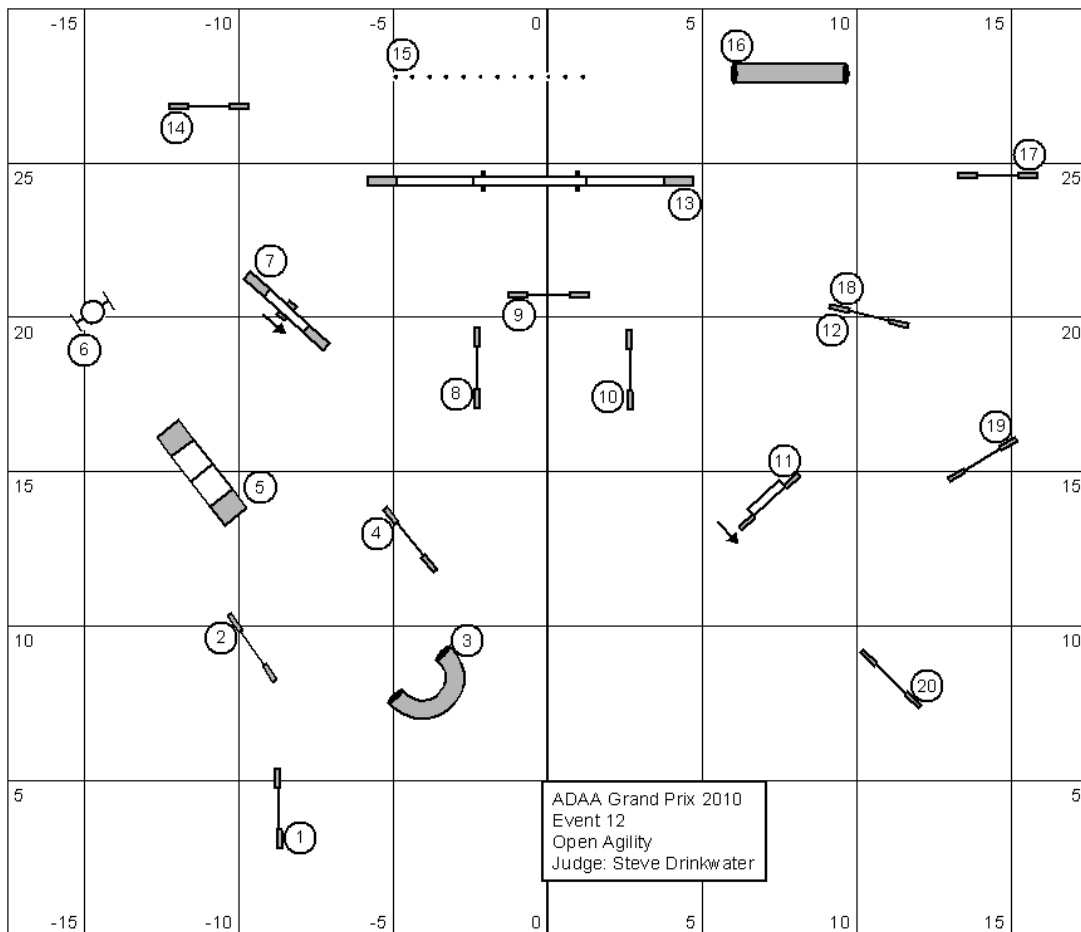
OPEN

Event: Open B Agility

Judge: Mr S Drinkwater

Event No: 12

Date: Sunday 3 October, 2010



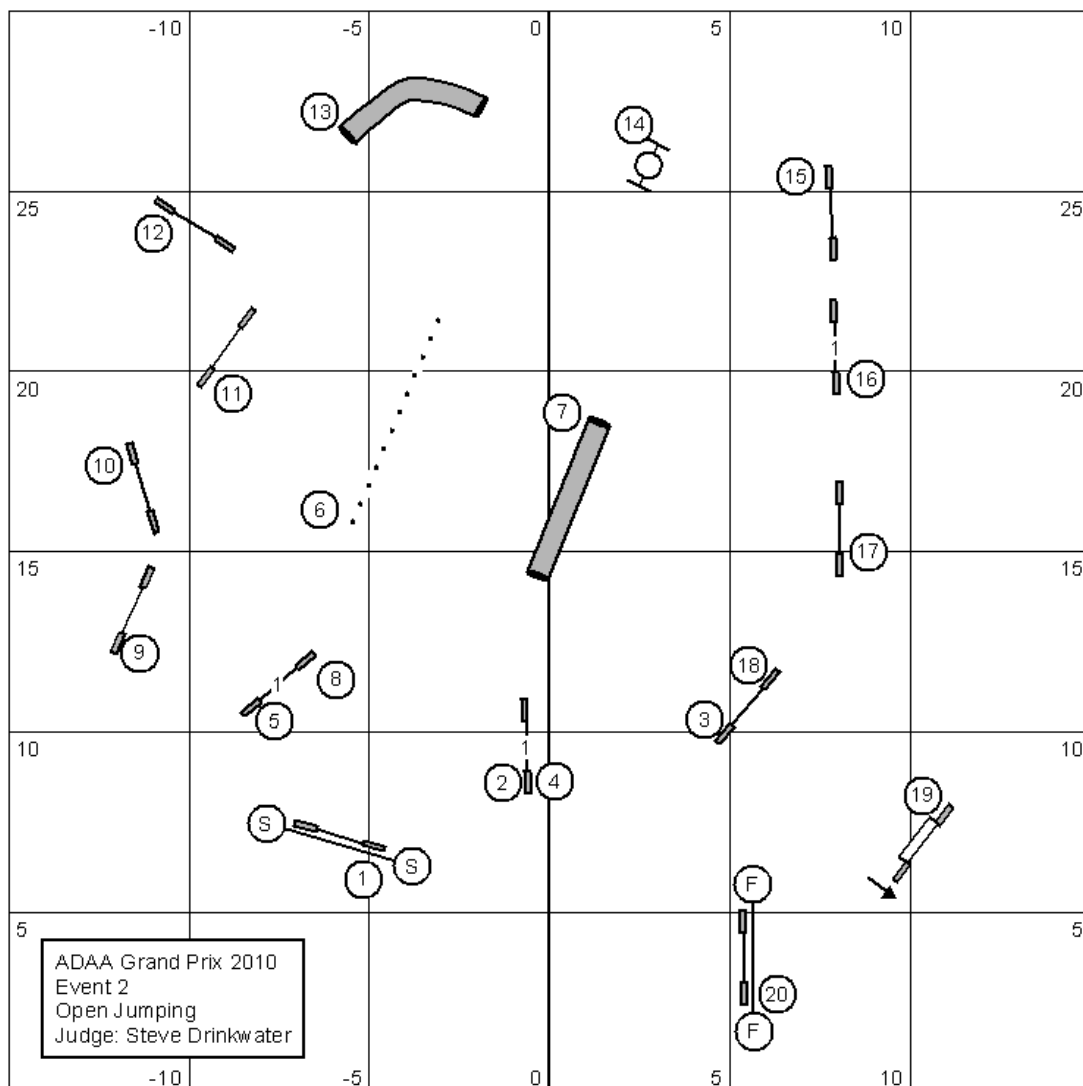
OPEN

Event: Open B Jumping

Judge: Mr S Drinkwater

Event No: 2

Date: Saturday 2 October, 2010



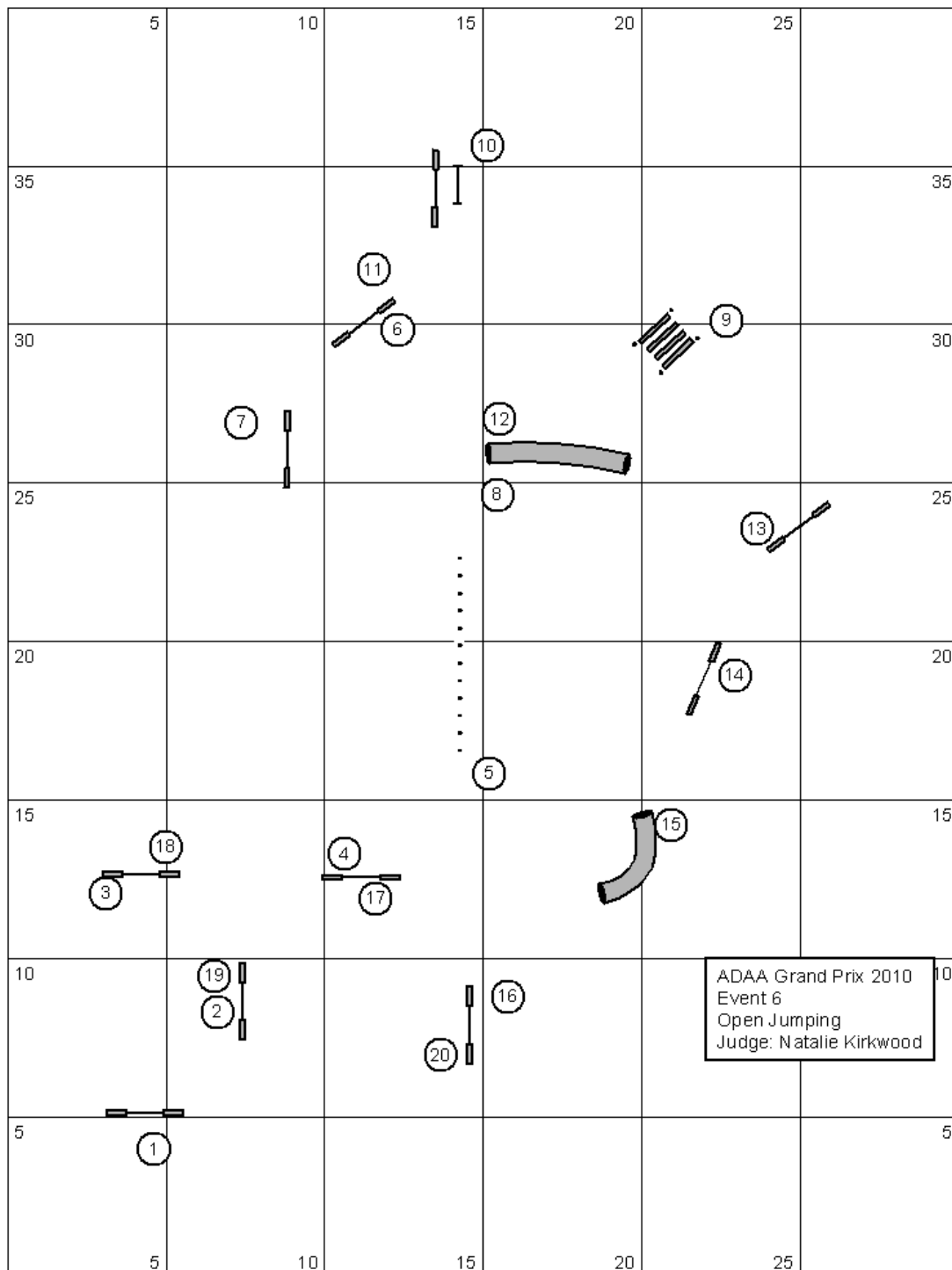
OPEN

Event: Open B Jumping

Judge: Mrs N Kirkwood

Event No: 6

Date: Saturday 2 October, 2010



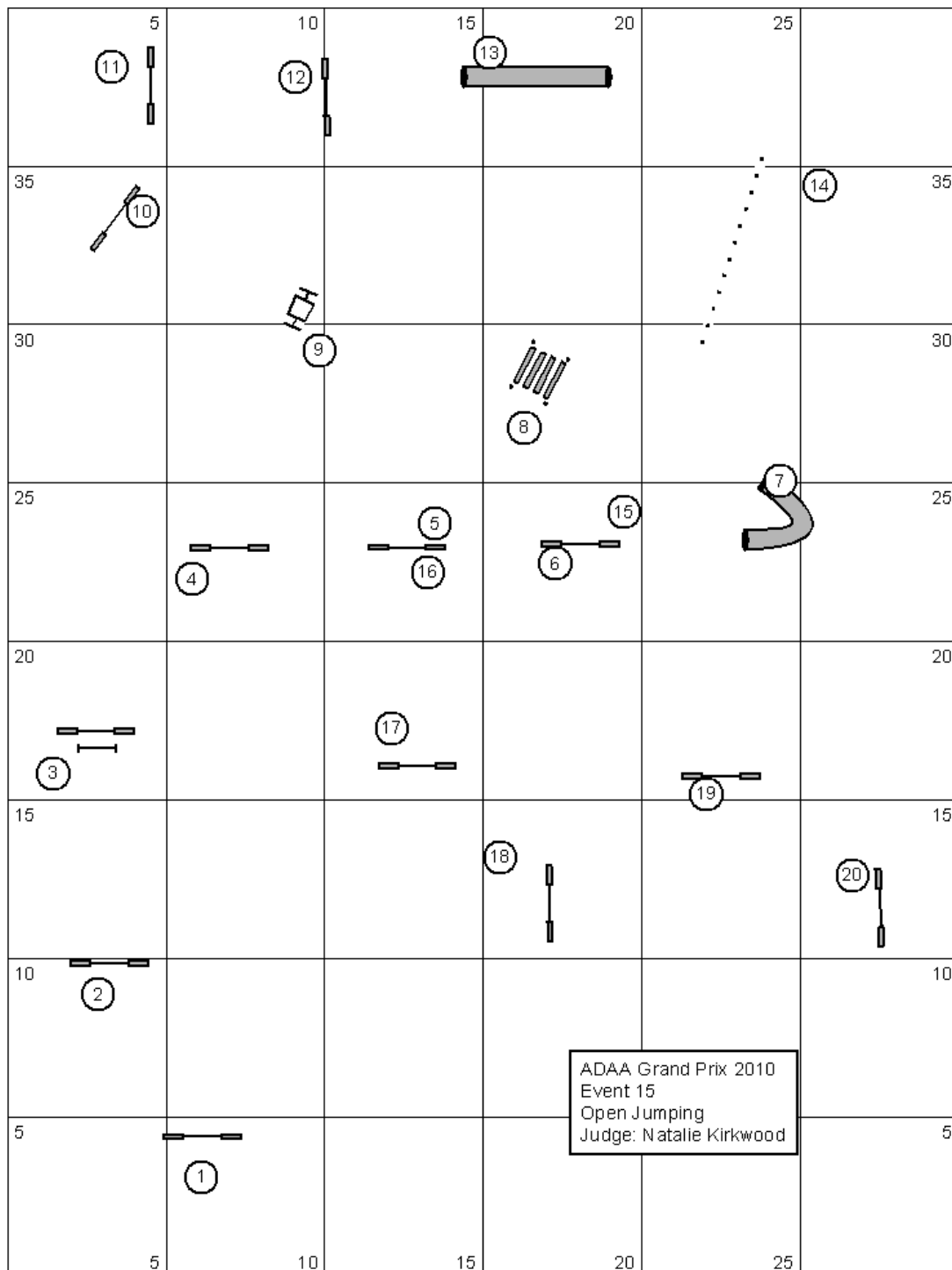
OPEN

Event: Open A Jumping

Judge: Mrs N Kirkwood

Event No: 15

Date: Sunday 3 October, 2010



OPEN

Briefing for: Snooker

Snooker is a standard ADAA game.

The rules can be found at <http://www.adaa.com.au/regs/adaa-regs-e9-0-012010.pdf>.

Points needed to qualify (All Classes): 43 (16 points in the opening sequence, [13 colour + 3 red hurdles]).

International Program (IP)

Maxi/Midi SCT: 45 seconds; **Mini/Toy SCT:** 49 seconds

Regular Program (RP)

Maxi/Midi SCT: 49 seconds; **RP Mini/Toy SCT:** 54 seconds.

Basic Rules

- Start on the start hurdle, either direction (electronic timing). No penalty for knocking bar.
- Finish over the finish Hurdle (electronic timing).
- If the Judge blows the whistle it is "End of Game", and no more points will be awarded.
- The two pipe tunnels and the A-frame are bidirectional in the opening sequence, but must be completed in the direction indicated by the obstacle number in the closing sequence.
- Obstacle No. 5 is multiple and bidirectional and can be completed in any order and direction for the opening sequence, but must be completed in the correct order and direction (as numbered) for the closing sequence.
- The start hurdle is not "live" during the opening or closing sequence (cannot receive a fault).
- The finish hurdle is live, and when the dog takes the finish hurdle the clock will stop and no more points can be gained.
- Upon "End of Game", please go directly to the finish to stop the clock.
- Elimination will occur if the electronic timer is not stopped by the dog.
- The opening sequence may allow maximum points of 24 (1+7+1+7+1+7=24).
- Closing Sequence allows for maximum points of 27 (2+3+4+5+6+7=27).
- Maximum total points of 51 may be achievable (benchmark is 43 points).

Opening Sequence – Specific Rules

- The opening sequence requires successful completion of 6 obstacles in the following order: Red – Colour – a different Red – Colour – a different Red – Colour.
- During the opening sequence, the Colour after each Red may be the same or a different Colour.
- Each Red may be taken only once (successfully or faulted).
- Any fault on a Red hurdle (knocked bar or dog goes under bar) results in "End of Game".
- Any fault on a Colour results in "End of Game".
- There are no faults for refusals/run-outs except where an obstacle has been selected.
- A Red or Colour taken out of sequence results in "End of Game".

Closing Sequence – Specific Rules

- The 6 Colour obstacles of No. 2 to No. 7 must be taken in the prescribed order and direction without fault, or "End of Game" results.
- After No. 7, the time will not stop until dog has crossed the finish hurdle.
- If the dog has touched the down contact zone of the A-frame before the horn sounds the 7 points will be awarded (even if the dog is still on the obstacle).
- Refusals/run-pasts, knocked bars, missed contacts and missed weavepoles result in "End of Game".
- If horn sounds to signify end of time, go directly to the finish to stop the clock.

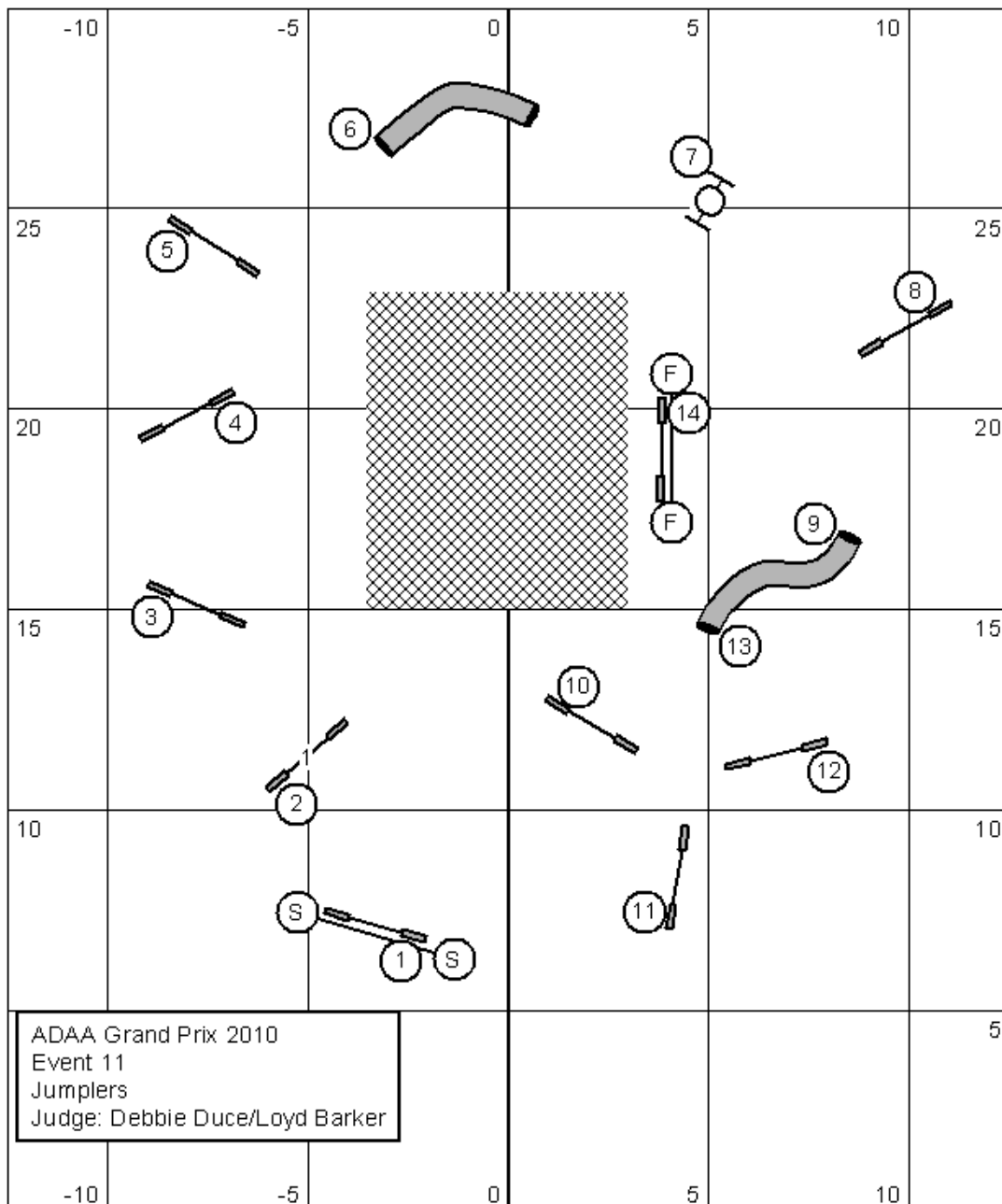
OPEN

Event: Open A Jumblers

Judge: Ms D Duce/Mr L Barker

Event No: 11

Date: Saturday 2 October, 2010



OPEN

Briefing for: Jumblers

Jumblers a Game that that is a cross between Jumping and Gamblers.

Overview

- The handler may take the chance that the course cannot be successfully achieved by staying inside the handler-restriction zone, and may run the course in the normal manner from start to finish in the direction and sequence set by the Judge and hope to complete it within the SCT without the need for bonus point deductions. Handlers whose dogs are not good at distance work may have no choice but to run the course in this manner.
- There is no penalty for running the course in the normal manner, except the loss of the opportunity to gain the bonus (deduction from your time) for distance work and staying inside the restriction zone.
- Handlers who stay inside the handler-restriction zone while the dog successfully runs the entire course will receive a bonus deduction of 10 points from the dog's total time (including any faults).
- Wrong course and refusals will be judged as in a normal open jumping test and faulted as per information below (under Scoring).
- Scoring is Time Plus Faults. So, if a dog knocks a bar, but achieves a time that is 5 seconds under the SCT, it can still qualify.

Scoring

- Scoring is time plus faults.
- The lowest time/score wins.
- Knocked bar = + 5 points
- Refusals do not count (time wasted only) but must be corrected.
- Wrong course = + 20 points
- Bonus deduction of 10 points for the handler staying inside the restriction zone from the time the clock starts to the time the clock stops.

Benchmark: A total time/score (with any bonus-deduction applied) equal to or less than the SCT.

International Program (IP)

Maxi/Midi SCT: 22 seconds

Mini/Toy SCT: 24 seconds

Regular Program (RP)

Maxi/Midi SCT: 24 seconds

RP Mini/Toy SCT: 25 seconds

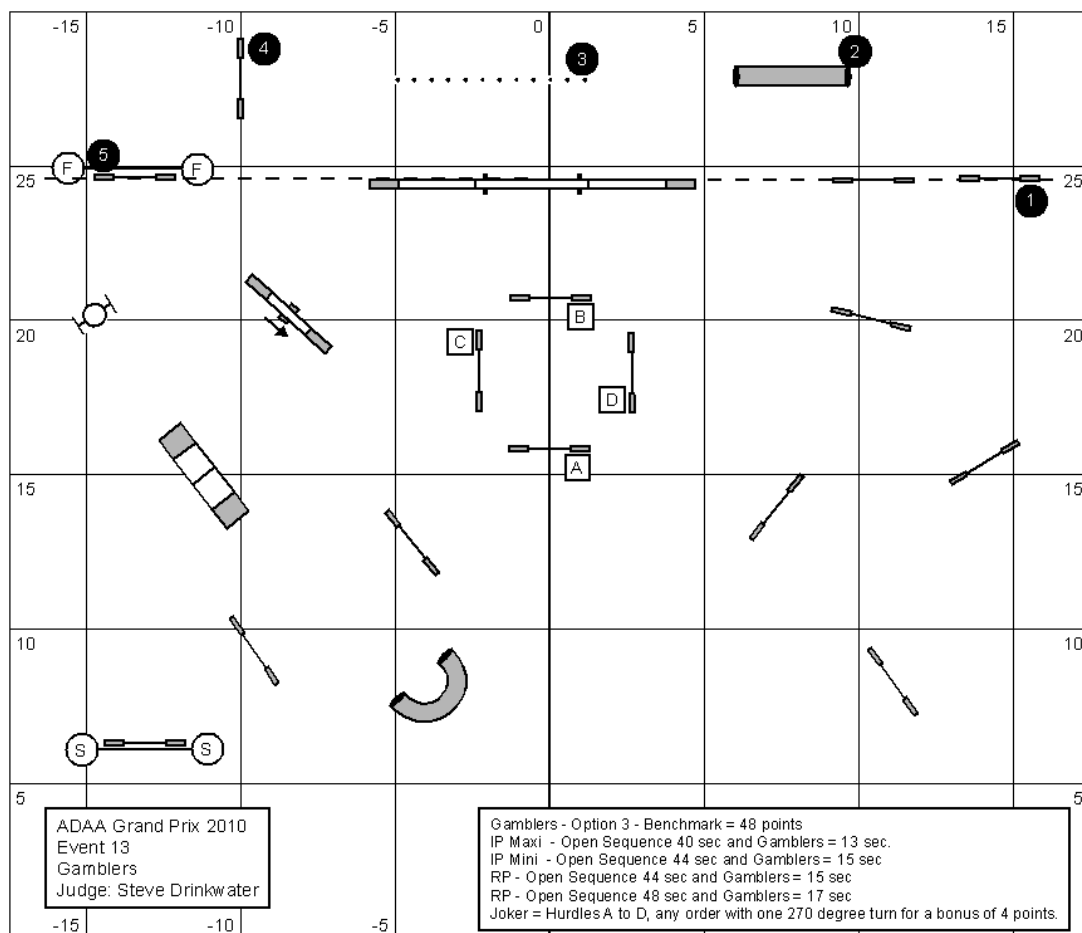
OPEN

Event: Open B Gamblers

Judge: Mr S Drinkwater

Event No: 13

Date: Sunday 3 October, 2010



OPEN

Briefing for: Gamblers

Gamblers is a standard ADAA game.

The rules can be found at <http://www.adaa.com.au/regs/adaa-regs-e9-0-012010.pdf>.

Points needed to qualify (All Classes): 48 (24 during the opening sequence plus a successful Gamble)

International Program (IP)

Maxi/Midi: 40 seconds for the opening sequence and 13 seconds for the Gamble.

Mini/Toy: 44 seconds for the Opening Sequence and 15 seconds for the Gamble.

Regular Program (RP)

Maxi/Midi: 44 seconds for the opening sequence and 15 seconds for the Gamble.

Mini/Toy: 48 seconds for Opening Sequence (option 3) and 17 seconds for the Gamble.

Basic Rules

- Start/finish on electronic timing. One point for first/start obstacle (if bar is not knocked).
- Finish hurdle with electronic timing is part of the Gamble, so if you knock the bar, no qualification.
- The dog will only earn points for doing each obstacle successfully twice.
- No penalty for doing obstacle more than twice other than time wasted.
- Judge will try to say “No” for an unsuccessful attempt of a contact obstacle or weave poles.
- The same 3- or 4-point obstacle may be done back-to-back if the first attempt is unsuccessful.
- Points will not be awarded for successful back-to-back performance of the same 3 or 4 point obstacle.
- Points will be awarded for successful back-to-back performance of 1- and 2-point obstacles.
- Points will not be awarded for the successful performance of 3- or 4-point obstacles if the previous obstacle was a 3 or 4 point obstacle without attempting a 1- or 2-point obstacle in between (ie, you cannot go from the A-frame directly to the seesaw). The attempt at the 1- or 2-point obstacle between a 3- or 4-point obstacle does not have to be successful (the rule is there to allow the Judge to get into position).
- There is a Joker. If hurdles “A” through “D” are each successfully performed in any order and direction, with proviso that the dog performs at least one 270 degree turn, you will earn bonus of 4 points.
- The first horn will sound at 40/44 seconds (respectively) for IP Maxi/Mini dogs and 44/48 seconds (respectively) for RP Maxi/Mini dogs. No more points will be awarded after the horn has sounded, and the handler is to direct the dog to the start of the Gamble and attempt the Gamble in the prescribed time.
- The Gamble bonus will be lost if:
 - the handler steps on or over the containment line while attempting the Gamble.
 - the handler loiters during the opening sequence.
 - the dog performs any two or more Gamble obstacles one after the other (including the same obstacle back to back) in either the forward or reverse direction during the opening sequence (a dog may, however, perform a single Gamble obstacle followed by a non-Gamble obstacle and then attempt the same or another Gamble obstacle).
 - the dog performs obstacles repeatedly without accumulating points in the opening sequence for the purpose of waiting for the horn that indicates start of the Gamble.
- There must be no fault (including refusals), and only one attempt during the Gamble to achieve the Gamble bonus.
- Hurdles/obstacles displaced (including bar down) during opening sequence will remain so until end of round.

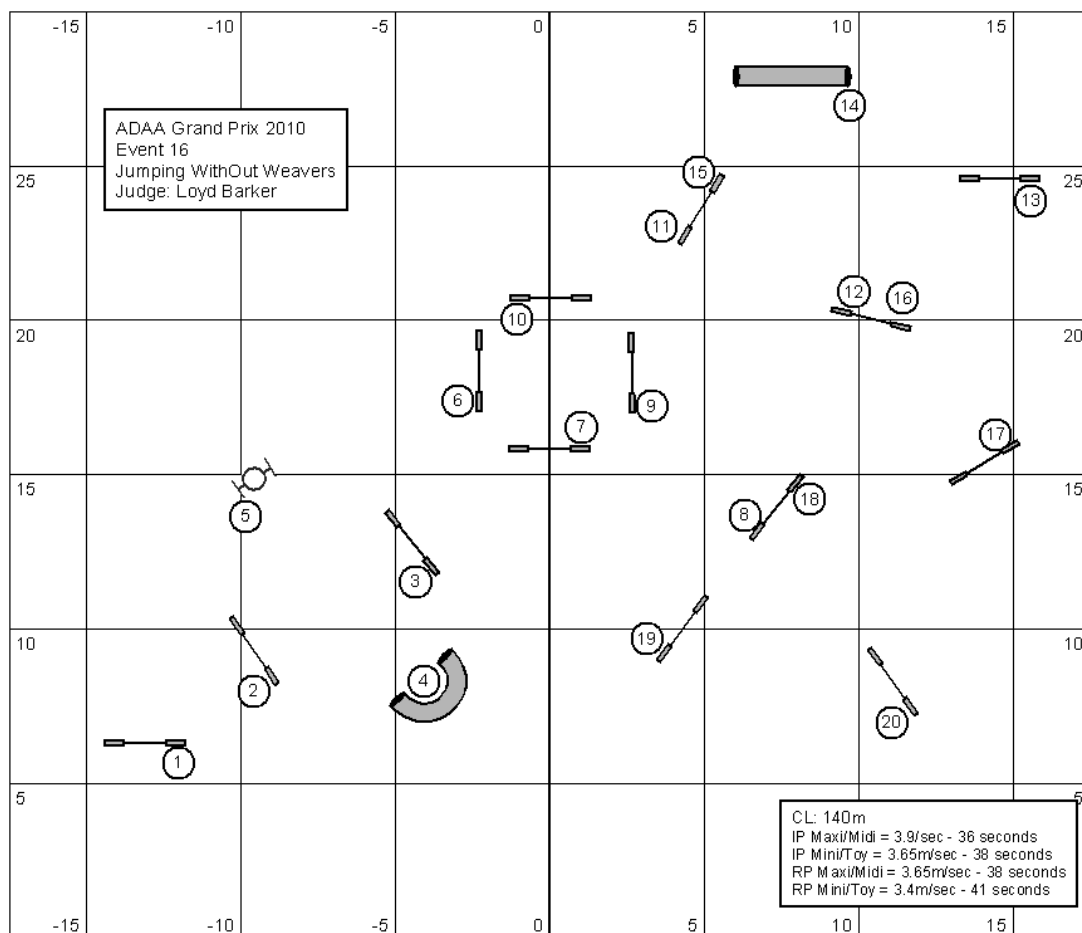
OPEN

Event: Open B Jumping Without Weavers

Judge: Mr L Barker

Event No: 16

Date: Sunday 3 October








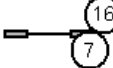

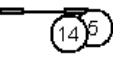
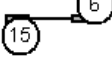





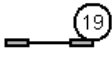

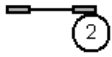


OPEN

Event: Open B Jumping Without Weavers

Judge: Mr J Hull

Event No: 16

Date: Sunday 3 October

	5	10	15	20	25		
					ADAA Grand Prix 2010 Event 16 Jumping WithOut Weavers Judge: Jim Hull		
35						35	
30						30	
25							25
20						20	
15						15	
10						10	
5						5	
	5	10	15	20	25		
			GP 2010 Event 16 JWOW				

OPEN

Briefing for: Jumping WithOut Weavers

Jumping WithOut Weavers (JWOW) is a speed game without weave poles.

Overview

- The Game is run in the same way as a normal jumping test, except that there are no weave poles.
- Wrong course and refusals are faulted as in a normal Open Jumping Test.
- Because scoring is time plus faults, it is possible for a dog to knock a bar and still qualify by making up the 5 second fault by completing the course in 5 or more seconds under the standard course time.

Scoring

- Scoring is time plus faults.
- The lowest time/score wins.

Benchmark: A total time/score (with any bonus-deduction applied) equal to or less than the SCT.

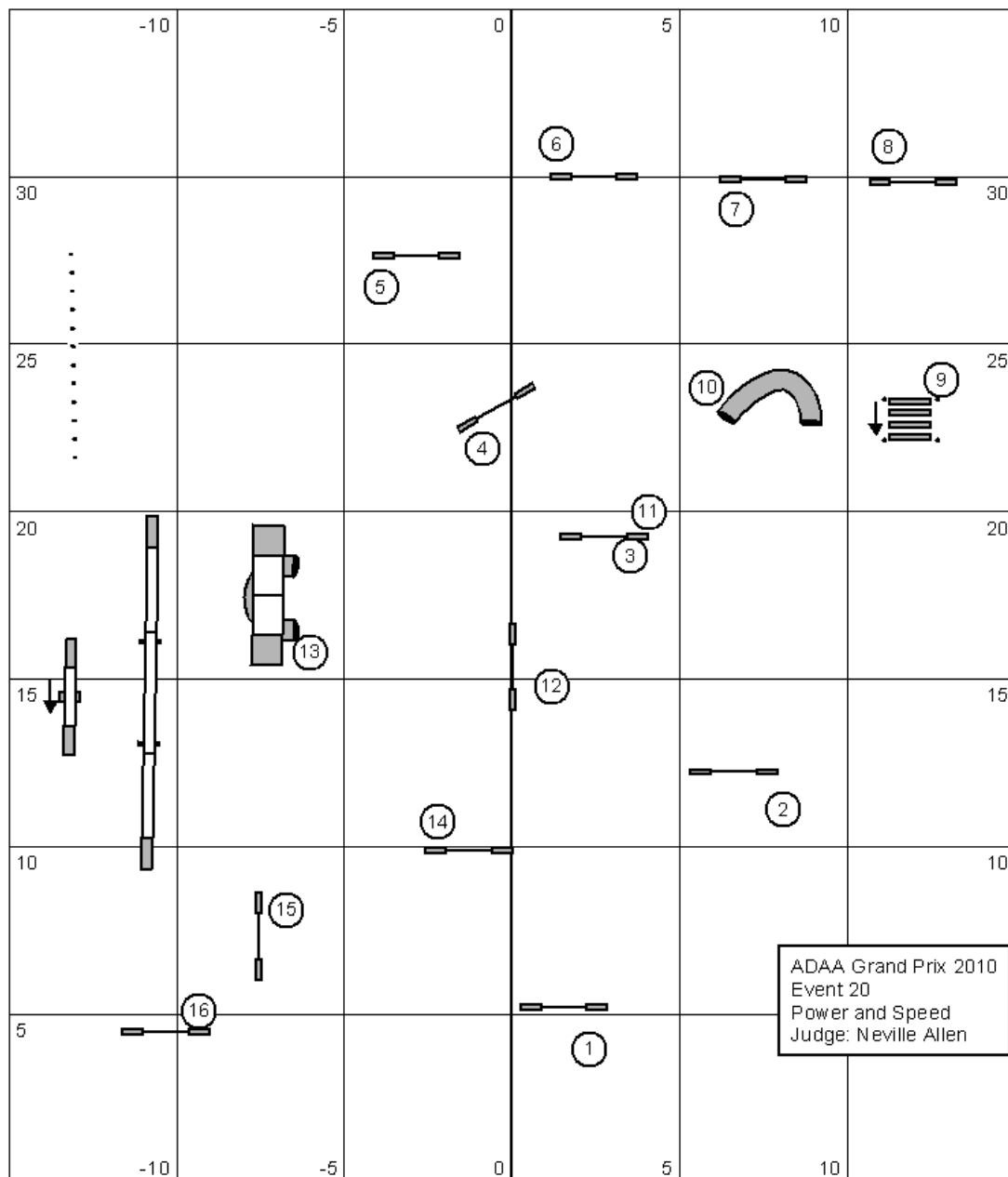
OPEN

Event: Open B Power and Speed

Judge: Mr N Allen

Event No: 20

Date: Monday 4 October, 2010



OPEN

Briefing for: Power and Speed

The course is divided into two sections: Power, and Speed.

Benchmark: To complete the Speed section without incurring course faults and within the SCT (including time penalties incurred for faults in Power section).

Power

- The goal is to negotiate this sequence without fault.
- The obstacles are not numbered.
- Each must be completed once only (or incur an elimination for wrong course), and may be performed in any order.
- Run pasts will not be faulted, but refusals may be incurred for obstacles that have been selected for performance.
- The Power section is not timed, but dogs will have 5 seconds added to their time in the speed section for any fault (eg, missed contact, refusal).
- Weavepoles will be judged at Open standard with each wrong entry being a refusal and a maximum of 1 fault for a mistake after correct entry is achieved. Weavepoles must be completed correctly or the dog will be eliminated for wrong course.

Speed

- The goal is to negotiate this section as quickly as possible with no course faults.
- This section is timed.
- Open standard faults and refusals apply.

Wrong course in either section, and exceeding the standard Course Time in the Speed section will result in elimination.

Scoring

- Scoring is based on the lowest faults, then time.

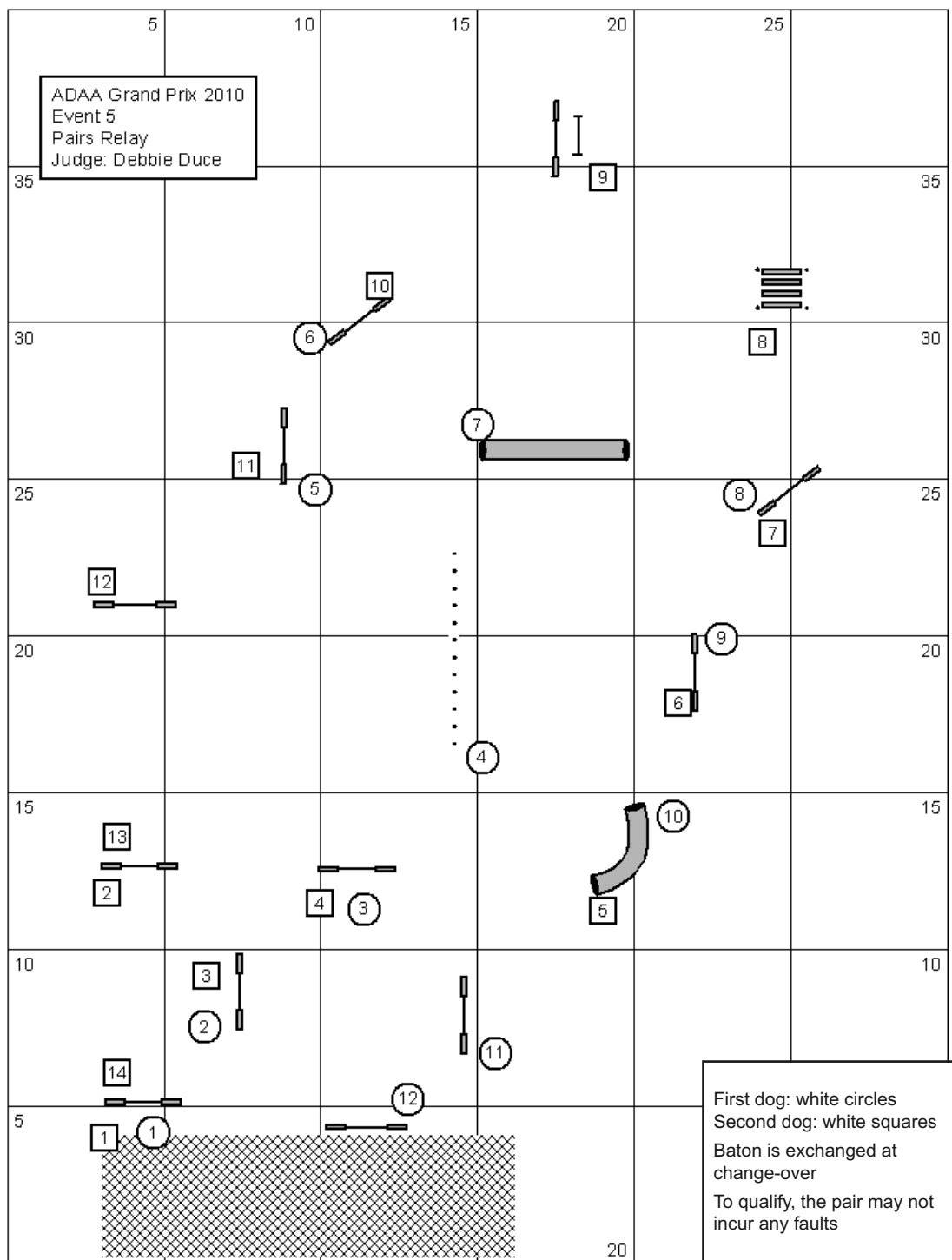
OPEN

Event: Open B Pairs Relay

Judge: Ms D Duce

Event No: 5

Date: Saturday 2 October, 2010



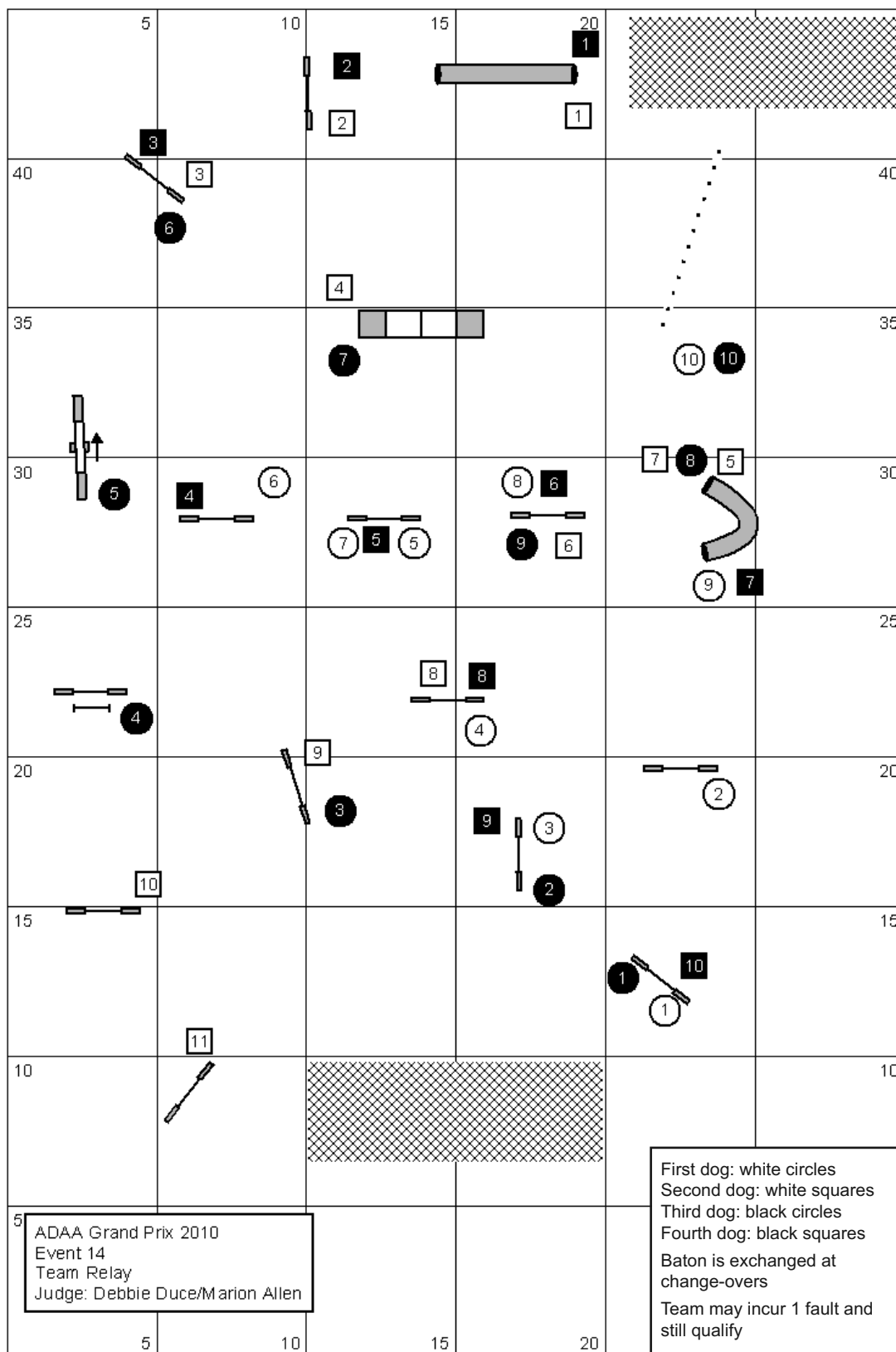
OPEN

Event: Open B Team Relay

Judge: Ms D Duce/Mrs M Allen

Event No: 14

Date: Sunday 3 October, 2010



ADVANCED

Event: Advanced Jumping

Judge: Ms S Palmer

Event No: 23

Date: Monday 4 October, 2010

