

# **Agility Basics for Competing**

**OR**

## **The ABC's of Trialing**



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# What We Plan on Covering

Emphasis on AKC only

Finding and Entering Trials

Various Trial Sites

What to Bring (or not)

Classes

Scoring

Misc

Tips and Tricks

# Trial Secretaries

In the New England area

- Pawprint Trials ([www.pawprinttrials.com](http://www.pawprinttrials.com))
- Feel The Rush ([www.feeltherushtrials.com](http://www.feeltherushtrials.com))
- 4PAWRULE (Facebook presence only)

Outside of this area – find the Trial Secretary

We will cover that in a minute

# Trial Secretaries

## Pawprint Trials ([www.pawprintrials.com](http://www.pawprintrials.com))

- Noreen Bennett
- Nice Novice Info on website under “More”
- Online Entry
- Great use of technology
  - Publish run order, time tracking, text messages w/ results,
  - Prior day check in, online entries. Online bank acct, etc.
- 1 ring Trials close within seconds of opening
- Covers CT, Mass, NY, RI and NH

# Trial Secretaries

Pawprint Trials ([www.pawprinttrials.com](http://www.pawprinttrials.com))

So if 1 ring trials close so quickly – what do I do?

Need to be VERY QUICK at the computer

Watch the timer

Fill out info in advance

Waitlist

# Trial Secretaries

Feel The Rush ([www.feeltherushtrials.com](http://www.feeltherushtrials.com))

- Guylaine Doyon
- Online entry – “Agility Gate” or Manual check in
- Publishes run order
- Covers NH, CT and NY
- 1-Ringers only
- Some Trials close quickly
  - Does not fill as quickly as PPT

# Trial Secretaries

## 4PAWRULE (Facebook presence only)

- Robin Ohrt (out of Maine)
- Paper Only Entries at this time
- 1-Ringers
- Manual Check in
- Emails Results
- Only does a handful of Trials in area
- Covers CT and Northern New England

# Finding Trials

Check out each Secretaries Online presence

Check out AKC website

Event Search

Labtestedonline

\$ annual fee

Pick your State(s) or Club(s)

Oaklines.com- can pre-fill a paper entry

# Finding Trials

Pay attention to opening and closing dates

See what Classes are offered

some days might not offer Nov/Open

some trials are Novice / Open ONLY !

Height Order – FYI – shown in premium

See Judges – FYI Only – shown in premium

Check out Venue / Location

Check out Breed Specific Limitations

# Filling out the Form

If paper entry – fill out the Premium (entry form)

choose days / classes

Mail in

Online – similar selection to Paper entry

Fee for using a Charge Card

PPT lets you have “money in the bank”

(this eliminates the CC fee)

# Filling out the Form

Paper entry CANNOT arrive before opening date

TMAC will sponsor “overnight delivery” for some trials that are “paper only”

Not a guarantee, but better odds

Check Premium for Lodging, campers, etc.

# Trial Sites

Indoor vs Outdoor (other areas are “semi”)

Food (is it available?)

Crating

Parking - Campers

Flooring / Surface

Weather

Sun reflectors, fans etc.... If working out of car

2 Rings vs 1 Ring vs 1.5 Rings

# Trial Sites

## Indoor

Fieldhouse – Northford

Star Hill – Tolland Soccer Dome

WWOIS – North Smithfield, RI

Canine New England – Walpole, Mass

Paws N Effect – Hamden, CT

American K9 Country – Amherst, NH

Dream Dogs Training Center – Saugerties NY

## Outdoor

Showcase for Dogs – East Windsor, CT – might not be hosting

Westfield Fairgrounds – Westfield, Mass - (might be out of play)

# What to Bring

People Food & Water AND Dog Treats & Water

Proper clothing (Layers) – Indoors could be cool

Rain Gear if Outdoors

Sunscreen if Outdoors

Water proof socks/shoes/boots if outdoors

Mittens (if cold) and Heat Inserts

Working gloves (if building / helping)

Tent – if outdoors

Hat – if outdoors (Sunny or Cold)

Possible Change of Clothes

Poop Bags

Spare Shoes

# Volunteering

So Important to running a successful Trial (regardless of Club)

Speeds up the trial (you get home earlier)

you earn tickets for vendors / services

keeps you busy

sets a great example

you will learn a lot about agility and how things run

you will contribute to the success of the trial

AND YOU LEARN THE COURSE

(setting bars gives you a ring-side seat)

# Volunteering

At TMAC (for TMAC Trials)

Require 10 Service Hours / year (20 for Family)

Trade in hours for gift certificates

For Members who have their service hours requirement

Banquet

Reduce fee for Seminars

Can offset cost for seminars

Can offset TMAC Logo Clothing / Accessories

Other Clubs offer similar incentives as well

# Let's Get Started

## ACT - Agility Course Test

Briefing (subset of ABC's of trialing)

Very "Trial Like"

Fewer and more limited Obstacles

More forgiving judging (ex. No refusals)

Great practice and "Test" for the Novice Ring

You can earn Titles / Ribbons

ACT 1 vs ACT 2

Standard & JWW

# The Journey

Regular vs Preferred

Levels

Novice – 14 - 16 obstacles

Open – 16 - 18 obstacles

Excellent / Masters – 18 – 20 Obstacles

Masters – where QQ's and points start accumulating

Need 3 Qualifying Scores to advance

Novice A vs Novice B

Masters Excellent – 10 Q's

MACH/PACH – 20 QQ's & 750 points

# The Journey

## Types of Classes

Standard – has contacts

Jumpers With Weaves (JWW)

Time to Beat (T2B)

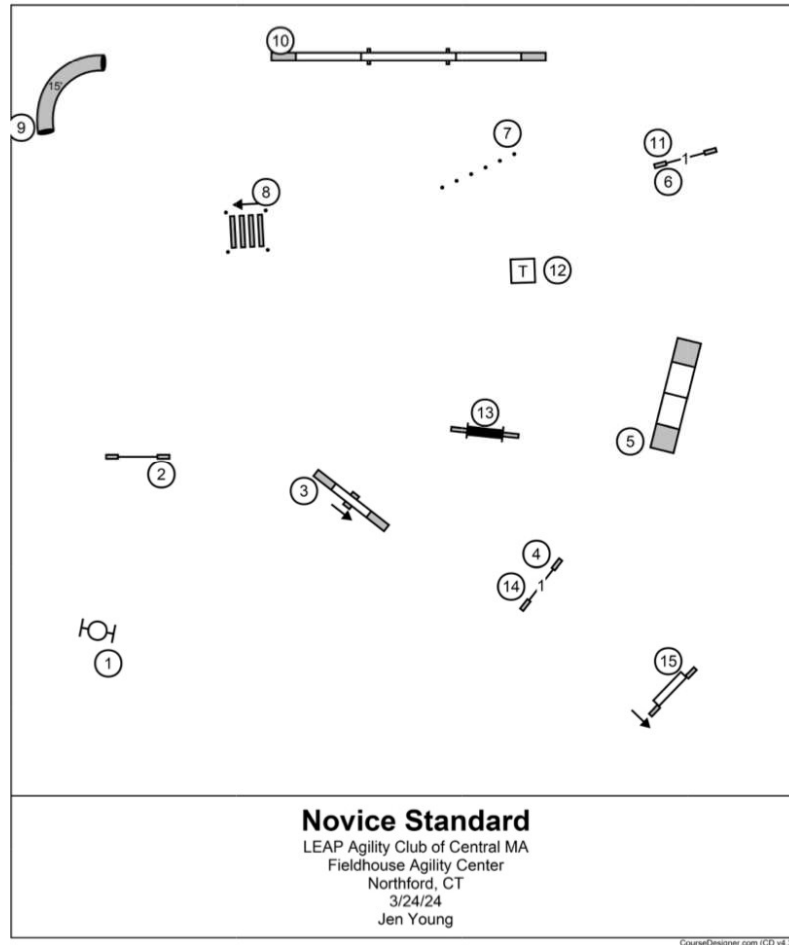
FAST (Fifteen and Send Time)

Premier Standard

Premier JWW

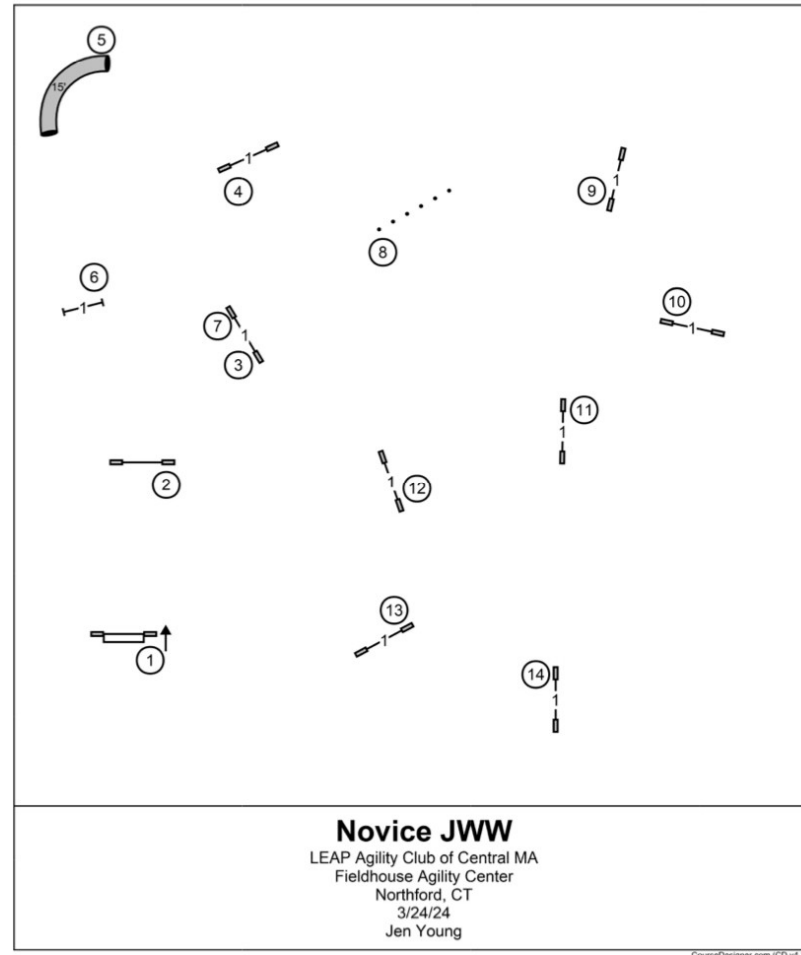
# The Journey

## Standard



# The Journey

JWW



# The Journey

Faults (Std & JWW)

Refusal (5 points)



Run Outs

Wrong Course (5 points)

Table Fault (5 points)

Failure (DQ)

Excusal



# The Journey

## Scoring

|          |         | Novice  | Novice | Open | Open | Excellent | Masters |
|----------|---------|---------|--------|------|------|-----------|---------|
|          |         | Std     | JWW    | Std  | JWW  | Std/JWW   | Std/JWW |
| refusals | (5 pts) | 2       | 2      | 1    | 1    | 0         | 0       |
| Wrong    | (5 pts) | 1       |        | 1    |      | 0         | 0       |
| Table    | (5 pts) | 2       |        | 1    |      | 0         | 0       |
| Time     | 1/2/3   | 15 secs | 15     | 10   | 10   | 5         | 0       |
| Score    |         | 85      | 85     | 85   | 85   | 85        | 100     |

# The Journey

FAST (Novice, Open, Excellent & Masters)

Separate titling Class (Nov – Open – Exc – Masters)

Great way to get out the zoomies

Practice Contacts

Obstacles numbers 2-10 (plus 6 - one pt obstacles)

20 point send

Time limit varies by height

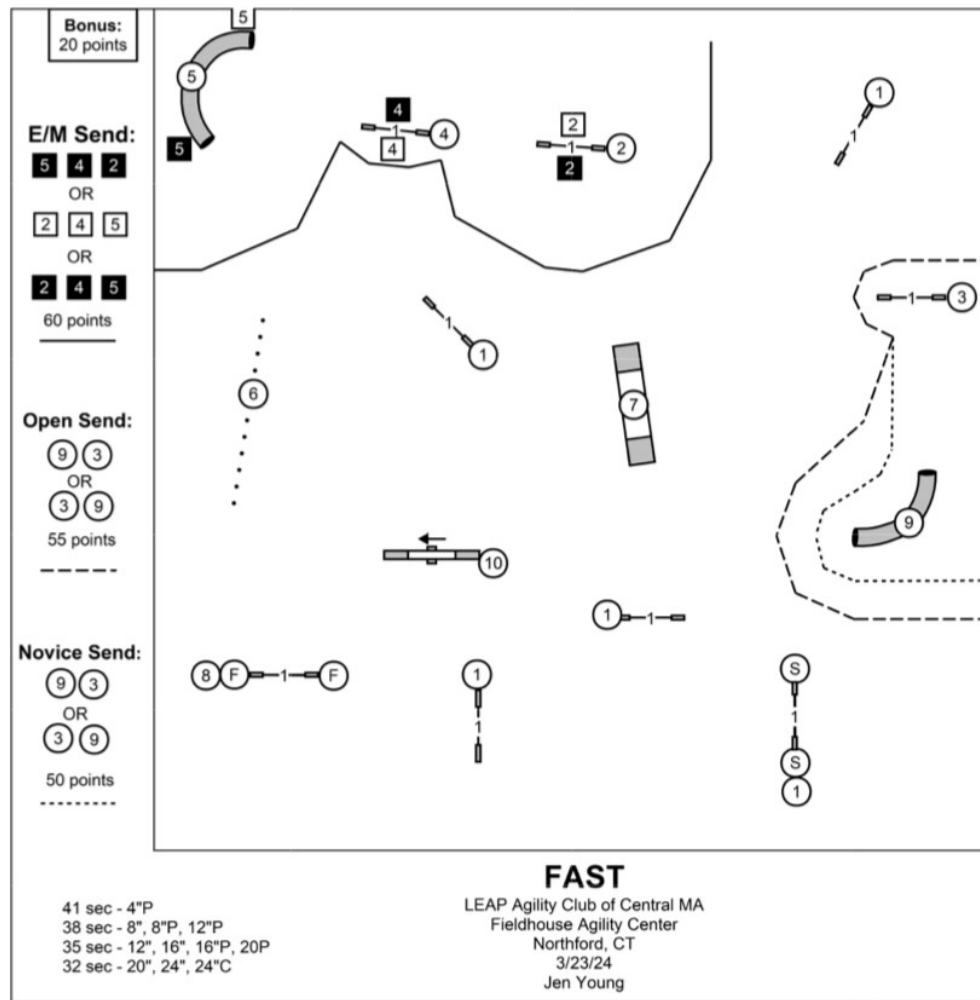
Strategy – do the obstacles in whatever order you want

Novice 50, Open 55, Exc/Masters 60

Send: Novice 5 ft, Open 10 ft, Exc/Masters 15 ft

# The Journey

FAST



# The Journey

Time To Beat (1 level)

Separate titling Class (15/100)

Great way to get out the zoomies

Practice Contacts

Fastest (clean) Dog gets 10 points

Other dogs get less based on time

WRONG COURSE or TIPPED BARS are a DQ

Refusals are not called (clock is ticking)

If course is nested, you will see similar sequences

# The Journey

Premier (Standard & JWW)

Separate Titling class (need 25 Q's)

Get thru Novice First

Has tougher angles and backsides

Tougher pole entries

Need very good handling technique

Open to ANY dog regardless of level.

# The Journey

Miscellaneous

Getting Measured

Move Ups

Fix N Go (FNG) - 60/45 secs

For Exhibition Only (FEO) – 45 secs

Collars

Leashes

Harness

Ribbons

# Tips & Tricks

Games – similar sequences when courses are nested

Watch handlers before you (learn from their mistakes)

Watch the judge walk / tweak

Walk the Line to see challenges

If outdoors – walk the line for imperfections in ground

Make sure numbers are visible from prior obstacle

Wait for the GO/READY

Old Maps are on the Secretary's site

Use warm up jump (correctly)

# Tips & Tricks

LEASH ON (entering & exiting)

Do NOT Crowd the 1<sup>st</sup> Jump

Risk of feeding immediately before entering ring

Do not congregate ringside unless you are close to running

Respect and Safety Issue

Do not allow back jumping

A good boy (girl) goes a long way

Have a party !

# Questions (and Answers)

