

Everything You Always Wanted to Know About (AKC) Trialing, but were Afraid to Ask

OR

The ABC's of Trialing



Steve Basson & Pam O'Day

April 8, 2024

What We Plan on Covering

Finding and Entering Trials

Various Trial Sites

What to Bring (or not)

Classes

Scoring

Misc

Tips and Tricks

Trial Secretaries

In this area

- Pawprint Trials (www.pawprinttrials.com)
- Feel The Rush (www.feeltherushtrials.com)
- 4PAWRULE (Facebook presence only)

Outside of this area – find the Trial Secretary
will cover that in a minute

Trial Secretaries

Pawprint Trials (www.pawprinttrials.com)

- Noreen Bennett
- 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 1 minute of opening
- Covers CT, Mass, NY, RI and NH

Trial Secretaries

Pawprint Trials (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)

- Guylaine Doyon
- Online entry – 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

See Judges – FYI Only

Check out Venue / Location

Check out Breed Specific Issues

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”

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 (fairly new)

Outdoor

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

Westfield Fairgrounds – Westfield, Mass

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 tix 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

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

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)

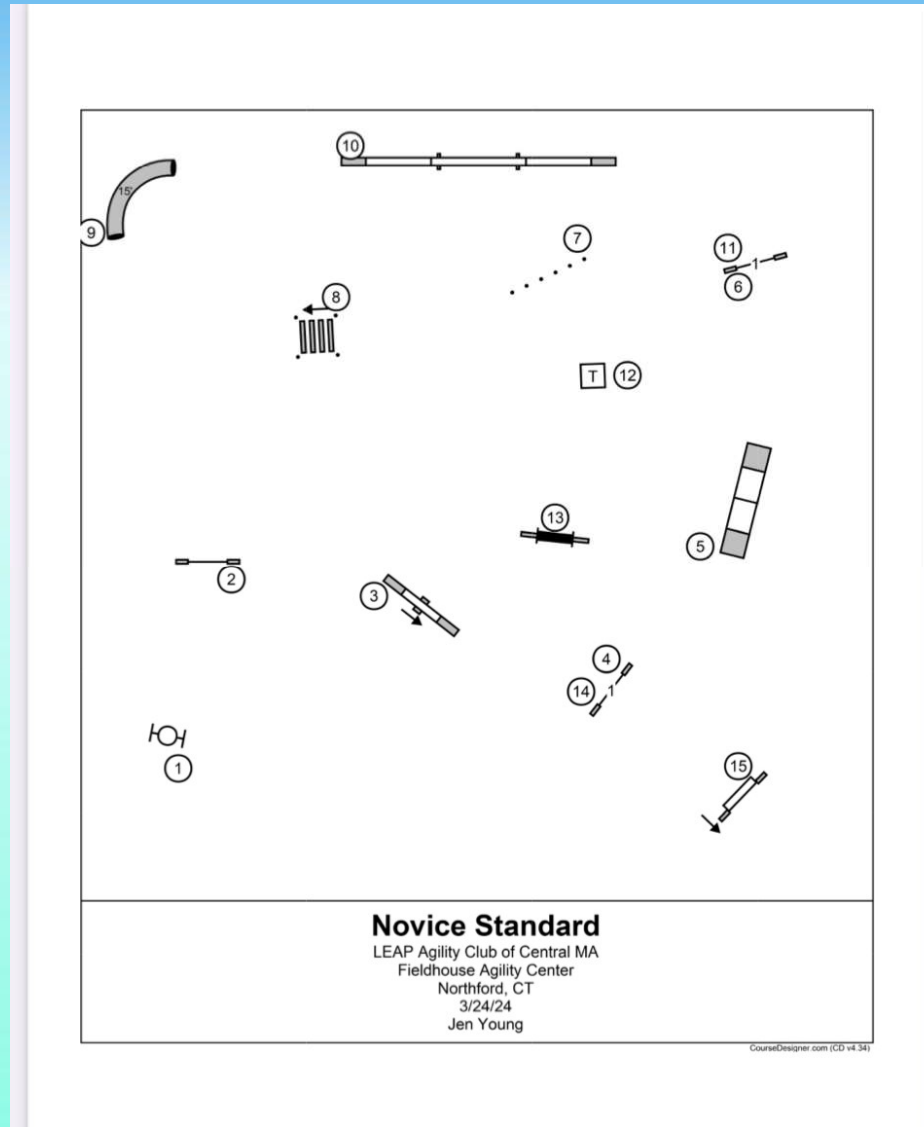
FAST (Fifteen and Send Time)

Premier Standard

Premier JWW

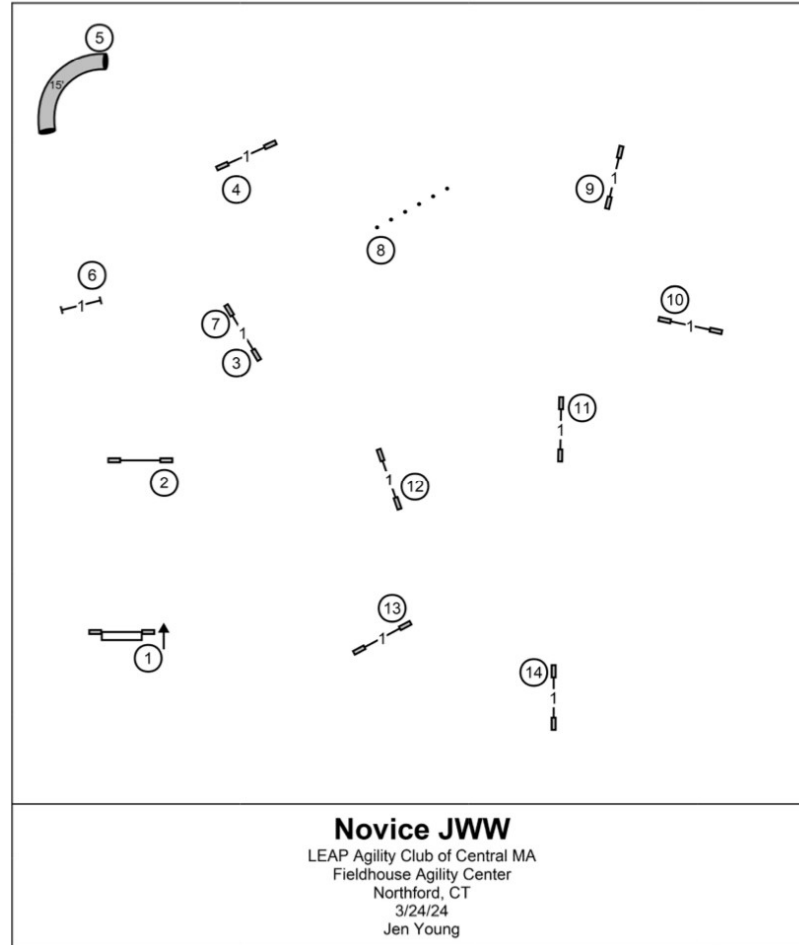
The Journey

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

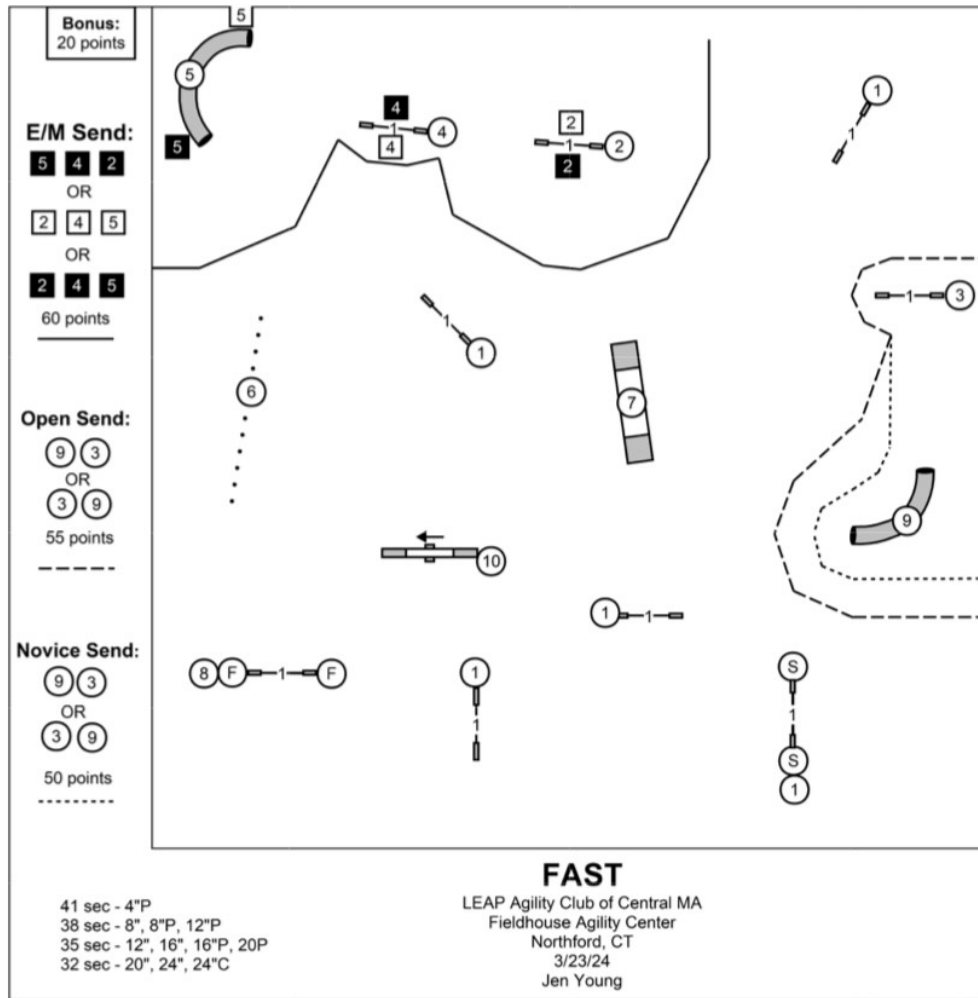
Strategy – do the obstacles in whatever order you want

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)

For Exhibition Only (FEO)

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 1st 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)

