Agility Fun Match Sunday Jan 11, 2015



Our Esteemed Judge:



Starters & Advanced

Five runs for \$45.00

Gamblers Standard
Snooker Tumpers

Tunnelers

Indoor on the groomed dirt floor Cotonfield Dog Centre 27882 Quinton Ave. Abbotsford

LNB Agility Fun Match

Judge: Bev Johnson

Trial Secretary: Shona Honyara E-mail: shonahonyara@gmail.com

Phone: 604-306-5419

Events Offered: Gamblers, Standard, Snooker, Jumpers, Tunnelers

- * This event will follow the basic rules of the Agility Association of Canada for scoring
- * Toys, treats (but please, use treats that don't crumble!), collars (flat collars & leashes are all permitted on course.
- * No choke chains, no prong or e-collars permitted. Halti, gentle leaders, and martingales are permitted, but not in the ring. Of course, flat collars are no problem.

CHECK-IN BEGINS AT 830 am

FAMILIARZATION WILL HAPPEN AS YOU ARRIVE TILL

840 am (CONTACT EQUIPMENT ONLY)

FIRST DOG ON LINE AT 9 am SHARP!

TIMES MAY CHANGE DEPENDING ON ATTENDANCE

Please make cheques payable to

Bev Johnson

Payment along with entry form and waiver should be sent to:

Leaps N' Bounds

C/o Shona Honyara

1285- E 18th Ave,

Vancouver, BC

V5V 1H3



Come join us and have some fun

Must Bring:

chair, crate/x-pen, lunch, water bowl, treats, leash and most importantly don't forget your dog!!

FOOD:

There will be a tent outside with hot dogs, smokies, veggie dogs Chips & Pop paid in advance \$6.00 paid at trial \$8.00

RULES PLEASE NOTE:

THIS IS PRIVATE PROPERTY PLEASE RESPECT OWNERS WISHES OR WE WON'T BE ABLE TO PLAY HERE ANYMORE

ALL competitors are required to clean up after themselves and their dogs. The dogs are only allowed on the property in designated areas. Anyone failing to do so, will be dismissed from the fun match with no refund no excuses.



Closing Date: Jan 2, 2015



Agility *Fun Match* Entry Form

Owner Information

Name:					
Address:					
City:Provi	nce:				
Postal Code/Zip:Pl	none N	o:			
E-Mail:					
1st Dogs Information					
Dogs Name:					
Call Name: Breed:					
Jump Height: 6" 10" 16" 22" 26" (circle one)					
Circle One: Regular Special Veteran					
2 nd Dogs Information					
Dogs Name:					
Call Name: Brown	eed:				
Jump Height: 6" 10" 16" 22" 26" (circle one)					
Circle One: Regular Special	Vetera	an			
Please indicate FEO if your dog currently competes in Advanced or Masters					
Dog Height at withers Re	gulars	Special*	Veteran*		

10"

16"

22"

26"

10"

16"

22"

Less than or equal to 12"

Greater than 12" & less than 16"

Greater than 16" & less than 21"

Greater than 21"

6"

10"

16"

22"

Event	Cost	Dog 1	Dog 2
Starters package (5 runs)	45.00		
Advanced package (5runs)	45.00		
Lunch	6.00		
Total:			

Please make <u>cheques payable to</u>

Bev Johnson

(NSF cheques will be subject a \$35 fee)

Send Entry to:

Payment along with entry form and waiver should be sent to:

> Leaps N' Bounds c/o Shona Honyara 1285- E 18th Ave, Vancouver, BC V5V 1H3

There is crating area inside the building. Not all dogs are friendly so please do not allow your dog to get into other dogs space. Keep your dogs under control at all times inside and outside of building.

The entry will not be accepted without a signed general agreement and waiver.

Closing Date: Jan 2, 2015

Confirmations will be sent out by e-mail or phone

LNB Agility General Agreement

I/We, the undersigned, agree that the host club has the right to refuse my entry for causes, which the organizing committee shall deem to be sufficient.

In consideration of the acceptance of this entry and the holding of the event and the opportunity to have the dog participate or be judged:

I/We agree to hold the organizing committee, the organization which it represents including its members, officers and directors, Leaps N' Bounds , sponsors of the event, owner of the premises upon which the event is being held and their employees, harmless from any claims for loss or injury which may be alleged to have been caused directly or indirectly to any persons or thing by the act of this dog while in or upon the event premises or grounds or near entrances thereto, and I/We personally assume all responsibility and liability for any such claim.

I/We further agree to hold the aforementioned parties harmless from claims of this dog by disappearance, theft, death or otherwise and from any damage or injury to the dog, whether such loss, disappearance, theft, death or otherwise be caused or alleged to be caused by negligence of the parties aforementioned, or by negligence of any person, or any cause or causes.

I/We hereby assume the sole responsibility for and agree to indemnify and save the aforementioned parties harmless from any and all loss and expense (including legal fees) by reason of the liability imposed by law upon any of the aforementioned parties for damage caused by bodily injuries, including death at any time resulting thereof, sustained by any person or persons, including myself/ourselves or on account of damage to property, arising out of or in consequence of my/our participation in this event, however such injuries, death, or damage to property may be caused and whatever or not the same may have been alleged to have been caused by negligence of the aforementioned parties or any of their employees or agents or any other persons.

I CERTIFY that I am the actual owner of the dog, or that I am the duly authorized agent of the actual owner of the dog entered hereon. In consideration of the acceptance of this entry, I (we) have read, understand and will abide by any rules and regulations appearing in the Agility Trial Schedule for this event. I (we) certify and represent that the dog entered is not a hazard to persons or other dogs. I also understand that the fun match organizers reserve the right to dismiss my dog from the trial, without right of refund, should behavior deemed unacceptable occur, including but not limited to dog aggression or abuse of the dog.

I/We hereby agree to provide assistance to the trial as requested by the host committee.

SIGNATURE			
DATE			
(If handler is under age, lega	l guardian must sign)		
Entry is not valid unless sign	ned, dated and recei	ived with correct f	ees by closing date.

Classes offered:

- ~ Gamblers: Consists of 2 parts. Each piece of equipment is worth a specific amount of points judge will inform you
- ~ Part 1 The Opening: 40 seconds allotted time. Collect as many points as you can by doing obstacles correctly in the allotted time. You can collect points on obstacles twice successfully
- ~ Part 2 the Gamble: this area is where you work with distance between you and your dog the dog must complete a series of 3-4 obstacles in sequence while staying behind line.

☐ To qualify in Gamblers, the dog must complete the closing gamble within the required time, AND
☐ Accumulate the minimum required points for each class and division in the 40 second opening.
□ For Starters and Advanced Gamble:
Regular and Specials- 20 points in the opening
□ Veterans- 16 points in the opening.
□ Dogs who successfully complete the final gamble in time will earn a score equal to DOUBLE their opening points, and a qualifying score, if they accumulated the points required in the opening.
□ Dogs who either fail to complete the closing gamble, or do not complete it within the allotted time, will keep their opening
points, but they will not be doubled. No qualifying score is earned.
□ Dogs who do not attempt the gamble lose all their opening points
☐ Handlers must when the buzzer goes for the gamble head to gamble area as quickly as possible
☐ It is important for the score table to check that the dog actually did the final gamble within the allotted time. The judge may
have indicated that the gamble was successful, even if the dog was over time, as they do not have to have access to the timer, and they may not know if the final gamble horn was set correctly for that dog.
☐ Gamblers does not have faults deducted, only points accumulated.
Unsportsmanlike behaviour" (i.e. running under, over or through equipment on the way to the gamble) results in dismissal.
☐ In gamblers, the highest point count wins, with ties broken on the basis of time.
Standard Class & Jumpara Classes, and the standard standard
~ Standard Class & Jumpers Classes: Consists of completing all obstacles successfully as numbered in the
allotted time set by the judge. □ To qualify in standard and jumpers, the dog must run clean and with no time faults.
☐ If a dog's time is less than the standard course time (SCT) for his/her height and division, there are no time faults.
☐ If the time is greater than the SCT, then the SCT is subtracted from the dog's time to find the time faults.
☐ The course faults, if any, are then totalled and added to the time faults (if any) to give the total faults.
□ Both the total faults and the dog's time are recorded.
☐ For placements, the dog with the fewest faults wins, with any ties being broken on the basis of time.
~ Snooker Class: Time allowed 60 seconds object collect as many points as possible ~ Consists of 2 parts ~ Part 1 The
Opening : consists of 3-4 red jumps worth 1 pt each (buy your Ticket) these can only be taken once. The numbered obstacles & combos (take your ride) can be taken multiple times ~ Part 2 Closing follow the numbered obstacles in sequence.
☐ To qualify in Snooker, the dog must <i>attempt</i> at least 3 red jumps, and accumulate the minimum points required for each class and division in the time allowed.
☐ For Advanced and Starter Snooker;
☐ Regular and Specials - 37 points are required in 60 seconds
□ Veterans - 32 points are required in 60 seconds
☐ The dog need not complete the closing sequence to qualify.
☐ The dog need not receive a time in order to qualify (a course time is used to break ties between dogs with the same number of
points) but the 60 sec must be acknowledged with a whistle so the judge knows when to stop calling points.
□ Snooker does not have faults deducted, only points accumulated.
Unsportsmanlike behaviour" (i.e. running under, over or through equipment during the opening sequence) results in
dismissal.
☐ In snooker, the highest point count wins, with any ties broken on the basis of time.

Tunnelers: Can you yell Woo! Hoo! This game is just plain fun. Just tunnels. Follow the numbers easy peasy. Complete in the allotted time. Fastest course done successfully wins.