

Mock Agility Trial

- The Mock Agility Trial is a Show and Go for agility. There is no affiliation with any organization, but we will be using UKI style courses and rules.
- You are not eligible for points towards titles at this event.
- This event will be set up and run as a trial.
- There will be a run order and all competitors are expected to be ready and at the gate for their run. Canine New England is NOT REQUIRED TO WAIT FOR DOGS. The owner of each dog is solely responsible for having it ready at ringside when it is to be judged. The Club has no responsibility for providing service through a public address system or stewards or runners for the purpose of calling or locating dogs that are not brought into the ring when required.
- You may declare your run as Not for Competition (NFC). For NFC, you may use a toy in the ring and you will have the SCT.
- No food or treats allowed in the ring.
- Bitches in season may run in panties (owner assumes all responsibilities) or with a mat.

SITE INFORMATION

- As always, everyone must pick up after their dogs and have them on leash while on the show premises. Dispose of your own dog's waste in the pail behind the building.
- Owners and Handler are responsible for cleaning up after their dogs and Canine New England may charge a \$20 cleaning fee for dogs who foul the ring.
- Do not litter.
- No Flexi-Leads, E-Collars, or Prong collars permitted on show grounds.
- No smoking is permitted in or around the building.
- ALL DOGS MUST BE ON LEASH AT ALL TIMES EXCEPT WHEN CRATED, IN THE RING, OR IN THE DESIGNATED WARM-UP AREA.

REGULATIONS - NOTICE TO EXHIBITORS

- **HEIGHT DIVISIONS:** In the Mock Agility Trial, owners/agents may register their dogs for any jump height. All height divisions will be offered in all classes. Dog must jump same height in each class.
- **OBSTACLES:** All obstacles will conform to the requirements in the current edition of the UKI Regulations for Agility Trials.
- **ENTRY FEE:** \$18.00 per run of a dog, \$80.00 for all runs of the same dog.
- **CLOSING DATE:** Wednesday, December 3, 2025, at 11pm, after which entries cannot be accepted, cancelled or substituted unless permission is granted by trial secretary.
- **CANCELLATIONS:** In order for cancellations sent via email to be valid, exhibitors must receive an acknowledgement from the trial secretary. If you do not receive an acknowledgment, assume that your request has not been received. No refunds or changes will be made without the trial secretary's acknowledgement.
- **REFUNDS:** There will be NO REFUNDS once the trial has closed.
- **THE SAFETY** of dogs is our primary concern. By entering these trials, exhibitors acknowledge that they are familiar with the rules and regulations of this sport, and that their dogs are familiar with and able to perform all obstacles safely.
- **ENTRIES RECEIVED WITHOUT FEES** will not be accepted.
- **E-MAIL CONFIRMATIONS** will be sent out.
- **NO ENTRY SHALL BE MADE AND NO ENTRY SHALL BE ACCEPTED, WHICH SPECIFIES ANY CONDITIONS AS TO ITS ACCEPTANCE.**
- **ENTRY FEES** shall not be refunded in the event that a dog is absent, disqualified, excused by veterinarian or judge, or barred from competition by action of Trial Committee. If because of riots, civil

disturbances, extreme weather, or other acts beyond the control of the management, it is impossible to open or to complete the trial, no refund of entry fees will be made.

- RETURNED CHECKS do not constitute a valid entry fee. A charge of \$25.00 will be made for each returned check.
- ERRORS ON ENTRY BLANKS-Owners are responsible for errors in making out entry forms, and no entry fee will be refunded in event of such errors or cancellation of entries after trial has closed.

AWARDS AND PLACEMENTS

- There will be placements and ribbons for each class and in each jump height.
- To qualify for awards, teams must have a clean run. (No refusals, no knocked bars, no off courses)
- Courses will NOT be judged by an official UKI judge.

DESCRIPTION OF CLASSES

- **Standard-** The object of this class is to negotiate a full course of agility equipment with a minimum of 16 obstacles for Beginners and Novice and a minimum of 17 obstacles for Senior and Champion and a maximum of 20 obstacles for all levels with the exception of Masters Series Agility, which will allow a maximum of 22 obstacles. All obstacles must be performed in order and direction defined by number. The class must include the dogwalk, A-frame, teeter, and one set of weave poles for a maximum of 12 poles
- **Gamblers-** The goal of the game is to accumulate as many points as possible within the time allotted and then to make a decision and perform one of the two short closing sequences. The Gamblers course is set up with the obstacles placed randomly throughout the

ring, without specific flow. Each obstacle is worth points and is awarded to the dog if successfully completed. Points can only be awarded twice for each obstacle.

The game consists of two parts. The first is the opening period that has a designated time of 25, 30, 35 or 40 seconds. This is the time to gather as many points as possible by successfully completing obstacles before the period ends. This is then followed by the selected 10 or 15 point gamble which is only awarded if the dog crosses the finish within the total course time, without fault.

- **Snooker-** The object of the game snooker is to score as many points within the maximum course time set by the judge. The scoring is the similar as the game snooker. However, the judge may place the obstacles in the ring in any way. The judge will design a course consisting of 3 or 4 red jumps and one of each of the other snooker colors: yellow (2 points), green (3 points), brown (4 points), blue (5 points), pink (6 points), and black (7 points). Snooker consists of two sections. The opening section allows the dog and handler to collect as many points as possible by completing each red jump followed by any colored obstacle.

The second part, the closing, requires the dog and handler to complete the colored obstacles 2 through 7 in sequential order before course time has elapsed.

- **Jumpers-** The object of this class is to negotiate a course, without contact equipment. All obstacles must be performed in order and direction defined by number. The class can include all equipment with the exception of the 3 contacts and table.

- **Speedstakes-** The object of this class is to negotiate a course made up with only regular jumps (excluding the tire, wall, spreads and long jump) and tunnels. The Speedstakes course should be a fast and flowing set up. All obstacles must be performed in order and direction defined by number.