



**Exhibitor's Handbook
For Guidelines Governing
NADAC Sanctioned Trials**

March 19, 2026

Sisters, Oregon
Email: support@nadac.com

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Chapter 1: About NADAC

The North American Dog Agility Council (NADAC) was established in 1993 to provide North American dogs and their handlers with a fast, safe, and fun style of dog agility. What began as a North American organization has since grown across borders and oceans, reaching as far as Australia and welcoming participants from around the world.

NADAC sanctions agility trials hosted by affiliated clubs, designed to demonstrate the ability of a dog and handler to work together as a smoothly functioning team. With a wide variety of Classes and Divisions (including Standard, Veteran Dog, Veteran or Disabled Handler, and Junior Handler), NADAC dog agility offers opportunities for everyone!

NADAC courses are traditionally known for the flow of the course design and generous obstacle spacing, making them both fast and enjoyable to run. The goal is to create an environment that challenges teams appropriately while highlighting the core elements of NADAC agility: speed, accuracy, distance, teamwork, and above all, fun.

1.1 Mission Statement

NADAC is committed to promoting the sport of agility in a way that celebrates teamwork, encourages confidence, and supports dogs of all ages and abilities, while protecting and advancing the interests of the sport by encouraging sportsmanlike competition and responsible dog ownership.

1.2 Staying In Touch

The best way to stay informed about NADAC updates and Club news, and to connect with other NADAC exhibitors, is to join the [NADAC Community Forum](#) at nadaccommunity.com and submit a request to join.

The NADAC website, www.nadac.com, is a valuable resource for rulebook information, required forms, and all administrative needs. Exhibitors can check a dog's points, register new dogs, sign up or renew an Associate Membership, locate Clubs and trials, and access many other helpful tools and information.

If direct contact with the NADAC office is needed, support@nadac.com is the primary email address and can be used to reach any member of the NADAC Staff.

Chapter 2: Prior to Entering NADAC Trials

The primary goal of a NADAC agility trial is to demonstrate the ability of the dog and handler to work together as a cohesive team. The dog should remain under control at all times and display a willingness to work with the handler. Handlers are expected to conduct themselves in a

sportsmanlike manner and to prioritize the health and welfare of their canine partner at all times. It is the handler's responsibility to ensure their dog is adequately trained to respond to commands and to perform all obstacles safely.

2.1 Eligibility for Entry

NADAC agility trials are open to purebred and mixed breed dogs.

All dogs must be registered with NADAC prior to competing in a NADAC sanctioned trial. Please refer to Section 2.2, "Registering a Dog", for additional information.

All healthy, trained dogs fifteen (15) months of age or older are eligible to compete at the Intro Level (see Section 5.1, "Levels", for a description of the Levels offered in NADAC).

All healthy, trained dogs eighteen (18) months of age or older are eligible to compete in NADAC agility trials at the Novice, Open and Elite Levels.

Note: *There is no flexibility regarding a dog's age. On the day of a trial in which the dog is entered, the dog MUST meet the minimum age requirements listed above. A dog may not compete in any level other than Intro until the dog is at least eighteen (18) months old, even if Intro Level titles have been earned.*

Three legged dogs, in good health and meeting all other requirements, may compete in any Class that does not include contact obstacles.

Lame or blind dogs, as well as bitches in heat, are ineligible for entry. Any dog exhibiting a deformity that prevents the Judge from reasonably evaluating its ability to safely perform agility obstacles, or that otherwise compromises the best interest, health, or welfare of the animal, shall also be deemed ineligible. The decision of the Judge of Record is final.

2.2 Registering a Dog

All dogs must be registered with NADAC prior to competing in a NADAC sanctioned trial. Dog registration is a one-time process and the assigned registration number is permanent. All registrations must be completed online through the NADAC website at www.nadac.com.

- New-to-NADAC handlers should use the [New Dog Registration](#) link to register their dog.
- Handlers who have previously registered a dog with NADAC should use the [Handler & Dog Portal](#) link to register their dog.

It is extremely important that exhibitors use the correct registration number when entering NADAC trials. All points earned are recorded under the dog's registration number. If an incorrect registration number is used, points earned under the incorrect number may be lost. Exhibitors should always check their trial confirmations **and** results to ensure that the trial secretary entered the dog's registration number correctly in the trial database.

2.3 Becoming a NADAC Associate

Exhibitors are not required to become a NADAC Associate in order to register their dogs or to compete in NADAC sanctioned events.

Exhibitors must have a dog registered with NADAC before they may apply for a NADAC Associate membership.

Applications for NADAC Associate membership can be completed on the NADAC website at www.nadac.com through the [Handler & Dog Portal](#). Multi-year memberships are available at a discounted rate.

Benefits of becoming a NADAC Associate include:

- Discounted fees for future dog registrations
- Free Permanent Height Card submissions
- Eligibility to request physical Awards and Title Certificates to be mailed (via the Portal)

Note: *Awards and Title Certificates are mailed in periodic batches based on the number of requests received.*

2.4 Finding NADAC Clubs and Trials

To find a NADAC Club in your area or trials in your state, visit the NADAC website at www.nadac.com and navigate to [Trial Calendar and Club List](#). When you find a trial you are interested in entering, click “more info” to view detailed information about the event, including the show contact, premium, class listing, and more.

For a guide on entering and attending NADAC trials for the first time, please refer to the [New to NADAC Trials](#) page on the NADAC Website. This page provides an extensive overview to help new exhibitors navigate their first trial experience.

Chapter 3: Determining a Dog’s Jump Height

The height of a dog is the measurement of a perpendicular line from a flat surface on the ground to the top of the dog’s withers (the point at the top of the dog’s shoulders where the neck meets the shoulders).

Wickets are NADAC’s official measuring device. No other type of measuring device shall be used for measuring at a NADAC trial, unless authorized by the NADAC office.

While being measured, the dog’s legs must be positioned directly underneath the body, and the dog must not lean forward, backward, or to either side. The dog’s head should be in a natural position and should not be lowered.

3.1 NADAC Jump Heights

All dogs entered in the Novice, Open or Elite Levels must compete at their valid jump height, as determined by their Category and Division (see Chapter 5, “Levels, Grandfathering, Divisions, and Categories”), and may not jump higher. **All dogs entered in the Intro Level must compete in the Skilled Category, at the appropriate Skilled Category jump height, or lower.**

	<u>Dog Height</u> Withers 11” & under (Miniature)	<u>Dog Height</u> Withers over 11” - 14” (Small)	<u>Dog Height</u> Withers over 14” - 18” (Medium)	<u>Dog Height</u> Withers over 18” - 22” (Large)	<u>Dog Height</u> Withers over 22” (Extra-Large)
Proficient Standard	8”	12”	16”	20”	20”
Proficient Veteran Dog, Veteran Handler, or Junior Handler	4”	8”	12”	16”	16”
Skilled Standard	4”	8”	12”	16”	16”
Skilled Veteran Dog, Veteran Handler, or Junior Handler	4”	4”	8”	12”	12”

Note: The “Extra-Large” jump height group is used only at Regional and Championship events. At regular weekend trials, all dogs measuring over 18” will compete in the same jump height group.

3.2 Standard Jump Height Exemptions

Dogs that exhibit achondroplasia may apply for a jump height exemption that allows them to jump 4” lower than their measured jump height. For example, if a Corgi measures into the 12” Proficient jump height group, the handler may apply for an exemption to enter the 8” Proficient jump height group instead.

Dogs seeking a standard height exemption must indicate this on the Permanent Height Card Form before being measured by a Judge (see Section 3.4, “Permanent Height Cards”).

List of standard Height Exempt Dog Breeds:

American Staffordshire Terrier	Cavalier King Charles Spaniel	Petit Basset Griffon Vendeen
Australian Terrier	Clumber Spaniel	Pug
Basset Hound	Dachshund	Scottish Terrier
Bulldog	French Bulldog	Staffordshire Bull Terrier
Bull Terrier	Glen of Imaal Terrier	Swedish Valhund
Cairn Terrier	Miniature Bull Terrier	West Highland White Terrier
Cardigan Welsh Corgi	Pembroke Welsh Corgi	

3.3 Non-Standard Jump Height Exemptions

Additional dogs that may be eligible for a Jump Height Exemption include:

- Other purebred dogs that exhibit short legs in comparison to overall height
- Mixed-breed dogs that display the physical characteristics of any of the above listed breeds
- Dogs whose weight, in pounds, exceeds three (3) times their height, in inches, at the withers. **Note:** *This weight to height ratio does not automatically qualify a dog for a height exemption.*

When applying for one of the above non-standard jump height exceptions, handlers must provide two (2) photos of the dog standing (one from the front and one from the side) along with a letter of request that includes veterinarian-verified measurements of the dog's height and weight.

This height exemption exists solely to support the health and well-being of the dog and is not intended to provide a competitive advantage. NADAC assumes that any handler entering a dog at a lower height is doing so to support the longevity and good health of their canine partner. It is expected that a handler will use sound ethics and good sportsmanship and will enter their dog at the appropriate jump height.

NADAC does not accept letters from owners or veterinarians requesting that a dog be permitted to jump lower than its valid jump height (as determined by the NADAC jump height table) due to poor conformation or soundness issues. Height exceptions will not be granted for dogs with medical issues such as hip dysplasia, surgery, or similar.

Dogs that receive a non-standard jump height exemption are not required to be measured. If the request is approved, the handler will receive a Permanent Height Card for the dog, indicating the dog's approved Proficient Standard jump height.

Non-standard jump height exemption requests are considered on an individual basis, and the NADAC office reserves the right to deny an exemption for any reason.

3.4 Permanent Height Cards

All dogs officially running NADAC courses who are 24 months of age or older are required to have a Permanent Height Card issued by NADAC. Dogs with a NADAC Permanent Height Card do not need additional measurement, unless requested by the Judge of Record.

An application for a [Permanent Height Card](#) can be found on the NADAC website at www.nadac.com.

- Dogs must be 24 months of age or older to be measured for a height card.
- Dogs are not required to be measured at trials until they are 24 months of age or older.
- If the dog measures within one inch (1”) of the next jump height group, a measurement by a second Judge is required.
- A Permanent Height Card is required to enter the NADAC Championships. If the dog is aged 24 months or younger, a measurement at the Championships event will be required.
- Dogs on the breed exemption list must still be measured at their Proficient height. When the height card is issued, the lowered height will be listed along with an “E” to indicate a breed exemption.
- If measuring at a trial is not possible, handlers have the option to submit a video measurement. Instructions for video measurements are included with the Height Card Application.
- Official Height cards from other agility organizations are accepted and may be submitted to the NADAC office as proof of measurement, along with the application for a Permanent Height Card.
- Permanent Height Cards must be submitted through the NADAC website. The [Height Card Submission Form](#) can be found in the “Permanent Height Card” section. Height card submission is free for Associate Members; however, there is a \$10 fee for Non-Associate Members.

3.5 Official Measurement

A designated time and location will be set aside during NADAC trials for measuring dogs that require an official measurement. This information may be listed in the Club Premium or emailed to the participants prior to the trial. The Judge of Record is required to measure dogs, but any full NADAC Judge who is present and willing at the trial may measure a dog and sign the Permanent Height Card Application. Multiple Judges at the same trial may measure the same dog. Judges under supervision (SP Judges) may only sign an application if they are the Judge of Record for the trial **and** are observed by their Supervisor. In such cases, both may sign the application.

A Judge may refuse to sign a Height Card application if they feel an accurate measurement cannot be obtained. A Judge may also refuse to measure a dog if safety is a concern.

The Judge of Record may choose to measure a dog at a trial regardless of whether or not that dog already has a Permanent Height Card. The Judge may change the jump height that the dog competes in if they deem that the dog should be placed in a different height group than the one entered. If a dog with a Permanent Height Card is placed into a different jump height group, a report will be sent to the NADAC office notifying them of the change.

Chapter 4: Obstacles and Performance Criteria

4.1 Obstacles

All obstacles used in a NADAC sanctioned trial must meet NADAC specifications. Equipment must be constructed to be safe and reliable when used by the smallest and the largest of dogs expected to train or compete on that equipment. Equipment builders should always have safety as the primary concern when constructing equipment.

A detailed [NADAC Equipment Specifications and Recommendations](#) document is available on the NADAC website.

The following obstacles are allowed at NADAC agility trials:

- Dog Walk
- A-frame
- Weave poles
- Open tunnel
- Non-winged jump
- Winged jump
- Hoop
- Barrel

4.2 Performance Criteria

The following criteria, listed by obstacle, describe the performance required for an obstacle to be considered successfully completed. Refer to Chapter 10, “Faults and Eliminations/Excusals”, for details on faults and eliminations associated with each obstacle.

4.2.1 Dog Walk

The Dog Walk must be started at the end that is numbered in sequence with the course and exited at the opposite end. The dog should traverse the entire Dog Walk safely, and touch the descending ramp contact/safety zone (bottom 42”) with at least one toe. Only the dog’s feet/legs count as a valid “touch.” The Dog Walk is successfully completed once the down ramp contact/safety zone has been “touched”.

4.2.2 A-Frame

The A-Frame must be started at the end that is numbered in sequence with the course and exited at the opposite end. The dog should traverse the entire A-Frame safely, and touch the descending ramp contact/safety zone (bottom 42") with at least one toe. Only the dog's feet/legs count as a valid "touch." The A-Frame is successfully completed once the down ramp contact/safety zone has been "touched".

4.2.3 Weave Poles

Weave Poles are entered between the first and second pole at the end numbered in sequence with the course, with pole 1 on the dog's left side. After entering, "weaving" consists of switching sides at each pole for the entire length of the weave poles (6 or 12) in one continuous forward motion. The final pole (6th or 12th) should be on the dog's right side. Weave poles are successfully completed only after all steps above are performed correctly and sequentially on the same attempt.

4.2.4 Open Tunnel

A Tunnel must be entered at the end that is numbered in sequence with the course and exited at the opposite end. A tunnel is successfully completed once the dog exits the end of the tunnel opposite the entry end with all four (4) feet.

4.2.5 Winged and Non-Winged Jump

A Jump must be taken from the numbered side, with the dog passing between the two uprights, over the horizontal displaceable bar. A jump is successfully completed once the dog clears the jump bar, with all four (4) feet, without displacing the bar or the uprights.

4.2.6 Hoop

A Hoop is performed by the dog crossing through it from the numbered side. A hoop is successfully completed when all four (4) feet of the dog have passed through the hoop.

4.2.7 Barrel

For Gamblers, a Barrel is successfully completed only after a dog has gone around the barrel at least 90 degrees, or "two (2) "sides". Refer to Section 6.1.8, "Gamblers Class" for full details.

For Grounders, the dog should begin the Barrel performance along the plane, or "side", of the barrel that is nearest the number and continue around the barrel until reaching the plane that leads toward the next obstacle in sequence. A Barrel is successfully completed after the dog begins the barrel on the correct side and exits the nearest side that leads toward the next obstacle.

A “360” Barrel is any Barrel performance where the exit plane, as indicated on the course map, crosses back over the entry plane, requiring the dog to make a full circle before exiting.

A “Bi-directional” Barrel is any Barrel performance, as indicated on the course map, that may be started with the barrel on either side of the dog while still exiting toward the next obstacle in sequence.

Chapter 5: Levels, Grandfathering, Divisions, and Categories

NADAC offers four Levels of competition, subdivided by Division and Category, across eight titling Classes.

- The four **Levels** of competition offered are **Intro** (excluding Gamblers), **Novice**, **Open**, and **Elite**.
- The four **Divisions** offered are **Standard**, **Veteran** (Dog), **Veteran Handler** (and/or Disabled Handler), and **Junior Handler**.
- The two **Categories** offered are **Skilled and Proficient**.
- The eight titling **Classes** offered are: **Regular Agility**, **Jumpers**, **Chances**, **Touch N Go**, **Tunnelers**, **Weavers**, **Grounders**, and **Gamblers**.

5.1 Levels

The **Intro Level** is an introductory level offered in every Class *except Gamblers*. Intro is an optional Level. Dogs may start any Class at either the Intro Level (except Gamblers) or the Novice Level. Dogs with advanced titles may also enter the Intro Level. Courses at this Level will present an introductory degree of challenge.

The **Novice Level** is the entry level for every Class. Dogs may start any Class at the Novice Level. Dogs with advanced titles may also enter the Novice Level. An Intro Basic Title (30 points) in a specific Class is **not required** before a dog may enter that same Class at the Novice Level.

The **Open Level** is the intermediate level in every Class. Before a dog may enter the Open Level, it must have earned a Novice Basic Title (30 pts) in that specific Class or be Grandfathered from another venue (see Section 5.2, “Grandfathering of Titles from Other Venues”).

The **Elite Level** is the highest and most advanced level in every Class. Before a dog may enter the Elite Level, it must have earned both a Novice Basic Title (30 pts) and an Open Basic Title (30 pts) in that specific class or be Grandfathered from another venue (see Section 5.2, “Grandfathering of Titles from Other Venues”).

Moving up in Level after any Title is earned in a Class is **not required**.

Dogs may **not** move up to a new Level between rounds of the same Class, on the same day.

Clubs are **not** required to allow Level move-ups during a multi-day trial. The Trial Premium will state the club's move-up policy.

A dog may be moved back down to a lower Level for any reason, including to complete Extended Titles. Points and titles earned at the lower Level are valid for special awards.

Special awards are described in the [NADAC Awards List](#) on the NADAC website.

5.2 Grandfathering of Titles from Other Venues

NADAC permits "grandfathering" of titles earned in other venues. This process allows dogs to begin competing in NADAC at the Level that corresponds to their established Level of competition elsewhere.

- **For Regular Agility (Standard), Jumpers, and Gamblers (or Chances):**

To enter the Open Level, a dog must hold a title in the equivalent Level for that Class in the other venue.

To enter the Elite Level, a dog must hold a title in the equivalent Level for that Class in the other venue.

- **For Touch N Go, Tunnelers, Weavers, and Grounders:**

Because other venues do not offer direct equivalents to these "Special Skills" Classes, eligibility is based on titles in the core agility classes. To enter a particular Level in any of these Classes, a dog must have earned a title at that same Level in all three of the following: Regular (Standard), Jumpers, and Gamblers (or that venue's version of Gamblers).

To submit your Grandfathering request, please submit your titles via the [NADAC Grandfathering Submission Form](#).

Your dog is allowed to compete in a trial before the Grandfathering request has been approved. However, any points earned above the Novice Level, will show as "0" until the request has been approved and processed.

5.3 Divisions

5.3.1 Standard Division

- The Standard (STD) Division is open to all dogs under nine (9) years of age.
- Dogs in this Division are allotted the Standard Course Time for their jump height.

5.3.2 Veteran Dog Division

- The Veteran Dog (Vet) Division is open to any dog seven (7) years of age or older. The dog's age is determined by its actual birthdate or the closest known date.
- This Division allows the dog a four (4) inch jump height break. Only one (1) Veteran jump height break (dog or handler) may be taken.
- Veteran Dogs are allotted the Standard Course Time for their jump height.
- Dogs are **required** to enter the Veterans Division after their (9) ninth birthday.
- Dogs are **required** to enter both the Skilled Category (see Section 5.4, "Categories") **and** the Veteran Dog Division after their 12th birthday.

5.3.3 Veteran Handler Division (includes Disabled Handler)

- The Veteran Handler (VH) Division may be entered by any handler 60 years of age or older. Age is verified by any form of identification showing the handler's birthdate.
- This Division allows the dog a four (4) inch jump height break. Only one (1) Veteran jump height break (dog or handler) may be taken.
- Veteran Handlers are allotted the Standard Course Time for their jump height.
- Any Disabled Handler with a certificate of disability may enter the Veteran Handler Division. Handlers with a disability shall present a copy of their disabled parking permit or a letter from a doctor.
- If a handler chooses to enter any Class in the Veteran Handler Division, they must enter **all** Classes and **all** dogs they are competing with, for that weekend, in Veteran Handler.
- A Disabled Handler with mobility limitations may use a motorized wheelchair or scooter on course. Handlers with hearing impairments may provide the Judge (if the Judge agrees) with a small microphone (e.g. lapel mic) for an assistive hearing device. The Judge's decision regarding the use of any mobility, hearing, or other aids is final.

5.3.4 Junior Handler Division

- The Junior Handler (JH) Division is open to any dog handled by a person under 18 years of age. Age is verified by any form of identification showing the handler's birthdate.
- This Division allows the dog a four (4) inch jump height break.
- Dogs in this Division are allotted the Standard Course Time for their jump height.

Regardless of the Division in which they are earned, all points earned at a given Level, in a given Class, are combined for titling purposes.

5.4 Categories

All Classes may be entered in either the **Proficient or Skilled** Category.

The **Proficient** Category represents a dog's "default" jump height. Dogs must jump the height listed for their wither height in the Jump Height Table (see Section 3.1, "NADAC Jump Heights").

The **Skilled** Category provides an optional four (4) inch jump height reduction from the dog's Proficient jump height. This Category is available to all dogs at all Levels. Dogs must jump the height listed for their wither height in the Jump Height Table (see Section 3.1, "NADAC Jump Heights").

When entering the **Skilled** Category, dogs will receive the benefit of the additional course time allotted for that lower jump height. If the dog is also a Veteran Dog, or is handled by a Veteran/Disabled Handler or Junior Handler, they may also enter the corresponding Division (Vet Dog, Vet Handler, or JH) and take an additional four (4) inch jump height break, for a total reduction of eight (8) inches. The dog will receive the course time allotted for that lower jump height.

A dog may be entered in **only one** (1) Category, either Proficient or Skilled, for all Classes entered on a particular weekend. Exhibitors must indicate their chosen Category when entering a trial.

Courses are the same for both Categories.

At all Levels, qualifying points earned in the Proficient and Skilled Categories are combined and credited toward the same titles and special awards.

Chapter 6: Classes and Formats

6.1 Classes

NADAC offers titling opportunities in the following Classes: Regular Agility, Jumpers, Chances, Touch N Go, Tunnelers, Weavers, Grounders, and Gamblers.

A dog may be entered in only **one** (1) Level, **one** (1) Category, and **one** (1) Division, per Class.

6.1.1 Regular Agility Class

The Regular Agility Class is a numbered course that may include any obstacle listed on the NADAC equipment list, except barrels. Judges may offer courses using some or all of the allowable obstacles. Typical NADAC challenges include directionals, discriminations, and open sequences that encourage speed. In some cases, Round two (2) of Regular Agility may be a reversal of the Round one (1) course.

- At the ***Intro Level***, the goal is to introduce agility obstacles and ensure that the dog can perform the obstacles safely. There are no discriminations or weave poles at the Intro Level.
- At the ***Novice Level***, the goal is to test the dog's ability to perform the obstacles safely, with basic directional control, and beginning level discriminations. Dogs are expected to work at a moderate pace and moderate distance.
- At the ***Open Level***, the goal is to test the handler and dog's ability to perform the obstacles at a faster pace, with increased directional and distance control, and more challenging obstacle discriminations. The course design should encourage handlers to work the dog comfortably from both sides.
- At the ***Elite Level***, the goal is to test the handler's advanced handling strategies while the dog moves at a rapid pace. Dogs should be able to work on either side of the handler, discriminate between obstacles, and move away from the handler while performing the obstacles with greater distance and directional control. A bonus option may be offered on the course (see Chapter 12, "Bonuses and Distance Challenges", for details).

For a clean (non-faulted) run, completed under the Standard Course Time, the dog shall earn ten (10) points towards their title.

For a faulted run with five (5) or fewer faults (time and/or course faults), the dog shall earn five (5) points towards their title. This option is only available in Regular Agility.

A Basic Title in the Regular Agility Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Superior Performance Title may be earned with:

- 200 points in Intro, Novice, or Open
- 400 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Current course design continues to evolve. For Sample Regular Agility course maps, please refer to the "traditional" size [NADAC VT Course Maps](#) that can be found on the NADAC website.

6.1.2 Jumpers Class

The Jumpers Class is a special skills Class. It is a numbered course consisting of jumps and may include a tunnel. This Class highlights the natural jumping ability of the dog, and tests the handler for effective handling styles while moving at a rapid pace.

- At the **Intro Level**, the goal is to introduce basic jumping sequences and ensure that the dog can perform the obstacles safely.
- At the **Novice Level**, the goal is to test the dog's ability to perform the obstacles safely, with basic directional control. Dogs are expected to work at a moderate pace and moderate distance.
- At the **Open Level**, the goal is to test the handler and dog's ability to perform the obstacles at a faster pace, with increased directional and distance control. The course design should encourage handlers to work the dog comfortably from both sides.
- At the **Elite Level**, the goal is to test advanced handling strategies, with the dog moving at a rapid pace. Dogs should work on either side of the handler and move away from the handler while performing the obstacles with greater distance and directional control. A bonus option may be offered on the course (see Chapter 12, "Bonuses and Distance Challenges", for details).

For a clean (non-faulted) run, completed under the Standard Course Time, the dog shall earn ten (10) points towards their title.

A Basic Title in the Jumpers Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 60 points in Intro, Novice, or Open
- 100 points in Elite

A Superior Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Current course design continues to evolve. For Sample Jumpers course maps, please refer to the "traditional" size [NADAC VT Course Maps](#) that can be found on the NADAC website.

6.1.3 Chances Class

The Chances Class is a special skills Class. It is a numbered course that may include any obstacle listed on the NADAC equipment list, except barrels. The purpose of the Chances Class is to test the distance, directional, and discrimination skills of the dog and handler team. Chances courses consist of a numbered sequence of 10-16 obstacles and shall include distance, discrimination, and directional challenges.

All Chances courses will include a marked distance test line. This test will be delineated on both the course map and the set course. Surveyors tape or thin fiberglass sticks (snow poles/driveway markers) are typically used to mark the line on course.

The numbered course will be the same for the Novice, Open and Elite Levels. The distance test line will be adjusted to the appropriate distance for each Level. The Intro Level may use the same numbered course or a modified version, depending on the original design, but the distance test will be adjusted for the Level.

- At the **Intro Level**, the line shall be set at a minimum distance of five (5) feet from the tests and shall not include the descent end of contacts. There will be no discriminations or weave poles at the Intro Level.
- At the **Novice Level**, the line shall be set at a minimum distance of 10 feet from the test(s).
- At the **Open Level**, the line shall be set at a minimum distance of 15 feet from the test(s).
- At the **Elite Level**, the line shall be set at a minimum distance of 20 feet from the test(s). A bonus option may be offered on the course (see Chapter 12, “Bonuses and Distance Challenges”, for details).

Chances is a Pass/Fail Class with no placements awarded.

All dogs, regardless of jump height, have a Standard Course Time of 40 seconds.

For a clean (non-faulted) run, completed under the Standard Course Time, the dog shall earn ten (10) points towards their title.

All standard obstacle faults apply. Additionally, faults will be given if a handler steps on or over the distance test line or if the dog crosses to the handler side of the line with all four (4) feet at the same time. If the dog crosses the line while on a natural path to the next obstacle they will not be faulted.

The distance test line becomes “live” once the dog has committed to the first obstacle, in the correct number sequence, that is attached to or beyond the line. The line is no longer live only after the dog has completed the last obstacle, in the correct number sequence, that is attached

to or on the test side of the line. An obstacle that is attached to the distance line is considered part of the distance test if 50% or more of the obstacle is on or behind the line.

Note: *Dogs may be alongside the handler for the performance of any obstacles that are not designated as part of a distance test sequence.*

There will be no more than one (1) performance of a set of six (6) weave poles on a course (except at the Intro Level, which cannot include weave poles).

There will be no more than one (1) performance of a contact obstacle on a course. A course will not include both a weave pole performance and a contact performance.

A Basic Title in the Chances Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 60 points in Intro, Novice, or Open
- 100 points in Elite

A Superior Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Current course design continues to evolve. For Sample Chances course maps, please refer to the “traditional” size [NADAC VT Course Maps](#) that can be found on the NADAC website.

6.1.4 Touch N Go Class

The Touch N Go Class is a special skills Class. It is a numbered course consisting of contact obstacles, tunnels, and hoops. The purpose of the Touch N Go Class is to test the dog's ability to perform contact obstacles while demonstrating directional and discrimination skills.

The numbered course will be the same for the Novice, Open and Elite Levels.

The Standard Course Time will be adjusted appropriately for each Level and jump height.

At the **Intro Level** the course will be shorter, will include two (2) contact performances, and will not include contact/tunnel discriminations.

At the **Novice, Open, and Elite Levels** the course will include three (3) contact performances.

At the **Elite Level**, a bonus option may be offered on the course (see Chapter 12, "Bonuses and Distance Challenges", for details).

For a clean (non-faulted) run, completed under the Standard Course Time, the dog shall earn ten (10) points towards their title.

A Basic Title in the Touch N Go Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 60 points in Intro, Novice, or Open
- 100 points in Elite

A Superior Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Current course design continues to evolve. For Sample Touch N Go course maps, please refer to the "traditional" size [NADAC VT Course Maps](#) that can be found on the NADAC website.

6.1.5 Tunnelers Class

The Tunnelers Class is a special skills Class. It is a numbered course consisting entirely of tunnels. The purpose of the Tunnelers Class is to test the dog's ability to respond quickly to directional commands from the handler while navigating the course.

The numbered course will be the same for the Novice, Open and Elite Levels. The course will be shortened for the Intro Level.

The Standard Course Time will be adjusted appropriately for each Level and jump height.

At the **Elite Level**, a bonus option may be offered on the course (see Chapter 12, "Bonuses and Distance Challenges", for details).

For a clean (non-faulted) run, completed under the Standard Course Time, the dog shall earn ten (10) points towards their title.

A Basic Title in the Tunnelers Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 60 points in Intro, Novice, or Open
- 100 points in Elite

A Superior Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Current course design continues to evolve. For Sample Tunnelers course maps, please refer to the "traditional" size [NADAC VT Course Maps](#) that can be found on the NADAC website.

6.1.6 Weavers Class

The Weavers Class is a special skills Class. It is a numbered course consisting of weave poles, tunnels, and hoops. The purpose of the Weavers Class is to test the dog's ability to correctly enter weave poles from a variety of angles and at greater speeds than typically required in the Regular Agility Class.

The Standard Course Time will be adjusted appropriately for each Level and jump height.

The number of weave poles varies by Level, and the course may differ **slightly** between Levels.

- The **Intro Level** shall have one (1) set of six (6) weave poles and a shortened course.
- The **Novice Level** shall have three (3) sets of six (6) weave poles.
- The **Open Level** shall have one (1) set of 12 weave poles and two (2) sets of six (6) weave poles.
- The **Elite Level** shall have three (3) sets of 12 weave poles. A bonus option may be offered on the course (see Chapter 12, “Bonuses and Distance Challenges”, for details).

Failure to correctly perform at least one set of weave poles at the Elite, Open, or Novice Level will result in an Elimination. Failure to correctly perform the single set of weave poles at the Intro Level will be assessed a 20-point “Failure to Complete” fault.

For a clean (non-faulted) run, completed under the Standard Course Time, the dog shall earn ten (10) points towards their title.

A Basic Title in the Weavers Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 60 points in Intro, Novice, or Open
- 100 points in Elite

A Superior Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Current course design continues to evolve. For Sample Weavers course maps, please refer to the “traditional” size [NADAC VT Course Maps](#) that can be found on the NADAC website.

6.1.7 Grounders Class

The Grounders Class is a special skills Class. It is a numbered course consisting of barrels, hoops, and tunnels. The purpose of the Grounders Class is to test the handler’s ability to direct their dog through a series of ground-based obstacles. Every Grounders course will include a group of these obstacles arranged in a specific X-shaped pattern with two “wings,” commonly referred to as a hoop circle. Additionally, every course shall have an optional challenge line that runs along one side of the hoop circle.

- At the ***Intro Level***, the goal is to introduce agility obstacles and ensure that the dog can perform the obstacles safely.
- At the ***Novice Level***, the goal is to test the dog's ability to perform the obstacles safely, with basic directional control, and beginning level discriminations. Dogs are expected to work at a moderate pace and at a moderate distance.
- At the ***Open Level***, the goal is to test the handler and dog's ability to perform the obstacles at a faster pace, with increased directional and distance control, and more challenging obstacle discriminations. The course design should encourage handlers to work the dog comfortably from both sides.
- At the ***Elite Level***, the goal is to test more advanced handling strategies, with the dog moving at a rapid pace. Dogs should work on either side of the handler, be able to discriminate between obstacles, and move away from the handler while performing the obstacles with greater distance and directional control.

For a clean (non-faulted) run, completed under the Standard Course Time, the dog shall earn ten (10) points towards their title.

Handlers that stay below the optional challenge line (typically the start/finish line side of the course), while the dog stays on path for the entire course, with no spins, full redirects, or extreme wide turns, will be awarded an additional five (5) extra points. The extra points are awarded only if the run is clean and under Standard Course Time. The optional challenge line and the associated five (5) extra points are available at all Levels.

A Basic Title in the Grounders Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 60 points in Intro, Novice, or Open
- 100 points in Elite

A Superior Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Current course design continues to evolve. For Sample Grounders course maps, please refer to the “traditional” size [NADAC VT Course Maps](#) that can be found on the NADAC website.

6.1.8 Gamblers Class

The Gamblers Class is a strategy Class. It requires the handler to demonstrate spatial and time awareness along with skilled obstacle performance by the dog. The Class also features a small distance test referred to as “the Gamble”. The Gamblers Class may include any obstacle listed on the NADAC equipment list.

The Novice, Open, and Elite Levels are offered in the Gamblers Class. The Intro Level is not offered.

To earn a Qualifying score, teams must:

1. Successfully complete the Gamble, **and**
2. Earn the minimum number of total points required for the Level (including Gamble points)
 - Novice: 30 points
 - Open: 40 points
 - Elite: 50 points

The Gamble

A successfully completed Gamble is worth 20 points. In addition, the point value of any obstacles completed within the Gamble also counts toward the team’s total score.

Obstacles inside the Gamble may be used at any time, in any direction, before or after the Gamble attempt.

Note: *Rendering any obstacle unusable (dropping a bar, displacing a hoop, etc.) will negate the Gamble.*

A Gamble attempt begins when the dog attempts/performs the first obstacle of the Gamble, in the correct direction as indicated by the course numbering.

The Gamble line becomes live when the dog takes the first obstacle of the Gamble in the correct direction. The rules for the Gamble line are the same as those used in the Chances Class above.

Only one (1) Gamble attempt is allowed for a Qualifying Score.

The Gamble sequence and Gamble line will be shown on the course map and may vary in length and difficulty depending on the Judge. Judges may hold a quick briefing to explain their particular Gamble or anything specific to the course.

Obstacle Points

Points are earned by successfully performing obstacles. There is a maximum number of times each obstacle can be performed for points, though handlers may repeat obstacles (for no points) to create a better course for their dog. The point values are as follows:

- **Dog walk:** Seven (7) Points (Limit of one (1) performance)
The course map will indicate the direction in which the dog walk must be performed in order to earn points.
- **Six (6) Weave Poles:** Six (6) Points (Limit of two (2) performances)
- **A-Frame:** Five (5) Points (Limit of two (2) performances)
- **Barrels:** Four (4) Points (Limit of three (3) performances)
At least **two** “sides” of the barrel (90° turn around the barrel) must be completed to earn points. “Pass-by” performances do not count for points.
- **Tunnels:** Three (3) Points (Limit of four (4) performances)
- **Jumps and Hoops:** One (1) Point (Combined limit of ten (10) performances)

Standard and Maximum Course Times

The Standard Course Time (SCT) is the amount of time the team has to earn points before point deductions begin (read below). SCT is based solely on the dog’s **jump height**.

The Maximum Course Time (MCT) is 20 seconds longer than the SCT for all jump heights. A team exceeding the MCT for their jump height will receive an Elimination for that run and be asked to leave the course in a timely manner, via a simple “Thank You” from the Judge.

Jump Height	Standard Course Time (SCT)	Maximum Course Time (MCT)
20”	34 seconds	54 seconds
16”	38 seconds	58 seconds
12”	42 seconds	62 seconds
8”	46 seconds	66 seconds
4”	50 seconds	70 seconds

For every full second **under** the SCT that the team finishes their run, two (2) points will be added to their score, up to a maximum of ten (10) points.

For every full second **over** the SCT that the team finishes their run, two (2) points will be deducted from their score. The point deduction has no limit.

Qualifying Score Point Values

A Qualifying Score may be worth 10, 15, or 20 points depending on the total amount of points earned during the run.

Level	10 Point Qualifying Score	15 Point Qualifying Score	20 Point Qualifying Score
Novice	30-44 Points Earned	45-54 Points Earned	55+ Points Earned
Open	40-54 Points Earned	55-64 Points Earned	65+ Points Earned
Elite	50-65 Points Earned	65-74 Points Earned	75+ Points Earned

Gamblers Specific Rules

1. The time clock will start when the dog passes through, over, or past the plane of the start obstacle. No points will be awarded until the dog performs the start obstacle.
2. Skipping large portions of the course is discouraged. An Elimination will occur if there is more than 42 feet (the spacing of two (2) standard NADAC sequences) between obstacles the dog has attempted or completed. This distance is measured in a straight line from obstacle to obstacle, not the dog's path. **Note:** *A barrel pass-by is not considered an obstacle attempt. At least two (2) "sides" of the barrel (90° turn around the barrel) must be taken.*
3. Faulted obstacles will receive no point(s) (missed contacts, knocked bars - which negate points for that jump for the remainder of the run, unsafe weaves, etc.)
4. Back-to-back performances of the same obstacle are discouraged, and the team will receive point(s) only for the first successful performance. After the first performance of an obstacle (successful or not), a different obstacle must be attempted before returning to that same obstacle. A back-to-back performance on the first obstacle of the Gamble negates the gamble attempt.
5. "Flips" between contact equipment and adjacent tunnels are discouraged, and if performed, the team will not be awarded points for the second obstacle. A flip on the first obstacle of the Gamble negates the gamble attempt.

6. All obstacles are bi-directional except for the dog walk, and a tunnel that is used as a start or finish obstacle.
7. The finish obstacle is always “live”. If the dog takes it at any time, in any direction, the run ends immediately.
8. The finish obstacle must be completed in order to stop the clock. It cannot be bypassed. The finish obstacle is bi-directional and may be performed in any direction in order to stop the clock. Failure to complete the finish obstacle will result in Elimination.
9. Placements are based on the highest number of points earned within each jump height.

A Basic Title in the Gamblers Class requires a total of 30 points at each Level.

An Outstanding Performance Title may be earned with:

- 60 points in Intro, Novice, or Open
- 100 points in Elite

A Superior Performance Title may be earned with:

- 100 points in Intro, Novice, or Open
- 200 points in Elite

A Basic Title is required to advance to the next Level. Outstanding Performance and Superior Performance Titles are optional and are not required to advance to the next Level.

Sample Gamblers course maps can be found in Appendix A.

6.2 Formats

NADAC Clubs may offer one of two (2) formats (or a mixture of the two, creating “Mixed Run Format”) for their Class Listing at their trial. The type of format they are offering is indicated in each specific trial’s Premium and can vary for each day of the trial, although it will not change once the trial has begun.

6.2.1 Single Run Format

Each round of a Class, typically only one (1) round per Class offered, has its own course and walk-through. The round will be run from Elite to Novice, or Intro if offered, before moving on to the next round or Class.

Note: *Multiple rounds of a Class may be offered within a single run format trial, but each round will be a different course.*

For the Regular Class, when two (2) rounds are offered on the same day, Round Two will be run on the same course as Round One with the numbers reversed. Each round will have its own walk-through and its own runs.

6.2.2 Double Run Format

Double Run Format is the most commonly used format offered by NADAC Clubs.

In Double Run Format, when two rounds of a Class are offered, there is only one walk-through at the beginning of each Level for that Class. Judge approved exceptions may apply for certain Classes, such as Tunnelers.

The two rounds are run back to back, with no pauses or additional walk-throughs between them, before moving on to the next Level or Class. There are two separate run orders, one for each round. Teams may enter one or both rounds. No team is required to enter both rounds.

Chapter 7: Standard Course Time

The Standard Course Time (SCT) for Regular Agility, Jumpers, Touch N Go, Tunnelers, Weavers, and Grounders is calculated based on the course distance and the minimum yards per second (YPS) required for each Class at each Level and jump height.

SCT is calculated by dividing the course distance by the minimum YPS required for that Class, Level, and jump height.

The Judge of Record is solely responsible for determining the course distance upon which the Standard Course Time calculations are made. In all cases, regardless of the situation, the decisions of the Judge of Record shall be final.

Teams will be assessed time faults equal to the amount of time by which their finish time exceeds the Standard Course Time.

The table below lists the minimum YPS required for all Levels and jump heights in each Class.

Note: *The Chances Class has a 40 second Standard Course Time for all Levels and all jump heights. The Gamblers Class has a set Standard Course Time (and Maximum Course Time) for each Jump Height at all Levels. Refer to Section 6.1.8, "Gamblers Class", for details.*

Yards Per Second (YPS) for Standard Course Time Calculations

Regular					
	20"	16"	12"	8"	4"
Elite	3.45	3.20	2.95	2.45	2.20
Open	3.10	2.90	2.65	2.20	2.00
Novice	2.80	2.60	2.40	2.00	1.80
Intro	2.50	2.35	2.15	1.80	1.60
Jumpers					
	20"	16"	12"	8"	4"
Elite	4.15	3.85	3.55	2.70	2.45
Open	3.75	3.45	3.20	2.45	2.20
Novice	3.40	3.10	2.90	2.20	2.00
Intro	3.05	2.80	2.60	2.00	1.80
Weavers					
	20"	16"	12"	8"	4"
Elite	3.40	3.15	2.85	2.30	2.05
Open	3.05	2.85	2.55	2.10	1.85
Novice	2.75	2.55	2.30	1.90	1.65
Intro	2.45	2.30	2.05	1.70	1.50
Touch N Go					
	20"	16"	12"	8"	4"
Elite	3.80	3.50	3.25	2.60	2.35
Open	3.40	3.15	2.95	2.35	2.10
Novice	3.05	2.85	2.65	2.10	1.90
Intro	2.75	2.55	2.40	1.90	1.70
Tunnelers					
	20"	16"	12"	8"	4"
Elite	5.05	4.65	4.10	3.35	3.00
Open	4.55	4.20	3.70	3.00	2.70
Novice	4.10	3.80	3.35	2.70	2.45
Intro	3.70	3.40	3.00	2.45	2.20
Grounders					
	20"	16"	12"	8"	4"
Elite	4.75	4.10	3.60	3.00	2.70
Open	4.30	3.70	3.25	2.70	2.45
Novice	3.85	3.35	2.95	2.45	2.20
Intro	3.45	3.00	2.65	2.20	2.00

Chapter 8: Dog's Run Index (DRI)

NADAC uses a specialized system to objectively measure a dog's speed and efficiency for each Qualifying Elite Level run, with the exception of the Chances and Gamblers classes. To calculate a dog's DRI, the dog's Yards Per Second (YPS) for a particular run is compared to a target, or minimum, YPS. This target is derived from a percentage of the fastest dogs currently recorded in the NADAC database for that specific class and jump height. The result of this comparison is a numerical value known as the Dog's Run Index (DRI). Once calculated, the DRI is added to the dog's points file and counts toward several speed-focused awards.

The table below lists the minimum YPS required to earn a 100 DRI in each Class and proficient jump height. These values are based on the top seven percent of dogs currently competing in NADAC, using YPS from un-faulted runs, and are reviewed yearly and updated as needed.

DRI is calculated by dividing the dog's YPS for a run by the target YPS, then moving the decimal point two places to the right. **Example:** A 20" proficient height dog in Regular has a run with a 5.61 YPS. The target YPS for 20" Regular is 5.45 YPS. $5.61/5.45 = 1.0275$ or a 102.75 DRI.

All runs with a DRI 100.00 or higher will be designated as a "Platinum" run and receive the "P-x" designation in the dog's points history. Speed-based awards require a set number of Platinum runs (see [NADAC Awards List](#)), and all speed awards use the dog's DRI values.

The maximum DRI is 111. Any calculated DRI above 111 will be rounded down to 111.

The DIR system is also intended as a tool for handlers to monitor their dog's performance over time. Rising DRI values may indicate skill and confidence growth, while declining values may indicate potential training issues or, if the drop is sudden, a potential injury.

Note: Always reference the dog's proficient jump height when using the table below to calculate DRI. Height breaks have no bearing in terms of DRI calculations.

Yards Per Second (YPS) Required for 100 DRI

	20"	16"	12"	8"
Regular	5.45	5.15	5.05	4.55
Jumpers	6.15	5.75	5.70	4.80
Weavers	5.35	4.85	4.65	4.45
Touch N Go	5.95	5.50	5.30	4.80
Tunnelers	7.35	6.75	6.50	5.60
Grounders	6.25	5.70	5.45	4.80

Chapter 9: General NADAC Rules

9.1 Ring Gates and Fencing

Clubs must designate the ring area. Full ring fencing and gates are not required, however, they are strongly recommended. Handlers who would like information about a trial's ring configuration should contact the Trial Secretary or Club Representative listed on the NADAC website.

9.2 Course Walk-Throughs

The maximum walk-through time will be five (5) minutes, for each course, as determined by the Judge of Record.

Note: *The Tunnelers, Touch N Go, and occasionally Gamblers Classes (depending on the course) may have only one (1) or two (2) combined walk-throughs for the Elite, Open, and Novice Levels, depending on trial size and Judge of Record's discretion.*

An additional two (2) minute dog/handler prep time will be given either, at the end of the five (5) minute walk-through or if all handlers have left the course prior to the five (5) minute walk-through time limit. The Judge of Record will indicate when this time has begun by calling out a "two (2) minute warning".

When the two (2) minutes expire or the first three (3) dogs in the run order are lined up and ready to run, the Class will begin.

9.3 Warm-Up Area

A warm-up area is a designated space for handlers to warm their dogs up prior to competing. A Club may choose to provide a warm-up area at their trial, but they are not required to do so.

The warm-up area is provided for warm-ups only and is not intended to be used for training. If the Judge of Record observes the area being misused in any way, they may remove the warm-up obstacle for the remainder of the trial.

The warm-up area may never be used by dogs that are not entered in the trial.

Only dogs entered in the current Class and Level that is running in the ring may use the warm-up area.

The warm up area may contain only one (1) Jump or Hoop. Contact obstacles, weave poles, barrels, and tunnels are not permitted.

9.4 Entering Ring/Starting Run

A team is required to begin entering the ring before the team currently running has finished the course. NADAC requires this to aid in trial efficiency and time management. **Note:** *If a Gate Steward is present, their direction on when to enter the ring should be followed.*

The dog must remain leashed and secured until the handler hears “Good Luck” from the Judge of Record. This requirement ensures that only one dog is off leash in the ring at any time and that the course is clear of ring crew or any displaced obstacles or bars.

9.5 Collars/Leashes and Leash Marker

Any style of collar, except for electronic shock collars, is allowed. Individual clubs may choose to restrict the use of pinch collars. Handlers should check the Trial Premium or contact the Trial Secretary or Club Representative for any collar restrictions.

A dog’s collar and leash, or harness, must be removed before running on course.

Note: *It is recommended that handlers use a collar/leash that is easy to remove and reattach. As a courtesy, the leash/collar should be tossed toward the leash runner if it is not being secured on the handler.*

The handler may not carry the leash in their hand during a run.

NADAC’s default procedure is for the handler to leave the leash for a leash runner, who will meet the handler at the finish. A handler may instead carry a small/thin leash on their person during the run (no harnesses), with the following conditions:

- The leash must be secured entirely in a pocket, or tightly to the handler’s waist, or across the neck and shoulder. It may not be worn solely around the neck
- The leash must not be loose or hanging in any way that could catch on equipment or create a safety concern. If the Judge of Record determines the leash is not secured sufficiently, they may prohibit continued use of this option.
- The leash must be secured before the handler or dog crosses the plane of the first obstacle.
- If a toy is attached to the leash (see below), the handler may not wear the leash as described above. In that case, the leash must be contained entirely in a pocket or left for the leash runner.

A small toy, no larger than four (4) inches in diameter (roughly the size of a fist), may be attached to the leash with the following restrictions:

- The toy must not be easily detachable.
- The toy must not make noise.
- The toy must not contain, or have ever contained, food.

NADAC's default procedure is for the leash runner to hand the leash directly to the handler after the dog completes the last obstacle.

Handlers who do not want their leash handed to them may request that the leash be placed on the ground. A "Leash Marker" is required to be in place at the end of all NADAC courses. The leash marker may be a small disc, "whisker", or bean bag. It will be positioned approximately eight (8) feet to the side and eight (8) feet beyond the last obstacle, never directly in the dog's path. The Judge of Record will place the marker at the beginning of the Class. If requested by the handler, the leash runner will place the leash on the designated leash marker near the finish obstacle.

Handlers may use a "Leash Buddy" for their run. A leash buddy is a person the handler designates to enter the ring for that run to handle their leash. This is done by simply informing the ring crew of the leash buddy upon entering the ring. The leash buddy may not remove the leash from the dog or interact with the dog in any way, but may leash the dog at the end of the run to assist the handler. The handler must have control of the dog's leash when leaving the ring.

9.6 Startline

A dog's run time begins when any part of the dog crosses the plane of the first obstacle. When electronic timers are in use, the run time begins when any part of the dog crosses the plane of the timer uprights.

Note: *If any part of the handler's body crosses between the timer uprights or through the first obstacle, the run time will begin.*

A dog that passes the startline plane (an imaginary line parallel to the entry of the first obstacle), without attempting the first obstacle will have the time clock started at that moment. If electronic timers are being used, the time will be started manually. The handler may correct the missed first obstacle without fault, in most cases, as referenced in Section 10.3.4, "Startline".

Handlers using a "slingshot start," meaning the dog is placed offset from a straight approach to the first obstacle, may not place the dog beyond the plane of the first obstacle.

9.7 Training in the Ring

NADAC allows “Training in the Ring” at all Levels. Any and all training in the ring will result in an Elimination for that run (see Section 10.3.6, “Training in the Ring”). All NADAC sportsmanship rules apply at all times.

A team may begin training at any point in their run, including at the startline, even without being Eliminated first. Unless a toy is being used (see below), training in the ring does not need to be declared.

Note: *Once the dog has been re-leashed, whether on or off course, no further training is allowed and the team must exit in a timely manner.*

Any run that has been declared Training in the Ring, or has been Eliminated, will be given a maximum of 60 seconds on course.

- The 60 seconds will begin when the dog crosses the plane of the startline, or when the Judge of Record declares that training has begun, whichever occurs first.
- At the 60 second mark, the Judge of Record will ask the team to leave the ring by calling out “Thank you” or “Time,” and the team is expected to proceed to the finish line in a quick and direct manner. **Note:** *Some Judges may give a “10 seconds left” warning when the team reaches 50 seconds.*

A toy may be used for Training in the Ring at all Levels. The following rules apply to toy use:

- Before any training may begin, the handler must declare to the Judge of Record that they have a toy in the ring. A toy cannot be kept hidden and used only if needed. **Note:** *To declare, the handler may simply say “I have a toy” when entering the ring, or hold the toy up for the Judge to see.*
- The toy must not make noise.
- The toy must not contain, or have **ever** contained, food.
- Toys may be thrown, but only in a moderate and safe manner, and should never be thrown towards the entry or exit of the ring.
- The toy may not be in the dog’s mouth while performing obstacles.

Additional rules for Training in the Ring:

- A dog may not be wearing any leash/harness while performing or attempting any equipment.

- Once past the third obstacle on course, the handler may not return to the startline to train.
- A handler may not alter or move equipment within the ring while training.
- Once a dog completes the last obstacle of the course, the run is over, regardless of any remaining time, and the dog must be leashed in a timely manner.

9.8 Treats and Toys In the Ring

Without being faulted, handlers may enter the agility ring with treats or a toy only if the item is contained in a sealed container such as a zip lock bag or pill bottle.

- The container must be kept in a pocket or pouch that is large enough to securely hold it **and** must not be at all visible.
- The handler must not indicate to the dog that a toy or treat is present by patting or pointing to the pocket or pouch.
- The container must not be opened inside the ring or within ten feet (10') of the ring boundary. **Note:** See Section 10.3.1, "Food/Toys Near Ring" for the exception to this rule when appropriate staging boxes are provided by the Club.

When using toys or playing with your dog away from the agility ring, including in the crating area, handlers must be courteous to all humans and dogs nearby. A dog that is excessively vocal while playing, or using a toy that makes noise, should be moved away to prevent unwanted interaction from other dogs, whether aggressive or not. Toys that make noise should not be used close enough to the ring that they may be heard by dogs who are running.

9.9 Tugging (Post-Run)

Tugging is allowed only after the run is finished **and** the dog is leashed.

Handlers must continue exiting the ring promptly while tugging.

Tugging inside the ring must remain moderate, with all four (4) feet of the dog kept on the ground, out of respect for the dog waiting to begin the course.

9.10 Unattended Dogs

Handlers are responsible for their dog at all times while at a trial.

Unattended dogs may not be left tied to anything, and they may not be left in a stay without a handler holding them. Dogs must be secured in a crate, x-pen, or the handler's vehicle.

Dogs crated anywhere on the trial site, including dogs not entered in the trial, may not demonstrate continued reactive behavior or aggression toward people or other dogs passing by their crating area. Continued violation will result in excusal from the trial.

Note: *Dogs that may be inclined to show these behaviors should be crated in a manner that restricts their view of their surroundings.*

9.11 Hair Clips

A handler may use small clips to keep the hair out of a dog's eyes.

9.12 Support Wraps

Front carpal support wraps may be used on a dog. If the Judge of Record feels that the wraps are excessive or not applied in a manner to safely stay on the dog, the Judge may ask for the wraps to be removed.

9.13 Social Skills

It is expected that a dog has proper social skills while at a trial. A dog jumping on people or other dogs without consent is not allowed. A dog is expected to behave themselves at all times and be attentive to their handler.

Chapter 10: Faults and Eliminations/Excusals

10.1 Obstacle Faults

10.1.1 5-Point Faults

Displaced Jump Pole/Bar

A dog or handler shall be assessed a 5-point fault for displacing the jump pole/bar, even if done accidentally.

Note: *A jump pole/bar displaced on an off course jump will not be assessed a 5-point fault.*

10.1.2 10-Point Faults

Off-Course

A dog shall be assessed a 10-point fault for committing to an obstacle that is out of sequence, as defined by the course design. A dog is considered committed to an out-of-sequence obstacle when all four (4) paws have touched, crossed over, under, or through that obstacle.

Note: An exception to an off-course fault applies to the barrel obstacle. Barrels are only considered off course when a dog goes completely around a barrel, in the wrong direction, that is the next correct obstacle to be performed in the numbered course.

A team shall be assessed a 10-point fault if the handler crosses over, under, or through an obstacle. This includes, but is not limited to, the handler crossing over or under a dog walk or A-Frame ramp, passing through a jump, passing through a line of weave poles, or crossing over a tunnel.

Contacts (Dog Walk/A-Frame)

A dog shall be assessed a 10-point fault for missing the contact (safety) zone on the descent side of a dog walk or A-frame. The Judge of Record's call is final on all contact performance determinations.

Back Weaving

A dog shall be assessed a 10-point fault for "back weaving" a set of weave poles. Back weaving occurs when the dog enters the poles at any point in the opposite direction to the course flow and makes three changes of direction within the poles.

10.1.3 20-Point Faults

Failure to Complete

A dog shall be assessed a 20-point fault for failing to complete any obstacle on the numbered course. The point of completion for each obstacle is defined as follows:

- **Jump/Hoop:** All four (4) paws must pass the plane between the stanchions of the jump or hoop in the correct direction.
- **Tunnel:** All four (4) paws must exit the tunnel in the correct direction.
- **Weave Poles:** After a successful entry with pole one (1) on the dog's left side, the dog must maintain continuous forward motion, alternating from left to right through poles one (1) to six (6) or twelve (12), and must exit with all four (4) paws past the final pole on the dog's right side. **Note:** *Missing a pole or stopping for 1 second or more, without successfully retrying the weave poles, will be considered Failure to Complete.*
- **Contacts (DW or AF):** Completion occurs once all four (4) paws have reached the decent ramp. **Note:** *If the dog does not pass the upside contact zone with all four (4) paws and comes off the contact obstacle, the handler may retry the contact obstacle without penalty.*
- **Barrels:** Failure to Complete is assessed only if no attempt is made to perform the barrel starting from the correct numbered side.

Unsafe Performance

A dog shall be assessed a 20-point fault if it performs an obstacle in a manner that the Judge believes has endangered the dog. This fault may be applied at the Judge of Record's discretion, even if the obstacle was otherwise performed correctly under all other guidelines. An unsafe fault may be assessed for off course obstacles as well. The Judge of Record's decision is final.

Examples of unsafe performances include, but are not limited to:

- A dog catching body parts on weave poles and/or breaking weave poles.
- Landing on top of jump bars (misjudged take-off) or recklessly impacting the stanchions of a jump or hoop.
- A dog recklessly attempting a contact obstacle in a way that results in leaving or falling from the obstacle,

Note: *These examples are illustrative and do not encompass every variation of an unsafe performance.*

10.1.4 Obstacle Eliminations/Excusals

Multiple Failure to Completes

If a dog is assessed three (3) or more "Failure to Complete" faults on a course, the results shall be an elimination. **Note:** *An accumulation of 60 faults or more, of any variety, may be ruled an Elimination by the Judge of Record.*

Unsafe Performance

The Judge may ask a handler to stop the run and leave the course if they believe the dog is being so reckless that they cannot safely perform the obstacles. This will result in an elimination.

Contacts (Dog Walk/A-frame)

Any attempt to retry a contact obstacle after receiving a "Failure to Complete" penalty will result in an elimination for "Training".

Note: *If the dog does not pass the upside contact zone with all four (4) paws and comes off the contact obstacle, the handler may retry the contact obstacle without penalty.*

Weave Poles

A dog is allowed three (3) attempts to correctly negotiate a set of weaves. After a failed third attempt, the handler should direct the dog to the next obstacle on the course. Attempting the weaves for a fourth time will result in elimination for training in the ring.

Note: A weave pole attempt is considered to have occurred when a dog engages the weave obstacle by entering between any two poles or by moving between the poles in a way that shows the dog has begun the obstacle. This includes entering from the correct or incorrect side, entering between any pair of poles, or initiating a weaving motion. Passing near the poles or running alongside them without entering between the poles does not constitute an attempt.

10.2 Non-Obstacle Faults

10.2.1 Time Faults

In all Classes, the dog shall be assessed time faults for each second or fraction of a second that the dog exceeds the Standard Course Time (SCT). The Judge of Record is solely responsible for establishing the SCT, except in the Chances and Gamblers Classes (see Chapter 7, “Standard Course Time”). The timekeeper shall time each round to the nearest 1/100^{ths} of a second. **Note:** Refer to Section 6.1.1, “Regular Agility Class”, for allowed time faults in the Regular Agility Class only.

10.2.2 Delay of Start

If the Judge of Record determines that the handler is taking an excessive amount of time to start the run, they may assess five (5) faults for a “Delay of start” penalty.

10.3 Non-Obstacle Eliminations/Excusals

10.3.1 Food/Toys Near Ring

An Elimination will be given if any food, toys, or other training devices are used within ten (10) feet of the ring.

Note: If a Club provides “staging boxes” (located outside the ring barrier, three-sided, with the ring view fully obstructed) for teams lining up to run, food or toys may be used within the boxes, provided they are noiseless and not raised above the box barrier.

10.3.2 Collar

In all Classes, the handler must remove any collar before leading away from their dog or starting their run. An Elimination will be given if the collar is not removed before the handler leads out or before the dog passes the plane of the first obstacle.

10.3.3 Leash/Harness

Failure to adhere to any of the following leash rules will result in an Elimination for that run.

- Dogs must enter and exit the ring on leash and under control.
- The leash must remain on the dog until the Judge of Record calls out “Good Luck”.

- The leash must be removed and clear of the dog, and either be released for the leash runner **or** secured on the handler, before the dog or handler passes the plane of the first obstacle.
- At the end of the run, the dog must be able to be easily caught and re-leashed in a timely manner before exiting the ring barrier.

10.3.4 Startline

Once a handler begins their “leadout” (stepping toward the course and away from the dog), touching the dog will be considered “training in the ring” (see Section 10.3.6, “Training in the Ring”) and will result in an Elimination.

Once the handler crosses the plane of the first obstacle during their leadout, returning back past that plane for any reason will be considered training in the ring and will result in an Elimination.

If the handler resets the dog at the startline after they have attempted or performed the first obstacle, even if accidental, an Elimination will be given for training in the ring.

If a dog goes around the first obstacle, passing the plane and starting time, without attempting it, and the handler resets the dog at the startline, an Elimination will be given. **Note:** *In this situation, the team may reattempt the missed start obstacle without fault, including the handler crossing back over the plane of the first obstacle, as long as the dog is not stopped and reset.*

10.3.5 Tugging (Pre-Run)

Failure to follow the tugging rules below will result in an Elimination for that run.

When entering the ring, or within ten feet (10’) of the ring barrier (excluding staging boxes), dogs may not tug or play with their leash at any time.

Dogs may not tug at the start line.

10.3.6 Training in the Ring

The following actions are considered “Training in the Ring” and will result in an Elimination:

- Touching the dog at any point between the leadout/start of run (see Section 10.3.4, “Startline”) and the moment the course time stops.
- Failing to attempt three (3) or more obstacles.
- Repeating an obstacle after it has been faulted.
- Repeating a sequence of obstacles that the Judge determines goes beyond what is necessary to bring the dog back into the flow of the numbered course.

- No longer attempting to successfully complete the numbered course and instead working a specific obstacle or sequence, as determined by the Judge of Record.
- The handler touching an obstacle in an attempt to assist the dog in performing that obstacle.
- Attempting a specific weave pole performance for a fourth time.
- Bringing the dog back around to reattempt a contact obstacle after it has been faulted or after it has been completed correctly.

10.3.7 Exclusive Ring Use Requests

An Elimination will be given if a handler requests that the next dog not enter the ring until their dog is leashed or exiting, regardless of whether the gates are open or closed. Additionally, if a handler refuses to enter the ring until the previous dog has exited, an elimination will be given.

Note: *The next dog in line is required to begin entering the ring as the previous dog is finishing the course.*

10.3.8 Excessive Ring Crew Engagement

Any dog that jumps on or puts any weight on any ring crew, including the Judge of Record, will be given an Elimination for that run.

10.3.9 Aggression

Any dog that demonstrates aggression towards any human or dog, whether inside the ring or outside the ring, may be excused from the remainder of the trial and reported to the NADAC Office by the Judge of Record.

Note: *Aggression does not necessarily require actual physical contact. For example, a dog that growls at ring crew, disconnects from its handler and chases another dog, or lunges at the end of a leash will be considered to have demonstrated aggression and shall be excused.*

10.3.10 Nipping/Biting of Handler

A dog that “nips” at its handler will receive a verbal warning from the Judge of Record. If repeated nipping is observed by the Judge of Record, an Elimination will be given for that run.

A dog that makes full contact with the handler in an aggressive manner (biting), will be given an Elimination for that run.

Note: *Depending on the severity of the behavior, the Judge of Record may decide to speak with the handler and may excuse the team from the trial.*

10.3.11 Eating in the Ring

If a dog eats anything or has any item in its mouth while in the ring, an Elimination will be given. This includes, but is not limited to, eating or carrying grass, dirt, or sticks.

10.3.12 Equipment Biting

If a dog bites, picks up, or destroys any equipment in the ring, including number cones or leash markers, an Elimination will be given.

10.3.13 Fouling the Ring

A dog will receive an Elimination for fouling anywhere within the ring before, during, or after their run. This includes urinating or defecating on the ground, equipment, or any part of the ring boundary such as fencing or posts.

10.3.14 Inattentive Dog or Loss of Control

A dog that disengages from the handler for more than a continuous five (5) second count, as determined by the Judge of Record, will receive an Elimination. Disengagement may include, but is not limited to, “zoomies”, sniffing the ground, visiting ring crew, or any behaviour indicating the dog is no longer actively working the numbered course.

A dog that is considered “out of control”, as determined by the Judge of Record, will receive an Elimination for that run.

Note: *A dog that is not trained to a level of performing the obstacles in a safe manner, thereby endangering itself, the handler, or any other person or dog at the event, may be deemed “out of control”.*

If a handler repeatedly recalls the dog or excessively downs, sits, or stops the dog in an attempt to keep the dog in the ring and/or under control, an Elimination may be given at the discretion of the Judge of Record.

10.3.15 Anger/Language/Excessive Harshness

All commands or cues to the dog must be delivered in a sportsmanlike manner. Displays of anger, foul language, excessive harshness, or aggressive body language by a handler result in an Elimination.

10.3.16 Scruffing

Handlers may not scruff their dog or grab, hold, or pull on any part of the dog’s fur. Any handling that involves lifting, restraining, or correcting the dog by its fur will result in an Elimination.

10.3.17 Outside Assistance

If, during a run, the handler receives assistance such as coaching from any individual outside the ring, or if any individual is positioned in a manner intended to influence the dog in the ring, an Elimination will be given to the team running the course.

10.3.18 Sportsmanship

Any handler who displays poor sportsmanship toward any human or dog may receive a verbal warning from the Judge of Record. Depending on the severity of the behavior, the Judge of Record may excuse the handler from the remainder of the trial and report the incident to the NADAC Office.

10.3.19 Inhumane Treatment

Any handler whom the Judge of Record determines has treated a dog in an inhumane manner will be excused from the remainder of the trial and from the agility grounds. In addition, a report of the incident will be sent to the NADAC Office.

Chapter 11: Points and Transfers

Points earned for each Class (see Chapter 6, “Classes and Formats”) are specific to that Class and Level. These points determine the titles and awards a dog is eligible to receive. Points are also used to determine a dog’s eligibility to enter the NADAC Championships and to determine the Division and Class in which the dog may compete. For additional details, refer to the [NADAC Championships](#) event page of the NADAC website.

Exhibitors may view the points their dogs have earned by logging into the [Handler & Dog Portal](#) on the NADAC website. Select “Point History” from the tabs near the top of the screen, then choose the dog you wish to view from the drop down menu.

Points will not appear in a dog’s point history until the Club has sent or uploaded the trial results. After results have been submitted, points will temporarily appear as “pending” or may show a value of “0” until the next “Points Merge”. Points Merges are completed within 14 days of a trial. If any errors in points earned are noticed after a Points Merge, please contact the NADAC Office at support@nadac.com.

At the request of the exhibitor, points earned at a higher Level may be transferred down to complete lower Level Outstanding and Superior titles for the purpose of earning Special Awards.

- Transfers are obtained by contacting NADAC directly at support@nadac.com.
- Points will not be transferred until they are earned and merged into the dogs points file. Requests in advance of the merge will not be honored.

- All points transfer requests are subject to approval by NADAC

Chapter 12: Bonuses and Distance Challenges

A “Bonus” is an opportunity for a handler and dog team to earn extra points by showcasing their exceptional skills at a distance. Bonuses require handlers to direct their dogs from prescribed areas while the dog navigates the course accurately and efficiently.

Bonuses are optional and may appear on courses in the Regular Agility, Chances, Jumpers, Touch N Go, Tunnelers, and Weavers Classes. Bonuses are offered only at the Elite Level, and not all courses will include a Bonus option. The bonus area, where the handler must handle from, will be shown on the course map and marked on the set course. The addition of a Bonus to any course is at the discretion of the NADAC Office.

Note: *A Qualifying Score may still be earned even if the bonus attempt is deemed unsuccessful.*

Bonus runs must be videoed and submitted to NADAC in order to be evaluated for additional points by the Bonus Review Team. The trial’s Judge of Record does not judge the bonus portion of the run.

- Videos must clearly show the dog and handler, with priority given to a clear view of the dog’s path.
- Video must be of good quality (at least 720p) and show the entire course.
- Videos must be uploaded to YouTube, and the link must be submitted through the Bonus section of the [Handler & Dog Portal](#). Please allow five to seven (5-7) days for the club to submit trial results before uploading your video.

12.1 Bonuses in Chances, Jumpers, Touch N Go, Tunnelers, and Weavers

For Bonus points to be awarded, the dog must run the entire course “in-flow” (defined below), the handler must remain within the designated Bonus area, and the run must earn a Qualifying Score.

For any bonus, the handler must have both feet inside the Bonus area before the dog breaks the plane of the first obstacle. The handler must also keep both feet inside the Bonus area continuously until the dog completes the last obstacle.

The dog’s DRI on that run also factors into the number of additional bonus points earned. Refer to the Points Table below for information on available additional Bonus points for successful bonus attempts.

Note: *In the dog’s points file, a successful Bonus under 100 DRI is designated as a “Silver” bonus, and a successful Bonus at 100+ DRI is designated as a “Purple” Bonus.*

12.2 Bonuses in Regular Agility

In the Regular Agility Class **only**, Bonus scoring is separated into four (4) distinct sequences. These sequences will be shown on the course map.

Note: *A sequence always ends on the same obstacle where the next sequence begins. If that obstacle is faulted, the previous sequence will be negated only if it was otherwise clean. If the previous sequence was already negated before that obstacle fault, the upcoming sequence will be negated.*

Bonus points are awarded for each sequence the dog runs “in-flow” (defined below), with the handler staying within the designated bonus area. While the run must still earn a Qualifying Score, an out-of-flow moment on course will negate only that sequence, not the entire Bonus.

If only two (2) sequences on a Regular Agility course are successful, the Bonus will be scored as a “Distance Challenge” (DC). DCs do not count toward distance focused awards but may be counted toward entry into the Starter Stakes Class at Championships.

For any Bonus sequence, the handler must have both feet inside the bonus area before the dog breaks the plane of the first obstacle in that sequence. The handler must also keep both feet inside the Bonus area continuously until the dog completes the last obstacle in that sequence.

The dog’s DRI on that run also factors into the number of additional bonus points earned. Refer to the Points Table below for information on available additional Bonus points for successful bonus attempts.

Note: *In the dog’s points file, a successful four (4) sequence Bonus with 100+ DRI is designated as a “Purple” bonus, a successful four (4) sequence bonus under 100 DRI is designated as a “Gold” Bonus, and all three (3) sequence Bonuses are designated as a “Silver” Bonus.*

12.3 In-Flow

For a Bonus or Bonus sequence to be considered successful, the dog is required to run the course “in-flow.” In-flow is defined below and is judged only by the Bonus Review Team within the NADAC Office. The trial’s Judge of Record judges the run solely for a Qualifying Score.

- To be considered in-flow, all four (4) feet of the dog must be moving in the direction of the numbered course at all times. A stop, spin, redirect, or turn in a direction that is not in the flow of the correctly numbered course will negate the Bonus or sequence.
- To be considered in-flow, directional changes that result in excessively wide turns may also negate a Bonus or sequence. Dogs must begin turning on or before their third stride after exiting the previous obstacle. **Note:** *Even on wide turns, dogs must still have all four (4) feet moving in the direction of the numbered course.*

- On the dog walk or A-frame, a dog pausing above the contact zone for more than one (1) second is considered a stop and will negate the Bonus.

All standard obstacle, course, and time faults are judged by the trial’s Judge of Record. Calls may be overruled by the NADAC Office if the video shows an obvious missed or incorrect call.

If, for any reason, the course is not set exactly as shown on the course map, the Judge of Record will remove the Bonus option for that course.

Successful Bonus runs accumulate towards special distance focused awards. A full list can be found in the [NADAC Awards List](#).

12.4 Bonus and Distance Challenge Points

Bonus and Distance Challenge Points

Class	Run Type	DRI	Sequences Completed	Points
Regular	Bonus	Over 100	4	30
Regular	Bonus	Under 100	4	25
Regular	Bonus	Over 100	3	20
Regular	Bonus	Under 100	3	15
Regular	Distance Challenge	Under 100	2	15
Regular	Distance Challenge	Over 100	2	20
Non-Regular Class	Bonus	Over 100	Entire Course	20
Non-Regular Class	Bonus	Under 100	Entire Course	15

12.5 Bonus and Distance Skills

The following list of exceptional skills may be beneficial when attempting to earn a Bonus:

- **Distance Skills:** A Bonus test may test distances of 25 to 100 feet.
- **Speed:** Dogs that can combine speed with distance earn more Bonus points. A Bonus with a DRI over 100 will receive more points.
- **Path Work:** While running the course and attempting a Bonus, teams must show accurate and efficient path work to remain in-flow. Refer to Section 12.3, "In-Flow", for a full description of what is considered "in flow".
- **Directional Skills:** On all Bonus tests, teams shall be tested for the dog's ability to make directional turns both away from and toward the handler.
- **Discrimination Skills:** On all bonus tests, teams shall be tested for the dog's ability to correctly perform obstacle discriminations while staying in-flow.

Chapter 13: Video Tape Program (VT)

NADAC accepts Video Taped (VT) runs for qualifying scores. All Classes, excluding Gamblers, are available in the VT Program.

Any dog registered with NADAC may submit VT videos for review. Videos are submitted in the [Video Runs](#) section of the NADAC website. Each video review costs \$10 and must be paid online at the time of submission.

A Qualifying score via VT may only be earned on designated VT courses. Multiple sets of VT courses are posted each month in the Video Runs section of the NADAC website.

Qualifying points earned through VT runs count toward titles, special awards, and entry into Championships.

There are no 5-point Qualifying scores in VT. All courses must be run clean without faults.

Gamblers courses, Bonus opportunities, or Grounders extra point challenges are not available in VT runs.

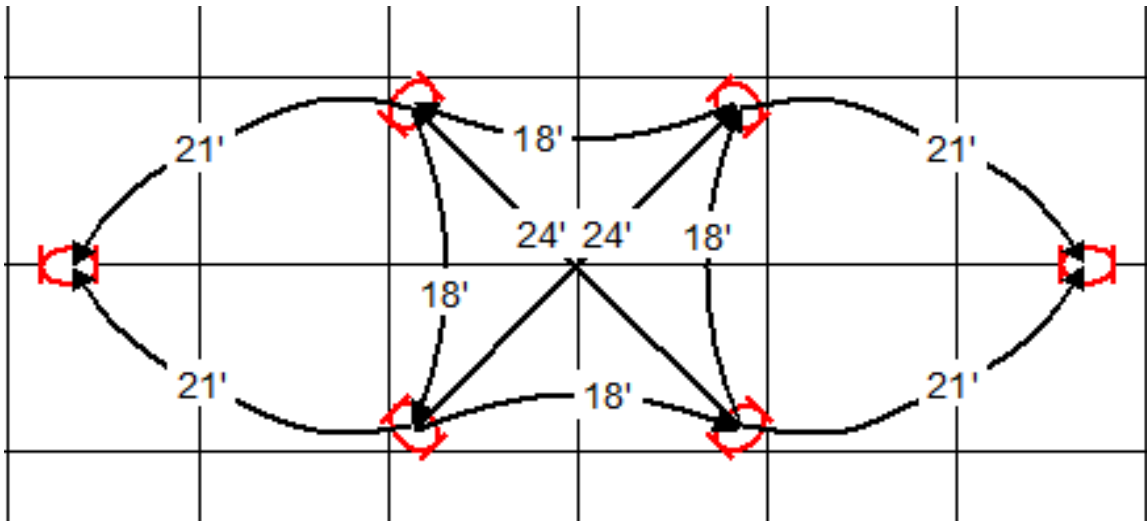
All NADAC rules apply, as do sound ethics and good sportsmanship. The following runs apply specifically to the VT Program:

- Videos must be submitted within five (5) days of running the course.

- VT runs cannot be performed within five (5) full days before or after a trial located within 150 miles (240 km). The exception is that any Classes not offered at the local trial may be run as VT.
- Only the first attempt (or the second, if doing double run) may be submitted for review. Practicing the course in any way before video taping is prohibited.
- All VT courses must be set exactly as depicted on the course map. Mirroring or reversing a course is not allowed.
- If the correct amount of equipment is not available, a jump may replace a hoop, but a hoop may not replace a jump. **Note:** *A jump used in place of a hoop must be set at the dog's jump height and will be faulted if the bar is knocked down.*
- On video, the dog must come to the start line with a leash on and the leash must be back on the dog before the video ends.
- The entire run must be clearly visible from start to finish in the same camera view, including the leashing process. If an additional camera view is needed for clarity, the alternate view must also show the full run from start to finish and must be attached at the end of the main video.
- Video must be of good quality (at least 720p).
- The descending contact zone must be clearly visible in the video, and the contact zone must be clearly marked.
- Each Class from a particular course set may only be run at one Level. "Move Ups" after earning a title are not allowed on the same course. **Note:** *Regular 1 and Regular 2 are separate course maps, so changing level between them is allowed.*
- All equipment used for VT runs must meet NADAC specifications according to the [NADAC Equipment Specifications](#) document on the NADAC website. The following exceptions are allowed for VT:
 - Small rounded slats are allowed.
 - Metal jump standards may be used.
 - Tunnels that are not 4" pitch may be used only if they are **sturdy**, correct in length, and correct in diameter. All tunnels must otherwise meet NADAC specifications.

When building VT courses, the following NADAC standard rules should be followed:

- Unless otherwise noted, the average dog's path between obstacles should be set at 21 feet. If a sequence is 18 feet or 24 feet, it will be marked on the course map. **Note:** *Course grid lines may be used as a tool to help set the course properly.*
- An exception to the above rule applies to any Grounders course with a “hoop circle” marked by red obstacles. This pattern, by default, must always be set exactly as shown in the diagram below.



- Obstacle spacing or orientation may not be changed or adjusted to make a course fit into an area smaller than designated.
- Please check with NADAC before making any course changes (for example, swapping a 20' tunnel for a 15'). Questions can be emailed to vtnadac@gmail.com.

Appendix A: Sample Gamblers Course Maps

