

Extreme Agility Games (EGC)

Guidelines



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North American Dog Agility Council

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NADAC Extreme Games Challenge (EGC)

Purpose of Extreme Games Challenge (EGC)

The purpose of NADAC Extreme Games Challenge (EGC) is to demonstrate the ability of the dog to perform ground speed obstacles while following the path indicated by the handler. Speed and Efficiency are tested. The dog should be under control at all times and show a willingness to work with the handler. Handlers should always conduct themselves in a sportsmanlike fashion.

Eligibility for Entry

All healthy, trained dogs over eighteen (18) months of age are eligible to compete in EGC trials. There is no leeway in the dog's age, even by one day; the dog **MUST** be a minimum of eighteen months old on the day of the trial in which the dog is to compete.

Dogs must be registered with NADAC prior to competing.

Bitches in heat, lame, or blind dogs are ineligible for entry, as is any dog with a deformity that may cause a judge to not be able to reasonably assess the dog's ability to function and perform agility obstacles safely, and in a manner that is in the best interest, health and welfare of the dog.

Any dog that demonstrates aggression towards any person or any dog, whether inside or outside the ring, must be excused from the trial.

Any dog that a judge feels is not in enough control to perform all obstacles in a safe manner will be excused from the trial.

All NADAC EGC events shall be open to purebred and mixed breed dogs.

Any dog that has not previously entered an EGC trial must begin all classes at the Novice level. A dog that runs a class at a level higher than they are eligible for will not receive credit for points earned at that level.

Extreme Games Challenge trials are conducted under the General Rules and Guidelines of the North American Dog Agility Council. Please refer to the *"Exhibitors Handbook for Guidelines Governing North American Dog Agility Council Sanctioned Trials"* http://nadac.com/Rules_for_NADAC_trials.htm for general information.

The Extreme Games Challenge (EGC) is comprised of four classes: Extreme Barrelers, Extreme Chances, Extreme Gaters, and Extreme Hoopers. All four classes are ground speed classes which test the handler's ability to give directional commands to the dog, while the dog is running at full speed, and the dogs' ability to respond to those commands. The dogs run at speed and the handler must time their commands so the dogs can stay on course.

The Extreme Games are Extreme FUN for those who wish to rise to this challenge of teamwork and communication. The smoother and faster the teams can complete the course, the more points they can earn during the run. The classes are scored on a time plus faults basis.

Extreme Barrelers tests the dog and handler on a course that is comprised of barrels and hoops. The dog must circle the barrels and perform the hoop obstacles as directed by the course numbers.

Extreme Chances tests the dog and handler on a course that has distance tests comprised of tunnels, hoops, barrels and gates. The dog must circle the barrels and gates, and perform the hoop obstacles as directed by the course numbers.

Extreme Gaters tests the dog at high speeds while performing a course comprised of tunnels, gates, barrels and hoops. The dog must circle the gates or barrels as directed by the course numbers between the tunnel performances.

Extreme Hoopers is a numbered course comprised of hoops and a 'gate circle'. Part of the course is a large circle of gates and hoops in which the dog must race into and out of the circle as directed by the course design. The handler is restricted from running around the circle by restrictive 'wings', so the team is also being tested on distance skills.

When two rounds of a class are offered, they are run the same direction both times with no second walk-through.

Jump Height Groups

In EGC, your dog's height group is determined by the height of his withers. There are no Divisions, i.e. no veteran dog/handler, junior handler or breed exemptions. Enter the height your dog measures to jump.

Determining the jump height groups. There are four different height groups.

A dog 11" or under will belong to the 8" height group.

A dog over 11", up to and including 14" will belong to the 12" height group.

A dog over 14", up to and including 18" will belong to the 16" height group.

A dog over 18" will belong to the 20" height group.

There is no 20+ height group.

EGC Scoring and Faults

Scoring:

1. Scoring is based on time plus faults.
2. Dogs will earn points based on their yards per second for their height group.
3. You must complete 100 points (Superior Performance) at each level before moving up to the next level. Each class has its own accumulative points.
4. There is only one division – Standard. No jump height exemptions are given. Your dog will be scored based on its actual shoulder height.
5. Time starts and stops when the nose of the dog passes the first and last obstacle.
6. Faults:
 - At the Novice level, the maximum faults allowed are five.
 - At the Open level, the maximum faults allowed are four.
 - At the Elite level, the maximum faults allowed are three.

There are no course times. The software needs a yardage which will be indicated by the judge, then the software does the rest for calculating run index. Once the run index is calculated, then scores for points toward titles are as follows:

- a. From 1 to 74.55 earns 5 points
- b. From 75 to 99.99 earns 10 points
- c. 100 and above earns 15 points

Faults:

1. **Missed Obstacle** – Four paws past the obstacle = 2 faults

Once a dog has missed an obstacle, they cannot go back and "fix" it. – the 2 faults stay and going back is a waste of time.

2. **Out of Flow (OOF)** – Dog's path turns off of the reasonably efficient path = 1 fault

- a. Dog's path outside of the reasonably efficient path between two obstacles.
 - b. Spinning between obstacles
 - c. Spinning while going through a hoop or tunnel, or around a barrel or gate in the correct direction
 - d. Stopping
 - e. This includes bringing the dog back to do a missed obstacle – OFF and a waste of time
 - f. Dog is out of flow until they are back in flow
 - g.
3. **Off course (OC) = 1 fault**
- a. Dog goes through/past the wrong obstacle with all 4 paws
 - b. Dog goes through/past the correct obstacle in the wrong direction with all 4 paws
 - c. If they go the wrong direction around a double numbered barrel or gate, it's not OC or OOF, it is two missed obstacles (4 faults)
 - d. Dog is of course until they are back on course
4. **If the handler gets between dog and barrel or gate = missed obstacle = 2 faults**
5. Extreme Chances
- a. **Dog comes back across the distance line with all four paws = 1 fault**
 - b. **Handler crosses line = E**
6. **Skip two obstacles in a row** (separate obstacles, not two sides of a double numbered barrel or gate) = E
7. **Team exceeds the maximum number of faults allowed for their level = E**

EGC Titles

Titles will be given at :

- a. 30 points ~ Title - (XBR-N, XGT-N, XCC-N, and XHP-N for the Novice level), (XBR-O, XGT-O, XCC-O, and XHP-O for the Open level), and (XBR-E, XGT-E, XCC-E, and XHP-E for the Elite level).
- b. 60 points ~ Outstanding Title – (O-XBR-N, O-XGT-N, O-XCC-N, (O-XHP-N for the Novice level), (O-XBR-O, O-XGT-O, O-XCC-O, and O-XHP-O for

- the Open level). (O-XBR-E, OXGT-E, O-XCC-E, and O-XHP-E for the Elite level).
- c. 100 points ~ Superior Title – (S-XGT-N, S-XCC-N, and S-XHP-N for the Novice level), (S-XGT-O, S-XCC-O, and S-XHP-O for the Open level), and (O-XGT-E, O-XCC-E, and O-XHP-E for the Elite level).
 - d. 200 points ~ Elite Superior Title – (S-XBR-E, S-XGT-E, S-XCC-E, and S-XHP-E for the Elite level).

General Guidelines for Clubs Hosting EGC Trials:

1. One, two and three day Mid-week Mini Trial (Tues-Wed-Thurs)
 - a. No more than two EGC classes per night, two runs per class, total of 4 rounds.
 - b. A class cannot be repeated in the same week. i.e. if Extreme Gaters is offered on Tues, then it cannot be offered on Wed. or Thurs., etc.
2. One, two or three day weekend trials (Fri-Sat-Sun)
 - a. A maximum of 4 classes each day (8 runs) may be offered
3. Three or four day weekend trials on major holiday weekends (Fri-Sat-Sun-Mon)
 - a. A maximum of 4 classes each day (8 runs) may be offered
4. Including EGC Classes at a Regular Trial:
 - a. EGC can be added to two and two and a half day trials, i.e. Fri. afternoon/evening, Saturday & Sunday.
 - b. EGC may not be included in three or four full day trials. For three and four day trials, EGC classes may be included as long as the maximum number of classes does not exceed six rounds total of all classes.

EGC Equipment

- Extreme Barrelers = 6 barrels and 1-2 hoops
- Extreme Gaters = 3 tunnels, 2 hoops max, and 3-5 gates
- Extreme Chances = 3 tunnels, 4-5 gates and 5-6 hoops
- Extreme Hoopers = 16 gates and 20 hoops

1. Open Tunnel
 - a. The diameter (opening/exit) of the open tunnel shall be approximately 24". The length shall be no less than 10' and no more than 20'. Tunnels should be of a 4" pitch. Tunnels not in good repair, those with holes, loose threads, or do not stay open with tunnel holders (ie the openings collapse frequently and easily) should not be used because they pose a safety hazard to the dogs.
2. Tunnel Holders
 - a. EGC recommends saddle bag type tunnel holders be used for all EGC classes. Twenty pounds of sand, or three gallons of water in each bag has proven to be sufficient to hold tunnels in place. Tunnel snugglers, "Omega" holders, or holders with flat plates and straps are acceptable.
 - b. Bungee cords or chains are not allowed. Metal "cradle" type tunnel holders are not allowed.
3. Hoops shall be constructed via the following dimensions: 34" wide X 36" tall. They must be constructed in a manner that they will withstand a moderate wind. The hoops must be of the arched style.
4. Barrels may be rigid or a soft, collapsible material. If the material type is used then a tunnel bag should be used inside of them to keep them in place. Barrels may be from 22-28" in width and 24-42" in height.
5. Gates shall be constructed via the following dimensions: 48" wide X 33-40" tall.