

NOMAD AGILITY LEAGUE RULES

League Description: The 2011 league season will run from January 8th thru March 19th (skipping March 5th —10 weeks). A makeup week *may* be offered in March should a week be missed due to inclement weather. Each League match will consist of 1 standard run and 1 games run (2 runs per match) for each dog/handler present, as time permits. League membership is open to any and all NOMAD members in good standing.

Purpose: To offer members the opportunity to simulate a competitive environment for the benefit of member training while having fun together.

Fees: \$90 per dog (checks payable to NOMAD and sent to the League Secretary)
\$10 per match (per dog) for substitutes

Times: 9:30 a.m. setup
9:45 a.m. course walkthrough
10:00 a.m. run thru
11:30 p.m. last run of the day

League Staff:

Judges (minimum 2 volunteer judges per match)

League Site Leader will select courses from pool of courses and organize setup of same, manage the running of the league matches on site, set the scoring basis for each game.

League Secretary/Scorekeeper will coordinate weekly scoring and recording of scores. Track and post the accumulate team and individual scores for the League as well as provide scoring supplies.

Timer will time runs

Scribe will keep track of calls made by Judge

Ring Crew will reset bars, fluff chute, and help set courses

NOTE: All League participants are expected to volunteer in some capacity as timer, scribe or ring crew during League matches.

Anyone may act as a judge and the judge may run his/her own dog(s) at the match. Another member must serve as judge for the entire jump height so that the judge of the day may take his/her runs. The judge's decision is final and only the judge may assess faults to a run.

Team Structure

Ideally teams shall be comprised of 3-4 members of varying competition levels: Beginner, Intermediate & Masters, with one member of each team representing a competition level. At minimum a team must have 3 members and contain 2 different levels of competition. Teams may be formed by membership or may be formed by draw. The League Coordinators/Winter Practice Committee reserves the right to add members to another already formed team in order to allow all NOMAD members to participate, in the event that there are not enough members to form a qualified team for any member who wishes to participate.

Dogs who have previously earned a qualifying agility **title** must initially enroll as an Intermediate/Advanced or Masters/Excellent dog (see qualifying title recommendations). Beginner/Novice level should be reserved for those dogs who have not yet earned a qualifying agility **title**.

Handlers will not be "forced" to register at a specific level, however are encouraged to exercise good sportsmanship in competing at the level of previous titles EARNED by that dog and handler team. It is entirely the handlers choice as to what level they register. Additionally, handlers may jump their dogs at whatever height they choose.

Qualifying Titles EARNED for Intermediate: CPE L2 or higher; AKC Novice or higher; USDAA Starters/Novice/P1 or higher; NADAC Novice or Higher.

Qualifying Titles EARNED for Masters: CPE L4 or higher; AKC Open or higher; USDAA Advanced or higher; NADAC Open or Higher

Teams must come up with a name for their team for identification/scoring. While all members of a team will be allowed to compete at every League match, only the top two scores will be counted towards team standings. If only one team member is present, their scores shall count entirely towards the team's score. Individual results will count toward individual MVP standings regardless of whether those scores were counted toward the team standings or not.

Team signup should be returned to the League Secretary by the posted deadline for that season. Once all teams are finalized, anyone wishing to join an existing team after that date may do so but no new teams will be formed. Once the league term begins, team memberships will be fixed for the duration of the league term — no one will be permitted to switch teams. However, substitutes will be allowed. Substitutes (those who were not registered as part of a team initially) may float among teams, however they are not eligible for MVP awards. Substitutes must pay a \$10 fee per match/per dog.

Match Structure

Each match will offer 1 Standard class and 1 games class – as time allows.

The courses will all be at the same level (intermediate).

Safety is priority one! All courses will be setup and adjusted for safe performance. A minimum spacing of 15-18 feet is required for all approach and landings. All courses will be designed so that there is only one dog on the course at any given time (except as permitted in Pairs).

The judge may *suggest* a handler run part or all of a course again (after completion of their run) if they deem it to be in the best educational interest of the handler/dog (and the handler will not be charged in that case). An individual's score will not be affected either way by this.

The Standard course will be designed for the Intermediate/Advanced level dog with 15-18 obstacles. Games may be from any venue and the appropriate rules for that venue will apply. Everyone will run the same courses at each League match.

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Courses may or may not include all of the obstacles, and may or may not have the quantity of obstacles required under any one specific venue's rules every week. Over the course of the league term, all obstacles required for each level will be incorporated.

Exhibitor Guidelines

All dogs and handlers participating in the league must be members of NOMAD.

All dogs in may wear a collar provided that it is a flat buckle collar with no attachments. Beginner handlers have the option of running on leash.

Any handler/dog may skip 1 obstacle on any course without penalty to their score if they claim the obstacle exemption at the start of their run.

Jump heights will be at the sole discretions of the handler. A full size dog walk will be used for all levels for all classes requiring a dog walk. The a-frame will normally be set between 5'3" and 5'6".

Everyone enrolled in the league is expected to help with equipment set-up and tear down, and/or ring steward jobs (If you want to play, you MUST help do something, or we won't get all of the jobs covered)

No food or toys may be taken onto the course.

Harsh handling either verbally or physically is not permitted. Good natured team support is encouraged!

The handler may not touch the dog or obstacle except for incidental contact.

Dogs fouling the ring will be eliminated. Dogs leaving the ring or stopping working may be excused at the sole discretion of the judge.

Scoring:

Course time will be started when the dog crosses the plane of the first obstacle and ended when the dog crosses the plane of the last obstacle — the table may be used to stop time in some games. If at all possible, the same timer should be used throughout a single jump height.

Anyone may elect to skip 1 obstacle on any course without penalty to their score if they claim the obstacle exemption at the start of their run. Their failure to perform this obstacle will simply be ignored by the judge and will not adversely affect their score.

Scoring for team standings will be based on the two top runs out of the team members present in each of the different courses offered that day. So if two classes are offered, the two top runs out of the team members present in both of class for that league match date count towards the score (as 2 separate classes, so 2 chances to earn points). If only one class is offered only the top runs in that class will count. The lower ranking score(s) will be thrown out for team scoring purposes. Individual scores will still count towards each individuals MVP Standing. Only one score per handler will count in each class. So if one class is run, the first score will count, if two different classes are run, the first score in EACH class will count (so two chances to earn points that day).

If only one team member is present, their scores shall count entirely towards the team's score. If all team members are absent on a given team, that team will forfeit points for that week.

Points will be awarded to each team for attendance. Attendance points shall be earned at the rate of 1 point per member in attendance at each match. Teams who maintain a presence at every match of the season shall be awarded a 10 point attendance bonus to their final team score. No points shall be awarded for attendance toward MVP scores. Subs do not count towards attendance points.

Scoring for games shall be based on the particular game and details will be given the day of the match during briefing.

Scoring for Standard classes will be on a fault basis with the dog's run time used to break a tie.

5 faults: Knocked bar (top bar only/no penalty for lower bar)
Jumping off table prior to end of count
Off course (corrected)

10 faults: Missed contact zones (teeter up & down contacts, a-frame & dog walk down contacts ONLY)
Handler contact (aiding dog)

20 faults: Failure to perform (or complete) an obstacle
Failing to correct a missed entry or weave pole
Off course (uncorrected)
Leaving contact prior to beginning ascent

Refusals are not penalized

Missed weave pole entry, or missed pole not penalized

Elimination: Dog fouling ring

Harsh or abusive behavior/language

Dog aggression

Food or devices on course

Poor sportsmanship

Individual scoring for standard class shall be based solely on faults with the dog's time used to break ties for placements. So a dog that earns 0 faults with a run time of 48.15 would win over a dog that earns 0 faults with a run time of 69.02. Equally, a dogs that earns 0 faults with a run time of say 50.15 would win over a dog with 5 faults that has a run time of 49.15.

Team Points will be awarded for standard and games classes as follows:

10 points for a Gold (0 faults)

6 points for a Silver (5.00 to 15.00 faults)

3 points for a Bronze (20.00 or more faults)

MVP scores will be computed by the same values as Team points and in addition individuals may also earn placement points as follows (applies to Standard & Games classes):

10 points for 1st place

9 points for 2nd place

8 points for 3rd place

7 points for 4th place

6 points for 5th place

and so on down to 1 point for 10th place

Only the highest two scores for the team will be counted for team scoring purposes. Individual points will still be accumulated by all participants towards MVP standings.

Prizes & Awards:

In-League prizes will be awarded at the end of the league term to all members of the top three placing teams (team standings), and to the top individual dogs and handlers in the MVP (Most Valuable Pooch) standings at each level (beginning, intermediate & masters). For league match runs on any particular day no prizes will be offered.

The league secretary will maintain team and MVP standings. These will be available at each league event and updated weekly after the close of that week's meet.

At the end of the League term, ties between two or more teams (final team standings) may be resolved by a team relay Knockout game. Ties between individual dogs (final MVP standings) may be resolved by a regular Knockout round.

League Secretary: Kimberly Ingraham
802-454-0181 (home)
PO Box 345
802-279-3151 (cell)
Plainfield, VT 05667
paws4funvt@gmail.com

League Site Leader: Kit Erskine
agilehounds@aol.com

League Scorekeepers: Sarah Albert
Judith Kessler
Lisa Marcus

Judges List: Kit Erskine
Your name here?!

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Purpose: To offer members the opportunity to simulate a competitive environment for the benefit of member training while having fun together.

Fees: \$90 per dog (checks payable to NOMAD and sent to the League Secretary). Any member who is enrolling 2 or more dogs in league may send in registrations now for all dogs but pay have the total cost of their fees with registrations, and the second payment by February 1st.

Times: 9:30 a.m. setup
9:45 a.m. course walkthrough
10:00 a.m. run thrus
11:30 p.m. last run of the day

Everyone enrolled in the league is expected to help with equipment set-up and tear down, and/or ring steward jobs (If you want to play, you MUST help do something, or we won't get all of the jobs covered)

No food or toys may be taken onto the course. Harsh handling either verbally or physically is not permitted. Good natured team support is encouraged!

Teams must have 3 members and should contain members from each of the 3 levels. If you do not have your own team, we will draw one for you.

Beginner/Novice level should be reserved for those dogs who have not yet earned a qualifying agility **title**.

Handlers will not be "forced" to register at a specific level, however are encouraged to exercise good sportsmanship in competing at the level of previous titles EARNED by that dog and handler team as specified in the League rules. It is entirely the handlers choice as to what level they register. Additionally, handlers may jump their dogs at whatever height they choose, regardless of their level of competition. (See the League rules for a full description of qualifying titles earned for the Intermediate and Masters levels.)

Team signup should be returned to Kim Ingraham at paws4funvt@gmail.com no later than December 28th. All teams will be finalized by Dec. 30th. Anyone wishing to join an existing team after that date may do so but no new teams will be formed. Once the league term begins, team memberships will be fixed for the duration of the league term. No one will be permitted to switch team; however substitutes will be allowed. Substitutes (those who were not registered as part of a team initially) may float among teams, however they are not eligible for MVP awards.

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NOMAD WINTER LEAGUE REGISTRATION FORM

(only 1 dog per registration form please)

Dog's Name: _____

Level: Beginner Intermediate Masters

Handler: _____

Team Members *(please include preferred members name/dog/level):*

Please find me a team

Please send registration form and League fee (\$90 per dog - payable to NOMAD) by regular mail to:

Kim Ingraham, PO Box 345, Plainfield, VT 05667