

Scoring Guidelines.

The team starts the competition with a score of 200 points.

A team may score an additional 10 points for completing the optional bonus exercise correctly.

Deductions are based on performing the exercise requirements accurately and on the handling errors detailed in the scoring guidelines. Number of points lost will be 1, 2, 3, 5, 10 or 20 as indicated below.

A qualifying score for all levels is 170 and over.

Maximum points achievable are 210.

A **non-qualifying score** will also result from the following:

Consistent tight lead (15 or more points lost, tight lead or leash jerking)

Dog/Handler leaves the ring

Illness in the ring.

Aggression

Harsh Verbal or Physical correction.

Excessive, Constant Nipping- Biting- Unmanageability

Overall score of 169 or less.

Scoring deductions

1 point

Out of Position (stationary element that is 45 - 89 degrees off parallel.

Forging, lagging, dog wide, sniffing ground in heelwork.)

Tight lead - the lead is tense, no visible slack, the lead may or may not move the dog but is holding the dog constant.

Dropped Lead e.g. at the Walk around element the handler should not drop or place the lead on the ground

Additional Cues

Repeated commands at a stationary exercise.

Cues given to bring a dog back to heel position or effect a turn.

Where the target hand changes position (moves) and in doing so, causes the dog to change position or behaviour.

Touching Sign dog touches sign with nose, not wagging tail.

Luring

Luring with the appearance of having a reward in the hand or using the hand as if it may hold a treat e.g. a closed fist, pinched fingers and using the hand in front of the dogs face to position the dog or cue an exercise will incur a one point deduction, each occurrence.

A team holding/using a treat in the hand or luring with a treat will be marked as a training round. *Exception Pink Level only, as a result of the judges assistance the team may be instructed to use a treat. 5 points will be deducted.*

Judge's Assistance *Pink Level only* Direction, sign requirement and placement when prompted by the judge at Pink level only.

Interruption to Flow - Lengthy treat delivery, dropping a treat reward, could be instances of interruption to the smooth progress by dog and handler. Hesitation by the handler before moving to the next exercise would also be scored as flow.

Sign/Dog on wrong side Team perform the exercise with the sign on the wrong side.

Jumping This score will apply to dogs who jump up at the handler with the appearance of mugging for rewards.
Exuberant jumping that interrupts the flow.

Excessive Barking A burst of barking for two seconds or more.

2 Points

Significantly Out of Position - as above but the angle now will be 90 degrees and above. In heelwork where the dog has forged ahead, or lagging behind that the handler can no longer touch the dog.

Failure to Move - the dog does not move off from a stationary position/ or in heelwork with the handler. Dog does not move with handler in the pivot. Dog does not move i.e. make a change of position or move in heel. (Additional cues are marked additionally)

Overly large Circles/270's /Turns Circles/270's/turns should be no larger than three feet in diameter (inside team member). The judge may make an exceptional allowance for an exceptionally large dog. Circles should be made with a continuous movement from the handler to produce a circle, not an oval or other shape. This score will also be deducted for inaccurate circles.

Movement on Static A step or more taken in the stand position. Rebalancing the paws should not be marked. Moving out of other static positions. Anticipation on recall, corrected.

Sign out of Distance Exercise not started within 2 feet of station sign. On circles/270's one team member should be within 2ft of the sign.

Off Course

Off course in heelwork between exercises.

3 Points

Not at Heel.

Applies to heelwork on exceptionally long lead, and off lead.

The dog leaves the handlers side, out of touch/reach to within 3 metres.

Cues back to heel are marked additionally. (See Loss of Control - 10 point deduction)

Retry

A team may choose to retry an exercise at a cost of 3 points.

Only one retry is allowed at each exercise.

Retries are not allowed if the team has moved on from the exercise.

Retries are not allowed on the bonus exercise.

The judge may score a retry if the competitor makes an obvious correction to the exercise.

Failure of the first element of the **Recall** exercises incurs a deduction of **5 points**.

The retry "of the first element" is allowable at an **additional 3 point deduction**, to enable the team to complete the second part of the recall.

Failure to Change/Maintain pace in the pace exercises.

Harsh Cues Cues given abruptly, or in a threatening or excessively loud tone. **1 to 5** point deduction may be incurred.

Food Bowls Touching or sniffing food bowls, each occurrence.

Knocking Over Cone or holder. Each occurrence. Knocking down a jump.

Lack of Attention Dogs attention elsewhere, usually results in T/L, OP, SOP 1 to 5 point deduction may be incurred.

5 points

Exercise /or element not completed correctly as per the exercise description/requirement. NCC.

Examples :

Failure to stop with handler at Stop sign. Failure to perform a position, sit, down (elbows to touch floor) or stand. Incorrect finish/forward. Moving on walk around. An additional position e.g. sit before moving down.

Incorrect path through obstacle exercise, circling obstacles when not required, incorrect exit from obstacle exercise.

When scoring NCC, judges should make a note to enable the competitor to correct in future. **Failure to wait on recall (see retry above)**

6 ft line - Handler inside of six foot on jump and tunnel exercise at Gold Level.

3 – 5 point deduction – judge’s discretion based on distance inside the 6ft line.

Failure to Pivot. (Handler) In the pivots the handler is required to make a turn on the spot. The handler may take only 2 steps to complete the 90 degree pivot. The handler may take only three steps to complete the 180 degree pivot.

Failure to Pivot. (Dog)

The dog must move with the handler or failure to move will be scored.

The dog must make on turn while facing forward by moving it’s back end. *1 – 5 point deduction – judge’s discretion.*

Lead Jerk or Pops When used to cue attention or prompt the exercise, a lead jerk or pop will incur a 5 point deduction. This differs from the tight lead in its intention. Abrupt movement of head for a dog wearing a head halter. Checking with a half – check collar.

Dog and Handler pass on opposite side. The dog and handler pass the exercise sign or cone in obstacle exercise on opposite sides.

10 points

Loss of Control. Dog remains in the ring but pursues own agenda.

Will be scored in off lead levels before start.

Dog entering/leaving the ring off lead. All levels.

Not Completed. Exercise not completed. **Exercise missed.** Not attempting all elements of exercise.

Not taking Jump NJ10 Dog passes jump without jumping.

Not passing through Tunnel NT10

Incorrect Item II10. Dog lifts incorrect item from box Find Yours Gold Bonus

Judges Assistance The judge may use discretion to correct path of team on course. Bronze, Silver, Gold levels.

20 Points

Touching Dog to prompt an exercise or position.

Examples : poking/slapping the dog for attention, hand on the bottom for sit or shoulder for down. Setting up the dog for a position by lifting at the collar and placing during the course and the bonus. Restraining the dog by the collar when lead is removed.

Holding the collar to undo the clip is not judged as restraining.

Do not confuse Touching to Prompt with the allowable touch reward given after an exercise is completed or dog touching handler.

Do not confuse the dog touching the handler.

Elimination in the ring (each occurrence). A dog may be excused from the ring for multiple occurrences.

1 point - **OP** out of position **T/L** tight lead **D/L** dropped lead **A/C** additional cues **T/S** touch sign

L luring **F** flow **WS** team on wrong side of sign/dog on wrong side **J** jumping **B** barking **JA** Pink only

2 points - **SOP** sig out of position **FTM** failure to move **OLC** incorrect circle size/shape

MS move on static **SOD** sign out of distance **OFF** off course line between exercises

3 points - **NH** not at heel **R** retry **FTC** failure to change/maintain pace **FB** food bowls **KO** knocking over/jump

1 - 5 point deduction -**LOA** Lack of attention **HC** harsh cue

1 - 5 point deduction -**FDP** Failure of dog to pivot

5 points - **NCC** not completed correctly **FP** failure of handler to pivot **LJ** leash jerk or pop **LT Lure with treat (Pink only)** **6ft** (gold) 3 - 5 point deduction

OS dog/handler opposite side of cone

10 points -**DE/L** dog off lead entering or leaving ring **LOC** lossofcontrol **NC** Not Completed **ME** Missed Exercise **NJ** no jump **NT** no tunnel **II** incorrect item **JA**

judges assist not pink

20 points -**TD** touching dog to prompt **ELIM** elimination in ring