

# AGILITY NUTS

## Summer League Series 2014



www.agilitynuts.co.uk

**Show 1: Saturday 5<sup>th</sup> – Sunday 6<sup>th</sup> April**  
**Show 2: Saturday 10<sup>th</sup> – Sunday 11<sup>th</sup> May**  
**Show 3: Saturday 14<sup>th</sup> – Sunday 15<sup>th</sup> June**  
**Show 4: Saturday 16<sup>th</sup> – Sunday 17<sup>th</sup> August**

Closing Date: March 17<sup>th</sup>  
Closing Date: April 21<sup>st</sup>  
Closing Date: May 26<sup>th</sup>  
Closing Date: July 28<sup>th</sup>

### Venues:

**Show 1: Hose Village Hall, Harby Road, Hose, LE14 4JR**  
**Shows 2, 3 & 4: Bilsthorpe Miners Welfare Sportsground, Eakring Road, Bilsthorpe, NG22 8PY**

**Shows open: 7:30 a.m.**  
**Judging Commences 8:30 a.m.**

### Agility Nuts Summer Leagues

All dogs competing at the Agility Nuts outdoor shows held in 2014 will gain points depending on where they finish in each class. Leagues will be compiled and the dogs with the most points at the end of the season will receive a special trophy and be named "Agility Nut of the Season 2014" in the following categories:

Large Elementary	ABL* Elementary
Large Starters	ABL Starters
Large Novice	ABL Novice
Large Senior	ABL Senior
Veteran	

\*ABL = Anything But Large

**\*\*\* PLUS The Agility Nuts Large and ABL Gundog Leagues & Sally-Anne Trophy! \*\*\***

**Entry Fees:** £3.00 per dog per class, £6.00 per pair

**Camping:** £27 per unit

**Entries to:** Agility Nuts Summer Series 2014,  
Longhedge Show Processing,  
Longhedge House,  
Thoroton,  
Nottinghamshire,  
NG13 9DS.

**Show Manager:** Pen Sensky

**Show Secretary:** Paul Sensky  
e-mail: paul@agilitynuts.co.uk  
Tel: 07760 252992

**All enquiries should be directed to the Show Secretary**

**Vet on Call (Hose):** Crescent Veterinary Clinic, The Crescent, Melton Mowbray, LE13 0NF. Tel: 01664 562142

**Vet on Call (Bilsthorpe):** Minster Veterinary Centre Ltd., Orchard Lodge, Newark Road, Southwell, NG25 0ES. Tel: 01636 812133

## Eligibility and Definition of Classes

The level at which dogs compete at Agility Nuts shows depends entirely on the dog and does not depend on the handler or the owner, subject to the following conditions, where KC = Kennel Club:

<b>Elementary</b>	Open to all dogs that currently compete at Elementary at Agility Nuts shows and to dogs competing at Grade 1 (KC). Dogs that have not competed at an agility show before should enter at this level.
<b>Starters</b>	Open to all dogs that currently compete at Starters at Agility Nuts shows and to dogs competing at Grades 2 or 3 (KC).
<b>Novice</b>	Open to all dogs that currently compete at Novice at Agility Nuts shows and to dogs competing at Grades 3, 4 or 5 (KC).
<b>Senior</b>	Open to all dogs that currently compete at Senior at Agility Nuts shows and to dogs competing at Grades 6 or 7 (KC).
<b>Veteran</b>	Open to all dogs aged 7 years and over. Jumps will be set at 23, 35 or 45cm (9, 13¾ and 17¾" respectively) and the jump height can be chosen by the handler.
<b>Nursery</b>	Open to all dogs aged 16 – 24 months who are not entered in any other class at the show. Jumps will be set at 23, 35 or 45cm (9, 13¾ and 17¾" respectively) and the jump height can be chosen by the handler. These classes are for clear rounds only.
<b>LHR</b>	Lower Height Run. For dogs of any age (over 18 months) that for whatever reason are not able to jump at their designated jump height. Jumps will be set at 23, 35 or 45cm (9, 13¾ and 17¾" respectively) and the jump height can be chosen by the handler as indicated on the entry form. LHR dogs can choose to run in any of the ABL or Veteran classes and must attempt the course set by the judge. Clear round rosettes are available for LHR dogs.
<b>NFC</b>	Not For Competition. Available in all classes. Handlers may use the course time to train their dogs in the ring. NFC rounds must be declared either on the entry form or before entering the ring. They will not be marked and will not count towards any of the leagues.

Dogs competing at different levels in KC shows and Agility Nuts shows have the option of entering at their preferred level based on the criteria above, with the exception that any dog that has won 3 or more classes at previous Agility Nuts shows, including at least 1 agility win, must compete at least one level higher than the classes that they won. In addition, dogs finishing in the top 3 of any of the previous Agility Nuts leagues will be moved up one level. If you choose to move up a level during the Series you will retain your league position and points in your lower level and start again from scratch in the higher level.

A dog may be entered as Large, Medium, Small or Tiny, depending on the following definitions:

<b>Large:</b>	For dogs that measure over 43cm (17") at the withers. Jumps will be set at 61cm (24").
<b>Medium:</b>	For dogs that measure over 35cm (13¾") but less than 46cm (18") at the withers. Jumps will be set at 45cm (17¾").
<b>Small:</b>	For dogs that measure under 38cm (15") at the withers. Jumps will be set at 35cm (13¾").
<b>Tiny:</b>	For dogs that measure under 30cm (12") at the withers. Jumps will be set at 23cm (9").

Note that there is some overlap between dog heights, giving some handlers the option to select their preferred jump height for their dogs. A dog may only be entered at **one** height.

## Marking of Classes

Classes will be marked according to standard Kennel Club rules with the following exceptions:

- Up contacts will not be marked.
- None of the following will be used in any course: tyre, well, wall, table.
- A silent toy may be carried in the ring during competition in Elementary, Veteran and Nursery classes. The dog may not touch the toy once it has started its round and the toy must not be given to the dog until the dog has crossed the finish line.
- In Veteran classes the dogwalk and A-frame will be lowered and there will be no seesaw. A maximum of 6 weaves are permitted in Veteran classes.
- In Nursery classes the dogwalk and A-frame will be lowered and there will be no seesaw or weaves.
- All rings will be surrounded by netting.

## Agility Nuts Summer Leagues

**Points:** All dogs competing at these shows will gain points for every run (excluding pairs and Pay on the Day classes), depending on where they finish in each class, providing they are not eliminated. The points awarded will depend on the number of dogs entered in each class. For example, if the class contains 50 dogs, the winning dog will get 50 points, the runner-up 49, and so on. If there are 20 dogs in the class, the winner will get 20 points, the runner-up 19, and so on. All

results from these shows and updated league tables will be available online at the Agility Nuts website ([www.agilitynuts.co.uk](http://www.agilitynuts.co.uk)). There will be 9 leagues as follows:

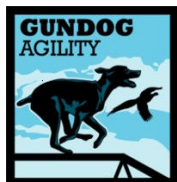
- Large Elementary League
- Large Starters League
- Large Novice League
- Large Senior League
- ABL\* Elementary League
- ABL Starters League
- ABL Novice League
- ABL Senior League
- Veteran League

The top 3 in each league will be presented with an extra award at the end of the August Show, with the league winners being named as the Agility Nuts of the Season.

\*ABL = Anything But Large, i.e. Medium, Small or Tiny

**Sally-Anne Shield:** The Sally-Anne Shield has been kindly donated by Malcolm Robson and will be awarded to the ABL Novice Plus dog and handler gaining the most points in the Agility classes at the shows throughout the summer.

## Agility Nuts Gundog Leagues



Agility Nuts, in association with and sponsored by [www.gundog-agility.co.uk](http://www.gundog-agility.co.uk), are pleased to announce the start of two leagues specifically for Gun Dogs.

- The league will be open to pure gun dogs, not gun dog crosses.
- You don't have to be a member of the Gundog Agility Annual League, but please visit [www.gundog-agility.co.uk](http://www.gundog-agility.co.uk) if you would like to be.
- Awards will take place at the end of the series with separate awards for Large and ABL dogs (all Levels combined, including Veteran).
- Trophies to 1<sup>st</sup> Place, Rosettes to 3<sup>rd</sup> Place in both Leagues at the end of the season.

**Gundog League Points:** The top 5 Gundogs in each class will gain 5 points down to 1 for finishing 1<sup>st</sup> to 5<sup>th</sup>. All other clears in the classes where clear rounds are awarded will receive 1 point. Jokers will NOT double the points for the Gundog Leagues.

**Play your Jokers!** On each day of each show, each dog gets the chance to double their points for one run only by playing their Joker Card! For example, if you choose to play your Joker and win a class of 50 you will get  $2 \times 50 = 100$  points from that class. If you get eliminated in your Joker round, you will get  $2 \times 0 = 0$  points. The Joker can only be played once per day, so choose wisely! You must declare your Joker BEFORE the run you choose.



## Show Information

**Trophies & rosettes:** Trophies will be awarded to 3<sup>rd</sup> place in all classes (results permitting). Rosettes will be awarded to 20% in all classes. Clear round rosettes and judges' special rosettes are available for all classes.

**Parking:** Please park vehicles as directed.

**Dogs in cars:** Your dog is vulnerable and at risk if left in a vehicle at high temperatures and even on days that you may consider to be only slightly warm. Please take care of your dog. If your dog is found to be at risk, forcible entry to your vehicle may be necessary without liability for the damage caused.

## The Venues

**Bilthorpe Miners Welfare Sportsground:** The venue is a sports ground on the edge of Bilthorpe, Nottinghamshire with an excellent running surface.

**Hose Village Hall:** A new venue for us located in the Vale of Belvoir. Hose Village Hall has a large sportsfield ideal for agility.

**Exercise Areas:** For each venue, the exercise area(s) and areas that are out of bounds will be clearly indicated on the show information that will be sent out with the running orders. All owners must pick up after their dogs – no exceptions! Bins for dog waste will be provided. Owners knowingly not picking up after their dogs will be asked to leave the venue and may be excluded from future Agility Nuts shows.

**Camping:** Only one unit and/or vehicle will be allowed per camping space. Any additional vehicles may be asked to park in the day parking area. Camping is available from 1 p.m. on the day prior to the start of each show. All campers must vacate the venue by midday on the day following each show. All camping units must have a fire extinguisher and/or bucket of water available. There are water taps available at all venues. Toilet facilities will be available on site, although there may be limited access to them on the Monday morning.

**Helping at the Show:** In order to ensure the smooth running of the show, we ask that all competitors participating at this show help on the rings for at least 1 hour per day during the morning or afternoon as specified on one of your ring cards. Please report to the Ring Manager of the ring specified on your ring card so that they can allocate a suitable job and time slot for you. No-one is expected to help at the expense of missing their classes. This is made a lot easier to achieve if everyone helps.

**Catering:** Caterers will be available on-site for the duration of each show.

## Online Running Orders

Running orders will be made available online approximately 2 weeks before each show. Please note that the running orders **will not be sent by e-mail** and will be available for download from the Longhedge Show Processing Services website ([www.longhedge.co.uk](http://www.longhedge.co.uk)). If you wish to use this facility please tick the box on the entry form for Online Running Orders, otherwise please add £1 postage to your entry. There is no need to enclose an SAE with your entry form.



### Schedule of Classes:

Judges will be announced with running orders

## Show 1: April 5<sup>th</sup> – April 6<sup>th</sup> at Hose Village Hall

### Saturday April 5th

#### Large Dog Classes

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Up n Under
- Class 4. Elementary A Frame Gamble
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Up n Under
- Class 8. Starters A Frame Gamble
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Up n Under
- Class 12. Novice Plus A Frame Gamble
- Class 13. Open Pairs Jumping

#### ABL Classes

- Class 14. Elementary Agility
- Class 15. Elementary Jumping
- Class 16. Elementary Up n Under
- Class 17. Elementary A Frame Gamble
- Class 18. Starters Agility
- Class 19. Starters Jumping
- Class 20. Starters Up n Under
- Class 21. Starters A Frame Gamble
- Class 22. Novice Plus Agility
- Class 23. Novice Plus Jumping
- Class 24. Novice Plus Up n Under
- Class 25. Novice Plus A Frame Gamble
- Class 26. Open Pairs Jumping

#### Other Classes

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Up n Under
- Class 30. Veteran A Frame Gamble
- Class 31. Nursery Agility
- Class 32. Nursery Jumping

### Sunday April 6th

#### Large Dog Classes

- Class 33. Elementary Agility
- Class 34. Elementary Jumping
- Class 35. Elementary Time Fault & Out Jumping
- Class 36. Elementary Snakes & Ladders
- Class 37. Starters Agility
- Class 38. Starters Jumping
- Class 39. Starters Time Fault & Out Jumping
- Class 40. Starters Snakes & Ladders
- Class 41. Novice Plus Agility
- Class 42. Novice Plus Jumping
- Class 43. Novice Plus Time Fault & Out Jumping
- Class 44. Novice Plus Snakes & Ladders

#### ABL Classes

- Class 45. Elementary Agility
- Class 46. Elementary Jumping
- Class 47. Elementary Time Fault & Out Jumping
- Class 48. Elementary Snakes & Ladders
- Class 49. Starters Agility
- Class 50. Starters Jumping
- Class 51. Starters Time Fault & Out Jumping
- Class 52. Starters Snakes & Ladders
- Class 53. Novice Plus Agility
- Class 54. Novice Plus Jumping
- Class 55. Novice Plus Time Fault & Out Jumping
- Class 56. Novice Plus Snakes & Ladders

#### Other Classes

- Class 57. Veteran Agility
- Class 58. Veteran Jumping
- Class 59. Veteran Time Fault & Out Jumping
- Class 60. Veteran Snakes & Ladders
- Class 61. Nursery Agility
- Class 62. Nursery Jumping

**Class 63. TRIATHLON\***  
**(sponsored by 4 Muddy Paws)**

### **Class 63: The 4 Muddy Paws Triathlon**

This class comprises a test of three elements for you and your dogs: Agility (Time Fault & Out Jumping), Obedience (Pre-beginner level) & Running/Walking (approximately 1 mile with your dog on lead).

**Points from all classes (except Pairs and Triathlon) count towards the Agility Nuts Summer Leagues**  
**Don't forget to play your Joker on each day!**

*Agility Nuts reserve the right to combine or split classes depending on entries*  
*Pay on the Day classes may be run, weather and time permitting*

## Schedule of Classes:

Judges will be announced with running orders

**Show 2: May 10<sup>th</sup> – May 11<sup>th</sup>**

## **Bilthorpe Miners Welfare Sportsground**

### Saturday May 10th

#### **Large Dog Classes**

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Tunnel Torment
- Class 4. Elementary Power & Speed
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Tunnel Torment
- Class 8. Starters Power & Speed
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Tunnel Torment
- Class 12. Novice Plus Power & Speed
- Class 13. Open Pairs Jumping

#### **ABL Classes**

- Class 14. Elementary Agility
- Class 15. Elementary Jumping
- Class 16. Elementary Tunnel Torment
- Class 17. Elementary Power & Speed
- Class 18. Starters Agility
- Class 19. Starters Jumping
- Class 20. Starters Tunnel Torment
- Class 21. Starters Power & Speed
- Class 22. Novice Plus Agility
- Class 23. Novice Plus Jumping
- Class 24. Novice Plus Tunnel Torment
- Class 25. Novice Plus Power & Speed
- Class 26. Open Pairs Jumping

#### **Other Classes**

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Tunnel Torment
- Class 30. Veteran Power & Speed
- Class 31. Nursery Agility
- Class 32. Nursery Jumping

### Sunday May 11th

#### **Large Dog Classes**

- Class 33. Elementary Agility
- Class 34. Elementary Jumping
- Class 35. Elementary Snakes
- Class 36. Elementary Time Fault & Out Agility
- Class 37. Starters Agility
- Class 38. Starters Jumping
- Class 39. Starters Snakes
- Class 40. Starters Time Fault & Out Agility
- Class 41. Novice Plus Agility
- Class 42. Novice Plus Jumping
- Class 43. Novice Plus Snakes
- Class 44. Novice Plus Time Fault & Out Agility

#### **ABL Classes**

- Class 45. Elementary Agility
- Class 46. Elementary Jumping
- Class 47. Elementary Snakes
- Class 48. Elementary Time Fault & Out Agility
- Class 49. Starters Agility
- Class 50. Starters Jumping
- Class 51. Starters Snakes
- Class 52. Starters Time Fault & Out Agility
- Class 53. Novice Plus Agility
- Class 54. Novice Plus Jumping
- Class 55. Novice Plus Snakes
- Class 56. Novice Plus Time Fault & Out Agility

#### **Other Classes**

- Class 57. Veteran Agility
- Class 58. Veteran Jumping
- Class 59. Veteran Snakes
- Class 60. Veteran Time Fault & Out Agility
- Class 61. Nursery Agility
- Class 62. Nursery Jumping

**Points from all classes (except Pairs) count towards the Agility Nuts Summer Leagues**

**Don't forget to play your Joker on each day!**

*Agility Nuts reserve the right to combine or split classes depending on entries*

*Pay on the Day classes may be run, weather and time permitting*



## Schedule of Classes:

Judges will be announced with running orders

**Show 3: June 14<sup>th</sup> – June 15<sup>th</sup>**

### **Bilthorpe Miners Welfare Sportsground**

#### **Saturday June 14th**

##### **Large Dog Classes**

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Clockwork Tunnels
- Class 4. Elementary Speed & Power
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Clockwork Tunnels
- Class 8. Starters Speed & Power
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Clockwork Tunnels
- Class 12. Novice Plus Speed & Power
- Class 13. Open Pairs Jumping

##### **ABL Classes**

- Class 14. Elementary Agility
- Class 15. Elementary Jumping
- Class 16. Elementary Clockwork Tunnels
- Class 17. Elementary Speed & Power
- Class 18. Starters Agility
- Class 19. Starters Jumping
- Class 20. Starters Clockwork Tunnels
- Class 21. Starters Speed & Power
- Class 22. Novice Plus Agility
- Class 23. Novice Plus Jumping
- Class 24. Novice Plus Clockwork Tunnels
- Class 25. Novice Plus Speed & Power
- Class 26. Open Pairs Jumping

##### **Other Classes**

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Clockwork Tunnels
- Class 30. Veteran Speed & Power
- Class 31. Nursery Agility
- Class 32. Nursery Jumping

#### **Sunday June 15th**

##### **Large Dog Classes**

- Class 33. Elementary Agility
- Class 34. Elementary Jumping
- Class 35. Elementary Take Your Own Line Jumping
- Class 36. Elementary Tunnel Torment Agility
- Class 37. Starters Agility
- Class 38. Starters Jumping
- Class 39. Starters Take Your Own Line Jumping
- Class 40. Starters Tunnel Torment Agility
- Class 41. Novice Plus Agility
- Class 42. Novice Plus Jumping
- Class 43. Novice Plus Take Your Own Line Jumping
- Class 44. Novice Plus Tunnel Torment Agility

##### **ABL Classes**

- Class 45. Elementary Agility
- Class 46. Elementary Jumping
- Class 47. Elementary Take Your Own Line Jumping
- Class 48. Elementary Tunnel Torment Agility
- Class 49. Starters Agility
- Class 50. Starters Jumping
- Class 51. Starters Take Your Own Line Jumping
- Class 52. Starters Tunnel Torment Agility
- Class 53. Novice Plus Agility
- Class 54. Novice Plus Jumping
- Class 55. Novice Plus Take Your Own Line Jumping
- Class 56. Novice Plus Tunnel Torment Agility

##### **Other Classes**

- Class 57. Veteran Agility
- Class 58. Veteran Jumping
- Class 59. Veteran Take Your Own Line Jumping
- Class 60. Veteran Tunnel Torment Agility
- Class 61. Nursery Agility
- Class 62. Nursery Jumping

**Points from all classes (except Pairs) count towards the Agility Nuts Summer Leagues**

**Don't forget to play your Joker on each day!**

*Agility Nuts reserve the right to combine or split classes depending on entries*

*Pay on the Day classes may be run, weather and time permitting*



**Schedule of Classes:**  
Judges will be announced with running orders  
**Show 4: August 16<sup>th</sup> – August 17<sup>th</sup>**  
**Bilsthorpe Miners Welfare Sportsground**

**Saturday August 16th**

**Large Dog Classes**

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Snakes & Ladders Jumping
- Class 4. Elementary Gamblers
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Snakes & Ladders Jumping
- Class 8. Starters Gamblers
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Snakes & Ladders Jumping
- Class 12. Novice Plus Gamblers
- Class 13. Open Pairs Jumping

**ABL Classes**

- Class 14. Elementary Agility
- Class 15. Elementary Jumping
- Class 16. Elementary Snakes & Ladders Jumping
- Class 17. Elementary Gamblers
- Class 18. Starters Agility
- Class 19. Starters Jumping
- Class 20. Starters Snakes & Ladders Jumping
- Class 21. Starters Gamblers
- Class 22. Novice Plus Agility
- Class 23. Novice Plus Jumping
- Class 24. Novice Plus Snakes & Ladders Jumping
- Class 25. Novice Plus Gamblers
- Class 26. Open Pairs Jumping

**Other Classes**

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Snakes & Ladders Jumping
- Class 30. Veteran Gamblers
- Class 31. Nursery Agility
- Class 32. Nursery Jumping

**Sunday August 17th**

**Large Dog Classes**

- Class 33. Elementary Agility
- Class 34. Elementary Jumping
- Class 35. Elementary Helter Skelter
- Class 36. Elementary Power & Tunnels
- Class 37. Starters Agility
- Class 38. Starters Jumping
- Class 39. Starters Helter Skelter
- Class 40. Starters Power & Tunnels
- Class 41. Novice Plus Agility
- Class 42. Novice Plus Jumping
- Class 43. Novice Plus Helter Skelter
- Class 44. Novice Plus Power & Tunnels

**ABL Classes**

- Class 45. Elementary Agility
- Class 46. Elementary Jumping
- Class 47. Elementary Helter Skelter
- Class 48. Elementary Power & Tunnels
- Class 49. Starters Agility
- Class 50. Starters Jumping
- Class 51. Starters Helter Skelter
- Class 52. Starters Power & Tunnels
- Class 53. Novice Plus Agility
- Class 54. Novice Plus Jumping
- Class 55. Novice Plus Helter Skelter
- Class 56. Novice Plus Power & Tunnels

**Other Classes**

- Class 57. Veteran Agility
- Class 58. Veteran Jumping
- Class 59. Veteran Helter Skelter
- Class 60. Veteran Power & Tunnels
- Class 61. Nursery Agility
- Class 62. Nursery Jumping

**Points from all classes (except Pairs) count towards the Agility Nuts Summer Leagues**

**Don't forget to play your Joker on each day!**

*Agility Nuts reserve the right to combine or split classes depending on entries*

*Pay on the Day classes may be run, weather and time permitting*



## **Class Descriptions:**

### **General:**

Novice Plus	Combined classes for Novice and Senior dogs
ABL	Anything But Large: Combined classes for Medium, Small and Tiny dogs

### **Agility Courses:**

A Frame Gamble	An agility course where all obstacles are worth a different number of points. Get your contact on the A-Frame to double your points, or see half your points disappear if you miss it!
Gamblers	An agility course where all obstacles are worth a different number of points. Complete the gamble section to increase your points!
Power & Speed	Complete the power section (contacts ± weaves, longjump, spread) in your own time without a fault and it's a race against the clock over a jumping course!
Power & Tunnels	Complete the power section (contacts ± weaves, longjump, spread) in your own time without a fault and it's a race against the clock through the tunnels!
Snakes & Ladders	The competitor has the option of simply completing all the jumps in order, or taking short cuts via the contact equipment. Watch out for the tunnels though – go through these and you have to repeat part of the course!
Speed & Power	Complete the jumping course as fast as possible and reduce your time by successfully completing the contacts!
Time Fault & Out Agility	An agility course where dogs continue to do obstacles until they have a fault/elimination or reach the course time. The dog completing the most obstacles in the quickest time wins.
Tunnel Torment Agility	An agility course in which some/all tunnels are to be avoided!

### **Jumping Courses:**

Clockwork Tunnels	A course consisting solely of jumps and tunnels with a clockwise/anticlockwise theme.
Helter Skelter	A jumping course based on a decreasing or increasing circle.
Snakes	Watch out for the tunnels! Go through these and you have to repeat part of the course.
Snakes & Ladders Jumping	The competitor has the option of simply completing all the jumps in order, or taking short cuts via the weaves. Watch out for the tunnels though – go through these and you have to repeat part of the course!
Take Your Own Line	A jumping course where it is up to you to decide the best route to take.
Time Fault & Out Jumping	A jumping course where dogs continue to do obstacles until they have a fault/elimination or reach the course time. The dog completing the most obstacles in the quickest time wins.
Tunnel Torment	A jumping course in which some/all tunnels are to be avoided!
Up & Under	A course consisting solely of jumps and tunnels.



## Show Offs Open Jumping Pairs

Two dogs will compete in a relay over the same jumping course, which will consist of jumps and tunnels only (no weaves). Large dogs must be paired with Large dogs, whilst Medium, Small and Tiny dogs (including Veterans) may be paired with a dog of any height (except Large), with both dogs jumping over the lowest height applicable to the pair. Pairs may be entered in advance of the show on the Entry Form, but entry on the day will also be permitted. Rosettes will be presented to the top 3 Large pairs and the top 3 ABL pairs. There are no league points awarded for these classes.

## Agility Nuts Rules

1. All dogs must be aged 18 months or over on the first day they compete at any of the shows, with the exception of dogs entered in Nursery classes who must be aged 16 – 24 months on the first day they compete.
2. Agility Nuts reserves the right to refuse entries.
3. The mating of bitches within the precincts of the show is forbidden.
4. No bitch in season should be brought onto the venue.
5. No dogs suffering from any infectious or contagious disease or having been exposed to such disease during the period 21 days prior to the show may be brought onto the venue.
6. No person shall carry out punitive correction or harsh handling of a dog at any time.
7. Dogs must not wear any type of slip, half-slip collar or lead whilst competing. A flat, close fitting, leather or webbing collar is permitted, providing the only attachment is a plain identification panel as an integral part of the collar, i.e. not attached by a ring.
8. No competitor shall impugn the decision of the judge or judges.
9. Dogs owned by judges may enter all classes, but the dogs must be handled by another person whilst the judge is carrying out their judging commitment unless otherwise informed by the Show Manager/Secretary.
10. Judges may run their own dogs for competition when they are not scheduled for judging, unless otherwise informed by the Show Manager/Secretary, and may allow another competitor to run their dogs whilst they are judging.
11. Competitors are solely responsible for ensuring that they are available for their classes.
12. Competitors are required to report for allocated ring duties.
13. Agility Nuts reserves the right to combine/split classes depending on entry levels.
14. Food shall not be carried in the hand or given to the dog whilst in the competition ring.
15. In the event that a show has to be cancelled, Agility Nuts reserve the right to deduct unrecoverable expenses incurred before returning entry fees.
16. Entry fees will not be refunded beyond the closing date for each show.
17. Any returned cheques will incur a £10 charge.
18. Competitors enter at their own risk and must sign and date the declaration on the entry form. Whilst every care will be taken, Agility Nuts will not accept responsibility for loss, damage or injury to persons, dogs or property.
19. Please respect our venue and pick up after your dogs and dispose of all rubbish responsibly. Anyone knowingly not doing so will be asked to leave the venue forfeiting any remaining entries and may be excluded from future Agility Nuts shows.

# Agility Nuts Dog Training Club

ANDTC is a friendly dog agility training club based in South East Nottinghamshire offering the following classes:

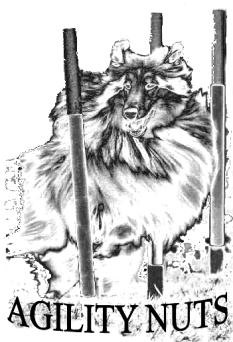
- Agility Foundation
- Starters Agility
- Agility for Competition
- One to one / group sessions also available.

For more information please contact:

Paul or Pen Sensky

Tel: 07760 252992

Email: [pen@agilitynuts.co.uk](mailto:pen@agilitynuts.co.uk)



[www.agilitynuts.co.uk](http://www.agilitynuts.co.uk)



## Directions to venues

### Hose Village Hall (April Show)

Harby Road, Hose, LE14 4JR

Hose is located in the Vale of Belvoir in the area surrounded by the A52, A46, A606 and A607. If you are towing, the best approaches are either from the A52, turning off at Belvoir Road (signposted Redmile 2, Belvoir 3, Harby 7) or from the A607 (signposted Eastwell, Stathern and Harby). The approaches from Tithby Road off the A52 at Bingham and from Nether Broughton on the A607 are both manageable with a caravan, although parked vehicles in Harby and Long Clawson may create problems.

Note for Sat Nav users: If you navigate to LE14 4JR you should see the venue when you reach your destination.

### Bilsthorpe Miners Welfare Sportsground (May, June & August Shows)

Eakring Road, Bilsthorpe, NG22 8PY



Bilsthorpe is located off the A614 between Doncaster and Nottingham.

#### From the North:

- Leave the A1 at the A57/A614/A1 Junction
- Follow the A614 past Ollerton and Rufford Country Park
- Turn left when you see signs to Bilsthorpe Business Park, Landfill Site and Eakring 2¼ miles
- See From the A614

#### From the South:

- Follow the A614 to Doncaster north of the A617 (Newark to Mansfield road)
- Look out for the Limes Café and take the next right, signposted Bilsthorpe Business Park, Landfill Site and Eakring 2¼ miles
- See From the A614

#### From the A614:

- After leaving the A614, turn right after about 0.6 miles on to Eakring Road, signposted Bilsthorpe Business Park, Landfill Site and Bilsthorpe 1 mile
- After 0.2 miles turn right and the entrance to the venue is on your left after a further 0.2 miles

Note for Sat Nav users: The postcode NG22 8PY will take you approximately ½ mile from the venue (as shown)