

# AGILITY NUTS

Winter League Series 2014/15



www.agilitynuts.co.uk

**Sunday 19th October 2014**  
**Saturday 8th November 2014**  
**Saturday 20th December 2014**  
**Saturday 3rd January 2015**  
**Sunday 8th February 2015**  
**Sunday 15th March 2015**

Closing Date: September 29th  
Closing Date: October 20th  
Closing Date: December 1st  
Closing Date: December 15th  
Closing Date: January 19th  
Closing Date: February 23rd

**Venue: Oakridge Arena, Swinderby Road, Collingham, NG23 7NZ**

*Please note that each show will be limited so you are advised to get your entries in as soon as possible to avoid disappointment. Entries may close earlier than the closing dates stated in the event of the limit being reached.*

**Shows open: 7:30 a.m.**

**Judging Commences 8:45 a.m.**

**\*\*\* Nursery and NFC Runs included in ALL shows!! \*\*\***

## Agility Nuts Winter Leagues

All dogs competing at these shows 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" 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! \*\*\***

**Entry Fees:** £4.50 per dog per class or £15.00 per dog per show (4 runs)

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

**Show Manager:** Pen Sensky  
e-mail: pen@agilitynuts.co.uk

**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:** Park View Veterinary Hospital, Hykeham Green, Lincoln Road, North Hykeham, LN6 8NH, Tel. 01522 683300

## 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.
- Silent toys may be used at any time in NFC rounds.
- 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 Winter Leagues

**Points:** All dogs competing at these shows will gain points for every run they do, 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

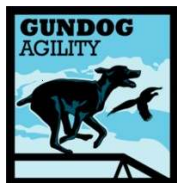
will be available online at the Agility Nuts website ([www.agilitynuts.co.uk](http://www.agilitynuts.co.uk)). There will be 9 leagues as follows:

- 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 March Show, with the league winners being named as the Agility Nuts of the Season.

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

## Agility Nuts Gundog Leagues



Agility Nuts shows now include Leagues for Large and ABL Gundogs, sponsored by [www.gundog-agility.co.uk](http://www.gundog-agility.co.uk).

- The leagues are open to pure gun dogs and gun dog x gun dog crosses only.
- 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.

If your dog qualifies for one of the Gundog Leagues, please tick the relevant box on the entry form. If you wish to be part of the national Gundog Agility Annual League, please visit [www.gundog-agility.co.uk](http://www.gundog-agility.co.uk) for details on how to join.

**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!** At 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 x 50 = 100 points from that class. If you get eliminated in your Joker round, you will get 2 x 0 = 0 points. The Joker can only be played once per show, 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.

**About the venue:** The venue is a riding school arena, part of a working equestrian centre. Smoking is not permitted anywhere on the premises. There is a cafeteria inside the arena, open all day, which serves a wide selection of food at a reasonable price. Please note that dogs are not permitted within the cafeteria area and other areas may be out of bounds. There is a spacious grass exercise area at the venue which will be clearly marked and off leash exercising of dogs under control is permitted only in this designated area. In all other areas dogs must be on leash at all times. Horses and other livestock will be in close vicinity, so please observe all notices and restrictions that may be in force. All owners must pick up after their dogs – no exceptions! Black bags for dog waste will be provided near to the arena – please do not use the bins around the grounds or inside the arena. Please do not allow your dog to wee on the walkways inside the arena – if it does, please ask for cleaning items. Owners knowingly not picking up after their dogs will be asked to leave the venue and may be excluded from future Agility Nuts shows.

**Helping at the Shows:** In order to ensure the smooth running of each show we ask that all competitors help on the rings for about 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.

## 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 only be available for download from the Longhedge Show Processing website ([www.longhedge.co.uk](http://www.longhedge.co.uk)) and the Agility Nuts website ([www.agilitynuts.co.uk](http://www.agilitynuts.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 for each show. Please DO NOT enclose an SAE with your entry form.

## Schedule of Classes:

Judges will be announced with running orders

### Show 1 Sunday 19th October 2014

#### Large Dog Classes

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Up n Under
- Class 4. Elementary Power & Speed
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Up n Under
- Class 8. Starters Power & Speed
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Up n Under
- Class 12. Novice Plus Power & Speed

#### ABL Classes

- Class 13. Elementary Agility
- Class 14. Elementary Jumping
- Class 15. Elementary Up n Under
- Class 16. Elementary Power & Speed
- Class 17. Starters Agility
- Class 18. Starters Jumping
- Class 19. Starters Up n Under
- Class 20. Starters Power & Speed
- Class 21. Novice Plus Agility
- Class 22. Novice Plus Jumping
- Class 23. Novice Plus Up n Under
- Class 24. Novice Plus Power & Speed

#### Other Classes

- Class 25. Veteran Agility
- Class 26. Veteran Jumping
- Class 27. Veteran Up n Under
- Class 28. Veteran Power & Speed
- Class 29. Nursery Agility
- Class 30. Nursery Jumping

#### Class Descriptions:

- |                |  |
|----------------|--|
| Up n Under     | A course consisting solely of jumps and tunnels.   |
| Power & Speed  | Complete all the contact equipment in your own time without a fault and it's a race against the clock over a jumping course!   |
| 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! |
| Tunnel Torment | A jumping course in which some/all tunnels are to be avoided!  |
| Novice Plus    | Combined classes for Novice and Senior dogs  |
| ABL            | Anything But Large: Combined classes for Medium, Small and Tiny dogs   |

**Points from all classes count towards the Agility Nuts Winter Leagues**

**Don't forget to play your Joker!**

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

### Show 2 Saturday 8th November 2014

#### Large Dog Classes

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Tunnel Torment
- Class 4. Elementary A-Frame Gamble
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Tunnel Torment
- Class 8. Starters A-Frame Gamble
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Tunnel Torment
- Class 12. Novice Plus A-Frame Gamble

#### ABL Classes

- Class 13. Elementary Agility
- Class 14. Elementary Jumping
- Class 15. Elementary Tunnel Torment
- Class 16. Elementary A-Frame Gamble
- Class 17. Starters Agility
- Class 18. Starters Jumping
- Class 19. Starters Tunnel Torment
- Class 20. Starters A-Frame Gamble
- Class 21. Novice Plus Agility
- Class 22. Novice Plus Jumping
- Class 23. Novice Plus Tunnel Torment
- Class 24. Novice Plus A-Frame Gamble

#### Other Classes

- Class 25. Veteran Agility
- Class 26. Veteran Jumping
- Class 27. Veteran Tunnel Torment
- Class 28. Veteran A-Frame Gamble
- Class 29. Nursery Agility
- Class 30. Nursery Jumping



## **Show 3 Saturday 20<sup>th</sup> December 2014**

### **Large Dog Classes**

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Take Your Own Line
- Class 4. Elementary Time Fault & Out Agility
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Take Your Own Line
- Class 8. Starters Time Fault & Out Agility
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Take Your Own Line
- Class 12. Novice Plus Time Fault & Out Agility

### **ABL Classes**

- Class 13. Elementary Agility
- Class 14. Elementary Jumping
- Class 15. Elementary Take Your Own Line
- Class 16. Elementary Time Fault & Out Agility
- Class 17. Starters Agility
- Class 18. Starters Jumping
- Class 19. Starters Take Your Own Line
- Class 20. Starters Time Fault & Out Agility
- Class 21. Novice Plus Agility
- Class 22. Novice Plus Jumping
- Class 23. Novice Plus Take Your Own Line
- Class 24. Novice Plus Time Fault & Out Agility

### **Other Classes**

- Class 25. Veteran Agility
- Class 26. Veteran Jumping
- Class 27. Veteran Take Your Own Line
- Class 28. Veteran Time Fault & Out Agility
- Class 29. Nursery Agility
- Class 30. Nursery Jumping

### **Class Descriptions:**

Take Your Own Line	A jumping course where it is up to you to decide which is the best route to take.
Power & Speed	Complete all the contact equipment in your own time without a fault and it's a race against the clock over a jumping course!
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.
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.
Novice Plus	Combined classes for Novice and Senior dogs
ABL	Anything But Large: Combined classes for Medium, Small and Tiny dogs

**Points from all classes count towards the Agility Nuts Winter Leagues**

**Don't forget to play your Joker!**

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

## **Show 4 Saturday 3<sup>rd</sup> January 2015**

### **Large Dog Classes**

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Time Fault & Out Jumping
- Class 4. Elementary Power & Speed
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Time Fault & Out Jumping
- Class 8. Starters Power & Speed
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Time Fault & Out Jumping
- Class 12. Novice Plus Power & Speed

### **ABL Classes**

- Class 13. Elementary Agility
- Class 14. Elementary Jumping
- Class 15. Elementary Time Fault & Out Jumping
- Class 16. Elementary Power & Speed
- Class 17. Starters Agility
- Class 18. Starters Jumping
- Class 19. Starters Time Fault & Out Jumping
- Class 20. Starters Power & Speed
- Class 21. Novice Plus Agility
- Class 22. Novice Plus Jumping
- Class 23. Novice Plus Time Fault & Out Jumping
- Class 24. Novice Plus Power & Speed

### **Other Classes**

- Class 25. Veteran Agility
- Class 26. Veteran Jumping
- Class 27. Veteran Time Fault & Out Jumping
- Class 28. Veteran Power & Speed
- Class 29. Nursery Agility
- Class 30. Nursery Jumping



## **Show 5 Sunday 8<sup>th</sup> February 2015**

### **Large Dog Classes**

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

### **ABL Classes**

- Class 13. Elementary Agility
- Class 14. Elementary Jumping
- Class 15. Elementary Helter Skelter
- Class 16. Elementary Snakes & Ladders
- Class 17. Starters Agility
- Class 18. Starters Jumping
- Class 19. Starters Helter Skelter
- Class 20. Starters Snakes & Ladders
- Class 21. Novice Plus Agility
- Class 22. Novice Plus Jumping
- Class 23. Novice Plus Helter Skelter
- Class 24. Novice Plus Snakes & Ladders

### **Other Classes**

- Class 25. Veteran Agility
- Class 26. Veteran Jumping
- Class 27. Veteran Helter Skelter
- Class 28. Veteran Snakes & Ladders
- Class 29. Nursery Agility
- Class 30. Nursery Jumping

### **Class Descriptions:**

- |                   |   |
|-------------------|---|
| Helter Skelter    | A jumping course based on a decreasing or increasing circle.  |
| 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! |
| Clockwork Tunnels | A course consisting solely of jumps and tunnels with a clockwise/anticlockwise theme.   |
| Gamblers          | An agility course where all obstacles are worth a different amount of points. Complete the gamble section at the end to double your points!   |
| Novice Plus       | Combined classes for Novice and Senior dogs   |
| ABL               | Anything But Large: Combined classes for Medium, Small and Tiny dogs  |

**Points from all classes count towards the Agility Nuts Winter Leagues**

**Don't forget to play your Joker!**

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

## **Show 6 Sunday 15<sup>th</sup> March 2015**

### **Large Dog Classes**

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Clockwork Tunnels
- Class 4. Elementary Gamblers
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Clockwork Tunnels
- Class 8. Starters Gamblers
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Clockwork Tunnels
- Class 12. Novice Plus Gamblers

### **ABL Classes**

- Class 13. Elementary Agility
- Class 14. Elementary Jumping
- Class 15. Elementary Clockwork Tunnels
- Class 16. Elementary Gamblers
- Class 17. Starters Agility
- Class 18. Starters Jumping
- Class 19. Starters Clockwork Tunnels
- Class 20. Starters Gamblers
- Class 21. Novice Plus Agility
- Class 22. Novice Plus Jumping
- Class 23. Novice Plus Clockwork Tunnels
- Class 24. Novice Plus Gamblers

### **Other Classes**

- Class 25. Veteran Agility
- Class 26. Veteran Jumping
- Class 27. Veteran Clockwork Tunnels
- Class 28. Veteran Gamblers
- Class 29. Nursery Agility
- Class 30. Nursery Jumping



*Many thanks to Oakridge Arena and to our suppliers, supporters, judges, ring managers, competitors and fellow Agility Nuts, without whose help and support these shows would not be possible.*

## Agility Nuts Rules

1. All dogs must be aged 18 months or over on the first day they compete at any of the shows, Nursery classes excepted where dogs must be aged between 16 and 24 months.
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.
10. Judges may run their own dogs for competition when they are not scheduled for judging 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 or during training rounds.
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.

## Directions to venue

The venue is located between Swinderby and Collingham just off the A46 between Newark & Lincoln. Leave the A46 at the Swinderby turn next to the duck houses. At the end of the road turn left towards Collingham and the venue is located about half a mile away on the right.

Note for Sat Nav users: The postcode NG23 7NZ will direct you to a farm on the other side of the road. You should be able to see the venue from there.



### 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.

www.agilitynuts.co.uk



For more information please contact Pen Sensky on Tel: 07760 252992  
Email: [pen@agilitynuts.co.uk](mailto:pen@agilitynuts.co.uk)