



## Relationship First Dog Sports

### No Need for Speed Obstacle Skills

A course of obstacles and equipment that challenges teamwork and skill without the element of speed.

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[www.wagitgames.com](http://www.wagitgames.com)

## Table of Contents

Eligibility.....	4
Disabled Dogs & Handlers.....	4
Trials.....	5
Hosts, Judges, Certified Instructors.....	5
Class Levels.....	6
Class Divisions.....	6
Ribbons, Placements, Ties.....	6
Individual Titles.....	6
Advanced Titles.....	6
Points.....	7
Performance Guidelines.....	7
Jump Heights.....	8
<b>Novice Level.....</b>	<b>9</b>
Two Way Bang It.....	9
Bridge.....	9
Single Hoop.....	10
Double Hoops.....	10
Hoop U.....	10
Hoop Zig Zag.....	10
Hoop 270 Right & Left.....	10
Go To Mat.....	11
Turn Light On.....	11
How Was It?.....	12
Tunnel.....	12
Dog Leg Right & Left.....	13
Recall Over Bar Jump.....	13
Jump Wrap.....	14
Cavaletties.....	14
Ladder.....	15
Figure 8.....	15
T Right & Left.....	15
Pause Table Stay.....	16
Cone Wrap.....	16
<b>Skilled Level.....</b>	<b>17</b>
Four Way Bang It.....	17
Scooter (Skilled).....	18
Ramp to Steps Right & Left.....	18
Steps to Ramp Right & Left.....	18
Hoops Serpentine.....	18
Hoop Pinwheel Right.....	19
Hoop Pinwheel Left.....	19
Hoop 8.....	19
3 Arch Weaves.....	19
Go To Mat At Sides.....	20
Turn Light On At Sides.....	20

How Was It? At Sides.....	21
Place It.....	21
Roll It.....	22
Tunnel Twice.....	22
Double Tunnels.....	22
Directed Recall Over Bar Jump.....	23
Hoop Recall.....	23
Tunnel Recall.....	24
Straight Retrieve.....	24
Box Walk.....	25
Cavaletti Pinwheel.....	25
Clover Leaf.....	25
Hoop Tunnel Hoop Zig Zag.....	26
Double Cone Wrap.....	26
<b>Proficient Level.....</b>	<b>27</b>
Sway Plank.....	27
Scooter (Proficient).....	27
Ramps.....	28
Hoop Threadle.....	28
Threadle Hoop Box.....	28
5 Arch Weaves.....	29
Double Arch Weaves.....	29
Go The Distance.....	29
Mat Pyramid.....	30
Mat Tunnel Mat.....	30
Carry & Drop.....	31
Roll It.....	31
Tunnel Zig Zag.....	31
Tunnel Mat Tunnel.....	32
Jump 8.....	32
Directed Retrieve.....	32
Retrieve Over Jump.....	33
Tunnel Hoop Recall.....	34
Recall With Distractions.....	34
Paws On, Bottoms Up.....	35
Pivot Perch.....	35
T Forward & Back.....	35
Bonuses.....	36
Scoring.....	37

## Eligibility

- Dogs must be registered with Wag It Games to enter a trial. Dog registration forms are available on our website [www.wagitgames.com](http://www.wagitgames.com).
- Purebred and mixed breed dogs over six months of age are welcome to participate.
- Dogs that exhibit signs of pain, discomfort or illness may not participate.
- Dogs with bandages or stitches may not participate.
- Dogs in estrus may not compete or be present on the grounds.
- *Safety First; Dogs under warning in any venue must submit a report for review. Dogs that have been banned in any other venue are not eligible for registration.*

## Disabled Dogs and Handlers Welcome

### Dogs

**Temporary limitations:** Dogs with temporary conditions that limit their ability to fully perform any exercise as required may submit an Exercise Adjustment Application to the judge prior to the class briefing. The judge will review the adjustments and notify the handler of the adjustment status prior to the start of the class. Exercise Adjustment Applications must be submitted for each class the dog participates in. Exercises may only be moderately adjusted and no exercises may be omitted. Exercise adjustment forms will be available at the trial and are posted at [www.wagitgames.com](http://www.wagitgames.com).

**Heart Dog Status:** Wag It Games offers a special division for dogs with a permanent disability that significantly restricts their ability to perform exercises as described. This program enables dogs with limitations such as paralysis, missing limbs, deafness and blindness to participate. If approved, a Heart Dog certificate will be issued defining personalized modifications and scoring guidelines for that dog. The handler will submit this certificate with every trial entry. Each officiating judge will score the dog based on the certificate guidelines. Heart Dogs do not compete for placements but may earn qualifying scores and points as well as titles. Titles will have Heart Dog indicated after the title name. Heart Dog applications are available at [www.wagitgames.com](http://www.wagitgames.com). (Heart dog certificates may be amended to meet the dog's needs by submitting a new application for review.)

### Handlers

Motorized scooters, wheelchairs and mobility-assistance devices such as walkers and canes are allowed.

**Temporary limitations:** Exhibitors with temporary conditions that limit their ability to fully perform any exercise may submit an Exercise Adjustment Application to the judge prior to the class briefing. Approved adjustments will define performance criteria and scoring for a trial day. Exercises may only be moderately adjusted and no exercises may be omitted. Exercise adjustment forms will be available at the trial and are posted at [www.wagitgames.com](http://www.wagitgames.com)

**Extraordinaire Status:** Wag It Games offers a special division for handlers with a permanent disability that significantly restricts their ability to perform exercises as described. Applications for this status are submitted to Wag It Games for approval. Approved Extraordinaire handlers will be issued a certificate listing personalized modifications and scoring guidelines. The handler will submit this certificate with every trial entry. Each officiating judge will score the dog based on the certificate guidelines. Extraordinaire handlers do not compete for placements but may earn qualifying scores and points as well as titles with Extraordinaire indicated after the title name. Forms are available at [www.wagitgames.com](http://www.wagitgames.com). (Extraordinaire certificates may be amended to meet the handler's needs by submitting a new application for review.)

## Trials

**Entering a Trial:** A list of trials and seminars can be found at [www.wagitgames.com](http://www.wagitgames.com). Hosts will offer Trial Premiums with entry form, release and all pertinent event information. Entries are made through the trial hosts.

### Ring Specifications

Ring size: The recommended ring size is 50'x 60'. Variations of ring sizes are subject to approval by Wag It Games.

Surfaces: Trials may be held indoors or out. Safe footing must be provided.

Fencing and Gates: Ring fencing will be a minimum of 2 feet high and a maximum of 6 inches off the ground.

**Ring Gate Policy:** No dog will enter the ring until the previous dog has left the ring. Ring gates will be closed during all performances.

\*The trial setting is full of smells, sounds and other distractions. Exhibitors should prepare their dogs for the trial environment.

**Course Maps:** Trial hosts may provide course maps or a list of exercises in the course for each exhibitor and every course offered.

**Briefings and Walk Throughs:** A judge's briefing will precede each class followed by a 5-minute (minimum) walk through for handlers only to familiarize themselves with the course. The judge will be available to answer questions during this time. At the judge's discretion, the walk through may be extended or split due to the size of the class, numerous new participants, etc. Only entered exhibitors may be in the ring during the briefing and walk through.

### Safety First

Personal space: Handlers should be observant of their dogs at all times and not put pressure on other dogs by greeting, sniffing or encroaching on another dog's personal space.

Safety and aggression: In the event the host, officiating judge or official feels that any dog or handler's behavior threatens the safety of the show grounds, they will be directed to leave the show grounds.

Unsportsmanlike behavior: In the event the host, officiating judge or official feels that any person is acting in an unsportsmanlike manner, they may be directed to leave the grounds.

\*In the event an unsafe, aggressive, threatening or unsportsmanlike situation occurs, a report will be submitted by all acting officials to Wag It Games for review.

## Hosts, Judges & Certified Instructors

**Trial Hosts:** Trial hosts may be individuals or businesses that have been approved by Wag It Inc. Applications to become a host are available on our website, [www.wagitgames.com](http://www.wagitgames.com).

**Judges:** Judges must be approved by Wag It Inc. Applications to become a Judge are available on our web site, [www.wagitgames.com](http://www.wagitgames.com).

**Certified Wag It Games Instructors:** Our certified instructors have been approved based on their knowledge of dog behavior, positive reinforcement training methods, as well as Wag it Games rules and performance requirements. In addition, certified instructors must demonstrate a strong ability to instruct individuals and groups in a supportive and encouraging manner. **Learning should always be fun for both dog and handler!** Information on becoming a certified Wag It Games instructor is available on our website, [www.wagitgames.com](http://www.wagitgames.com).

**Participant Feedback:** It is our goal to offer the best events possible. The trial host will have forms available for participant feedback. In the event a trial participant would like to offer a compliment for outstanding circumstances or file a complaint they may submit a Participant Feedback Form directly to Wag It Inc, via [info@wagitinc.com](mailto:info@wagitinc.com).

## Class Levels

**Novice**, Entry level \* **Skilled**, Intermediate level \* **Proficient**, Advanced level

Handlers may enter in any class level, regardless of whether title has been earned. Example: Handlers may enter novice, skilled and proficient levels simultaneously. Advanced titles are only earned after completion of all class level titles.

## Class Divisions

**A Class:** For dogs that have not yet earned their class level title.

**B Class:** For dogs that have earned their class level title and are working on championship titles.

Both class divisions run together but dogs only compete for placement against other dogs in their division.

## Ribbons, Placements & Ties

**Ribbon ceremony:** A ribbon ceremony will follow each class. Ribbons will be presented for qualifying score, placement and titles earned.

**Placements:** Hosts are required to offer ribbons for qualifying scores and first through fifth placements. Rosettes will be awarded for titles and championships. Additional awards or prizes may be presented at the host's discretion.

**Ties:** In the event that 2 or more teams tie, each team will receive matching placement ribbons.

## Individual No Need for Obstacle Skills Titles

**Please see individual skills division scoring rules for what defines a qualifying score.**

WAG 1 Obstacle Skills - Five qualifying scores in Obstacles, Novice Level

WAG 2 Obstacle Skills - Five qualifying scores in Obstacles, Skilled Level

WAG 3 Obstacle Skills - Five qualifying scores in Obstacles, Proficient Level

## Advanced Titles

**WAG Champion Obstacle Skills** (WAG CH-Obstacle Skills)

WAG 3 plus three additional qualifying scores at each level

**Wag Master-Obstacle Skills** (WAG M-Obstacle Skills)

Completion of WAG CH-Obstacle Skills plus 3 additional qualifying scores at each level

**Ultimate Wag (U WAG)**

WAG Master-Obstacle Skills plus 5 additional qualifying scores at each level

**Versatile Wag (V WAG)**

Any three of the following titles:

Wag M-Shadow Skills, Wag M-Obstacle Skills, WAG M-Agility, WAG M-Water Skills, WAG M-Sniff It or WAG M-Dog Ball

**Wag It Bronze: 25 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division**

**Wag It Silver: 50 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division**

**Wag It Gold: 75 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division**

**Wag It Platinum 100 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division**

## Points

Qualifying runs earn points as follows: Novice 5 points, Skilled 10 points, and Proficient 15 points.

Top 10 point earners for the year will be posted on the Wag It Games website.

## Performance Guidelines

**Collars:** Dogs must wear flat buckle, snap or limited slip (martingale) collars. No type of training or correction collar including but not limited to choke chains, prong collars and head halters may be used. Standard harnesses are allowed but may not be designed to reduce pulling. Tags may be worn. Shock collars are not allowed on the show grounds.

**Leashes:** Leashes must be made of leather, fabric or cord. They may have embellishments such as beading. Retractable leashes are not allowed in the ring or on show grounds. Additional leash information may be found in the Novice guidelines.

**Signs:** Each station will be clearly marked with a sign indicating the exercise and the numerical order of performance. There is no set location for these signs. Directional signs may be placed between stations to assist handlers in navigating the course. These directional signs are not a scored portion of the performance. There is no set manner that a team must move between stations. Handlers may have their dogs at the side position or play with their dog as they move from station to station.

**Rewards:** Food rewards may be offered at the completion of stations. Food and/or touch rewards may be given at the start line. Food and/or touch rewards may be given after the team has crossed the finish line. Food rewards must be carried concealed within a pocket. No appearance of luring (giving any impression that food is being held) is allowed. Handlers may not enter the ring with food anywhere but in their pockets. Touch and food rewards may be offered at any time between stations.

**Start:** The judge will welcome teams to enter the ring. The team may begin when the judge says "Have Fun". Scoring begins when the team passes the start sign. Dogs are not required to start from a sit. Teams must pass the start sign at a normal pace.

### Retries

**Mulligans:** Handlers may retry one exercise per course without penalty. Any point deductions previously taken for that exercise will be erased. To perform a retry the team must perform the complete exercise from the beginning. **The handler must notify the judge when they wish to use their mulligan.**

**Additional Retries:** Handlers that choose to retry additional exercises will receive a deduction of -3 points per retry. Any point deductions taken for that exercise with the exception of prior retries will be erased. **Retries do not erase non-qualifying performances.**

### Position Definitions:

**Side position:** The dog is at the handlers side close enough to be under the handler's outstretched arm. The dog's body (*any portion excluding tail*) in line with the handler's leg.

**Front position:** The dog sits squarely facing the front of the handler. The dog should be close enough so the handler can reach down and touch the dog's head. **Handlers may direct their dog to sit before or after any station without penalty.**

**Speed:** Dogs should perform individual obstacle stations at a pace that is safe and shows control. Dogs should move from station to station with handler focus. Dogs should not run from station to station linking them together as is done on an agility course. Unsafe speed in any obstacle and/or linking stations with speed will result in point deductions.

**Signals/Cues:** May be verbal commands and/or visible signals. Communication and praise are encouraged throughout the performance. There is no penalty for extra cues. All sits may be automatic or cued.

**Scratching, Coughing and Sneezing:** The exhibitor may stop the performance without penalty if the dog stops to scratch, cough or sneeze. The performance should resume where it left off when the dog is finished.

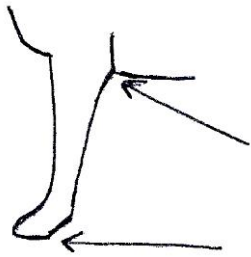
**Equipment:** Handlers may not step on or touch any equipment on the course.

**Harsh Corrections:** Harsh corrections are not allowed in the ring or on the grounds. A harsh correction is one that results in a strong negative response from the dog or offends the sensibility of the judge. In the event harsh corrections are observed and depending on the severity, a warning may be issued or the parties involved may be asked to leave the grounds. An incident report on such occurrences will be submitted to Wag It Inc. for review.

## Jump Heights

**Handlers will choose the height they wish their dog to jump, following the guidelines for minimum and maximum jump heights listed below.**

Dogs must be measured 2 different people. These 2 people may be comprised of a judge, trial secretary, certified instructor or designated measuring official. **Dogs will be measured by following the dog's leg beginning at the floor up to the point of the elbow.** This takes into consideration that some dogs have a greater than 50/50 ratio of body to leg length. A solid measuring device, for example a yardstick, will be used.



Measurements are taken from the floor to point of the elbow.

### Maximum Jump Heights

- 4" or below at the elbow may jump up to 4"
- Over 4" and under 7" at the elbow may jump up to 8"
- Over 7" and under 10" at the elbow may jump up to 12"
- Over 10" and under 12" at the elbow may jump up to 16"
- Over 12" and under 14" at the elbow may jump up to 20"
- 14" and over at the elbow may jump up to 22"

### Minimum Jump Heights

- Large dogs: 4"
- Small dogs: bar on the ground

Large dogs are dogs who measure out to jump at 16", 20" or 22"

Small dogs are dogs who measure out to jump at 4", 8" or 12"



# No Need For Speed Obstacles Skills

## Novice Level

### Course Requirements

The course will consist of eight (8) total exercises, including a maximum of one (1) exercise that includes either a send away from the handler or a stay with the handler leaving the dog and a maximum of one (1) exercise that includes equipment that moves in some way. (Course designs for competitive purposes may only include one of the following exercises: Turn The Light On or How Was It?)

**Leash:** The Novice Level is performed off leash. The dog must enter and leave the ring on leash.

**Handling:** There is no specified manner that the handler must perform unless indicated in the exercise description. There is no required position for the handler's hands. Where exercises are the same in more than one direction, the starting point is at the discretion of the handler.

**Dog Position:** Exercises may be performed with the dog on either side of the handler unless otherwise indicated in an exercise description.

**Scoring:** General scoring also applies to each exercise.

**Timing:** The maximum course time for Novice Level is 5 minutes.

**Push button lights and Easy Buttons:** A trial host may choose to have push button lights available, Easy Buttons available, or both available for trial purposes. If both are available, the judge will have the choice of which will be used for the competition.

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## Motion Exercise

### 1. Two Way Bang It

#### Motion exercise

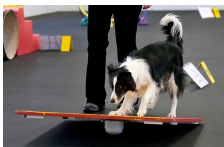
The dog must tip (with 1 or 2 paws) any side of the board that is up off the floor. The dog will perform a second tip with a different up end of the board. The dog's rear feet should remain on the floor. The board must tip all the way to the floor.

#### Scoring

-3: Dog places a rear paw on the Bang It Board (each paw and occurrence)

-3: Dog places paw(s) on a down side of the board

NQ: The dog fails to push the board completely to the floor (does not include the board bouncing back up)



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## Bridge Exercise

### 2. Bridge

The dog will climb each of the 3 steps, cross the bridge and then step down each of the 3 steps on the other side. The dog must step on each step with at least 1 paw.

#### Scoring

-3: Each missed step on the bridge



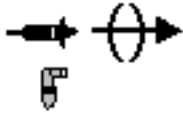
## Hoop Exercises

### 3. Single Hoop

The dog will pass through a single hoop. Missed hoop, incorrect entry, or a knocked hoop requires the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset the hoop if necessary.

#### Scoring

-3: Retry, each occurrence

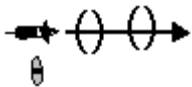


### 4. Double Hoops *(starting January 1, 2013)*

The dog will pass through one hoop and then through a second hoop set 3 feet in front of the first hoop. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

-3: Retry, each occurrence



### 5. Hoop U *(starting January 1, 2013)*

The dog will pass through the first hoop away from the handler and then pass through the second hoop (set 3 feet lateral to the first hoop) towards the handler. Missed hoops, incorrect entries, or a knocked hoop require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

-3: Retry, each occurrence

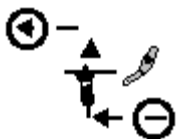


### 6. Hoop Zig Zag

The dog will pass through 3 hoops each placed at a 90-degree angle to the previous hoop and 5 feet apart. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

-3: Retry, each occurrence



### 7 & 8. Hoop 270 Right/Left

This exercise is performed with 4 hoops set in a square pattern with the edges of the hoops touching. The dog must pass through 2 hoops and then rotate to the right or left as indicated by the sign and then pass through the 2 other hoops, completing a 270-degree turn. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect

entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

### Scoring

-3: Retry, each occurrence



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## Mat Exercises

### 9. Go to Mat

#### Send exercise

The handler will begin this exercise with the dog sitting in the side position and facing a mat that will be placed 6 feet in front of them. The handler will direct the dog to go to the mat and lie down on it. The handler may take a step forward with 1 foot while directing the dog, as long as the foot does not cross the line marking the distance to the mat. Once the dog is lying down on the mat, the exercise is complete. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

#### Scoring

-1: Scratching at the mat

-3: Dog fully returns to the handler without lying down on the mat

-5: Dog lies down with less than 50% of the dog's body on the mat

NQ: Dog lies down entirely off the mat

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



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## Push It Exercises

### 10. Turn Light On

#### Send exercise

The handler will begin this exercise with the dog sitting in the side position. The handler will direct the dog to go to the light, which will be placed on the floor 6 feet away from the team, and turn it on. The handler may take a step forward with 1 foot while directing the dog, as long as the foot does not cross the line marking the distance from the light. The dog may use either their nose or paw(s) to turn the light on. The exercise is complete once the dog has turned on the light. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

#### Scoring

-1 to -3: Failure to turn on the light - dog has made a reasonable attempt

-3: Dog fully returns to the handler without turning on the light

-5: Failure to turn on the light - dog has made a very light attempt

NQ: Failure of the dog to touch the light

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



### **11. How Was It? (starting January 1, 2013)**

#### **Send exercise**

The handler will begin this exercise with the dog sitting in the side position. The handler will direct the dog to go to the Easy Button, which will be placed on the floor 6 feet away from the team, and push the Easy Button. The handler may take a step forward with 1 foot while directing the dog, as long as the foot does not cross the line marking the distance from the Easy Button. The dog may use either their nose or paw(s) to push the Easy Button. The exercise is complete once the dog has pushed the Easy Button. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

#### **Scoring**

-1 to -3: Failure to push the Easy Button - dog has made a reasonable attempt

-3: Dog fully returns to the handler without pushing the Easy Button

-5: Failure to push the Easy Button - dog has made a very light attempt

NQ: Failure of the dog to touch the Easy Button

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



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## **Tunnel Exercises**

### **12. Tunnel**

The dog will pass through the tunnel and rejoin the handler on the opposite end. Tunnels may be free standing or under the bridge. Tunnels will be secured with appropriate bracing, such as sand bags if inside or tunnel stakes/bracing if outside.

#### **Scoring**

-3: Placing paws on the top of the tunnel

-3: Incorrect entry

-3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)

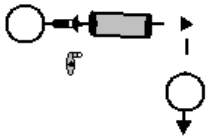


### 13 & 14. Dog Leg Right/Left

The dog will pass through a single hoop and straight ahead through a tunnel. The team will then make a 90-degree turn to the right or left as indicated by the sign and the dog will pass through a second single hoop. (Objects will be placed 5 feet apart.) The entire pattern must be performed from start to finish as described. Missed equipment, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. The judge will reset knocked hoops in the event of a retry or a mulligan.

#### Scoring

- 3: Placing paws on the top of the tunnel
- 3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)
- 3: Retry, each occurrence



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## Jump Exercises

### 15. Recall Over Bar Jump *Also qualifies as a recall exercise.*

#### Stay exercise

The handler will leave the dog in a sit stay at the indicated mark (tape or other visual marker) 10 feet in front of the jump. The handler will walk to other indicated mark (tape or other visual marker) 10 feet beyond the jump. The handler will turn, pause briefly and call their dog over the jump and into a sit at front position. The handler's feet must remain still once the handler is in the recall position and until the dog is sitting at front. Once the dog is sitting at front, the exercise is complete. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. In the event of a retry or a mulligan, the judge will reset any dropped bars.

#### Scoring

- 3: Handler moves feet during recall
- 3: Dog deviates from the recall path by more than 10 feet
- 3: Dog fully returns to the handler without performing the exercise.
- 5: Dropped bar
- 5: Refusal - dog crosses the plane of the jump without performing it
- NQ: Dog moves forward during the stay
- NQ: Dog completely changes his/her body position during the stay \*see scoring
- NQ: Handler does not maintain distance requirement

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## 16. Jump Wrap

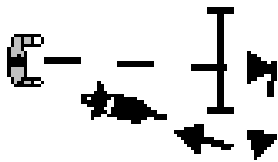
### Send exercise

The handler will begin this exercise with the dog sitting in the side position. The handler will direct the dog over a jump that will be placed 10 feet away. The dog will wrap the right or left jump post and then return to sit at front position. The handler may take 1 step forward and/or pivot in the direction the dog is directed to jump, as long as the feet do not cross the required distance line from the jump. Once the dog is sitting at front, the exercise is complete. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. In the event of a retry or a mulligan, the judge will reset any dropped bars.

### Scoring

- 3: Dog fully returns to handler without performing the exercise
- 5: Dropped bar
- 5: Refusal - dog crosses the plane of the jump without performing it
- NQ: Handler does not maintain distance requirement

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## Coordination Exercises

### 17. Cavaletties

This exercise is performed with 3 cavaletties set 6 feet apart. The dog will step or hop over the first cavaletti, halt and sit. The dog will step over the second cavaletti, halt and sit. The dog will step over the third cavaletti, halt and sit to complete the exercise. The handler shall direct the dog while walking beside the cavaletties. The dog should sit facing straight ahead.

### Scoring:

- 1: Slightly crooked sits in the cavaletties (up to 45 degrees)
- 3: Extremely crooked sits in the cavaletties (over 45 degrees)
- 3: Each occurrence of dog stepping on the cavaletties
- 5: Each occurrence of dog stepping outside of the cavaletties
- 5: Handler steps inside the cavaletties



### 18. Ladder

The dog will step or hop through the length of the ladder without stepping on or out of it. The dog must step between each rung with at least 1 paw. The handler shall direct the dog while walking beside the ladder. The handler may not step within or over the ladder rungs.

#### Scoring

- 3: Each occurrence of dog missing a step between the rungs
- 3: Each occurrence of dog stepping on the ladder rungs
- 5: Dog stepping outside of the ladder



## Miscellaneous Exercises

### 19. Figure 8

This exercise is performed with 2 distraction posts that will be set 6 feet apart. The team begins in the center of the 2 posts. They will perform a figure-of-eight pattern around the 2 posts. The team may begin in either direction. The dog should perform this exercise in side position on either side of the handler. The team should remain within 3 feet of the posts while circling them.

#### Scoring

- 1: Slightly out of position - lagging, forging or wide
- 3: Significantly out of position - lagging, forging or wide
- 3: Each occurrence of sniffing the distraction posts

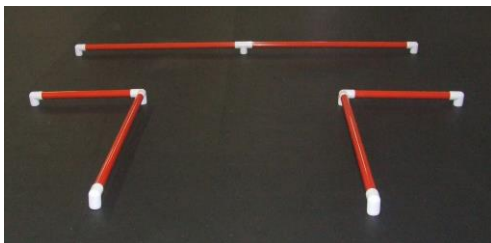


### 20 & 21. T Right/Left

The team will enter the T frame and make a 90-degree turn to the right or left as indicated on the sign and exit the open end of the T. The handler may perform this exercise with the dog in either side position. T rails are placed 4 feet apart.

#### Scoring

- 3: Dog or handler step on the T rails
- 5: Dog or handler step outside of the T rails



## 22. Pause Table Stay

### Stay exercise

The dog will perform a sit stay or down stay (handler's choice) on the pause table for the judge's 5-second count. The exercise is considered complete once the judge has completed the count.

### Scoring

NQ: Dog moves forward on the stay

NQ: Dog completely changes his/her body position during the stay \*see scoring



## 23. Cone Wrap

### Send exercise

The team will begin this exercise 6 feet away from a cone. There is no required start position for the dog and this exercise may be performed moving (dog and handler do not have to be stationary at the start of the exercise, i.e. handler and dog may walk up to the distance line and send immediately without any sit or stop). The handler may not move within 6 feet of the cone. The handler will send the dog to perform a 180-degree wrap to the right or left around the cone. The exercise is complete once the dog has returned to the handler.

### Scoring

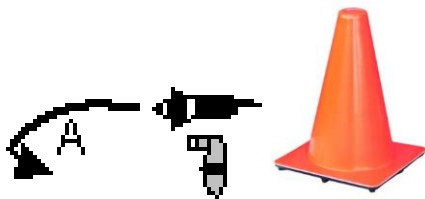
-3: Dog places paw(s) on the cone

-3: Dog touches their nose to the cone

-3: Dog fully returning to owner without wrapping the cone

-5: Knocking over the cone

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*





## No Need For Speed Obstacles Skills Skilled Level

### Course Requirements

The course will consist of nine (9) total exercises with a minimum of 5 Skilled Level exercises. The course will contain a minimum of one (1) and maximum of two (2) exercises that include either a send away from the handler or a stay with the handler leaving the dog and a minimum of one (1) and a maximum of two (2) exercises that include equipment that moves in some way. (Course designs for competitive purposes may only include one of the following exercises: Turn The Light On At Sides or How Was It? At Sides.)

**Leash:** The Skilled Level is performed off leash. The dog must enter and leave the ring on leash.

**Handling:** There is no specified manner that the handler must perform unless indicated in the exercise description. There is no required position for the handler's hands. Where exercises are the same in more than one direction, the starting point is at the discretion of the handler.

**Dog Position:** Exercises may be performed with the dog on either side of the handler unless otherwise indicated in an exercise description.

**Scoring:** General scoring also applies to each exercise.

**Timing:** The maximum course time for Skilled Level is 5 minutes.

**Push button lights and Easy Buttons:** A trial host may choose to have push button lights available, Easy Buttons available, or both available for trial purposes. If both are available, the judge will have the choice of which will be used for the competition.

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### Motion Exercises

#### 24. Four Way Bang It

##### Motion exercise

The dog will (with 1 or 2 paws) tip any up side of the board until 4 tips have been performed. There is no specified order. Sides may be used more than once. However, the same side cannot be used consecutively. The dog's rear feet should remain on the floor. The board must tip all the way to the floor.

##### Scoring

-3: Each rear paw on the board

-3: The dog places a paw(s) on the down side of the board

NQ: Dog fails to push the board completely to the floor (this does not include it bouncing back up)



## 25. Scooter (Skilled)

### Motion exercise

The dog must place 1 or 2 paws on the scooter and push it a distance of 4 feet.

### Scoring

- 5: Each step off of the scooter prior to completing the distance
- 5: Placing all 4 paws on the scooter



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## Bridge Exercises

### 26 & 27. Ramp To Steps (Right and Left)

The dog will climb the ramp and make a 45-degree turn to the right or the left as indicated by the sign and descend via the steps. The dog must step on each step with at least 1 paw.

### Scoring

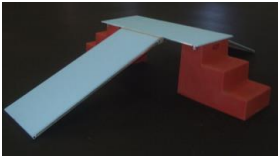
- 3: Each missed step on the bridge
- 5: Failure to travel the entire length of the ramp. Examples: dog leaps on or off the ramp, dog steps off the side

### 28 & 29. Steps to Ramp (Right and Left)

The dog will climb the bridge steps and make a 45-degree turn to the right or left as indicated on the sign and descend via the designated ramp. The dog must step on each step with at least 1 paw.

### Scoring

- 3: Each missed step on the bridge
- 5: Failure to travel the entire length of the ramp; examples: dog leaps on or off the ramp, dog steps off the side



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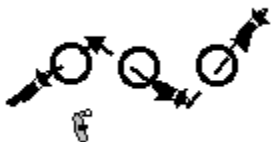
## Hoop Exercises

### 30. Hoops Serpentine

The dog must serpentine back and forth passing through 3 hoops set laterally 3 feet apart. The dog will move away from the handler through the first hoop, towards the handler through the second hoop and away from the handler through the third hoop. The entire pattern must be performed from start to finish as described. There is no required position for the handler. Missed hoops, incorrect entries or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

### Scoring

- 3: Retry, each occurrence



### 31. Hoop Pinwheel Right *(starting January 1, 2013)*

This exercise is performed with 3 hoops set in a pinwheel pattern with 3 feet between each hoop. The dog will pass through the hoops in the designated order. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

-3: Retry, each occurrence



### 32. Hoop Pinwheel Left *(starting January 1, 2013)*

This exercise is performed with 3 hoops set in a pinwheel pattern with 3 feet between each hoop. The dog will pass through the hoops in the designated order. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring-

3: Retry, each occurrence



### 33. Hoop 8

The dog must perform a figure eight between 2 hoops set 6 feet apart. The dog will start between the 2 hoops and may begin in either direction jumping through each hoop once while moving away from their handler. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

-3: Retry, each occurrence



### 34. 3 Arch Weaves *(starting January 1, 2013)*

This exercise is performed with 3 arches set in a line with sides touching. The dog will always enter the first arch with the first post of the arch on the dog's left. The dog will then move through the second arch with the post of the arch on the dog's right and move through the third arch with the post of the arch on the dog's left. The entire pattern must be performed from start to finish as described. Missed arches, incorrect entries, or knocked arches require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked arches.

## Scoring

-3 Retry, each occurrence



## Mat Exercises

### 35. Go to Mat at Sides

#### Send exercise

Two mats will be placed with 12 feet between the mats. The exercise will start with the handler centered between the 2 mats with the dog sitting in the side position on either side of the handler. The handler will direct the dog to go to the first mat and lie down. Once the dog is lying down, the handler will direct the dog to come to front position. Once the dog is sitting at front, the handler will direct the dog (from front position) to go to the second mat and perform a down. The handler may pivot and take 1 small step forward with 1 foot in the direction of the mat they are directing the dog to. The exercise is completed once the dog has performed the second down. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

#### Scoring

- 1: Scratching at the mat
- 3: Dog fully returns to the handler without lying down on the mat
- 5: Handler takes an overly large step while sending the dog to a mat, each occurrence
- 5: Dog lies down with less than 50% of the dog's body on the mat
- NQ: Dog lies down entirely off the mat

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## Push It/Place It Exercises

### 36. Turn Light On At Sides

#### Send exercise

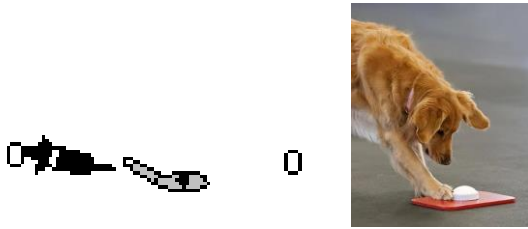
Two push button lights will be placed 12 feet apart. The handler will begin this exercise centered between the two lights with the dog sitting in side position. The handler will direct the dog to go to one of the lights and, with either their nose or paw(s), turn on the light. The handler will then call the dog to front. Once the dog is in front position, the handler will direct their dog to the second light and, with either their nose or their paw(s), turn on the light. The handler may pivot and take 1 small step forward with 1 foot in the direction of the light they are directing the dog to. The exercise is complete once the dog has turned on the second light. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

#### Scoring

- 1 to -3: Failure to turn on the light - dog has made a reasonable attempt
- 3: Dog fully returns to handler without turning on the light
- 5: Failure to turn on the light - dog has made a very light attempt
- 5: Handler takes an overly large step while sending the dog to a light, each occurrence
- 5: Each extra light performed

NQ: Failure of the dog to touch the light

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



### 37. How Was It? At Sides *(starting January 1, 2013)*

#### Send exercise

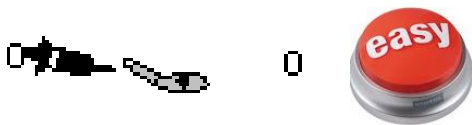
Two Easy Buttons will be placed 12 feet apart. The handler will begin this exercise centered between the two Easy Buttons with the dog sitting in side position. The handler will direct the dog to go to one of the Easy Buttons and, with either their nose or paw(s), push the Easy Button. The handler will then call the dog to front. Once the dog is in front position, the handler will direct their dog to the second Easy Button and, with either their nose or their paw(s), push the Easy Button. The handler may pivot and take 1 small step forward with 1 foot in the direction of the Easy Button they are directing the dog to. The exercise is complete once the dog has pushed the second Easy Button. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

#### Scoring

- 1 to -3: Failure to push the Easy Button - dog has made a reasonable attempt
- 3: Dog fully returns to handler without pushing the Easy Button
- 5: Failure to push the Easy Button - dog has made a very light attempt
- 5: Handler takes an overly large step while sending the dog to the Easy Button, each occurrence
- 5: Each extra Easy Button performed

NQ: Failure of the dog to touch the Easy Button

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



### 38. Place It

The dog must pick up an item from the floor with their mouth and place it into a small bucket held by their handler. The handler will provide the item. The retrieve item may not be food, contain food, have scent or make noise.

#### Scoring

- 3: Each drop of the retrieve item that is not in the bucket
- 5: Dog leaves the handler with the retrieve item



### 39. Roll It (Skilled)

#### Motion exercise

The dog must push, with his/her nose, a 3 inch to 4-1/2 inch in diameter, 1-foot long piece of PVC pipe a distance of 4 feet. The handler may move with the dog.

#### Scoring

-3: Dog uses her/his paws on the pipe



## Tunnel Exercises

### 40. Tunnel Twice

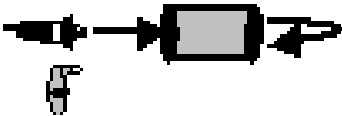
The dog will pass through the tunnel, turn and pass through the same tunnel from the end just exited. The entire pattern must be performed from start to finish as described. Missed equipment or incorrect entries require the team to retry the exercise from the beginning.

#### Scoring

-3: Placing paws on the top of the tunnel

-3: Retry, each occurrence

-3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)



### 41. Double Tunnels

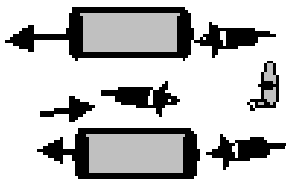
This exercise will be performed with 2 tunnels set parallel to each other and 6 feet apart. The dog will pass through one tunnel, come back towards the handler between the 2 tunnels, and then enter the second tunnel. Missed equipment or incorrect entries require the team to retry the exercise from the beginning.

#### Scoring

-3: Placing paws on the top of the tunnel

-3: Retry, each occurrence

-3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)



## Jump Exercises

### 42. Directed Recall Over Bar Jump *Also qualifies as a recall exercise.*

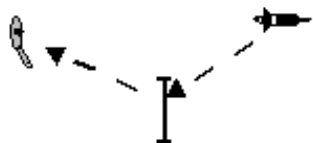
#### Stay exercise

The team will start with the dog sitting at side position at the indicated mark (tape or other visual marker) placed 15 feet from the bar jump and 4 to 6 feet to one side of the jump. The handler will leave the dog in a sit stay and walk to the other indicated mark (tape or similar) placed 15 feet on the opposite side of the jump. The handler will turn, pause, direct the dog to take the jump and come to sit at front position. The handler may pivot as the dog is jumping to enable the dog to come to front position. Once the dog is sitting at front, the exercise is complete. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. In the event of a retry or a mulligan, the judge will reset any dropped bars.

#### Scoring

- 3: Dog deviates from a recall path by more than 10 feet
- 3: Dog fully returns to handler without performing exercise as described
- 5: Dropped bar
- 5: Refusal - dog crosses the plane of the jump without performing it
- NQ: Dog moves forward during the stay
- NQ: Dog completely changes his/her body position during the stay \*see scoring
- NQ: Handler does not maintain distance requirement

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## Recall Exercises

### 43. Hoop Recall *Also qualifies as a hoop exercise*

#### Stay exercise

The handler will leave their dog in a sit stay at the indicated mark (tape or similar) and walk to the indicated mark (tape or similar) placed 15 feet away. The handler will turn, pause and then call the dog into front position. The handler's feet shall remain still until the dog is sitting at front. The dog must pass through 2 hoops set 5 feet apart in the dog's direct path to the handler. The dog should come directly to front position. Once the dog is sitting at front position, the exercise is complete. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

- 3: Retry, each occurrence
- 3: Handler moves feet during recall
- 3: Dog deviates from a recall path by more than 10 feet
- NQ: Dog moves forward during the stay
- NQ: Dog completely changes his/her body position during the stay; example: dog lies down or stands
- NQ: Handler does not maintain distance requirement



#### 44. Tunnel Recall *Also qualifies as a tunnel exercise*

##### Stay exercise

The handler will leave their dog in a sit stay at the indicated mark (tape or similar) and walk to the other indicated mark (tape or similar) placed 15 feet away. The handler will turn, pause and then call the dog into front position. The handler's feet shall remain still until the dog is sitting at front. The dog must pass through a tunnel set directly in the dog's path to the handler. The dog should come directly to front position. Once the dog is sitting at front position, the exercise is complete. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station.

##### Scoring

- 3: The handler moves feet during recall
- 3: Paws on top of the tunnel
- 3: Incorrect entry
- 3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)
- 3: Dog deviates from a recall path by more than 10 feet
- NQ: Dog moves forward during the stay
- NQ: Dog completely changes his/her body position during the stay \*see scoring
- NQ: Handler does not maintain distance requirement



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## Retrieve Exercises

#### 45. Straight Retrieve

##### Send exercise

The handler will begin this exercise with the dog sitting in the side position. The handler will leave their dog in a sit stay and place their retrieve item 10-15 feet away. A piece of tape or other visual marker will indicate where to place the retrieve item. The handler will return to the dog's side, direct the dog to retrieve and return to sit in front position with the item in his/her mouth. Once the handler returns to the dog's side, after placing the retrieve item, the handler's feet shall remain still until the dog has delivered the retrieve item. The dog shall remain sitting and hold the item until the handler takes it. The exercise is complete once the handler has taken the retrieve item. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. The retrieve item may not contain food, scent or make noise.

##### Scoring

- 3: Each drop of the retrieve item by the dog
- 3: The handler moves feet during recall
- 3: Dog deviates from a recall path by more than 10 feet
- 5: Dog leaves the handler with the retrieve item
- NQ: Dog moves forward during the stay
- NQ: Dog completely changes his/her body position during the stay \*see scoring
- NQ: Handler does not maintain distance requirement





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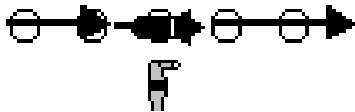
## Coordination Exercises

### 46. Box Walk

A line of 5 shallow boxes will be placed 6 inches apart. The handler will direct the dog to walk the length of the line of boxes. The handler will walk along beside the line of boxes with the dog. The dog must step into each box with at least 1 paw. If a retry is requested or a mulligan is used, the judge will reset the line of boxes, if needed.

#### Scoring

- 3: Each missed step in any box
- 5: Stepping away from the box line up prior to completion

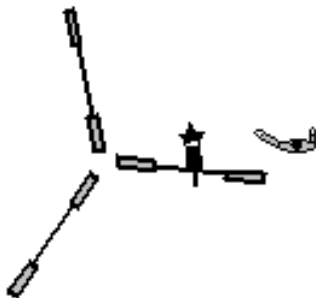


### 47. Cavaletti Pinwheel

This exercise is performed with 3 cavalettis set in a pinwheel. The dog will step or hop over the first cavaletti, halt and sit. The dog will stop over the second cavaletti, halt and sit. The dog will step over the third cavaletti, halt and sit to complete the exercise. The handler shall progress around the outside of the cavalettis while the dog progresses over them. The dog should sit facing straight ahead.

#### Scoring

- 1: Slightly crooked sits in the cavaletties (up to 45 degrees)
- 3: Extremely crooked sits in the cavaletties (over 45 degrees)
- 3: Each step on the cavaletties
- 5: Each step outside of the cavaletties
- 5: Handler steps inside the cavaletties



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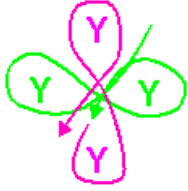
## Miscellaneous Exercises

### 48. Clover Leaf

This exercise is performed with 4 distraction posts set in a square with each post 6 feet apart. The team begins in the center of 2 posts. The team will perform a figure eight around by circling 2 opposite posts. The team will then perform a figure eight around the 2 remaining opposite posts. The team should remain within 3 feet of the posts while circling the posts.

#### Scoring

- 1: Slightly out of position-lagging, forging or wide
- 3: Significantly out of position-lagging, forging or wide
- 3: Each occurrence of the dog sniffing the distraction posts

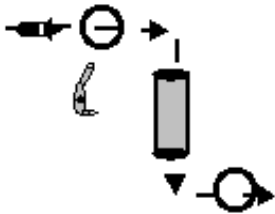


**49. Hoop Tunnel Hoop Zig Zag** *Also qualifies as a hoop or tunnel exercise*

The dog will pass through a hoop, then a tunnel and then a second hoop. Each obstacle will be placed at a 90-degree angle to the previous one, with 5 feet of space between each obstacle. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

**Scoring**

- 3: Placing paws on the top of the tunnel
- 3: Retry, each occurrence
- 3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)



**50. Double Cone Wrap**

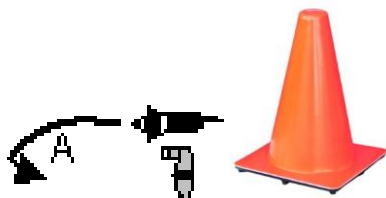
**Send exercise**

The team will begin this exercise 6 feet away from a cone. There is no required start position for the dog and this exercise may be performed moving (dog and handler do not have to be stationary at the start of the exercise, i.e. handler and dog may walk up to the distance line and send immediately without any sit or stop). The handler may not move within 6 feet of the cone. The handler will send the dog to perform two 360-degree wraps to the right or left around the cone. The dog may not cross the 6-foot distance line between wraps. The exercise is complete once the dog has completed the second wrap.

**Scoring**

- 3: Dog places paw(s) on the cone
- 3: Dog places their nose on the cone
- 3: Dog fully returning to handler without wrapping the cone
- 5: Knocking over the cone

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



The diagram above indicates the motion for a single wrap, 2 complete wraps will be performed in the Double Cone Wrap exercise.

# No Need For Speed Obstacles Skills

## Proficient Level

### Course Requirements

The course will consist of ten (10) total exercises with a minimum of five (5) Proficient Level exercises. The course will contain a minimum of one (1) and maximum of three (3) exercises that include either a send away from the handler or a stay with the handler leaving the dog. The course may contain a combination of send and stay exercises, up to three (3) total, i.e. 2 stays and 1 send or 2 sends and 1 stay, but the course may not contain 3 stays or 3 sends. A minimum of one (1) and a maximum of three (3) exercises that include equipment that moves in some way will be included.

**Leash:** The Proficient Level is performed off leash. The dog must enter and leave the ring on leash.

**Handling:** There is no specified manner that the handler must perform unless indicated in the exercise description. There is no required position for the handler's hands. Where exercises are the same in more than one direction, the starting point is at the discretion of the handler.

**Dog Position:** Exercises may be performed with the dog on either side of the handler unless otherwise indicated in an exercise description.

**Scoring:** General scoring also applies to each exercise.

**Timing:** The maximum course time for Proficient Level is 5 minutes.

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## Motion Exercises

### 51. Sway Plank

#### Motion exercise

The dog must step onto and walk the length of the plank without stepping off the sides. The dog should not leap on or off the plank or run the plank.

#### Scoring

-5: Failure to travel the entire length of the plank; examples: dog leaps on or off the plank, dog steps off the side



### 52. Scooter (Proficient)

#### Motion exercise

The dog must place 1 or 2 paws on the scooter and push it a distance of 4 feet. The dog will then turn around and push the scooter back to the starting point, an additional 4 feet. The dog may step off the scooter to reverse the direction.

#### Scoring

-5: Each step off of the scooter prior to completing the distance

-5: Placing all 4 paws on the scooter



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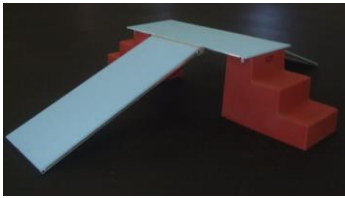
## Bridge Exercise

### 53. Ramps:

The dog will climb the ramp, cross the bridge and descend down the opposite ramp to the bottom. The dog should perform the ramps at a safe speed and travel the length of the ramps without stepping off the sides.

#### Scoring

- 5: Failure to travel the entire length of the ramps; examples: dog leaps on or off the ramps, dog steps off the side
- 5: Each step onto the stairs



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## Hoop Exercises

### 54. Hoop Threadle

The dog must threadle back and forth passing through 3 hoops set 3 feet apart. The dog will pass through each hoop moving away from the handler and pass between hoops moving towards the handler. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

- 3: Retry, each occurrence



### 55. Threadle Hoop Box

This exercise is performed with 4 hoops set in a square pattern. The hoops will be placed 10 feet opposite each other. The team will begin in the center of the 4 hoops. The dog will pass through a hoop, moving away from the handler and then pass between 2 hoops. The handler will rotate either clockwise or counter clockwise until each hoop has been utilized. The entire pattern must be performed from start to finish as described. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

- 3: Retry, each occurrence



### 56. 5 Arch Weaves *(starting January 1, 2013)*

This exercise is performed with 5 arches set in a line with sides touching. The dog will always enter the first arch with the first post of the arch on the dog's left. The dog will then move through the second arch with the post of the arch on the dog's right, move through the third arch with the post of the arch on the dog's left and move through the fourth arch with the post of the arch on the dog's right. The entire pattern must be performed from start to finish as described. Missed arches, incorrect entries, or knocked arches require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked arches.

#### Scoring

-3: Retry, each occurrence



### 57. Double Arch Weaves *(starting January 1, 2013)*

This exercise is performed with 2 arches set in a line with sides touching. The dog will always enter the first arch with the first post of the arch on the dog's left. The dog will then move through the second arch with the post of the arch on the dog's right and wrap the end post of the last arch, moving away from the handler. The dog will then weave back through the arches to the starting point. The entire pattern must be performed from start to finish as described. Missed arches, incorrect entries, or knocked arches require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked arches.

#### Scoring

-3: Retry, each occurrence



## Mat Exercises

### 58. Go the Distance

#### Send exercise

Two mats will be placed in a straight line 5 feet apart. The team will begin with the dog sitting at side with the line of mats advancing in front of them and the first mat 5 feet away. The handler will direct the dog to perform a down on the first mat. Then, the handler will direct the dog to the second mat (10 feet away from the handler). Then, the handler will direct the dog back to the mat that is 5 feet away from the handler. The exercise is complete when the dog has performed the third down. The handler may take 1 step forward with 1 foot while directing the dog, as long as the foot does not cross the distance line. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

#### Scoring

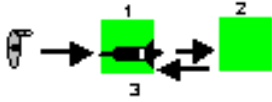
-1: Scratching at the mat

-3: Dog returns fully to the handler without lying on the mat

-5: Dog lies down with less than 50% of the dog's body on the mat

NQ: Dog lies down entirely off the mat

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## 59. Mat Pyramid

### Send exercise

Mats will be placed in a triangle pattern with 12 feet between the base mats. The top mat will be placed centered and 10 feet forward from the 2 base mats. The team will begin this exercise with the dog in side position and centered between the 2 base mats. The handler will direct the dog to perform a down on either of the base mats, then to perform a down on the top mat, then to perform a down on the second base mat. The handler may pivot to face the mat that the dog is being directed to. The handler may take 1 step forward with 1 foot while directing the dog. The exercise is completed once the dog has performed the third down. The handler may (optional) call their dog and direct the dog to perform a swing or finish before proceeding to the next station.

### Scoring

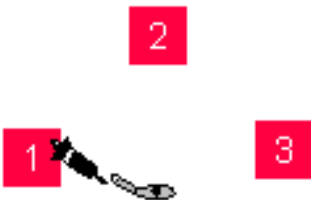
-1: Scratching at the mat

-3: Dog fully returns to the handler without lying down on the mat

-5: Dog lays down with less than 50% of the dog's body on the mat

NQ: Dog lies down entirely off the mat

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## 60. Mat Tunnel Mat *Also qualifies as a tunnel exercise*

### Send exercise

A mat, a tunnel and a mat will be placed in a line with 5 feet between each object. The handler will direct the dog to lie down on the first mat, then immediately go through the tunnel and then immediately lie down on the second mat. The handler will be positioned 4-6 feet laterally away from the line of equipment. The handler may move parallel with the dog but may not cross the distance line. Missed equipment or incorrect entries require the team to retry the exercise from the beginning.

### Scoring

-1: Scratching at the mat

-3: Paws on top of the tunnel

-3: Retry, each occurrence

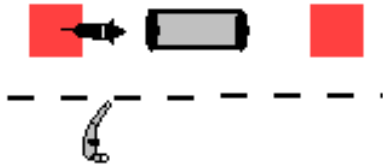
-3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)

-3: Dog fully returns to the handler without completing all parts of the exercise

-5: Dog lies down with less than 50% of the dog's body on the mat

NQ: Dog lies down entirely off the mat

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



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## Push/Place It Exercises

### 61. Carry & Drop

The retrieve item will be given to the judge prior to the team's run and placed on the floor 5 feet from the bucket. The dog must pick up the item, carry it to and drop it in the small bucket. The handler may move with the dog during this exercise.

#### Scoring

-3: Each drop of the item other than in the bucket



### 62. Roll It (Proficient)

#### Motion exercise

The dog must push, with his/her nose, a 1-foot long piece of PVC pipe a distance of 4 feet. (The minimum width of PVC pipe is 3 inches, maximum width of PVC pipe is 4-1/2 inches.) The handler may move with the dog. Then, the dog must push, with his/her nose, the piece of PVC pipe in the opposite direction for 4 feet, returning to the original starting point.

#### Scoring

-3: The dog uses her/his paws on the pipe



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## Tunnel Exercises

### 63. Tunnel Zig Zag

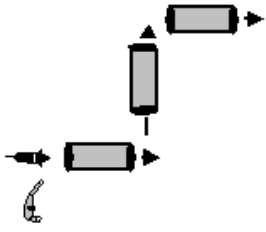
This exercise is performed with 3 tunnels set in a zig zag pattern with each tunnel at a 90-degree angle to the next, with a distance of 5 feet in between each tunnel. The dog must pass through each tunnel in the correct order. Missed equipment or incorrect entries require the team to retry the exercise from the beginning.

#### Scoring

-3: Placing paws on the top of the tunnel

-3: Retry, each occurrence

-3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)



#### 64. Tunnel Mat Tunnel *Also qualifies as a mat exercise*

##### Send exercise

A tunnel, a mat and a tunnel will be placed in a line with a distance of 5 feet between each piece of equipment. The handler will direct the dog to lie down on the first mat, then go through the tunnel and then down on the second mat. The handler will be positioned 4-6 feet laterally away from the line of equipment. The handler may move parallel with the dog but may not cross the distance line. The handler may face the dog while moving parallel with the dog. Missed equipment or incorrect entries require the team to retry the exercise from the beginning.

##### Scoring

- 1: Scratching at the mat
- 3: Paws on top of the tunnel
- 3: Retry, each occurrence
- 3: Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)
- 3: Dog fully returns to the handler without performing the entire exercise
- 5: Dog lays down with less than 50% of the dog's body is on the mat
- NQ: Dog lies down entirely off the mat

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## Jump Exercises

#### 65. Jump 8

The dog must perform a figure eight between 2 jumps set 6 feet apart. The dog will start between the 2 jumps and may begin in either direction taking each jump while moving away from the handler. The entire pattern must be performed from start to finish as described. Missed jumps, performances in the wrong direction, or knocked bars require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any dropped bars.

##### Scoring

- 3: Retry, each occurrence





## Retrieve Exercises

### 66. Directed Retrieve

#### Send exercise

Handlers will supply their 2 like items. Items may not be food, contain food, have scent or make noise. The judge will place the two like items in their designated locations (10-15 feet apart) prior to the start of the team's performance. The judge will indicate the location of the item to be retrieved. The team will begin with the dog at the side position, centered and 10-15 feet from the retrieve items. The dog will retrieve the item, return to sit at front position, holding the item until the handler takes it. The handler may pivot to face the item and take 1 step forward with 1 foot to direct the dog, as long as the foot does not cross the distance line. The exercise is completed after the handler has taken the retrieve item. The handler may direct the dog to perform a swing or finish before proceeding to the next station.

#### Scoring

- 3: Each drop of the retrieve item by the dog
- 3: Dog deviates from a recall path by more than 10 feet
- 3: Dog fully returns to handler without the retrieve item
- 5: Dog leaves the handler with the retrieve item
- NQ: Handler does not maintain distance requirement
- NQ: Dog picks up the incorrect retrieve item

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



### 67. Retrieve Over Jump *Also qualifies as a jump exercise*

#### Stay exercise

The team will begin with the dog in a sit stay at the handler's side at a distance 10-15 feet in front of the bar jump. The handler will toss the retrieve item over the jump and then direct the dog to retrieve the item. The dog will take the jump, pick up the retrieve item, return with it over the jump and come to sit at front position. The dog will hold the retrieve item until the handler takes it. The exercise is complete once the handler has the retrieve item. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. If, after the toss, the retrieve item is not visible to the dog, is beside the jump or it is within 3 feet of a wall or gate, the judge will return it, allowing the handler another toss. In the event of a retry or a mulligan, the judge will reset any dropped bars.

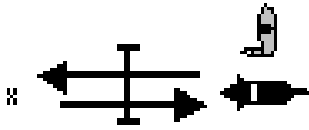
#### Scoring

- 3: Each drop of the retrieve item by the dog
- 3: The handler moves feet during recall
- 3: Performing the jump in the wrong direction
- 3: Dog deviates from a recall path by more than 10 feet
- 3: Dog fully returns to handler without the retrieve item
- 5: Dog leaves the handler with the retrieve item
- 5: Dropped bar
- 5: Refusal - dog crosses the plane of the jump without performing it
- NQ: Dog moves forward during stay

NQ: Dog completely changes his/her body position during the stay \*see scoring

NQ: Handler does not maintain distance requirement

*Note: Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to put their hand on the dog's head.*



## Recall Exercises

### 68. Tunnel Hoop Recall *Also qualifies as a tunnel or hoop exercise*

#### Stay exercise

The handler will leave their dog in a sit stay at the indicated mark (tape or other visual marker) and walk to the other indicated mark (tape or other visual marker), which will be placed 15 feet away. The handler will turn, pause and then call the dog into front position. The dog must pass through a tunnel and hoop set directly in the dog's path to the handler. The hoop and tunnel will be placed 5 feet apart. The dog should come directly to front position. Once the dog is sitting at front position, the exercise is complete. The entire pattern must be performed from start to finish as described. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. Missed hoops, incorrect entries, or knocked hoops require the team to retry the exercise from the beginning. In the event of a retry or a mulligan, the judge will reset any knocked hoops.

#### Scoring

-3: Placing paws on the top of the tunnel

-3: Handler moves feet during recall

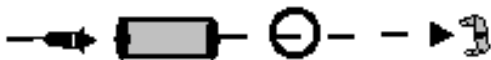
-3: Retry, each occurrence

-3: Dog deviates from a recall path by more than 10 feet

NQ: Dog moves forward during stay

NQ: Dog completely changes his/her body position during the stay \*see scoring

NQ: Handler does not maintain distance requirement



### 69. Recall with Distractions

#### Stay exercise

The handler will leave the dog in a sit stay at the indicated mark (tape or other visual marker) and walk to the other indicated mark (tape or other visual marker), which will be placed 15 feet away. The handler will turn, pause and then call their dog to front position. The dog will pass between 6 distraction items placed in intervals along the dog's path. The dog should come directly to sit at front position. The exercise is complete once the dog is sitting at front. The handler may (optional) direct the dog to perform a swing or finish before proceeding to the next station. The distractions may be artificial flowers, boots, small empty duffle bags, cups, books or similar objects. The distractions may not be balls, dog toys, stuffed toys, food, contain food or make noise.

#### Scoring

-3: Handler moves feet during recall

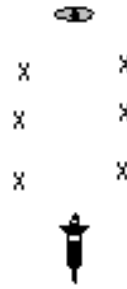
-3: Dog deviates from a recall path by more than 10 feet

-3: Each occurrence of sniffing the distraction items

NQ: Dog moves forward during a stay

NQ: Dog completely changes his/her body position during the stay \*see scoring

NQ: Handler does not maintain distance requirement



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## Coordination Exercises

### 70. Paws On, Bottoms Up

The dog will place both front paws on the item and hold the position briefly and until the handler cues them forward and into a position with both back paws on the item, while shifting the front feet to the floor. The dog should hold this position briefly and until released by the handler. Items may be a box, stool, perch, rubber feed pan or other acceptable item.

#### Scoring

-5: Dog changes position on the item prior to the handler cueing the change

NQ: Dog performs Bottoms Up first

NQ: Dog does not perform the behaviors with both indicated paws on the item



### 71. Pivot Perch

The dog must place their front feet on the perch and then pivot their rear feet completely around the perch on the floor without stepping off. The handler may walk around the perch with the dog. The dog may pivot in either direction, clockwise or counter clockwise.

#### Scoring

-3: Placing all 4 paws on the perch at the same time (standing fully on perch)

-3: Placing rear feet on the perch

-5: Each step off of the perch prior to completing the rotation



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## Miscellaneous Exercises

### 72. T Forward & Back

The team will enter the T frame and make a 90-degree turn. The handler may perform the forward portion of this exercise with the dog either in heel or side position. The dog will stop when their front feet are in line with the end of the rails. The handler will then back up with their dog between the rails until the dog's front feet have passed the tape marker on the floor. The

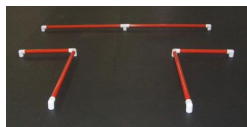
handler may be beside or in front of their dog to cue the back up. The team will then walk forward exiting the T. T rails are placed 4 feet apart.

**Scoring**

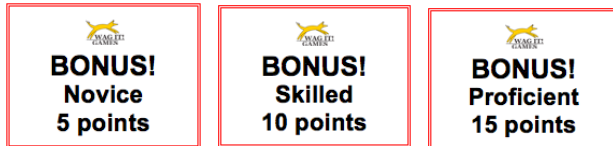
-3: Dog or handler step on the T rails

-5: Dog or handler step outside of the T rails

NQ: Dog does not back up the required distance



## Bonuses



Bonuses will be offered at the end of each course. There will be 3 bonuses to choose from, one from each skill level. Teams may choose to perform one of the bonuses for extra points to be added to their final score. Attempts at a bonus exercise cannot subtract from a team's final score. Bonuses can only add points to the final score. Teams may not attempt multiple bonuses on the same course. Once a team commits to attempting a particular bonus, they are committed to that bonus and may not attempt a different level bonus. Teams may choose not to attempt any of the bonuses if they wish. Standard judging rules apply.

**The novice bonus offers the opportunity for the team to earn up to 5 additional points.**

**The skilled bonus offers the opportunity for the team to earn up to 10 additional points.**

**The proficient bonus offers the opportunity for the team to earn up to 15 additional points.**

# No Need For Speed Obstacle Skills Scoring

Teams begin the course with a score of 100. Deductions are taken based on the exercise descriptions and scoring guidelines.

Teams must receive a minimum score of 80 to qualify.

Items with a (G) are general rules and apply to many exercises.

## **-1 point** (each occurrence)

- (G) Jumping on the handler (other than a light paws on the handler as part of an enthusiastic recall)
- Scratching at the mat
- Slightly out of position - lagging, forging or wide
- Slightly crooked sits in the cavaletties (up to 45 degrees)

## **-1 to 3 points (varies, judge's discretion)**

- -1 to -3 Failure to turn on the light - dog has made a reasonable attempt
- -1 to -3 Failure to push the Easy Button - dog has made a reasonable attempt

## **-3 points** (each occurrence)

- (G) Retry; any deductions previously taken for that exercise will be erased with the retry. A retry cannot void a non-qualifying performance.
- (G) Performing any piece of equipment in the wrong direction
- (G) Slow response from the dog
- Extremely crooked sits in the cavaletties (over 45 degrees)
- Significantly out of position - lagging, forging, or wide
- Rear paw placed on the Bang It Board
- Dog places paw(s) on a down side of the Bang It Board
- Dog places paw(s) on the cone
- Dog places their nose on the cone
- Missed step on the bridge
- Missed step in ladder rungs
- Missed step in boxes
- Dog places paw(s) on top of tunnel
- Incomplete tunnel performance (dog has placed 2 paws or more into the tunnel and exits via the entrance)
- Incorrect entry or performance of any individual piece of equipment
- Handler moves feet during recall that requires stationary stance
- Each occurrence of sniffing any distraction item
- Each drop of a retrieve item other than required
- Dog deviates from a recall path by more than 10 feet
- Dog stepping on the cavaletties
- Dog stepping on ladder runs
- Dog or handler step on T rails

## **-5 points** (each occurrence)

- (G) Dog steps off any obstacle prior to completion
- (G) Stepping on any obstacle out of order
- (G) Dog touches a piece of equipment out of order
- (G) Failure to sit or down as required
- (G) Extra sit or down during an exercise
- (G) Extra performance of any behavior or obstacle
- (G) Excessive barking (not per bark)
- (G) Linking any 2 stations together with speed
- (G) Excessive time on any obstacle (judge's discretion)
- (G) Performance of an exercise in the wrong direction

- (G) Disconnect - dog leaves the handler by 10 feet or more unless exercise requires
- (G) Knocking over any piece of equipment
- Dropped bar
- Failure to travel the entire length of the Sway Plank
- Failure to travel the entire length of a ramp
- Dog lies down with less than 50% of the dog's body on the mat
- Failure to turn on the light - dog makes a very light attempt
- Failure to push the Easy Button - dog makes a very light attempt
- Each extra light performed
- Each extra Easy Button performed
- Dog stepping outside the cavaletties,
- Dog stepping outside of the ladder
- Dog stepping out of the T rails
- Dog stepping out of the line of boxes
- Handler stepping outside of the T rails
- Handler steps inside the cavaletties
- Dog uses paws on the Push It tube
- Dog changes position in Paws On, Bottoms up prior to being cued
- Knocking over the cone
- Each step off of the scooter prior to completing the distance
- Placing all 4 paws on the scooter
- Dog leaves handler with the retrieve item
- Each step onto the steps in the Ramps exercise
- Each step off of the perch prior to completing the rotation
- Placing all 4 paws on the perch

#### **Non-Qualifying Performances (NQ)**

- (G) Dangerous performance of any obstacle
- (G) Dog grabs any item on the course
- (G) Performing stations out of sequence or missing a station
- (G) Failure to correct any obstacle performed in the wrong direction
- (G) Failure to perform any piece of equipment
- (G) Failure to complete any obstacle performance
- (G) Touching the dog during an exercise performance
- (G) Deductions of 10 or more points on any one exercise
- (G) Appearance of luring
- (G) Exceeding maximum course time
- Dog fails to push the Bang It Board completely to the floor (does not include it bouncing back up)
- Dog returns to the handler without performing a send exercise
- Dog lies down entirely off the mat
- Failure of the dog to touch the light
- Failure of the dog to touch the Easy Button
- Jump refusal - dog crosses the plane of the jump without performing it
- Dog moves forward during any stay
- Complete changes body position during stay exercises. *\*The dog must remain in the designated position and facing the same direction. Slight paw movement or shifting weight and/or hips is not faulted.*
- Handler does not maintain distance requirement
- Dog gets off the table prior to completing the pause table stay exercise
- Dog retrieves incorrect item

- Dog picks up incorrect retrieve item
- Dog fully returns to handler without the retrieve item
- Dog performs Bottom Up first
- Dog does not perform the Paws On, Bottoms Up behaviors with both indicated paws on the item
- Dog does not back up the required distance in the T Forward & Back exercise

#### **Excusals**

**The following will result in a team being excused from the ring:**

- Dog appears overly stressed or afraid
- Dog appears in pain or ill
- Dog leaves the ring
- Eliminating or vomiting in the ring
- Any appearance of threatening or aggressive behaviors
- Any behavior the Judge feels threatens safety in any way
- Harsh corrections
- Handler is not able to regain a working relationship with their dog

**The judge's decision is final.**

**Please remember that the judges will do their best to be accurate and consistent. We thank you for your understanding.**

**Videotape of runs will not be considered by the judge.**