

1. **Fault** - Faults are running past equipment, jumping on and off the table, going into a tunnel and coming out the same direction, coming out the side of the hoop tunnel, stepping on a contact point and then stepping off, and jumping off the side of any contact equipment.

Beginning & Intermediate: 3 Faults will constitute a zero score for the obstacle.

Advanced: 2 Faults will constitute a zero score for the obstacle.

2. **Scoring Contact Equipment** - A dog must approach straight on and off all contact equipment. If a dog comes on or off at an angle, points will be taken off as follows:

Contact $\frac{1}{4}$ of the way up - 1 point will be deducted.

Contact $\frac{1}{2}$ of the way up - 2 points will be deducted.

Contact $\frac{3}{4}$ of the way up - 3 points will be deducted.

Between $\frac{3}{4}$ and the contact line - 4 points will be deducted.

Contact above the yellow is a major fault, 5 points will be deducted and the obstacle must be repeated.

3. **Off Course** - Off course is an obstacle taken out of sequence or an obstacle taken from the wrong side.

4. **Fooling Around** - Fooling Around is when a dog runs around the course or runs over to the fence. A minimum of 3 points to a maximum of 5 points will be deducted.

5. **Dogs on Lead** - If the handler is working the dog on lead, points will be deducted if the dog is guided with the lead. One to two points deducted for minor guiding to 4 to 5 points deducted for constant guiding. Guiding the dog is to use the lead to keep the dog from running past an obstacle or making them jump a jump or pulling them in line with an obstacle. One point should be deducted if the lead is used to make the dog sit/down on the table.

6. **Run-by** - A run-by is where the dog goes past the obstacle.

1 point is deducted for the length of his head

2 points are deducted for the length of the body

3 points are deducted for going past or around the obstacle.

7. **Refusal** - A refusal is when a dog approaches an obstacle and refuses to jump, enter a tunnel, go over a piece of contact equipment, or go on the table. One point will be deducted for each refusal.

8. **Table Scoring** - The dog must go on and off the table the direction the judge sets up.

1 point deducted for going on or off at the corners

2 points deducted for going on or off on either side of the designated entry or exit side.

3 points for going on or off the opposite side.

9. **Blocking** - Blocking is using your body, hand, or lead to make your dog take an obstacle. One to five points are deducted depending on the severity of the blocking. Minor blocking is done in front of the obstacle before the dog gets to the obstacle. Major blocking is standing next to the obstacle to keep the dog from passing the obstacle.

10. **Touching of Dog** - A handler should not touch a dog in the ring except at the judge's discretion in the Beginning class to help the dog over a piece of equipment safely. 5 points should be deducted.

11. **Jumps**

1 point deducted for ticking of a bar.

5 points deducted for knocking a bar off. (Bar will be reset only if the jump is repeated in Beginning, not in Intermediate or Advanced).

Knocking a bar off in Intermediate or Advanced results in a Non-Qualifying score.

5 points deducted for knocking a jump over and results in a Non-Qualifying score.

12. **Improper Collars or Leashes**

1 point deducted for the use of improper collar or leash in the run through.

Will not be allowed to show with improper collar.

13. **Shoes of Handler** - Shoes should be tie tennis shoes. 4-H member wearing unsafe shoes will not be allowed to show.

14. **Fouling the Ring** - 10 points off during the walk-through. They cannot complete walk-through. NQ for fouling the ring in the actual run.

15. **Unsafe or abusive practices** will not be tolerated and the handler will be excused from the ring and receive a score of zero!!

16. **Leaving the Ring** - 5 points will be deducted and time will continue as long as the dog returns to the ring promptly without being touched by another person.

17. **Qualifications for Placing at the State Fair.**

You must successfully complete each piece of equipment without a zero score, and you must achieve a score of 150 or higher.

18. **All decisions of the Judge are final.** Exhibitors are encouraged to discuss runs with the Judge but must not argue about the Judge's decisions. An exhibitor may ask the Judge to review a call only if it is believed that a specific rule has been violated. Electronic audio or video recordings will not be considered when reviewing a call.