

AGILITY NUTS

Summer League Series 2010



www.agilitynuts.co.uk

Show 1: Saturday 17th – Sunday 18th April

Show 2: Saturday 8th – Sunday 9th May

Show 3: Saturday 19th – Sunday 20th June

Show 4: Saturday 10th – Sunday 11th July

Show 5: Saturday 21st – Sunday 22nd August

Closing Date: March 22nd

Closing Date: April 19th

Closing Date: June 1st

Closing Date: June 21st

Closing Date: August 2nd

Venue: Park Land Stables, Ruddington, Nottingham, NG11 6LJ

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

Agility Nuts Summer Leagues

All dogs competing at the four Agility Nuts outdoor shows held in 2010 will gain points depending on where they finish in each class. Leagues will be compiled and the dogs with the most points at the end of the season will receive a special trophy and be named "Agility Nut of the Season 2010" in the following categories:

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

**ABL = Anything But Large*

Entry Fees: £2.50 per dog per class
£5.00 per pair

Camping: £20 per unit

Entries to: Agility Nuts Summer Series 2010,
% Longhedge Show Processing,
Longhedge House,
Thoroton,
Nottinghamshire,
NG13 9DS.

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

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

All enquiries should be directed to the Show Secretary

Vet on Call: Rushcliffe Veterinary Centre, Collington Way, West Bridgford,
Nottingham, NG2 7LR

Eligibility and Definition of Classes

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

- Elementary** Open to all dogs that currently compete at Elementary at Agility Nuts shows and to dogs competing at Grade 1 (KC). Dogs that have not competed at an agility show before should enter at this level.
- Starters** Open to all dogs that currently compete at Starters at Agility Nuts shows and to dogs competing at Grades 2 or 3 (KC).
- Novice** Open to all dogs that currently compete at Novice at Agility Nuts shows and to dogs competing at Grades 3, 4 or 5 (KC).
- Senior** Open to all dogs that currently compete at Senior at Agility Nuts shows and to dogs competing at Grades 6 or 7 (KC).
- Veteran** Open to all dogs aged 7 years and over. Jumps will be set at 23, 35 or 45cm (9, 13¾ and 17¾" respectively) and the jump height can be chosen by the handler.
- NFC** Not For Competition. For dogs of any age (over 18 months) that for whatever reason are not able to jump at their designated jump height. Jumps will be set at 23, 35 or 45cm (9, 13¾ and 17¾" respectively) and the jump height can be chosen by the handler as indicated on the entry form. NFC dogs compete for clear round rosettes only and will run in the ABL Elementary classes.

Dogs competing at different levels in KC shows and Agility Nuts shows have the option of entering at their preferred level based on the criteria above, with the exception that any dog that has won 3 or more classes at previous Agility Nuts shows, including at least 1 agility win, must compete at least one level higher than the classes that they won. In addition, dogs finishing in the top 3 of any of the Agility Nuts Winter Leagues 2009/10 will be moved up one level. If you choose to move up a level during the Series you will retain your league position and points in your lower level and start again from scratch in the higher level.

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

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

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

Marking of Classes

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

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

Agility Nuts Summer Leagues

Points: All dogs competing at these shows will gain points for every run (excluding pairs and Pay on the Day classes), depending on where they finish in each class, providing they are not eliminated. The points awarded will depend on the number of dogs entered in each class. For example, if the class contains 50 dogs, the winning dog will get 50 points, the runner-up 49, and so on. If there are 20 dogs in the class, the winner will get 20 points, the runner-up 19, and so on. All results from these shows and updated league tables will be available online at the Agility Nuts website (www.agilitynuts.co.uk). There will be 9 leagues as follows:

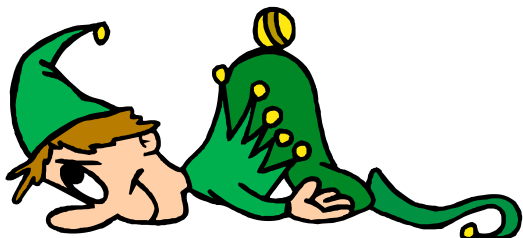
- Large Elementary League
- Large Starters League
- Large Novice League
- Large Senior League
- ABL* Elementary League
- ABL Starters League
- ABL Novice League
- ABL Senior League
- Veteran League

The top 3 in each league will be presented with an extra award at the end of the August Show, with the league

winners being named as the Agility Nuts of the Season.

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

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



Show Information

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

Parking: Please park vehicles as directed.

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

Camping: Camping is limited to approximately 70 pitches and is available on a first come, first served basis at a flat rate of £20 per show. Only one unit and/or vehicle will be allowed per camping space. Any additional vehicles may be asked to park in the day parking area. Camping is available from midday on the day prior to the start of each show. All campers must vacate the venue by midday on the day following each show. All camping units must have a fire extinguisher and/or bucket of water available. There are water taps available at the venue. Toilet facilities will be available on site.

About the venue: The venue is a private property and someone's home so please make sure you respect it. The exercise area(s) will be clearly marked and there is a lane where dogs can be walked just outside the venue. Areas that are out of bounds will be clearly marked and must be respected. All owners must pick up after their dogs – no exceptions! Bins for dog waste will be provided. Owners knowingly not picking up after their dogs will be asked to leave the venue and may be excluded from future Agility Nuts shows.

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

Catering, Bar & Entertainment: Caterers will be on-site from the day before each show until the morning after the show. A licensed bar will operate in the evenings. Evening entertainment will be provided.

Online Running Orders

Running orders will be made available online approximately 2 weeks before each show. Please note that the running orders **will not be sent by e-mail** and will be available for download from the Longhedge Show Processing Services website (www.longhedge.co.uk). If you wish to use this facility please tick the box on the entry form for Online Running Orders, otherwise please add 50p postage to your entry. There is no need to enclose an SAE with your entry form.

	<p>Agility Nuts recommend Longhedge Show Processing for all your show processing needs Visit www.longhedge.co.uk for more details</p>
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Schedule of Classes:

Judges will be announced with running orders

Show 1: April 17th – April 18th

Saturday April 17th

Large Dog Classes

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

ABL Classes

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

Other Classes

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Snakes
- Class 30. Veteran Power & Speed

Sunday April 18th

Large Dog Classes

- Class 31. Elementary Agility
- Class 32. Elementary Jumping
- Class 33. Elementary Helter Skelter
- Class 34. Elementary Time Fault & Out Agility
- Class 35. Starters Agility
- Class 36. Starters Jumping
- Class 37. Starters Helter Skelter
- Class 38. Starters Time Fault & Out Agility
- Class 39. Novice Plus Agility
- Class 40. Novice Plus Jumping
- Class 41. Novice Plus Helter Skelter
- Class 42. Novice Plus Time Fault & Out Agility

ABL Classes

- Class 43. Elementary Agility
- Class 44. Elementary Jumping
- Class 45. Elementary Helter Skelter
- Class 46. Elementary Time Fault & Out Agility
- Class 47. Starters Agility
- Class 48. Starters Jumping
- Class 49. Starters Helter Skelter
- Class 50. Starters Time Fault & Out Agility
- Class 51. Novice Plus Agility
- Class 52. Novice Plus Jumping
- Class 53. Novice Plus Helter Skelter
- Class 54. Novice Plus Time Fault & Out Agility

Other Classes

- Class 55. Veteran Agility
- Class 56. Veteran Jumping
- Class 57. Veteran Helter Skelter
- Class 58. Veteran Time Fault & Out Agility

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

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

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

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



Show 2: May 8th – May 9th

Saturday May 8th

Large Dog Classes

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

ABL Classes

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

Other Classes

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Tunnel Teaser
- Class 30. Veteran A Frame Gamble

Sunday May 9th

Large Dog Classes

- Class 31. Elementary Agility
- Class 32. Elementary Jumping
- Class 33. Elementary Take Your Own Line Jumping
- Class 34. Elementary Snakes & Ladders
- Class 35. Starters Agility
- Class 36. Starters Jumping
- Class 37. Starters Take Your Own Line Jumping
- Class 38. Starters Snakes & Ladders
- Class 39. Novice Plus Agility
- Class 40. Novice Plus Jumping
- Class 41. Novice Plus Take Your Own Line Jumping
- Class 42. Novice Plus Snakes & Ladders

ABL Classes

- Class 43. Elementary Agility
- Class 44. Elementary Jumping
- Class 45. Elementary Take Your Own Line Jumping
- Class 46. Elementary Snakes & Ladders
- Class 47. Starters Agility
- Class 48. Starters Jumping
- Class 49. Starters Take Your Own Line Jumping
- Class 50. Starters Snakes & Ladders
- Class 51. Novice Plus Agility
- Class 52. Novice Plus Jumping
- Class 53. Novice Plus Take Your Own Line Jumping
- Class 54. Novice Plus Snakes & Ladders

Other Classes

- Class 55. Veteran Agility
- Class 56. Veteran Jumping
- Class 57. Veteran Take Your Own Line Jumping
- Class 58. Veteran Snakes & Ladders

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

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

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

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



Show 3: June 19th – June 20th

Saturday June 19th

Large Dog Classes

- Class 1. Elementary Agility
- Class 2. Elementary Jumping
- Class 3. Elementary Clockwork Tunnels
- Class 4. Elementary Give A Dog A Bone
- Class 5. Starters Agility
- Class 6. Starters Jumping
- Class 7. Starters Clockwork Tunnels
- Class 8. Starters Give A Dog A Bone
- Class 9. Novice Plus Agility
- Class 10. Novice Plus Jumping
- Class 11. Novice Plus Clockwork Tunnels
- Class 12. Novice Plus Give A Dog A Bone
- Class 13. Trophy Open Pairs Jumping

ABL Classes

- Class 14. Elementary Agility
- Class 15. Elementary Jumping
- Class 16. Elementary Clockwork Tunnels
- Class 17. Elementary Give A Dog A Bone
- Class 18. Starters Agility
- Class 19. Starters Jumping
- Class 20. Starters Clockwork Tunnels
- Class 21. Starters Give A Dog A Bone
- Class 22. Novice Plus Agility
- Class 23. Novice Plus Jumping
- Class 24. Novice Plus Clockwork Tunnels
- Class 25. Novice Plus Give A Dog A Bone
- Class 26. Trophy Open Pairs Jumping

Other Classes

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Clockwork Tunnels
- Class 30. Veteran Give A Dog A Bone

Sunday June 20th

Large Dog Classes

- Class 31. Elementary Agility
- Class 32. Elementary Jumping
- Class 33. Elementary Time Fault & Out Jumping
- Class 34. Elementary Tunnel Torment Agility
- Class 35. Starters Agility
- Class 36. Starters Jumping
- Class 37. Starters Time Fault & Out Jumping
- Class 38. Starters Tunnel Torment Agility
- Class 39. Novice Plus Agility
- Class 40. Novice Plus Jumping
- Class 41. Novice Plus Time Fault & Out Jumping
- Class 42. Novice Plus Tunnel Torment Agility

ABL Classes

- Class 43. Elementary Agility
- Class 44. Elementary Jumping
- Class 45. Elementary Time Fault & Out Jumping
- Class 46. Elementary Tunnel Torment Agility
- Class 47. Starters Agility
- Class 48. Starters Jumping
- Class 49. Starters Time Fault & Out Jumping
- Class 50. Starters Tunnel Torment Agility
- Class 51. Novice Plus Agility
- Class 52. Novice Plus Jumping
- Class 53. Novice Plus Time Fault & Out Jumping
- Class 54. Novice Plus Tunnel Torment Agility

Other Classes

- Class 55. Veteran Agility
- Class 56. Veteran Jumping
- Class 57. Veteran Time Fault & Out Jumping
- Class 58. Veteran Tunnel Torment Agility

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

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

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

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



Show 4: July 10th – July 11th

Saturday July 10th

Large Dog Classes

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

ABL Classes

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

Other Classes

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Snakes & Ladders Jumping
- Class 30. Veteran Snooker

Sunday July 11th

Large Dog Classes

- Class 31. Elementary Agility
- Class 32. Elementary Jumping
- Class 33. Elementary Jumping Gamble
- Class 34. Elementary Speed & Power
- Class 35. Starters Agility
- Class 36. Starters Jumping
- Class 37. Starters Jumping Gamble
- Class 38. Starters Speed & Power
- Class 39. Novice Plus Agility
- Class 40. Novice Plus Jumping
- Class 41. Novice Plus Jumping Gamble
- Class 42. Novice Plus Speed & Power

ABL Classes

- Class 43. Elementary Agility
- Class 44. Elementary Jumping
- Class 45. Elementary Jumping Gamble
- Class 46. Elementary Speed & Power
- Class 47. Starters Agility
- Class 48. Starters Jumping
- Class 49. Starters Jumping Gamble
- Class 50. Starters Speed & Power
- Class 51. Novice Plus Agility
- Class 52. Novice Plus Jumping
- Class 53. Novice Plus Jumping Gamble
- Class 54. Novice Plus Speed & Power

Other Classes

- Class 55. Veteran Agility
- Class 56. Veteran Jumping
- Class 57. Veteran Jumping Gamble
- Class 58. Veteran Speed & Power

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

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

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

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



Show 5: August 21st – August 22nd

Saturday August 21st

Large Dog Classes

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

ABL Classes

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

Other Classes

- Class 27. Veteran Agility
- Class 28. Veteran Jumping
- Class 29. Veteran Tunnel Torment
- Class 30. Veteran Gamblers

Sunday August 22nd

Large Dog Classes

- Class 31. Elementary Agility
- Class 32. Elementary Jumping
- Class 33. Elementary Up n Under
- Class 34. Elementary Power & Tunnels
- Class 35. Starters Agility
- Class 36. Starters Jumping
- Class 37. Starters Up n Under
- Class 38. Starters Power & Tunnels
- Class 39. Novice Plus Agility
- Class 40. Novice Plus Jumping
- Class 41. Novice Plus Up n Under
- Class 42. Novice Plus Power & Tunnels

ABL Classes

- Class 43. Elementary Agility
- Class 44. Elementary Jumping
- Class 45. Elementary Up n Under
- Class 46. Elementary Power & Tunnels
- Class 47. Starters Agility
- Class 48. Starters Jumping
- Class 49. Starters Up n Under
- Class 50. Starters Power & Tunnels
- Class 51. Novice Plus Agility
- Class 52. Novice Plus Jumping
- Class 53. Novice Plus Up n Under
- Class 54. Novice Plus Power & Tunnels

Other Classes

- Class 55. Veteran Agility
- Class 56. Veteran Jumping
- Class 57. Veteran Up n Under
- Class 58. Veteran Power & Tunnels

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

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

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

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



Class Descriptions:

General:

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

Agility Courses:

A Frame Gamble	An agility course where all obstacles are worth a different number of points. Get your contact on the A-Frame to double your points, or see half your points disappear if you miss it!
Gamblers	An agility course where all obstacles are worth a different number of points. Complete the gamble section to increase your points!
Give A Dog A Bone	An agility course in the shape of a Bone, where either the A-Frame or Dogwalk has to be negotiated several times! The seesaw will not be used in this class.
Power & Speed	Complete the power section (contacts ± weaves, longjump, spread) in your own time without a fault and it's a race against the clock over a jumping course!
Power & Tunnels	Complete the power section (contacts ± weaves, longjump, spread) in your own time without a fault and it's a race against the clock through the tunnels!
Snakes & Ladders	The competitor has the option of simply completing all the jumps in order, or taking short cuts via the contact equipment. Watch out for the tunnels though – go through these and you have to repeat part of the course!
Snooker	The scoring for this Agility class is similar to the game snooker with a course consisting of 3 or 4 'red' jumps and one obstacle/sequence of each of the other snooker colours.
Speed & Power	Opposite to Power & Speed! Complete the jumping course as fast as possible and then get all the contacts to avoid elimination!
Time Fault & Out Agility	An agility course where dogs continue to do obstacles until they have a fault/elimination or reach the course time. The dog completing the most obstacles in the quickest time wins.
Tunnel Torment Agility	An agility course in which some/all tunnels are to be avoided!

Jumping Courses:

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

Trophy Pet Foods Open Jumping Pairs

Trophy Pet Foods have kindly agreed to sponsor a Pairs class for Large and for ABL dogs at each show of the series. Two dogs will compete in a relay over the same jumping course. Large dogs must be paired with Large dogs, whilst Medium, Small and Tiny dogs may be paired with a dog of any height (except Large), with both dogs jumping over the lowest height applicable to the pair.

Pairs may be entered in advance of the show on the Entry Form, but entry on the day will also be permitted. Trophies will be awarded to the top 3 pairs in each class, with rosettes to 20% of the number of pairs entered prior to the show. There are no league points awarded for these classes.



Agility Nuts Dog Training Club



www.agilitynuts.co.uk

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

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



For more information please contact:

Paul or Pen Sensky

Tel: 07760 252992

Email: pen@agilitynuts.co.uk

Agility Nuts Rules

1. All dogs must be aged 18 months or over on the first day they compete at any of the shows.
2. Agility Nuts reserves the right to refuse entries.
3. The mating of bitches within the precincts of the show is forbidden.
4. No bitch in season should be brought onto the venue.
5. No dogs suffering from any infectious or contagious disease or having been exposed to such disease during the period 21 days prior to the show may be brought onto the venue.
6. No person shall carry out punitive correction or harsh handling of a dog at any time.
7. Dogs must not wear any type of slip, half-slip collar or lead whilst competing. A flat, close fitting, leather or webbing collar is permitted, providing the only attachment is a plain identification panel as an integral part of the collar, i.e. not attached by a ring.
8. No competitor shall impugn the decision of the judge or judges.
9. Dogs owned by judges may enter all classes, but the dogs must be handled by another person whilst the judge is carrying out their judging commitment.
10. Judges may run their own dogs for competition when they are not scheduled for judging and may allow another competitor to run their dogs whilst they are judging.
11. Competitors are solely responsible for ensuring that they are available for their classes.
12. Competitors are required to report for allocated ring duties.
13. Agility Nuts reserves the right to combine/split classes depending on entry levels.
14. Food shall not be carried in the hand or given to the dog whilst in the competition ring.
15. In the event that a show has to be cancelled, Agility Nuts reserve the right to deduct unrecoverable expenses incurred before returning entry fees.
16. Entry fees will not be refunded beyond the closing date for each show.

17. Any returned cheques will incur a £10 charge.
18. Competitors enter at their own risk and must sign and date the declaration on the entry form. Whilst every care will be taken, Agility Nuts will not accept responsibility for loss, damage or injury to persons, dogs or property.
19. Please respect our venue and pick up after your dogs and dispose of all rubbish responsibly. Anyone knowingly not doing so will be asked to leave the venue forfeiting any remaining entries and may be excluded from future Agility Nuts shows.

Directions to venue

The venue is located off the A60 near the junction with the A52 south of Nottingham.

If travelling from the west of Nottingham:

- Follow the A52 towards Grantham
- At the junction (roundabout) with the A60 take the 3rd exit towards Loughborough
- Take the second exit on the left immediately after you enter Ruddington*

If travelling from the east of Nottingham:

- Follow the A52 towards Derby
- At the junction (roundabout) with the A60 take the 1st exit towards Loughborough
- Take the second exit on the left immediately after you enter Ruddington*

If approaching Nottingham from the south on the A60

- Go straight on at the traffic lights in Ruddington
- Take the first right after the Esso petrol station*

*Turn right immediately. Follow the track, turning right over a bridge into the venue. Follow the signs for camping/day parking.

Note to Sat Nav users

The postcode NG11 6LJ actually takes you close to the Esso petrol station on the A60 mentioned above. If travelling from the A52 use the instructions above to turn off before you reach the petrol station. If travelling from the south on the A60 turn off after the petrol station as indicated above.

