

Kansas 4-H Agility Update - Effective in 2023

The Kansas 4-H Dog Care and Training Project is being updated with revisions to Agility rules and regulations. The following changes will be effective in the 2023 4-H Year:

- The Cross-Over Walk obstacle is being eliminated and will no longer be used
- The following obstacles are being added as optional obstacles
 - Go-Around Barrel
 - Double Ascending Jump
 - Triple Ascending Jump
 - Rocker Board
 - Hooper's Hoops
 - Jump Wings (addition to other jumps)
- All Agility levels will have new course requirements
- An Agility IV level is being added for teams who have received two purple ribbons in Agility III
- Existing obstacle standards are being updated
 - Updates for safety and to allow the use of commercially available equipment.
 - Counties and clubs that currently have obstacles that do not meet the updated standards will have until 2025 to update existing obstacles.
- Some obstacles are being renamed to be consistent with how they are commonly known and as sold by Agility suppliers.
- These changes are optional in 2022 and will still qualify for the State Fair, however these changes will not be in effect at the State Fair until 2023.

Full updates to existing obstacles, scoring and performance requirements for new obstacles, and Agility IV requirements will be published in early 2022. Below you will find what the new course requirements will look like for Agility I-III and the specifications for the new obstacles.

Agility Course Requirements

Agility I (13 obstacles)

Mandatory Obstacles (4)

A-frame	15 points
Dog walk	15 points
Seesaw	15 points
Pause table	20 points

Tunnel and Barrel Obstacles (2)

Use two of the following or use one twice:

Open tunnel	15 points
Hoop tunnel	15 points

Hooper's hoops	15 points
Closed tunnel	15 points
Go-around-barrel	15 points

Jumps (7)

Use seven of the following – each may be used more than once:

Single bar jump	15 points
Bush jump	15 points
Panel jump	15 points
Log jump	15 points
Picket fence jump	15 points
Lattice fence jump	15 points
Window jump	15 points
Double ascending jump	15 points

Agility II (16 obstacles)

Mandatory Obstacle (2)

Weave poles	15 points
Tire jump	15 points

Tunnel and Barrel Obstacles (2)

Use two of the following. Can use one twice or use the tire jump a second time and substitute for one of the following:

Crawl tunnel	15 points
Open tunnel	15 points
Hoop tunnel	15 points
Hooper's hoops	15 points
Go-around-barrel	15 points

Motion Contact Obstacles (2)

Use two of the following:

Swing plank	15 points
Sway bridge	15 points
Rocker board	15 points
Seesaw	15 points

Stationary Contact Obstacles (1)

Use one of the following:

Dog walk	15 points
A-frame	15 points

Pause Obstacle (1)

Use one of the following:

Platform jump	15 points
Pause box	15 points

Jumps (8)

Use eight out of the following, each can be used more than once. One may be a winged jump:

Single bar jump	10 points
Bush jump	10 points
Panel jump	10 points
Log jump	10 points
Picket fence jump	10 points
Lattice fence jump	10 points
Window jump	10 points
Broad jump	10 points
Triple ascending jump	10 points

Agility III (16 obstacles)

At least 1 trap **must** be included. A trap is any numbered obstacle set in or beside the course path of the dog other than the intended next obstacle. The trap obstacles are positioned parallel to one another with their openings facing the same general direction and must be less than 10 but not closer than 2 feet.

Mandatory Obstacle (1)

Weave poles	15 points
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Contact Obstacles (3)

Use three of the following:

A-frame	15 points
Dog walk	15 points
Seesaw	15 points
Swing plank	15 points
Sway bridge	15 points
Rocker board	15 points

Tunnel and Barrel Obstacles (3)

Use three of the following. Can use one twice:

Crawl tunnel	15 points
Hoop tunnel	15 points
Hooper's hoops	15 points
Open tunnel	15 points
Closed tunnel	15 points
Go-around-barrel	15 points

Pause Obstacles (1)

Use one of the following:

Platform jump	15 points
Pause box	15 points
Pause table	15 points

Jumps (8)

Use eight out of the following, each can be used more than once. One or more may be winged jumps:

Single bar jump	10 points
Bush jump	10 points
Panel jump	10 points
Log jump	10 points
Picket fence jump	10 points
Lattice fence jump	10 points
Window jump	10 points
Broad jump	10 points
Triple ascending jump	10 points

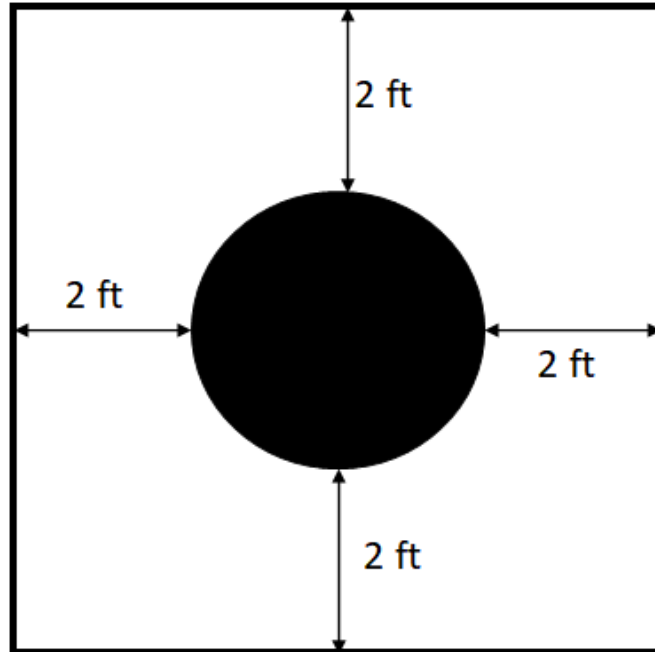
Obstacle Specifications

Go-Around-Barrel

This obstacle consists of one rigid plastic barrel (55 gallon) or collapsible cloth barrel, 18 to 28 inches in diameter, and at least 28 inches tall.

- The barrel can be striped with tape, stickers, or paint of contrasting colors to make it more visible to the dog. Logos are also permitted.
- The barrel must be weighted in place to prevent movement or tipping from wind or a dog bumping it. Sandbags should be placed inside the bottom of the barrel which should keep it in place on matting, artificial turf, or natural footing.
- On dirt or sod, the barrel may be held in place with stakes.
- A 2-foot guideline should be marked around the barrel with tape or chalk as done for the weave poles or pause box (used in Agility III and IV).
- The numbered course marker is placed in front or on top of the barrel from the approach in the natural path of the course. The marker is placed on the side of the barrel designating from which side the dog is required to approach and circle (in Agility III and IV).
- The course should be designed to allow between a 45° and 360° turn.
- Circling the barrel completely is not faulted if it is only done once.
- The dog must circle at least as far as indicated by the judge.

Guideline for Barrel



The guidelines are intended to keep the handler 2 feet away from the barrel. If barrel is placed near the edge of a course, in a corner, or in a location where the handler can't approach the barrel from all sides, not all guidelines are required.

Double Ascending Bar Jump

The Double Ascending Bar Jump consists of two ascending bars 48 to 60 inches in length where the back bar is positioned at the jump heights specified for the Single Bar Jump. The front bar lower as shown in the table below. Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted. The distance between the centers of the bars is as shown in the table below (within a ½-inch tolerance).

A Triple Ascending Bar Jump standard can be used with the lowest bar removed to create the Double Ascending Bar Jump. It can also be assembled from two Single Bar Jumps.

If assembled from bar jumps, an allowance can be made for the 12-inch jump height class lower (8 inches) bar if needed.

Dogs must jump over the top bars without displacing either one, in the direction that starts with the lowest bar. Same requirements and scoring as the Single Bar Jump in each level.

Jump Height Class	Bar Jump Heights	Bar Spacing
8 Inches	6, 8	4 Inches
12 Inches	9(8 allowed), 12	6 Inches
16 Inches	12, 16	8 Inches

Triple Ascending Jump

Triple Bar Jump. The Triple Bar Jump consists of a series of three ascending bars 48 to 60 inches in length. Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height. The table below lists the heights of the tops of the bars and the horizontal distance between the centers of the bars.

It may be built or purchased as Triple Ascending Jump Standard or add on standard that clips to a single bar jump. It can also be assembled from three Bar Jumps.

If jump is purchased, it should be to AKC standards. Other types may not meet Kansas 4-H height requirements. If assembled from bar jumps, an allowance can be made for the 12-inch jump height class middle (8 inches) bar if needed.

Dogs must jump over all the bars without displacing any, in the direction that starts with the lowest bar. Same requirements and scoring as Bar Jump in each class.

Jump Height Class	Bar Jump Heights	Bar Spacing
8 Inches	4, 6, 8	4 Inches
12 Inches	6, 9 (8 allowed), 12	6 Inches
16 Inches	8, 12, 16	8 Inches



Jump Wings

Jump wings must be between 15- and 24-inches wide. Wings must be between 26- and 42-inches tall and can be angled. Wing frames may be made of PVC or wood. Wings may have lattice, PVC or cloth in the center. It is recommended that any wings used outdoors be built so that the wings do not catch the wind. Wings may either be freestanding or attached to the upright of a jump. The combined width of a bar jump's upright and wing may be no more than a maximum of 30-inches. Wings can be placed on single bar jumps, lattice jumps, picket jumps, brush jumps, panel jumps, and triple ascending jumps. If used on the ascending jumps, they should be positioned nest to the highest bar. Jump wings must be used for backside jump requirements.



Rocker Board

This a motion obstacle is a motion obstacle with a fulcrum on the ground that allows the board to rock from front to back. The board should be between 44-48 inches long and between 22 to 24 inches wide. The surface of the board must be covered with a non-skid material. The bottom of the board must have a rocker type rounded structure that allows the board to move front to back, mimicking a seesaw when the dog steps on it. Board must return to original position when dog leaves the board. Two standards must be used on the sides of the board. The rocker board may be purchased or constructed provided that it meets the above standards.

Acceptable design options are shown in the photos below.



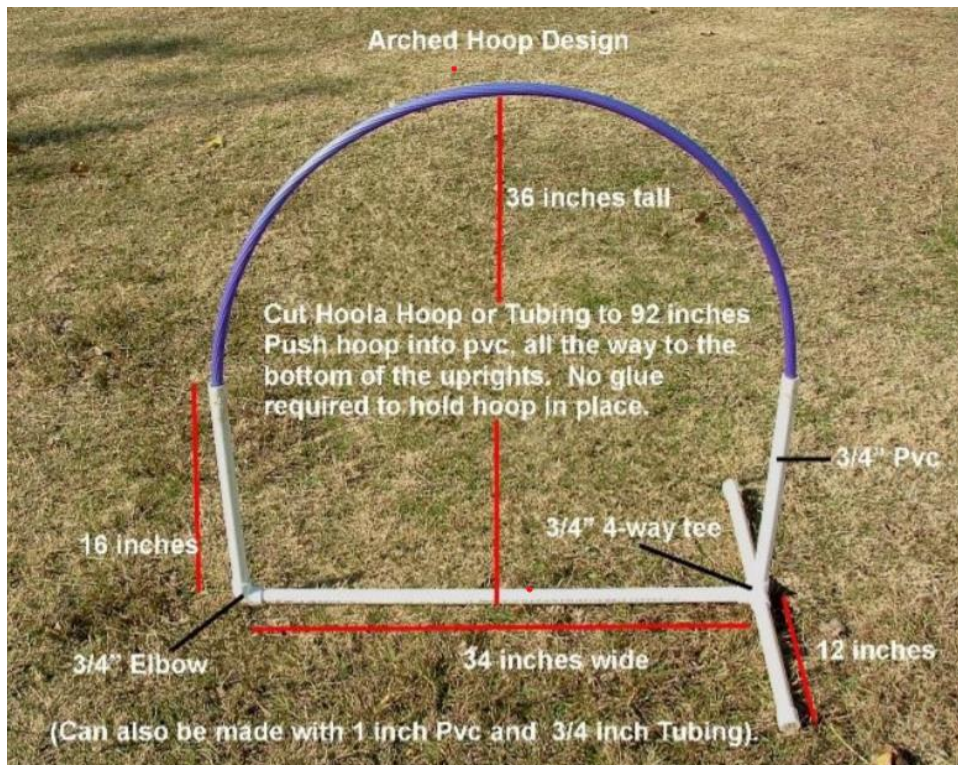
Rocker type fulcrum



Bottom of rocker board

Hooper's Hoops

The height of the hoops should be 36" and the width is 34"-36". The hoop is constructed of two pieces, the base and the hoop. The base of the hoop should be 34"-36". There should be support feet extending 12" in each direction on one side and uprights that are 16" tall. The base is made from 3/4" schedule 40 PVC. The "hoop" part is made from hula hoops or 1/2" PEX pipe material that is 92" long and is inserted into the 16" base uprights. It can also be made with 1" PVC and 3/4" PEX pipe. The PEX pipe is pushed in until it contacts the bottom of the hoop base. The top of the rounded hoop should be 36" tall. The support feet can be attached using a 4-way PVC tee or using 2 3-way tees connected with a small PVC segment.



feet to the hoop



Hooper's hoops example