

# Agility briefing for: Judge Kristine Schmidt

## LEASHES AND COLLARS

Dogs MUST enter the ring wearing a leash held by the handler and MUST exit the ring wearing a leash held by the handler. Once inside the ring, handlers may remove the leash (and collar if desired) and either drop it to the ground, carry it folded in their pocket or tied around their body. **If you plan to run with your leash, leash must be folded in your pocket or tied around you BEFORE you leave your dog on the start line.** Also, the leash is taken off the dog at the start line and place back on the dog at the finish line. If the dog runs in a collar, that collar must be a plain, buckle or snap collar. Stitching on the collar is allowed; all other attachments are not allowed. Dogs may NOT enter the ring wearing a collar that is not approved on AKC show grounds.

## DOG PERFORMANCE

Dogs must complete all obstacles in order to be eligible for a qualifying score. If the next correct obstacle is a contact obstacle, and the dog exits that obstacle without being on the descent side of that obstacle, a "R" fault will be recorded and the handler may immediately ask the dog to reattempt that obstacle. If the next correct obstacle is a table, once the dog is on the table in any position, I will begin the five second count "Five, Four, Three, Two, One, GO". All dogs MUST remain on the table until the word "GO" is completed. If the dog leaves the table during the count, the handler should put the dog immediately back on the table and the count is repeated from the start. If the dog leaves the table during or before the end of the word "GO" is completed, the handler should not put the dog on the table but rather continue on to the next obstacle. In both instances, the team incurs a "T" and "F" call.

The next team may enter the ring at the obstacle indicated on the SCT sheet posted by the entry gate and posted on your course map. What I want to see is when I visually confirm the team has finished and the dog is in control and being leashed, I will turn my head to the start line and I want to see the next team ready. **Please wait for the "GO" or "READY" before you leave your dog on the start line.** If handler or dog or both take the first obstacle before the "GO" or "READY", the team will incur an "E" fault. If you are not sure you heard the "GO" or "READY", ASK……. Also, be smart, if the dog before you is running around the ring and the handler does not have control of the dog, WAIT to enter the ring.

## LEAD OUT ADVANTAGE

As per AKC regulations a handler may take **ONE lead out advantage** in a class. This means that once the handler leaves the dog on the start line and walks past the first obstacle, they may not perform this action (the lead out) again in the class. If the handler walks back to their dog, they must run with the dog past the start line. A second attempt of the lead out advantage will result in a non-qualifying fix-n-go performance.

## FNG (Fix' N Go)

Handlers may take advantage of the Fix 'N Go option ***ONE*** time during their run in any class. This option allows handlers to repeat any obstacle or sequence of obstacles on course. Handlers may also opt to go back 2-3 obstacles on their approach to the "fixed" obstacle. Handlers may touch the dog and/or the equipment while "fixing" the obstacle. Handlers may use a 4$^{th}$ attempt at the weave poles as their "fix". Handlers may opt to do a second lead-out at the start line as their "fix". Handlers may position their dog back on a contact as their "fix". Using the Fix 'N Go option results in a non-qualifying performance. Once the handler has used their Fix 'N Go option, the max course time horn will sound at 45 seconds for a Jumpers course and T2B, 60 seconds for a Standard course and max course time for FAST, at which time the team must leave the ring.

## FEO (For Exhibiton Only)

Handlers may take advantage of the "For Exhibition Only" option in any class. Handlers wishing to use this option MUST declare so before beginning their run by marking FEO on the gate board so the scribe sheet is marked appropriately. Upon entering the ring wait at the start line and announce FEO or hold up your toy so the judge knows it is a FEO run, make sure the judge acknowledges your declaration. Handlers running FEO may bring a toy into the ring as long as the toy does not leave the handler's hand at any time. **Toys on extremely long ropes (3ft+) or sticks are not allowed. Toys that make noise are not allowed.** Always keep in mind the next dog on the line or the dog running in the other ring and how your run may be affecting theirs. The course time for a FEO run is 45 seconds unless maximum time for the class and height is less then 45 seconds. Time will start once the handler takes the leash of their dog. The leash must be removed from the dog at the start line and placed back on the dog at the finish line. Once you hear the timer horn, please proceed to the exit as quickly as possible.



At no time are treats allowed in the ring, including handler's pockets. This includes walk thrus.

During the walk thru, exhibitors may not move any obstacles or equipment including obstacle numbers unless directed by the judge or a course builder.




### FAST BRIEFING

Here are some reminders about the FAST class:

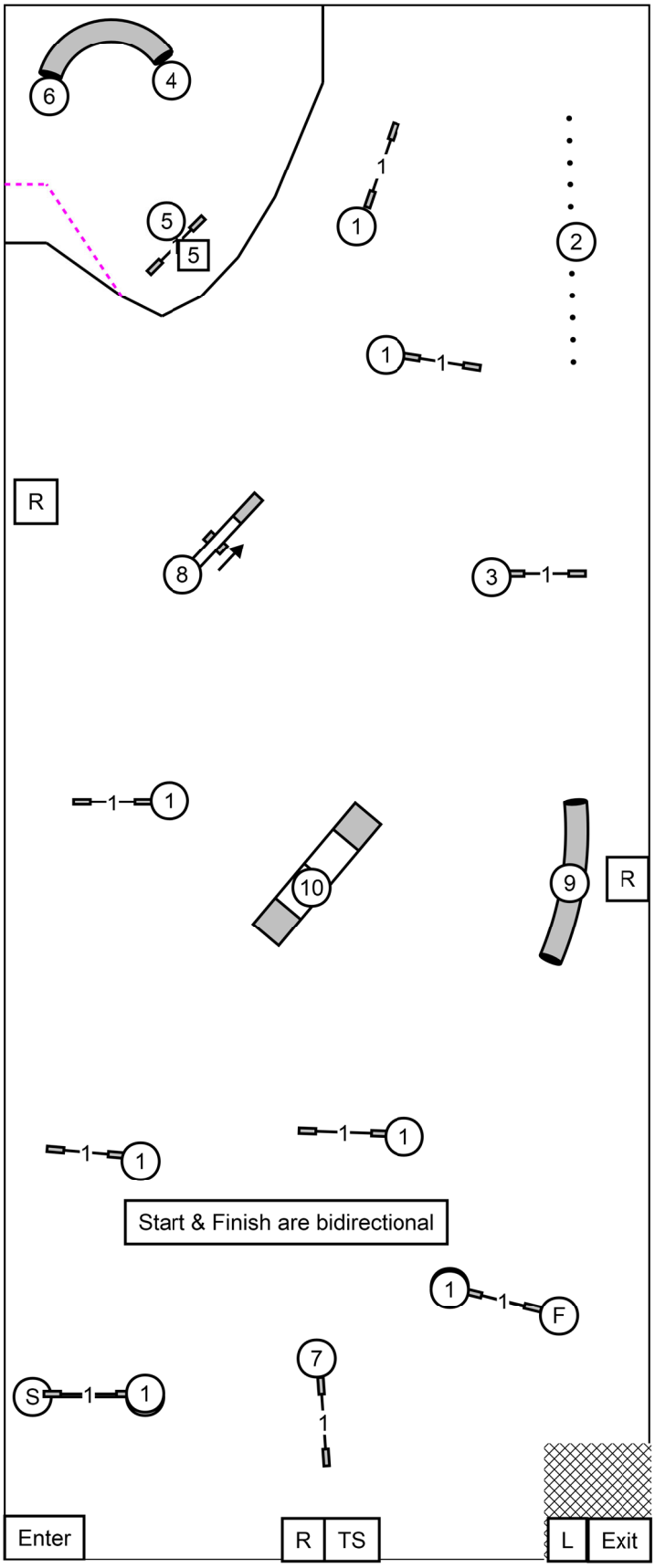
1) Once the horn sounds, make your way to the finish as quickly and efficiently as possible. Do not ask the dog to take any obstacles along the way to the finish unless the dog chooses to take an obstacle directly in their path.
2) The finish is an obstacle that is ALWAYS bi-directional.
3) The start may be an extended, imaginary line or a single obstacle. That obstacle may be bi-directional or uni-directional and will be marked on your map.
4) Do not lead out until the timer sounds the "GO" or "READY" button. Time starts once the dog crosses the start line or start obstacle. Time ends when the dog takes the finish obstacle.
5) Once the dog commits to the first obstacle in the send bonus, the handler must be outside the send area and must not cross the send line until the dog completes the final obstacle. "Completion" means all four of the dog's feet have touched the ground after performing the last obstacle in the bonus.
6) A failed bonus may not be repeated for a qualifying score.
7) Only one lead out advantage may be performed, any additional lead out advantages will result in a Fix'N Go run
8) Positioning your dog back on the contact zone of a contact obstacle will result in a Fix'N Go run.
9) Touching the equipment during the run will result in a Fix'n Go run

Good luck and remember to enjoy your run, every run is a training experience with your loyal companion. It may go well or not, focus on the good parts and work more on the rest.

Krusin Kanines Agility Club
Judge: Kristine Schmidt

# FAST All Levels

Friday October 23th, 2026

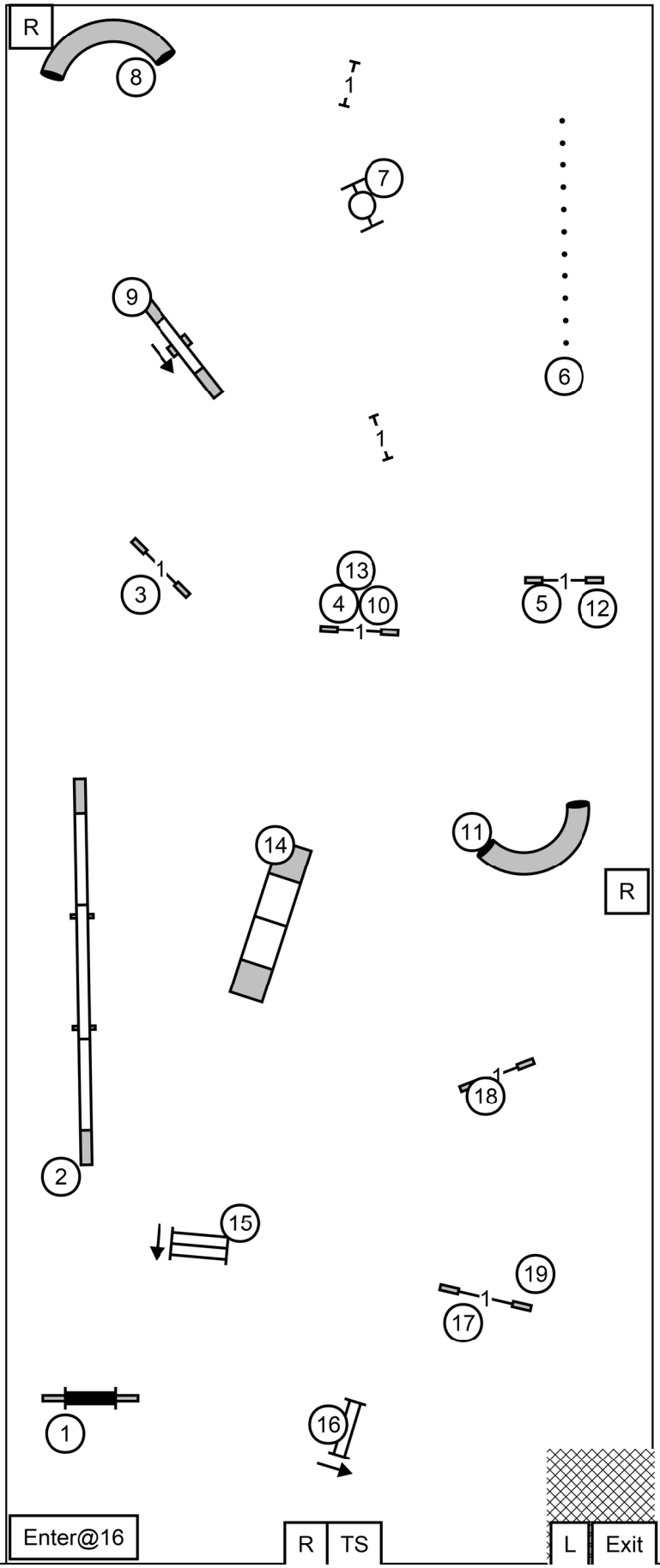



Send: E/M 4 to 5 to 6 behind solid black line
Open 4 to 5 behind solid black line
Novice square 5 to 6 behind dotted pink/solid black line

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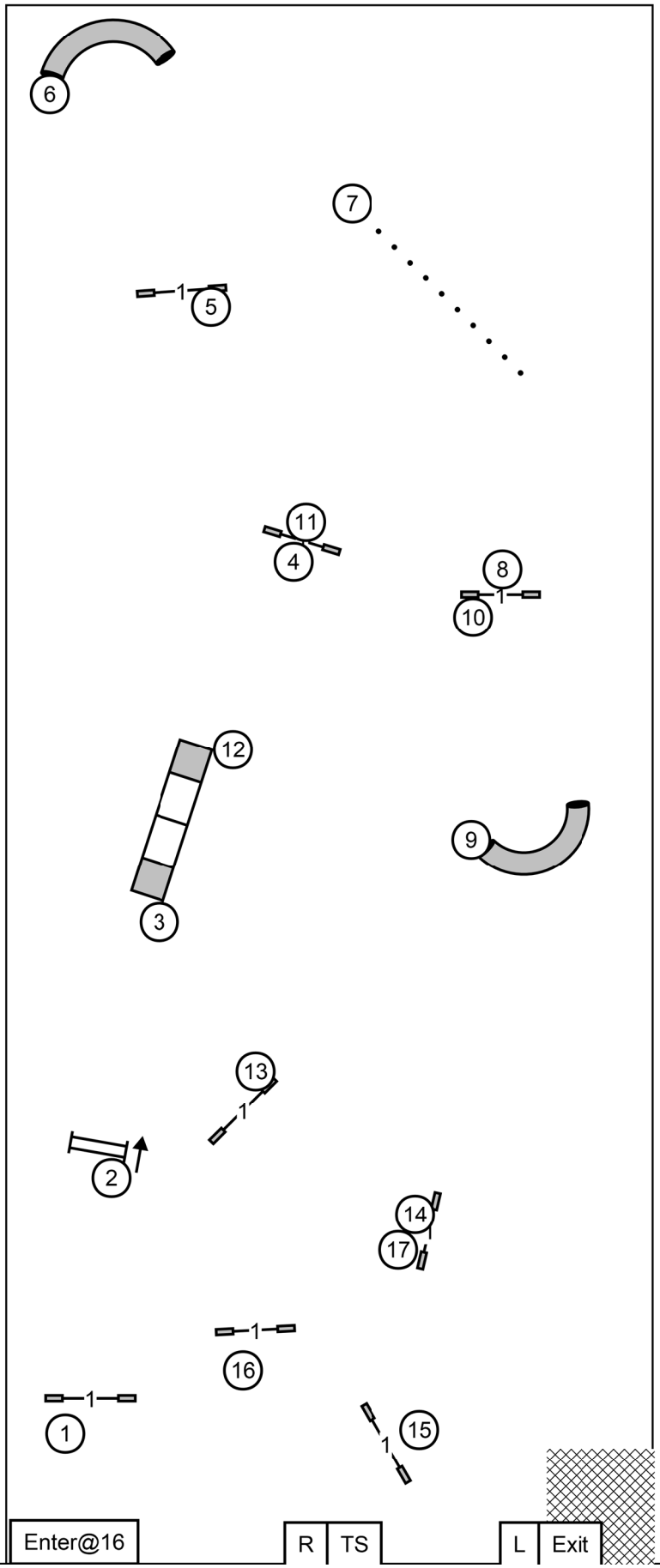
# STD Excellent/Masters

Friday October 23th, 2026



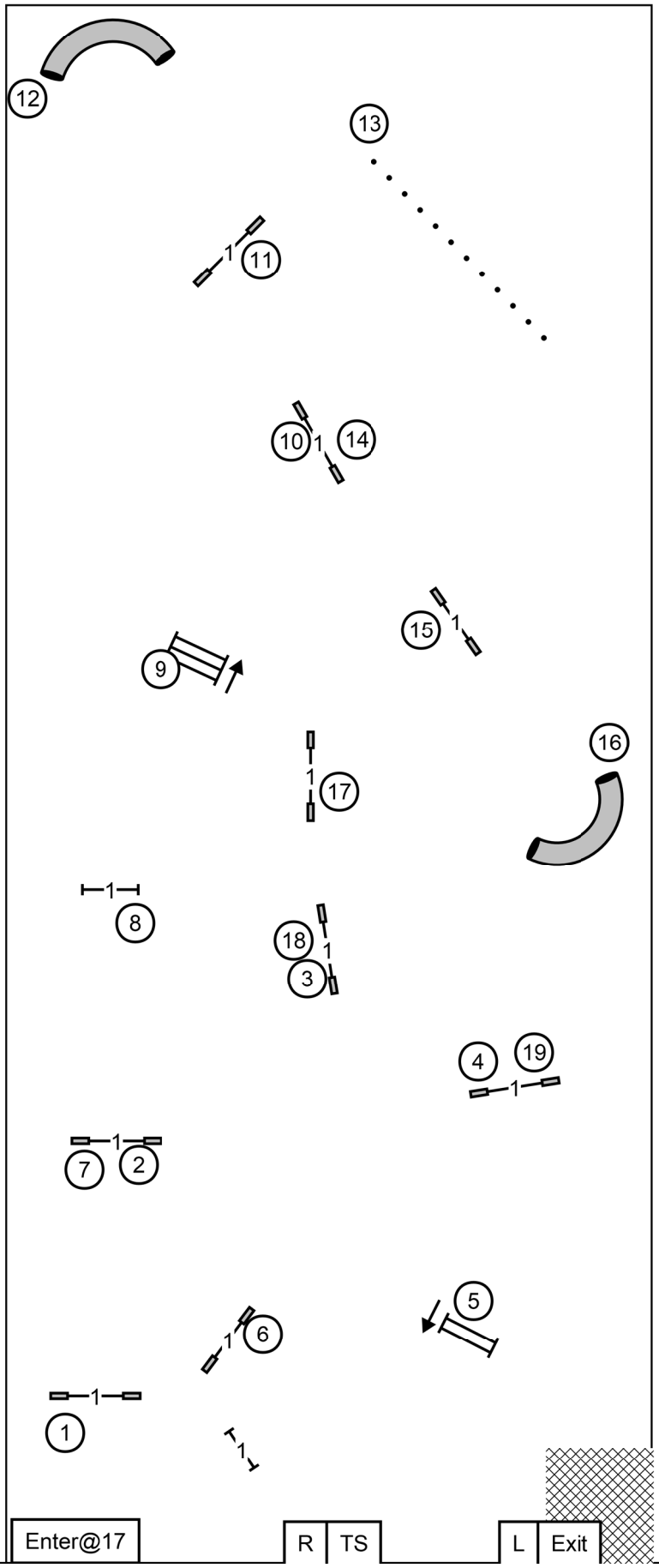
Krusin Kanines Agility Club **T2B**

Judge: Kristine Schmidt Friday October 23th, 2026



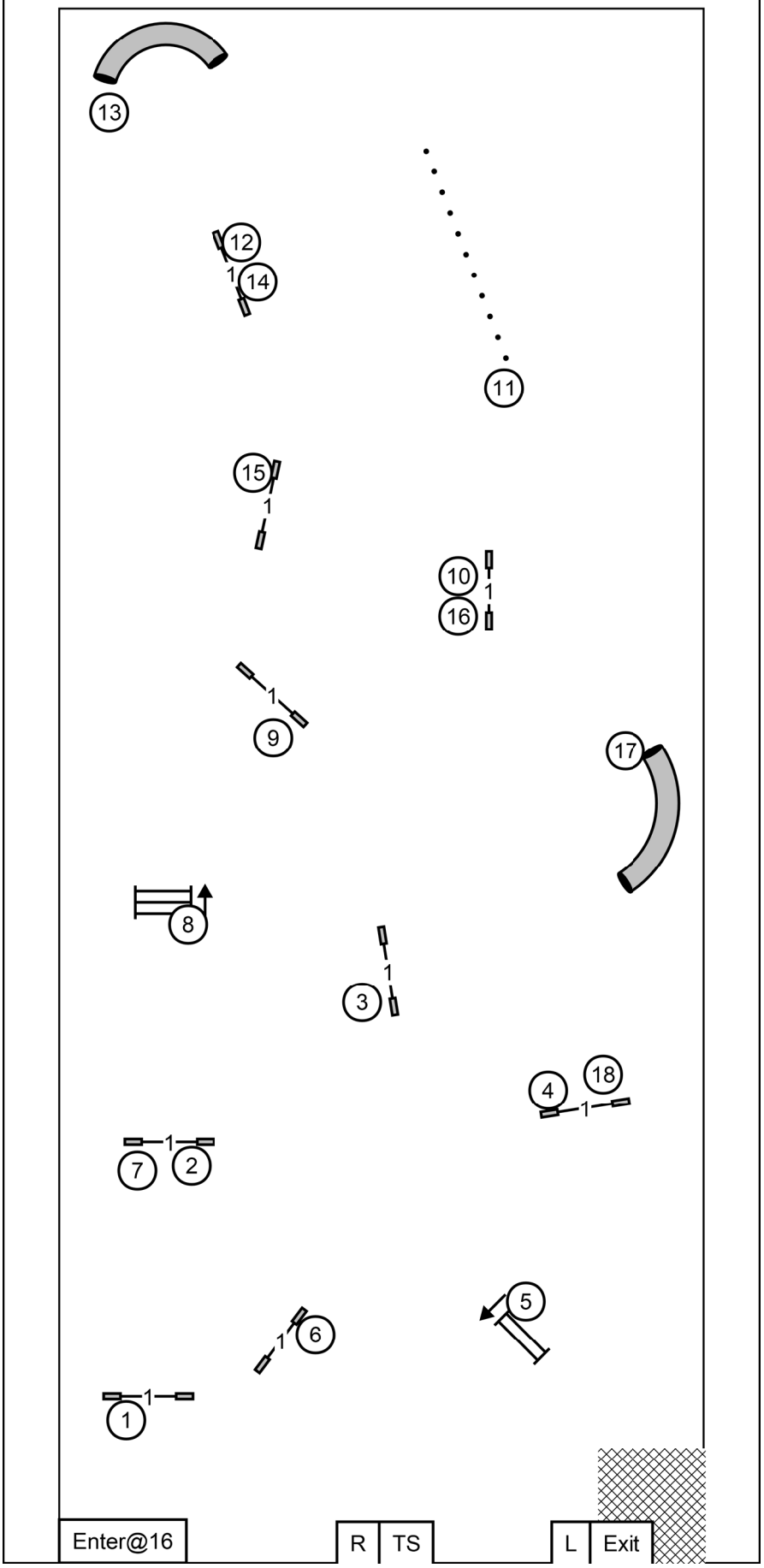
Krusin Kanines Agility Club **JWW Excellent/Masters**

Judge: Kristine Schmidt Friday October 23th, 2026



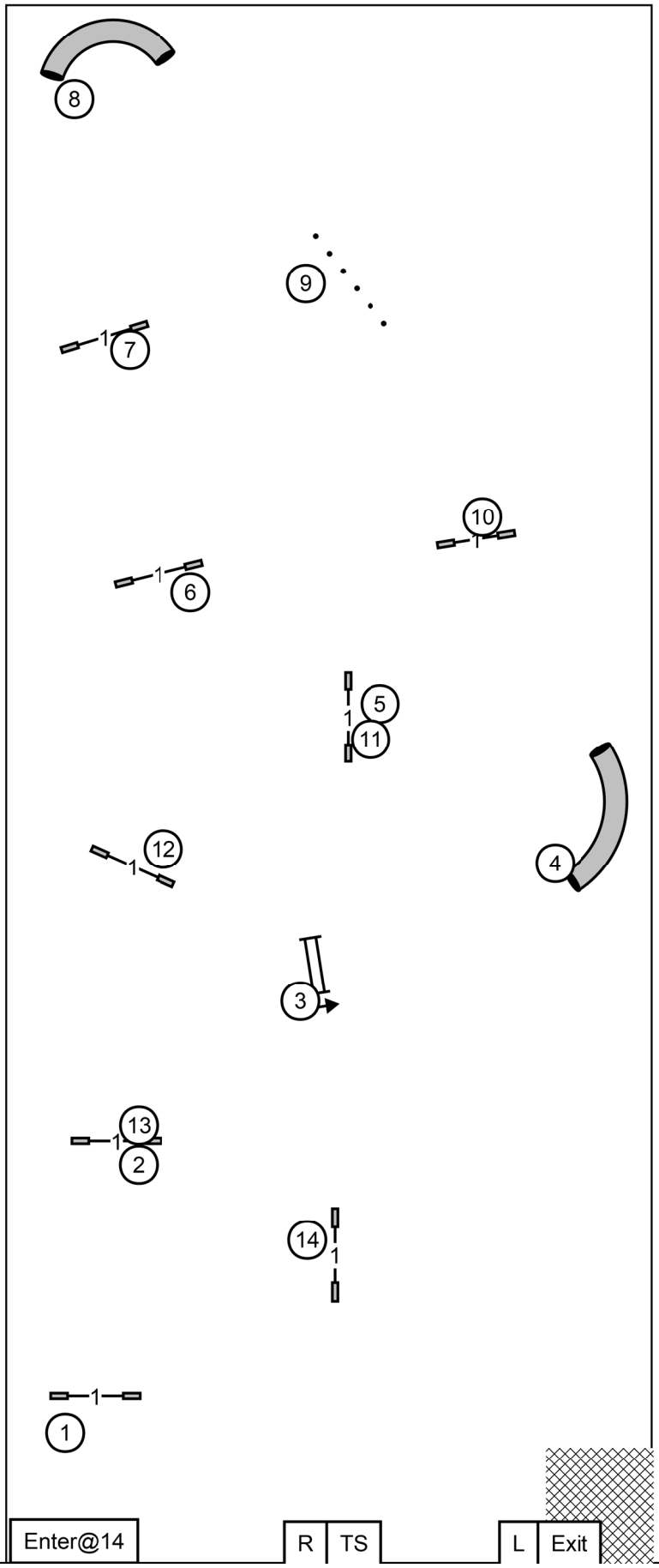
Krusin Kanines Agility Club **JWW Open**

Judge: Kristine Schmidt Friday October 23th, 2026



Krusin Kanines Agility Club **JWW Novice**

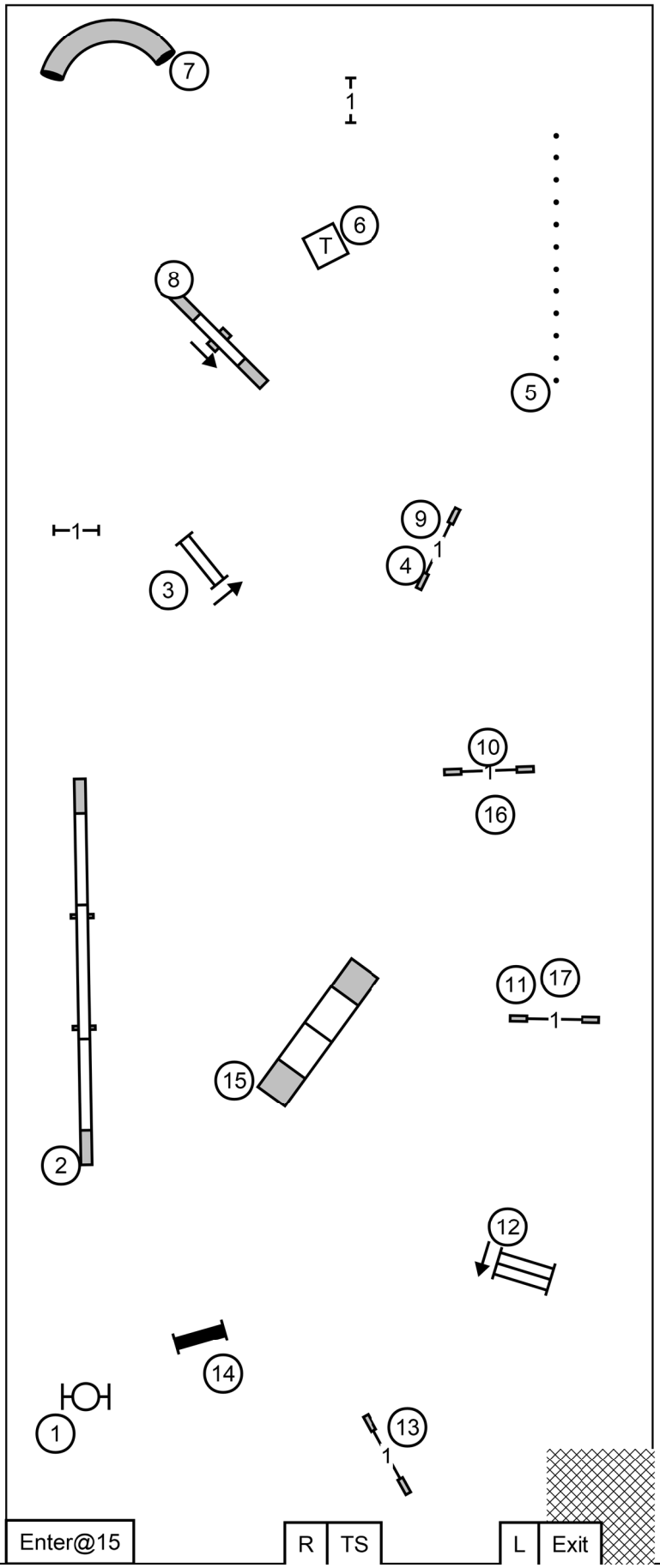
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Krusin Kanines Agility Club
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# STD Open

Friday October 23th, 2026



Krusin Kanines Agility Club
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# STD Novice

Friday October 23th, 2026

