

CLASS DESCRIPTIONS

FEO (For Exhibition – or Experience or Entertainment – Only)

Open to all dogs, 18 months of age or older, as described within the current AAC rules. The handler can choose to enter a dog FEO in any category, any class and/or any level or jump height but they will not be competing for placements or titles and the results will not be reflected on the dog's permanent record. See FEO rules under "Notice to Exhibitors".

Regular Division

Open to all dogs, 18 months of age or older, as described within the current AAC rules.

Specials Division

Open to all dogs but intended for dogs which are of a size or stature that limits their jumping ability. A dog may no longer compete in standard classes after being entered at an official trial in any Special class. However, they are eligible for the Veteran class level.

Veterans Division

For dogs seven years of age or older that are currently competing in any Standard Agility Class and for dogs five years of age or older which have competed in the Specials Agility Class for a minimum of one calendar year.

Junior Handler Division

Open to handlers under 18 years of age, as described within the current AAC rules, with a valid **Junior Handler Number**. Junior Handlers may run under Junior Handler rules or under regular rules. If under JH rules, titles are awarded to the Junior Handler, not the dog and the dog **MUST** jump one height lower than their Regular height or, if already competing at a lower height, they may jump one height lower than they are currently competing at.

Standard Class

Standard agility classes demonstrate the dog's ability to perform the minimum equipment & handling requirements of the various performance levels (starters, advanced, masters).

AAC Challenge demonstrates the dog & handler's ability to manoeuvre, at speed, through a standard course designed more to world & international levels

Games Classes

Snooker demonstrates the handler & dog's versatility as they work together against the clock. The object of the game is to accumulate as many points as possible in the opening and closing sequences within the allotted time.

Gamblers demonstrates the handler's strategy and the dog's ability to work at a distance from the handler. The object of this game is to accumulate as many points as possible during the opening sequence and successfully complete the gamble.

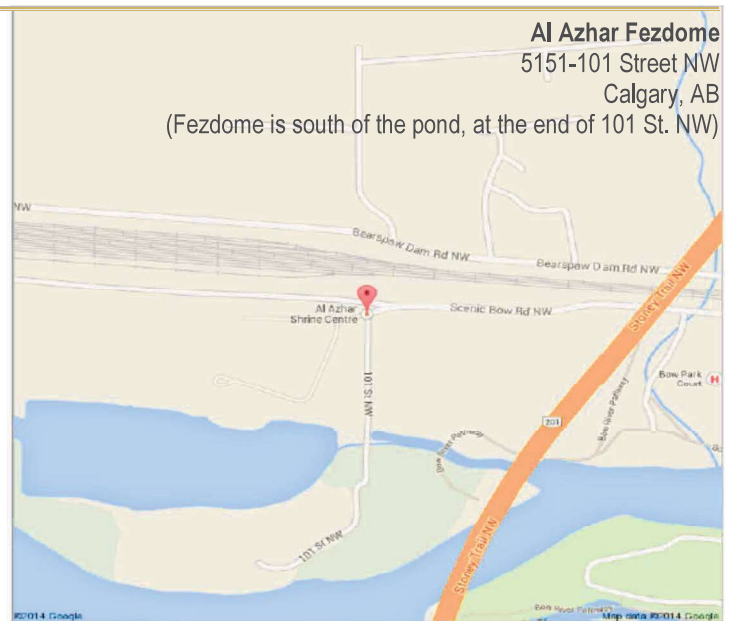
Jumpers demonstrates a dog's natural jumping ability. The dog is required to complete a course comprised of hurdles and tunnels as prescribed by the judge.

Team Relay consists of 2 dogs, each with a different handler. The game demonstrates team spirit, strategy and sportsmanship.

Steeplechase demonstrates the dog's ability to run and jump at speeds while maintaining control on the A-frame and weave poles.

VETERINARIANS

1. **Calgary North Veterinary Hospital & Emergency Service**
4204-4th Street NW
403-277-0135
Open 24 hours
2. **Western Veterinary Specialist & Emergency Centre**
1802-10th Avenue SW
403-770-1340
Open 24 hours



Course Set Up, Benching, Check-In, Measure-In

12:00 - 1:00 will be for setting the course, check & measure in. Right after the last dog runs, equipment needs to be put away as expeditiously as possible & many hands will make light work. These can only be short, fun afternoons if everyone helps. Thank you in advance!

We need your help to make these trials fun & fast!

We will have a volunteer sign-up sheet available at check in.