



Rules and Regulations

- As of June 2024 -

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GENERAL REGULATIONS

Our Mission:

To provide an environment where dog and handler teams working through the challenges of high distraction and managed reactivity can partake in sport with friendly competition. We acknowledge that many dogs and their families have worked through big challenges unique to themselves and RAD Agility League seeks to celebrate their personal achievements by celebrating their extracurricular sport achievements too! The trial environment of a RAD Agility League trial is intended to be safe and controlled with minimal exposure to potential triggers and distractions.

Dogs and Handlers Eligibility:

**** Reactive and Distracted Agility is intended primarily to provide a safe trial space for dogs that have historically struggled through environmental stimulus resulting in reactivity, distraction, disengaging from the handler, and fear. ****

Any dog that is healthy and at least 18 months old can compete in a RAD Agility trial. Dogs do not need to be registered with RAD prior to competing in a trial. They can sign up to run, but if they would like results to be saved and processed, full registration must be completed by end of the final day of the trial.

Dogs that are ineligible to run are dogs that are injured or unable to perform in such a way that impacts their overall safety, dogs that are ill, dogs that are outwardly aggressive towards people and dogs, and dogs that are under the age of 18 months.

Bitches in season MAY NOT participate in trials. If you have entered your dog and they come into heat, you will be immediately asked to leave without refund. It is your responsibility to know the cycles of your dog and plan accordingly.

No dogs apart from the registered and competing dog are allowed to be on the trial grounds. This is to ensure that distractions and triggers are kept to an absolute minimum.

RAD Agility League does reserve the right to refuse membership, licensing, entries or registration and impose handler and or dog bans including revoking RAD membership for breaking RAD rules.

Exhibitors are to be kept to a bare minimum. Only one additional person per dog's household may be in attendance, this includes children. If a child is on premises it is asked that they remain near their dog's crate, in their car, and under immediate supervision of their guardian. Dogs that are not competing are not allowed on site. This is to keep distraction and triggers at the trial site to a minimum. Due to the nature of the dogs participating in this venue, every

consideration is to be made by all competitors to enable a safe and relaxed environment for their fellow handlers and dog teams. Anyone seen hampering the flow of the trial or causing an extreme disturbance to other dogs exhibiting will be asked to leave the immediate premises.

No smoking or vaping is allowed on or near the trial site within 100 feet. Dogs that are reactive in their crates during down time, or struggle being in a crate in general, will be asked to crate from the car or to be walked outside for the duration of the trial while it is not their turn. This includes the time during briefings as well.

Registration:

Registration for membership can be completed via event registration forms or online via www.ReactiveAndDistractedAgility.com
Registration for both dog and handler is lifelong.

Club and Private Training Affiliation:

Please contact Meagan at info@reactiveanddistractedagility.com to learn how to host your own RAD trial!

Payment of Fees:

Registration and show entries may be available to enter via online or by mail. Please consult trial premiums for details. By submitting registration for your dog, yourself, and/or an event, you agree to pay. Payment must be received by the day of trial. If payment is not received by the day of trial, you will not be permitted to participate on the day of. You will not be able to enter future trials until payment has been completed.

Refund Policy:

Entry fees will only be refunded if trials are canceled under the discretion of the trial host (i.e. family emergency, illness, etc.) Elements causing closure that are not under the direct control of the trial host will not be refunded (i.e. "acts of god", government shutdowns, weather emergency, pandemic, etc.) The latter cancellations will take entry fees and apply them to future trial entry cost for each entrant.

RAD AGILITY TRIALS

Environment:

Every attempt should be made to create a welcoming and safe environment for dog and handler teams by the trial host, trial workers, exhibitors, and attendees.

Due to the nature of the dogs participating, the goal should not be to have a high volume of competitors. The goal should always be to provide a quality experience for competitors and their dogs, with the emphasis of care and concern being for the dogs participating.

Trial Site:

RAD Agility trials shall only be conducted in single ring facilities OR one fully enclosed ring.

RAD Agility trials may only ever be single trial events with one dog ever running at a time. The ring should be completely enclosed, with absolute MINIMAL potential for escape by dogs.

- Use of xpens, blinds, accordion gates, or other manner of buffer should be used around the entry/ exit points if necessary. A trial worker should be present at these locations in order to intervene should a dog attempt to leave the ring.

The ring should be enclosed by non-permeable fencing or wall. No dog of any size should be able to get through or between the ring walls. Temporary fencing, moveable blinds or accordion gates are not sufficient. Permanent structures ONLY are to be considered. Gates, walls, and structures surrounding the ring should be at least 36" tall.

If a dog is to escape the ring, other dogs and handlers should not be immediately accessible (within reason). Crating at the trial site shall be in spaces not immediately adjacent to the competition ring. The open outdoors should not be immediately accessible to a dog that may escape.

While competing it is necessary that other dogs are not visible by the active dog in the ring. Audible triggers are expected to be tolerated so long as they are not immediately adjacent to the ring or egregious. Excessive barking, talking, yelling, or other audible distraction are to be dealt with according to trial management.

Crating space shall be provided for dogs that can be comfortably crated in an area not immediately adjacent to the ring. Crated dogs shall not be visible to competing dogs. The actively competing dogs shall not be visible to the crated dogs. Sounds will travel and should be tolerated or worked through by dogs waiting their turn. Crated dogs that are barking and do not stop will be asked to leave the crating space.

Competitor Conduct:

Competitors are expected to behave in a manner consistent with the mission statement of Reactive and Distracted Agility with the empathy and consideration their own dogs will receive. Competitors are responsible completely for controlling and managing their dogs throughout the trial site.

All dogs shall remain on leash at all times while not actively competing or in the ring. Dogs will enter the ring on leash, and exit the ring on leash. Failure to do so will result in disqualification of their run. All dogs shall either be away from the active ring or crated. Loitering in hallways or passive areas adjacent to the ring shall not be permitted. Exhibitors are allowed to bring one additional person per household. Minors under 18 are not allowed to be in control of the dogs at any point. Minors shall be under immediate supervision at all times. If a competitor has a minor with them, when competing that minor shall be in the ring with them standing out of the way. Minors may run the dog for their run with their parent or guardian in the ring with them.

Unsportsmanlike conduct will not be tolerated and competitors who display such behavior will be asked to leave without refund of their entry fees, along with their account being permanently marked for future reference. Complaints against competitors must be provided to the trial host or judge while not actively judging.

Unsportsmanlike conduct includes:

- Scruffing the dog
- Harsh verbal or physical corrections of the dog
- Snapping of the leash, jerking the leash

Competitors will respect the calls made by a judge as final, unless concerns or questions are raised before exiting the ring on their turn. Once a competitor leaves the ring, the results are final. Competitors are not allowed to show video or pictures to judges for review. Competitors are welcome to ask the judge about a call prior to exiting the ring. Once they leave the ring, the call is final.

Runs

Each dog and handler team will be given 3 minutes for their run. Use of this time is up to the competitor and is intended to provide enough time to get their dog comfortable, to set aside food or toy rewards in the designated reward zone, to attempt the run once, and to reward and prepare to exit. You can scan the course before starting but you cannot walk it again.

Any food rewards shall be given to the dog outside of the ring or within the boundaries of the reward zone. Food fed outside of the reward zone results in an immediate elimination.

Competitors will receive a 30 second warning in order to stop, reward the dog, collect rewards, leash the dog, and exit.

Dogs must run without collars or harnesses on.

Any obstacle taken prior to taking the actual starting obstacle, will result in an Elimination.

Reward Zone and Training Runs

Every trial shall provide a space off the course, but inside the ring, in which to store toys and food rewards by a handler. While the dog is running these rewards shall not be accessible if the dog is to leave the handler.

- If the dog is to gain access to this space during their run, this will result in an Elimination.

The reward zone may be accessed by the handler in order to reward the dog. Food rewards must be provided to the dog and consumed by the dog **INSIDE** the space prior to returning to the course. Handlers are responsible for ensuring food is not left behind on the course. Toys and food may be provided prior to a run beginning. Any use of the reward zone once a run has begun (the first obstacle taken) results in an E, but also a happy dog - so don't feel bad using it!

You may treat your runs as training runs and use the time available to you to work on whatever you want to. You may do this with a toy in hand, but not with food. Food rewards must follow the above Reward Zone rules. Please alert the judge to your intention **BEFORE** you start training or running.

Schedule of Classes

All RAD trials must follow the following format:

Each class must provide 6-8 minutes for group walk through, and 3 minutes per dog.

The first 6-8 minutes is for the walk-through of the 6 to 8 handlers (MAX!) registered for that class. Each handler will have 3 minutes to complete their run and exit the ring.

It is vital that numbers be managed in order to provide a comfortable environment with minimum traffic and distraction.

Holding RAD Trials

Every RAD trial manager should provide the following:

Copy of the briefing schedule and running order and schedule in person or online

Copy of the RAD rules and regulations in person or online

RAD registration forms and day of show entry forms (unless available online)

Scribe sheets and scoring materials (to be kept for up to 3 months after a show)

Secretary area for storing of running sheets, results, and ribbons (ribbons **MUST** be provided)

Adequate toilet facilities and drinking water for dogs and humans

Adequate pottying and exercise areas for the dogs with ways to dispose of waste

Rubbish & recycling collection and disposal

Adequate parking

Safe and appropriate ring surface (artificial turf, grass, or padded rubber)

Electronic timing devices

Measuring wheel

Backup timing devices and whistles
Equipment complying in full to RAD regulations
First Aid and supplies

Entries and Premiums

All Competition Schedule Premiums will be available online and may be available to enter and pay online through the RAD web page or through the trial directly.

The following items must be included on all Premiums online or paper copies:

RAD Logo and hosting Club logo
Dates of the show
Opening and Closing date of entry for the show
Capping Levels (ALWAYS 6 dogs per class)
Schedule of classes and entry fees
Name of training center, individual, club and directions to the location
Name of show manager & secretary
Official RAD entry form and registration form (or online location)
Disclaimer Statement on venue and surface
Description of each class offered
Jump heights
Name of Judge

JUMP HEIGHTS AND OBSTACLE REQUIREMENTS

RAD will adhere to the following obstacle heights and jump heights. (Dog's height is a perpendicular line from the highest point of the dog's withers to the ground.)

Regular Height Option

Regular Jump Height	Dog's Height	Long Jump (MAXIMUM)	Number of Units	A-Frame Heights
8	12" and under	16"	1	5'1"
12	15" and under	24"	2	5'1"
16	18" and under	32"	3	5'6"
20	Any over 18"	40"	4	5'6"

Relaxed Fit Option

The Relaxed Fit Option is designed for dogs recovering from injury, new dogs, older dogs, or dog breeds/body shapes that may struggle with regular height. Dogs in the Relaxed Fit option can jump one or two jump heights lower than their regular height and will perform the lower option for the A-frame (5'1"), one less board for the long jump, and will not include spread jumps on course. If a competitor chooses to run Relaxed Fit in one class, they must run Relaxed Fit heights in all classes they have entered in for the same trial.

If a dog changes jump height within a particular class, including changing from Relaxed Fit to Regular or vice versa, the gains made at the changed height will still count toward the title under the separate programs.

**Qualifying runs in Relaxed Fit do not count towards a title in the Regular height program.

**However, qualifying runs in the Regular height do count towards gains in the Relaxed Fit program if you decide to change DOWN in the future.

Obstacle Performance Requirements

A-Frame

The dog must approach in a straight line on the side designated by the judge and course design unless stated otherwise. If the dog loads onto the A-frame on the descending side, this will be a refusal. The dog will ascend the ramp, climb over the top, and descend to the other side landing

at least one paw into the contact zone. If a dog turns around or bails from the A-Frame BEFORE passing the apex and beginning the descent, this will count as a refusal and not a fault. A fault is the result of the dog exiting the obstacle without touching the contact zone once they have started the descent. If a dog exits the obstacle and returns to it, this will result in an off course.

Teeter

The dog must approach in a straight line on the side designated by the judge and only in the direction the teeter naturally permits. The dog must load onto the teeter before the apex and before the point of tip. If the dog loads onto the teeter on the descending side, this will be a refusal. The dog will ascend the seesaw, climb down across the apex, and descend to the other side landing at least one paw into the contact zone. If a dog turns around or bails from the teeter BEFORE passing the apex and beginning the tip, this will count as a refusal and not a fault. A fault is the result of the dog exiting the obstacle prior to it making contact with the ground while the dog is still on it, AND also if the dog exits without touching the contact zone. If a dog exits the obstacle and returns to it, this will result in an off course.

Dogwalk

The dog must approach in a straight line on the side designated by the judge and course design unless stated otherwise. If the dog loads onto the dogwalk on the descending planl, this will be a refusal. The dog will ascend the ramp, climb over the top, and descend to the other side landing at least one paw into the contact zone. If a dog turns around or bails from the dogwalk BEFORE passing the apex and beginning to walk the plateau before the descending ramp, this will count as a refusal and not a fault. A fault is the result of the dog exiting the obstacle without touching the contact zone once they have started to cross the plateau. If a dog exits the obstacle and returns to it, this will result in an off course.

Single Bar and Spread Jumps

All jumps must be passed through in the direction designated by the judge and course design unless stated otherwise. A dropped bar will result in a fault. Passing under the bar or around the jump will result in a refusal.

Tire Jump

The tire jump must be passed through in the direction designated by the judge and course design unless stated otherwise. Passing through the frame but not the tire, or going around will result in a refusal. Displaced straps or broken tires will result in a fault. If a dog passes through the sides of the tire resulting in a refusal and displaces safety straps or breaks the tires, this will result in an elimination because they cannot be replaced.

Long Jump

The long jump must be completed in the direction designated by the judge and course design unless stated otherwise. Tipped planks will result in a fault. Knocked side poles will not result in a fault. If the dog walks on or in between the planks, this will result in a fault.

Weaves (12)

Weave poles must be entered with the dog's left shoulder entering first between the first and second pole, continuing through the entire obstacle in an alternating fashion. The weaves must be done in the direction designated by the judge and course design unless stated otherwise. If a dog enters correctly but exits midway through, this is a fault. If a dog enters in at the wrong gate, this is a refusal. If you are going to correct the weaves you **MUST** start them at the beginning. If the dog enters the weaves at the wrong entry point this will be a refusal. **Novice** level dogs may attempt again after a refusal a maximum of three times. Failure to successfully complete the weaves results in an elimination.

Tunnels

Tunnels can be between 20" and 24" in diameter and between 10' and 25'. A dog must enter the end of the tunnel designated by the judge. Entering with any part of the body and popping out of the entry will result in a fault. Passing the plane of entry or turning away from the tunnel entry will result in a refusal. If a dog enters the wrong end this is an off course elimination. If a dog touches the outside of the tunnel, this will result in an off course elimination.

Refusals Explained

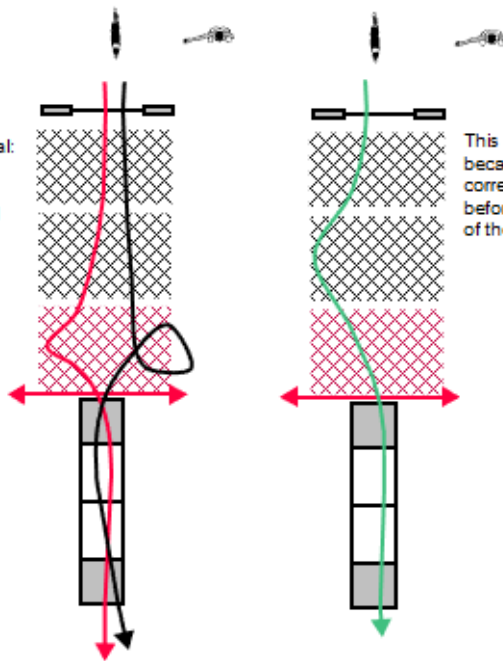
A dog must be intentionally approaching the next obstacle designated on course before they can be judged for refusals. If they abruptly turn from their approach within the final third of the approach, this will be deemed a refusal, regardless if the dog goes on to take the obstacle in the correct direction. See below for examples.

REFUSALS

Two examples of a refusal:

Turning away from the obstacle while in the final 1/3 of the approach

Even if the dog corrects their path and does eventually complete the obstacle



This would be ok because the dog corrected their path before the final 1/3 of the approach

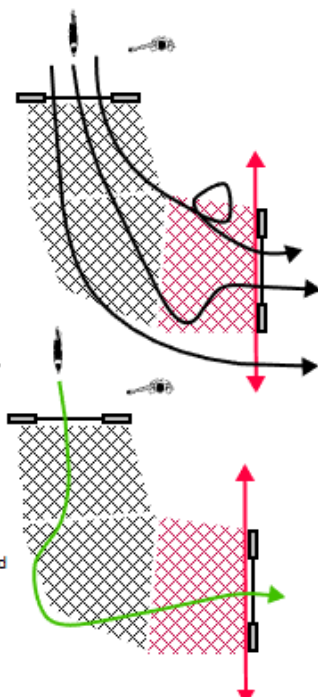
REFUSALS on Jumps

Examples of a refusal:

Running past the plane of the obstacle

Turning away from the obstacle in the final 1/3 of the approach

Even if the dog corrects their path and completes the obstacle



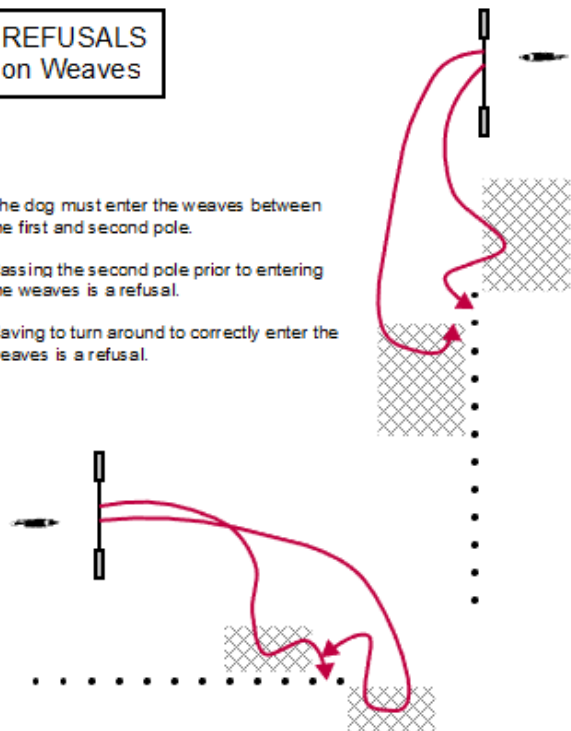
This would not be a refusal because the dog corrected the path prior to the final third

REFUSALS on Weaves

The dog must enter the weaves between the first and second pole.

Passing the second pole prior to entering the weaves is a refusal.

Having to turn around to correctly enter the weaves is a refusal.



CLASS RULES

RAD Agility League features 4 classes with three levels of competition throughout each. In order to progress through the levels, dog and handler teams must attain the determined number of qualifying runs. Qualifying runs are runs without time faults, obstacle faults, or handling faults.

Classes include: Jumping, Standard Agility, Snooker, and Gamblers.

Levels include: Novice, Advanced, and Excellent.

All dogs entering RAD *must* begin at the Novice level, regardless of gains under other organizations. Due to the assumed nature of the dog, it is encouraged to introduce teams to the trial atmosphere and attempt courses that are easier going in design and flow in order to facilitate success for both dog and handler!

Novice and Advanced levels will not be judged on refusals. Excellent levels of competition will have refusals judged. All levels will have wrong course obstacles, dropped bars, and downside contact faults counted against them.

Jumping

Jumping courses feature at least two of the available jump types and at least one tunnel and no weaves. Jumps include: winged, wingless, long jump, panel, wall, tire, and spreads (double or triple). Bars must be minimum of 4 feet maximum of 5 feet wide. Jumping courses are numbered and teams should complete the course as numbered.

Novice: minimum 16 obstacles / max 20

Advanced: minimum 16 obstacles / 22 max

Excellent: minimum 18 obstacles / 22 max

Standard Agility

The object of a Standard Agility course is for dog and handler teams to negotiate a course featuring 2-3 contacts (teeter, dogwalk, or A-frame), 12 weave poles, at least two types of jumps (winged, wingless, long jump, panel, wall, tire, and spreads), and at least one tunnel. Standard Agility courses are numbered and teams should complete the course as numbered. If using only 2 contact obstacles, they may not be repeated.

Novice: minimum 16 obstacles / max 20

Advanced: minimum 16 obstacles / 22 max

Excellent: minimum 18 obstacles / 22 max

Snooker

The object of the game Snooker is to score as many points within the maximum course time set by the judge. The judge will design a course consisting of no more than 3 red jumps and a closing sequence of obstacles numbered 2 through 7. The maximum points a team can attain in the opening is 24 (1+ 7, 1+7, 1+7). The maximum they can attain in the close is 27 (2+3+4+5+6+7). The highest score any team can achieve is 52.

These will be scored the following way: Red Jumps = 1 point each and the obstacles belonging to the closing sequence have points designated by their respective place in the closing sequence (2-7).

A Snooker course should be run as follows: Red jump, any numbered obstacle, Red jump (different from first red), any numbered obstacle, Red jump (different from first and second red), any numbered obstacle, obstacle 2, obstacle 3, obstacle 4, obstacle 5, obstacle 6, obstacle 7, Finish jump/line. To qualify a team must accumulate a minimum of 37 points in total and have crossed the finish jump or finish line to keep points. Point accumulation stops when time runs out. To keep points the dog must pass through the finish line or finish jump.

Timing:

16" and 20" dogs get 55 seconds

8" and 12" dogs get 58 seconds

Relaxed fit within those heights get an extra 3 seconds

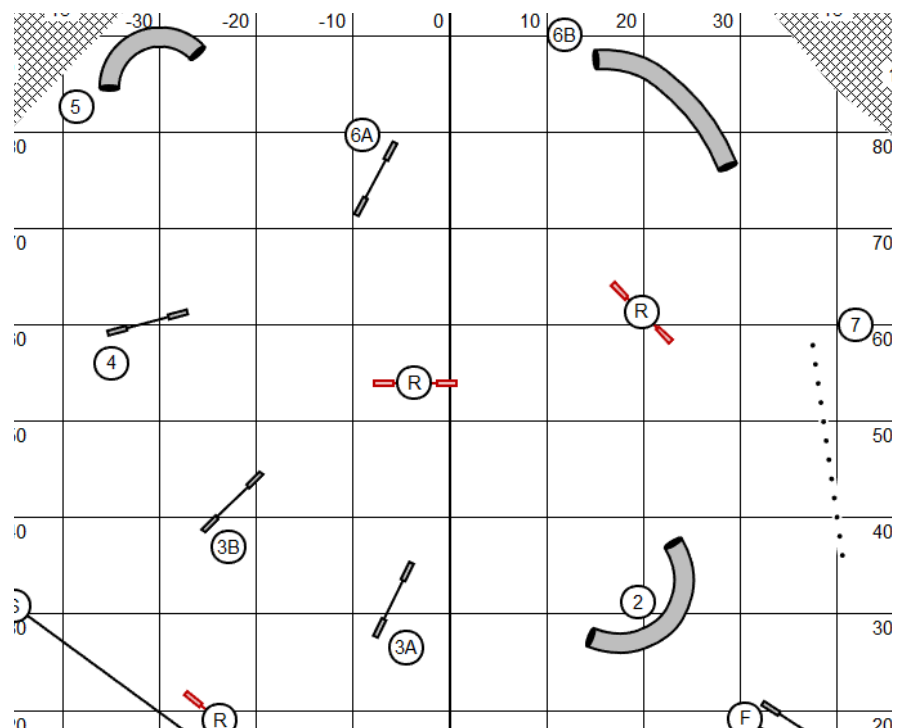
General Snooker Rules:

The class will begin when the dog crosses the start jump or start line (as designated by the course design) and time stops when the dog passes through the finish jump or finish line (as designated by the course design). A start and finish jump are preferable to ease timing questions. The finish jump is live upon beginning the run, and if taken will stop time and end your ability to gain points.

Combinations in the closing sequence may occur, and in order to get points in the opening, all elements of a combination must be completed. For example: For six points in the opening, a 6A jump and a 6B tunnel must be completed (in any order or direction so long as BOTH elements are

completed successfully). In the closing sequence, 6A and 6B must be taken in designated order and direction.

If any element in the opening sequence is unsuccessful, the judge will call out "ZERO" in order to let the handler know to proceed to their next red jump or to the closing sequence if they have already attempted three reds.



If time runs out during the closing, point accumulation will cease and the dog MUST take the finish line or finish jump in order to keep points. If a dog completes the close before time runs out, they MUST take the finish jump or finish line in order to stop time and keep their points.

Refusals are not counted in the opening. Refusals are counted after the dog has completed the first obstacle of the closing sequence (#2). (NOVICE teams do not have refusals counted against them.)

Gamblers

The goal of Gamblers is to test a team's ability to strategize and create their own course in order to accumulate as many points as possible in the opening time and also successfully complete one of two closing challenges. A Gamblers course should feature jumps, at least two of the two point obstacles, at least one of the three point obstacles, a four point obstacle, and at least one of the five point obstacles. Each obstacle available has the following point structure:

Points	Obstacle
1	Jumps (winged or wingless)
2	Tunnels, Tire, Spread Jumps, Long Jump, Panel Jump, Wall Jump
3	Teeter, 6 Weave Poles
4	A-Frame
5	Dogwalk, 12 Weave Poles

**Obstacles that are one directional will only gain points if taken in the correct direction.

General Gamblers Rules:

The class must begin with either a designated start line or a start jump. If a jump is used it is worth one point. The start jump must be taken. If the dog refuses to take the start jump and they take another obstacle first, the game is over. The direction the start jump must be taken in is up to the judge.

If an obstacle is attempted but not completed successfully (e.g., missed contact) a dog may attempt the obstacle again as many times as desired until it is successful. A judge should signify an obstacle has not been completed successfully by shouting "ZERO". Every successfully executed obstacle can only provide points twice.

The class must end on a finish jump or tunnel and must be taken in the direction of the timing gate placement. The dog must stop the timer before the buzzer sounds.

The opening period ends when the whistle/buzzer is sounded. The amount of time for the opening is always 30 seconds. Once the opening buzzer sounds, this also begins the time for the closing gamble. If the timer sounds ending the opening period while the dog is still actively negotiating an obstacle, points will be awarded as long as the obstacle is completed successfully. This relates to any part of the dog's body having entered or mounted the obstacle. For jumps specifically, the front feet must have left the ground to jump. Once the whistle has blown, taking another obstacle on the way to the gamble is not faulted and is just wasting time, unless this obstacle is in the gamble in which case this is no gamble and the game is over. There are no refusals judged in the opening or closing.

The judge may determine and must state in the briefing if consecutive gamble obstacles can be done in the opening, whether forward or backwards and if contacts can be done back to back. Any scenario not in the rules will be left to judge's discretion.

The Gamble:

The judge will prepare two options (2 gambles). One will be more worth 10 points and one will be worth 15 points. The gamble worth 15 points is more challenging, and therefore handlers must "gamble" on which option to complete. The time allotted for the gambles is determined by the judge and should be between 12 and 20 seconds. The judge may add 3 seconds for Relaxed Fit heights.

Option 1 Gamble (less challenging) = 10 points

Option 2 Gamble (more challenging) = 15 points

Gamble points are only awarded if completed successfully without fault and before the time runs out. Dogs must stop the timer in order to be deemed under time. There are no refusals judged in the closing. A judge may also decide to challenge handlers further by introducing a distance restriction. In this scenario a line will be placed on the ground that handlers cannot cross while directing their dogs through the closing sequence.

The following will result in a team not gaining their gamble points and no clean run:

- The team does not complete the closing sequence in time
- A fault occurs on any of the closing obstacles
- A closing sequence jump bar is knocked by the dog during the opening sequence
- A dog connects two gamble obstacles in consecutive order during the opening (in a manner deemed faulty by the judge)
- The dog stops the time by taking the finish obstacle during the opening sequence if it is deemed live by the judge

For Advanced and Excellent teams, dogs and handlers are not allowed to "loiter" while waiting for the closing time to begin. "Loitering" is in effect when a team ceases to continue attempting to gain points or remains on an obstacle for an unreasonable amount of time (4-5 seconds) while waiting for the time to start for the close. "Loitering" is in effect when a team ceases moving at all.

To qualify, teams must attain enough opening points in addition to their chosen gamble that results in a score equal to or greater than 30.

- For example, with an opening time of 30 seconds teams must accumulate either a minimum of 15 points or 20 points in the opening and have respective successful gambles. 15 points in the open, requires a successful 15 point gamble in the close. 20 points in the open, requires a successful 10 point or 15 point gamble in the close.

All other rules not outlined here are up to the judge to determine.

Training in the Ring

The three minutes in the ring is yours. If you have started a run for competition but fault, you are free to repeat portions in order to train them. You may also turn your run into a training run and reward the dog according to the reward zone rules outline on page 7.

DETERMINING STANDARD COURSE TIME

Jumping and Agility courses are to be wheeled by the judge. The wheel must measure in straight lines from the center of each obstacle to the next as objectively straight as possible. Dog path is not considered. Once yardage is measure, Standard Course Time is determined based on the following table:

<i>Jumping</i>	4" RF / 8" RF / 8"	12" RF / 12" / 16" RF	16" / 20"
	Yards x (.035)	Yards x (.032)	Yards x (.03)
<i>Agility</i>	4" RF / 8" RF / 8"	12" RF / 12" / 16" RF	16" / 20"
	Yards x (.045)	Yards x (.042)	Yards x (.04)

LEVELS AND TITLES

All dogs entering RAD *must* begin at the Novice level, regardless of gains under other organizations. Due to the assumed nature of the dog, it is encouraged to introduce teams to the trial atmosphere and attempt courses that are easier going in design and flow in order to facilitate success for both dog and handler!

Jumping Class Progression:

- 2 Qualifying Novice Jumping Runs → Jumping Novice Title (**JN**)
 - 3 Qualifying Advanced Jumping Runs → Jumping Advanced Title (**JA**)
 - 3 Qualifying Excellent Jumping Runs → Jumping Excellent Title (**JE**)
- (*Or JNRF, JARF, JERF, respectively if gained in the Relaxed Fit height option)

Standard Agility Class Progression:

- 2 Qualifying Novice Standard Agility Runs → Agility Novice Title (**AN**)
 - 3 Qualifying Advanced Standard Agility Runs → Agility Advanced Title (**AA**)
 - 3 Qualifying Excellent Standard Agility Runs → Agility Excellent Title (**AE**)
- (*Or NARF, AARF, AERF, respectively if gained in the Relaxed Fit height option)

Snooker Class Progression:

- 2 Qualifying Novice Snooker Runs → Snooker Novice Title (**SN**)
 - 3 Qualifying Advanced Snooker Runs → Snooker Advanced Title (**SA**)
 - 3 Qualifying Excellent Snooker Runs → Snooker Excellent Title (**SE**)
- (*Or SNRF, SARF, SERF, respectively if gained in the Relaxed Fit height option)

Gamblers Class Progression:

- 2 Qualifying Novice Gamblers Runs → Gamblers Novice Title (**GN**)
 - 3 Qualifying Advanced Gamblers Runs → Gamblers Advanced Title (**GA**)
 - 3 Qualifying Excellent Gamblers Runs → Gamblers Excellent Title (**GE**)
- (*Or GNRF, GARF, GERF,, respectively if gained in the Relaxed Fit height option)

NRAD: Once a dog has achieved Novice titles throughout all four of the classes, they will be given the title of Novice RAD (NRAD)

2 Novice Jumping	2 Novice Agility	2 Novice Snooker	2 Novice Gamblers	Novice RAD NRAD
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ARAD: Once a dog has achieved NRAD, as well as all Advanced titles throughout all four of the classes, they will be given the title of Advanced RAD (ARAD)

Novice Jumping Title + 3 Advanced Jumping	Novice Agility Title + 3 Advanced Agility	Novice Snooker Title + 3 Advanced Snooker	Novice Gamblers Title + 3 Advanced Gamblers	Advanced RAD ARAD
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ERAD: Once a dog has achieved NRAD, ARAD, as well as all Excellent titles throughout all four of the classes, they will be given the titled Excellent RAD (ERAD)

Advanced Jumping Title + 3 Excellent Jumping	Advanced Agility Title + 3 Excellent Agility	Advanced Snooker Title + 3 Excellent Snooker	Advanced Gamblers Title + 3 Excellent Gamblers	Excellent RAD ERAD
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RADCH: After achieving NRAD, ARAD, ERAD, and 5 additional qualifying runs throughout all four of the classes at Excellent level, the title of RAD Champion will be given to the dog.

Excellent Jumping Title + 5 Excellent Jumping	Excellent Agility Title + 5 Excellent Agility	Excellent Snooker Title + 5 Excellent Snooker	Excellent Gamblers Title + 5 Excellent Gamblers	RAD Champion RADCH
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Remaining in Level - SAVVY AWARDS

Competitors are welcome to remain in a particular level and are not required to compete at a higher level. For example: a handler may decide to continue running their dog in the Novice level without issue, even after completing a multitude of clean runs at the Novice level.

RAD Agility wants to recognize continued success in all ways! Sometimes staying at a particular level is just what you and your dog need to gain in experience and confidence while working through your own training goals.

Competitors may choose to stay in lower levels they have otherwise titled out of, but may NOT compete in levels they have not titled up to: A dog with a Novice Jumping title may choose to remain in Novice or move into Advanced, and back into Novice. They may NOT compete in Excellent until the required qualifying runs have been achieved.

The Savvy Award recognizes the following continued success at the various levels of classes and within each class.

Savvy Award for Novice levels:

NJ title + 3 Novice Jumping Q's	Savvy Novice Jumping Dog	SNJ
NA title + 3 Novice Agility Q's	Savvy Novice Agility Dog	SNA
NS title + 3 Novice Snooker Q's	Savvy Novice Snooker Dog	SNS
NG title + 3 Novice Gamblers Q's	Savvy Novice Gambler Dog	SNG

**SUPER Savvy Novice Award may be achieved after 6 clean runs per Novice level class*

Savvy Award for Advanced levels:

AJ title + 5 Advanced Jumping Q's	Savvy Advanced Jumping Dog	SAJ
AA title + 5 Advanced Agility Q's	Savvy Advanced Agility Dog	SAA
AS title + 5 Advanced Snooker Q's	Savvy Advanced Snooker Dog	SAS
AG title + 5 Advanced Gamblers Q's	Savvy Advanced Gambler Dog	SAG

**SUPER Savvy Advanced Award may be achieved after 10 clean runs per Advanced level class*

Once you begin competing in the Excellent level you are on track to work towards your Championship, and so Savvy awards are not provided.