

CHAPTER IX

Flygility Divisions, Rules and Titles

SECTION 1

Description of Sport: Flygility is a dog sport which uses features of Flyball, Agility and Obstacles. There is a greater need for skill in negotiating courses, obstacles and changes of direction. Accuracy is more important than speed. Flygility is a team knock-out or an individual competition (two teams compete simultaneously over separate courses that are as close to identical as possible) the best of three runs decides advancement to next heats and/or placements. There will be four classes of Flygility offered through Canines and Humans United, LLC.

SECTION 2

Description of Classes:

1. **NOVICE:** Teams, of any description, that have not earned titles in Flygility must start their competition at this level. Teams must accumulate **5 runs to gain a title**, Championships will consist of 10 runs each. At this level the course will be in straight lines only, and will be limited to Novice Level approved obstacles. Once the A & B Titles have been earned, Teams will be considered to compete in Novice Open.
2. **INTERMEDIATE:** Only Teams, of any description, that have earned titles in Novice Flygility may compete at this level. Teams must accumulate **5 runs to gain a title**, Championships will consist of 10 runs each. At this level the course will have a change of direction. The Tunnel will be utilized to dictate the direction of change. The direction change may be to the right or left, and no less than 150 degrees. As if referring to a clock face, running from 6 o'clock to 12 o'clock, the change may not go past the 1 or 11. This course will be limited to Intermediate Level approved obstacles. Once the A & B Titles have been earned, Teams will be considered to compete in Intermediate Open.
3. **ADVANCED:** Only Teams, of any description, that have earned titles in Intermediate Flygility may compete at this level. Teams must accumulate **5 runs to gain a title**, Championships will consist of 10 runs each. At this level the course will have a change of direction. The Tunnel will again be utilized to dictate the direction of change. The direction change may be to the right or left, and no less than 120 degrees. As if referring to a clock face, running from 6 o'clock to 12 o'clock, the change may not go past the 2 or 10. This course will be limited to Advanced Level approved obstacles. Once the A & B Titles have been earned, Teams will be considered to compete in Advanced Open.
4. **EXPERT:** Only Teams, of any description, that have earned titles in Advanced Flygility may compete at this level. Teams must accumulate **5 runs to gain a title**, Championships will consist of 10 runs each. At this level the course will have two changes of direction. The Tunnel and the Weave Poles will be utilized to dictate the directions of change. The directions change may be to the right, left or both, with

any single change no less than 90 degrees. As if referring to a clock face, running from 6 o'clock to 12 o'clock, the change may not go past the 3 or 9. The only limitation to Expert Level course is the complexity, practicality and availability of equal obstacles and safety of the dogs. Once the A & B Titles have been earned, Teams will be considered to compete in Expert Open.

5. **OPEN:** Only Teams, of any description, that have already earned titles in Novice, Intermediate and Advanced may compete in Open. These teams may earn subsequent titles at each of these levels and must be progressed and exhausted at each of these levels before moving to the next level of Open competition, i.e. Novice, Intermediate and Advanced. Teams may however forgo the Open Category to compete in the next level or at the same time as the next level. For example, a team earns Novice A & Novice B titles, and competes in Intermediate A or B and Novice Open at any level.

SECTION 3

Description of Equipment: *Flyball style jumps are mandatory first and last obstacles on every course and set six (6) feet from Start/Finish Line and fifteen (15) feet from flyball box. Flyball style jumps shall have a jump height of no higher than 12" and no less than 6". All standards for jump construction are to be within 1/2" of NAFA regulations. All other obstacles must be set no less than 9 feet from each other. A standard Flyball box for each lane is also required, and must meet all flyball regulations.*

Novice Equipment:	(2) Flyball jumps, Tunnel, Hurdles, Solid Jumps, Bar Jumps, Tire Jump
Intermediate Equipment:	(2) Flyball jumps, Tunnel, Hurdles, Solid Jumps, Bar Jumps, Double Bar Jumps, Tire Jumps, Flygility Ramp, Hoop Tunnel
Advanced Equipment:	(2) Flyball jumps, Tunnel, Hurdles, Solid Jumps, Bar Jumps, Double Bar Jumps, Triple Bar Jumps, Tire Jumps, Dog Walk, Flygility Ramp, Hoop Tunnel, Chute Tunnel, Weave Poles, Broad Jump, Hay bale Jump

SECTION 4

Description of Teams:	<i>Each may compete against like Teams only</i>
1.) Individual Team	: One handler with one dog
2.) Pairs Team	: Two handlers with one dog each
3.) Tri-Teams	: Three handlers with one dog each
4.) Quad Teams	: Four handlers with one dog each

SECTION 5

Team Guidelines/Rules: Teams may name themselves. Names may not be derogatory or inflammatory to other teams, breeds or individuals. Teams with two or more members

must register the name with Canines and Humans United, LLC and this will be held as a separate registration from any Obedience and Rally registration. The names of the members, handlers and dogs, will be specified in the entry form for each official trial. A handler may run more than one dog in the one team, but, may not enter in more than one team in the same knock-out class.

Reserve Team Members: Each team, including Individual Teams, may have a reserve handler and a reserve dog. In case of injury, reserves may be used as substitutes at the end of any run during a heat. A reserve may be a reserve for more than one team, and is subject to the level which the team competes at.

Substitute Runner: Any team may have a (one) person to run in the place of any handler for re-run purposes. The handler intending to use this provision must advise BOTH judges of his/her intent before the round starts. The Substitute Runner will stand back from the start/finish line and be clear of returning dogs. If called into action by the handler, he/she will take the dog by the collar from the handler immediately prior to the re-run.

SECTION 6

Individual Team: Individual Handler/Dog Teams competing within their Divisions/Classes will have the best of three runs decide advancement to next heats and/or placements. An individual Team may choose to discard or “throw-out” a faulted or “bad run” and opt to accrue a 15 second penalty.

Individual Team Divisions: There shall be four divisions for individual runs.

Size in Height at Withers:

Jump Height:

Small :	dogs 4” up to 12”	8”
Medium:	dogs 12.1” up to 21”	10”
Large :	dogs 21.1” up to 26”	12”
Giant :	over 26.1” with large build	12”

SECTION 7

Judges, Referees, Box Loaders and Timers : There shall be one judge, one Flybox referee and one time/time keeper per racing lane. The Head Judge will be positioned at the end of the start/finish line nearest the team. The Head Judge will give the starting commands which will be by word of mouth – “Are you ready? Go!” The Head Judge’s decision is final in all cases of infringement and rulings.

The Flybox Referee will observe the box loader and will notify the Head Judge by raising a flag of infringement should one occur.

The Timers shall be at the Start/Finish line. The time will start and stop only when the dog has reached the Start/Finish Line with any part of its body (on the ground or in the air), generally it is the dogs' nose.

The Box Loaders may be a member of the competing team, or one may be designated by Host Club. If a competing team prefers to have one of their members in this position, the Host Clubs designated loader will step aside. The Loaders may clap their hands and encourage the dog/s verbally, the loader must stop clapping when the dog exits the tunnel. The loader must then stand upright with hands behind the back.

SECTION 8

Course Layout & Site: The minimum area required for two regulation lanes is approximately 30 feet by 90 feet, (individual lane competitions will be 15 feet by 90 feet). Lanes shall not exceed a length of 100 feet for Novice only. There shall be two racing lanes set a minimum of 12 feet from center to center and a maximum of 17 feet from center to center. All racing surfaces must be free of apparent contaminants. The length of the racing lane shall include an area not less than 29 feet leading up to the Start/Finish line and an area behind the box and in front of the backstops to a minimum of 5 feet. Backstops may protrude up to 2 feet in front of the box line.

In cases of racing lane/s being place on hard surfaces or carpeted areas, each lane must be matted to prevent rug burns and other injuries. The racing lane shall be matted at a minimum of 4.5 feet on either side of the racing lane center line for the length of the racing lane leading up to the first jump and an area from the last jump to the backstops. No matting is required on dirt, sod or similar surfaces.

The Start/Finish line shall be 6 feet from first jump, which must be a flyball style jump. All equipment shall be spaced no less than 9 feet from the beginning of next obstacle/jump/tunnel. The final jump in the course must be 15' from Flybox, and must be a flyball style jump.

SECTION 9

Measuring: The dog's height shall be measured from the ground to the top of the withers with the dog standing in an upright position. The front legs will be vertical with the paws directly below the shoulders. The back legs will be positioned with the hocks perpendicular to the ground and spread no wider than the width of the dog. Use the following chart when measuring the dog/s for their jump heights:

Dog's Height	Jump Height
Up to 12"	8"
12.1"-21"	10"
21.1"-26"	12"
26.1" and up	12"

SECTION 10

Racing: Individual Races will combine total times from three runs to determine placement. Team Races are defined as the best two out of three runs.

Warm- Ups: Before the race starts, each dog may have 1-2 practice run over the official course. The handler may have two practice runs without the dog if he/she chooses not to run the dog in warm-up. A ball may be used in the Flybox as usual. The handler may encourage the dog in any way during the practice run. No food reward is allowed on the lanes as any dropped food/treats during a heat will be an unfair distraction other competitors.

Start: Dogs may start from a stationary or running start. Any part of the dog's anatomy or handler's foot crosses the starting line before the GO! signal/start signal – the run will be considered a false start. The run is declared dead and that run is started again with a 5 second penalty added to the time. In Novice Class, Division A, there is a 10 second penalty for faulting at the 3 foot zone at the end of the tunnel. In the Intermediate Class, this ruling also applies to the 3 foot zone at the beginning of the tunnel.

Runs: Each dog must negotiate all of the obstacles in succession; trigger the box and return, negotiating all obstacles in succession, with the ball in its mouth. For teams; only when the first returning dog has crossed the start/finish line with any part of its body and the ball it must carry is over the line, may the second dog start, and so on. The first team to have all dogs complete a faultless run shall be the winner of the heat.

If a dog has started before the preceding dog has reached the start line, does not negotiate an obstacle, dislodges a jump bar, knocks over a hurdle or other obstacle, does not trigger the box, or does not return with the ball, the Head Judge will immediately flag the dog on its first fault and the dog will be required to rerun after the other dogs have run.

A handler may recall their dog to the start line as soon as the dog makes no progress or faults. The Head Judge will immediately raise the colored flag, whistle or call the run dead and award a 5 second penalty.

Re-Runs: A dog will re-run after the other dogs in the team have run. In individual competitions, the re-run will be run after the first 3 official runs, the dog must complete a minimum of 2 accurate runs to qualify. On the re-run only, the handler or a designated runner may run the full length with the dog. The person may press the pedal or request the box loader to press the pedal to out the ball into the dog's mouth but must not carry the ball for the dog. The dog must carry and negotiate the course all the way back and cross the finish line. Any dog errors may be corrected during this run. There is a time limit of 3 minutes. If these conditions are not fully met the dog is disqualified and as a result the team is disqualified.

Missed Obstacles: A dog may miss one obstacle, excluding the tunnel on any course that is in "A" Division. A missed tunnel will result in a disqualifying run.

Throw Outs: A handler may choose to discard or throw out one run and accrue a 15 second penalty time to replace the run with. The Team does not run this as a run. If the Handler chooses to use the Throw Out run, they may not be considered for placement unless there is no other Team in consideration for the placement.

Aggression: If a dog shows undue aggression towards another dog or person, at any time during the competition, the Head Judge may pull that dog from the competition. A stand by dog may be used in its place. The degree of aggression that warrants substitution is to be determined by the Head Judge and the CHU Representative for the Host Club. All dogs excused from competition must be reported to the Canines & Humans United Committee. Upon a second report of the same dog, CHU will reserve the right to ban the dog from ANY CHU competition for one year, at which time an application for reinstatement may be filed.

Dogs: No dog will compete before it is one year on the day of competition. If the dog is lame, in season or deemed aggressive, the CHU Representative for the Host Club will reserve the right to excuse the dog from competing, unless there is a Clearance Certificate is presented signed by their veterinarian. This must be on the veterinarian's letterhead.

All dogs shall wear a flat or martingale collar only, this may be made of fabric or leather. A harness may be worn.

SECTION 11

Penalty Point Summary: Deduction guidelines.

5 Seconds Added :

Handler touched equipment
Foot fault at Start Line- (false start)
Dog faults at Start Line- (false start)
Manually tripping box
Re-runs

**Novice Class Division A may miss one obstacle without penalty per run.

10 Seconds Added:

Foot fault at 3 foot zone at end of tunnel for Novice Class
Foot fault at 3 foot zone at beginning of tunnel for Intermediate Class
Dropped ball within 2 feet of Finish Line
Knocking over a jump or other obstacle

15 Seconds Added:

One of three runs may be replaced with a 15 second penalty time when one run is considered a non-qualifying run or as a strategy for a run that is too long in time

DQ (Disqualifying Score):

Dog leaving the ring during performance
Dog refusing to perform
Dog eliminates in the ring
Physical or harsh verbal corrections. The Ring Judge may excuse the Team from the ring and up to removal from the trial
Signs of aggression; extreme fear; or any uncontrollable behavior. Ring Judge may excuse the Team.
Food/treat out of pocket or on course
Dropped food/treat
Dropped ball on course with failure to retrieve
Failure to retrieve on a rerun
Amassing 30 seconds or more penalties.

SECTION 12

Titles: Titles for Flygility levels will be as such:

NOVICE:

CHUFLNA	5 legs qualified
CHUFLNB	5 legs qualified
CHUFLNB3	10 legs qualified
CHUFLNB2	10 legs qualified
CHUFLNB1	10 legs qualified

*Once the Novice Division B Title is earned you must compete in the next level, unless competing in Open.

INTERMEDIATE:

CHUFLIA	5 legs qualified
CHUFLIB	5 legs qualified
CHUFLIB3	10 legs qualified
CHUFLIB2	10 legs qualified
CHUFLIB1	10 legs qualified

*Once the Intermediate Division B Title is earned you must compete in the next level, unless competing in Open.

ADVANCED:

CHUFLAA	5 legs qualified
CHUFLAB	5 legs qualified
CHUFLAB3	10 legs qualified
CHUFLAB2	10 legs qualified
CHUFLAB1	10 legs qualified

*Once the Advanced Division B Title is earned you must compete in the next level, unless competing in Open.

EXPERT:

CHUFLEA	5 legs qualified
CHUFLEB	5 legs qualified
CHUFLEB3	10 legs qualified
CHUFLEB2	10 legs qualified
CHUFLEB1	10 legs qualified

OPEN: *the addition of an "O" will be added after the already earned title of which category or class, (N, I, A or E), Open is applied. See example below:*

CHUFLN -OB3	Bronze	20 legs qualified
CHUFLN-OB2	Silver	20 legs qualified
CHUFLN -OB1	Gold	20 legs qualified