

CHAPTER 6—NONSTANDARD CLASSES

The nonstandard classes present a range of competitive opportunities that utilize different strategies and require a wide range of training skills to achieve a successful performance.

Eligibility standards for entry to these classes are set forth in Appendix E to these regulations. Through competition in these classes, the competitor may earn the following awards as more fully set forth in Chapter 1 (and Appendix F) of these regulations:

- Master Agility Dog®
- Masters class titles (i.e., Gamblers MasterSM, Jumpers MasterSM, Relay MasterSM and Snooker MasterSM)
- Champion class titles (i.e., Gamblers ChampionSM, Jumpers ChampionSM, Relay ChampionSM and Snooker ChampionSM)
- Agility Dog Champion®
- Bronze, Silver, Gold & Platinum Award designations on Champion class and Agility Dog Champion® titles

Qualifications in the Masters classes are accumulated for Lifetime Achievement Awards as outlined in Chapter 1.

Competitive placements in the Masters Standard classes accumulate points for annual ranking for Agility Top TenSM.

SECTION 6.1—MASTERS GAMBLERS CLASS

The purpose of the Masters Gamblers class is to demonstrate course handling strategy and a handler's distance and response control. Masters Agility Class rules as provided in Chapter 3 shall be applied for evaluation of faults and refusals, except that refusals/runouts shall apply only in performance of the Joker.

Rules of Play

The class shall include an opening period for point accumulation to test handler strategy immediately followed by a special challenge period called a "Joker" (or "Gamble") to demonstrate distance control, for which bonus points may be awarded.

The handler seeks to accumulate points by performing the obstacles of handler's choice in the time allotted, and the dog with the most points is the winner. In the case of a tie in points, the competitor with the fastest time shall be the winner.

Minimum Obstacle Requirements

A course shall meet the same minimum obstacle requirements as the Standard Agility classes, except that—

- a spread hurdle is not required.
- the table when used as a finish point shall not be counted as an obstacle in meeting the minimum obstacle requirement for the "Joker".
- when the table is used as a finish point, a refusal (including runout) of the table shall be penalized.

The standards for handling and obstacle performance shall apply as provided in Chapter 3 except as otherwise stated in this section.

Course Design, Point Assignments and Scoring

A course shall be designed by the judge without any overall pattern to create risk/reward alternatives for a handler in competition. In doing so, the judge may set additional performance or handling restrictions.

The judge shall assign points to the obstacles on the basis of relative difficulty as to nature and placement, giving consideration to the relative time to perform each obstacle under a variety of likely patterns that a competitor may perform. A judge may (at his discretion) add no more than

four points under the 1-3-5-7 point system or two points under the 1-2-3-5 point system to the value of any one obstacle if it is placed in a position of relative difficulty.

For certification tests, one of two point systems must be utilized for assigning points to the obstacles, as shown in the following table:

OBSTACLE GROUP	1-3-5-7 POINT SYSTEM	1-2-3-5 POINT SYSTEM
Hurdles and jumps	1 Point	1 Point
Tunnels, tire jump & less than 10 weave poles	3 Points	2 Points
Contact obstacles or 10 - 12 weave poles	5 Points	3 Points
10 - 12 weave poles or dog walk	7 Points	5 Points

The point assignments will provide a balance of risk/reward challenges on the course; however, under the 1-3-5-7 point system, in no event shall there be—

- an obstacle valued at more than seven points,
- more than one obstacle valued at more than five points,
- more than four five-point obstacles, or
- an alignment in sequence on the course of any five or seven point obstacles.

Under the 1-2-3-5 point system, in no event shall there be—

- an obstacle valued at more than five points,
- more than one obstacle valued at more than three points,
- more than four three-point obstacles, or
- an alignment in sequence on the course of any three or five point obstacles.

The starting line and Joker obstacles shall be positioned away from the five and seven point value obstacles under the 1-3-5-7 point system and away from the three and five point value obstacles under the 1-2-3-5 point system to the extent possible.

Point Accumulation Period

The following rules of play apply to the opening period:

- Obstacles and hurdles may be attempted any number of times in seeking to accumulate points; however, points can only be earned twice on a specific obstacle or hurdle during the “point accumulation period” (i.e., opening period).
- Any obstacle not “successfully” completed^{6.01} prior to the end of the course time shall not be counted for point accumulation, and no points shall be awarded if an obstacle is faulted.
- Any hurdle or other obstacle that shall be displaced by the dog or handler during the performance shall be “retired” (i.e., no longer be available for points) and shall not be replaced until conclusion of the round.
- The dog may not perform any part of the Joker sequence (including the table) in either direction during the opening period, though this shall not prohibit the dog from performing the individual obstacles in the Joker for purposes of accumulating points. If an obstacle that is part of the Joker is to be performed in the opening period, an obstacle not part of the Joker must be performed immediately following performance of an obstacle that is a part of the Joker. This rule shall not preclude a handler from performing the same obstacle twice (“back to back”) unless this action is part of the Joker. Performance of any two “Joker” obstacles, one following the other, prior to the end of the initial point accumulation period shall result in disqualification^{6.02}.
- A competitor shall be disqualified for standing idle or performing obstacles repeatedly with no potential for point accumulation in the vicinity of the approach to the Joker for purposes of awaiting the conclusion of the opening time period.

The “Joker” (or “Gamble”) Period

A “Joker” (or “Gamble”) representing a special challenge requiring distance control by the handler shall be outlined by the judge. The design of the Joker shall include at least one, but no more than two of the three basic types listed below:

- obstacle discrimination
- contact obstacle or weave pole performance
- directional control^{6.03}

The Joker shall consist of three or more obstacles (excluding the table when used as a finish point) across and/or through which the dog must perform without any fault in working his way to the finish line or table. A handler’s area shall be clearly defined by the judge, requiring the dog to work key elements of the Joker at a minimum distance from the handler of fifteen (15) feet and a maximum distance of twenty-four (24) feet.

Additional time shall be allotted for completion of the Joker based on the performance time that would be reasonably expected for performance of the obstacle sequence as in the Masters Agility Class. The time set for the Joker shall be a continuance of the normal course time, with minimal additional time being permitted for handler positioning for performance of the Joker.^{6.04}

The time shall be no less than twelve (12) seconds^{6.05} and no more than twenty (20) seconds.

The judge shall not change the time allotted for the Joker after the first dog in a class has run, unless justified as provided with respect to adjusting the SCT in Section 3.4 of these regulations.

The following rules of play apply to the Joker period:

- Judging of the Joker shall commence with the dog’s approach to the first obstacle of the defined “Joker” sequence and shall conclude upon the dog crossing the finish line (or jumping upon the table) to stop the clock.
- The timekeeper shall signal end of the opening period with an audible device while time continues to run. The timekeeper shall stop the clock when the dog crosses the finish line (or alights upon the table) to record the total course time, thus enabling the judge to determine whether the Joker was completed in the allotted time. The time measured by the timekeeper shall be the sole factor used to determine whether the “Joker” was completed in the allotted time.

Scoring Basis and Qualification

To receive a qualifying score, the handler must successfully complete the Joker within the additional time allotment for the Joker, as well as accumulate the following number of points on the course prior to the “Joker” for the time allotted:

COURSE TIME	MINIMUM POINTS REQUIRED	
	1-3-5-7 Point System	1-2-3-5 Point System
25 Seconds	18 Points	13 Points
30 Seconds	21 Points	15 Points
35 Seconds	25 Points	18 Points
40 Seconds	28 Points	20 Points
45 Seconds	32 Points	23 Points
50 Seconds	35 Points	25 Points

SECTION 6.2—MASTERS RELAY CLASS

The Masters Relay class is to demonstrate team strategy in the performance of a course. Two or more competitors shall join together to perform a course as a team (“pair” when comprised of only two competitors, that is, two handlers and two dogs).

A team shall be comprised of two or more different competitors, *except that dogs jumping 12” or 16” may not be paired or teamed with dogs jumping 22” or 26”*. This requirement shall be replaced June 1, 2011 with “A team or pair may be comprised of dogs of same or different heights, with a limit of two heights per team, as specified in the Test Schedule. Any team with a dog in the 22” or 26” (55cm or 65cm) height divisions shall be scored using the qualification standards of the 22” and 26” (55 and 65cm) class.^{6.06}

A relay course shall have a minimum of fifteen obstacles and shall generally follow course design guidelines as in the Masters Agility class. Each dog in a pair or team must perform at least nine obstacles in sequence as defined by the course design; however, the course shall not include the table as an obstacle to be performed, and it need not include all of the contact obstacles, but the course must include at least one contact obstacle to be performed by each competitor on a team. If the event’s Organizing Committee has restricted entry so that all dogs in a team are the same height, then the judge may design the course such that both dogs run the same course, in which case less than fifteen obstacles may be used.

A handler may hold their dog in a manner to control but not to be considered harsh or abusive while the other dog or dogs on a team are running. Team members should remain in the ring in support of their teammates, except when the judge determines that remaining in the ring during the round would significantly impede ring efficiency.

The judge shall define the area within which the baton must be passed between handlers, and the area within which the dogs must be located when the baton is passed. The baton must be handed from one handler to the next without throwing, tossing or otherwise relinquishing control of the baton until the next handler has possession.

Scoring Basis and Qualification

A relay class shall be scored on the basis of “time plus faults”, with faults marked as in the Masters Agility class. Faults incurred are added to the team’s performance time to arrive at a time plus faults score. The handlers shall carry a baton throughout the course, passing it from one handler to the next in the designated passing area as each dog runs the course in turn. Special faults shall be assessed as follows:

- Throwing the baton or being outside the exchange area 20 faults
- Dropping the baton during the performance 10 faults

The judge shall set a “qualifying course time” for certification purposes in a manner consistent with determining the standard course time in the Masters Standard Agility class for the distance to be run by the team, considering the effect on time of the nature and number of obstacles that may have been omitted from a “regular” course or that may be performed twice. A judge shall not modify the qualifying course time after the first team in a class has run unless justified as set forth in Section 3.4 of these regulations.

The team’s score (time with faults added) must be equal to or less than the “qualifying course time” in order to qualify for titling purposes.^{6.07} The team with the lowest score is the winner.

SECTION 6.3—MASTERS JUMPERS CLASS

The purpose of the Jumpers class shall be the demonstration of a competitor’s training and competitive skills on a jumping course, which demonstrates a dog’s jumping ability.

Minimum Obstacle Requirements

The course shall offer between seventeen (17) and twenty (20) obstacles, which shall be comprised predominantly of displaceable jumps, hurdles and a minimum of three spread hurdles, of which at least one is classified as an extended spread. A limited number of tunnels and non-displaceable hurdles (not to exceed 20% of the course or such lesser limit as may be imposed

through policy statements on course design) and decoy jumps may also be utilized. The course design will feature maneuverability in a fluid working habit.

Standard Course Time and Faults

The jumpers class shall be scored with faults as in the Masters Standard Agility class and be run against a standard course time, which shall be calculated based upon an evaluation of distance, surface conditions, course design and other environmental factors utilizing rates as set forth in the following table:

STANDARD COURSE TIME RATES (IN YARDS & METERS PER SECOND)		
Jumping Height	Standard Course Time Rates	
	Operating Range	Absolute Minimum
12"	3.50 – 3.75 yds/sec	3.50 yds/sec
30cm	3.20 - 3.43 /sec	3.20 m/sec
16"	3.75 - 4.00 yds/sec	3.75 yds/sec
40cm	3.43 – 3.65 m/sec	3.43 m/sec
22" & 26"	4.00 – 4.25 yds/sec	4.00 yds/sec
55cm & 65cm	3.65 – 3.88 m/sec	3.65 m/sec

The judge shall not change the SCT after the first dog in a class has run, unless justified as set forth in Section 3.4 of these regulations.

A zero fault round is a qualifying score for titling purposes. The competitor with the least number of faults or if a tie, the fastest time, is the winner.

SECTION 6.4—MASTERS SNOOKER CLASS

The purpose of the Snooker class is to further demonstrate a competitor’s versatility in assessing and applying strategy in competition. The course and class rules are derived from the billiard game of snooker.

Course Construction

The course shall include a minimum of nine (9) obstacles that are assigned color and point values, as follows:

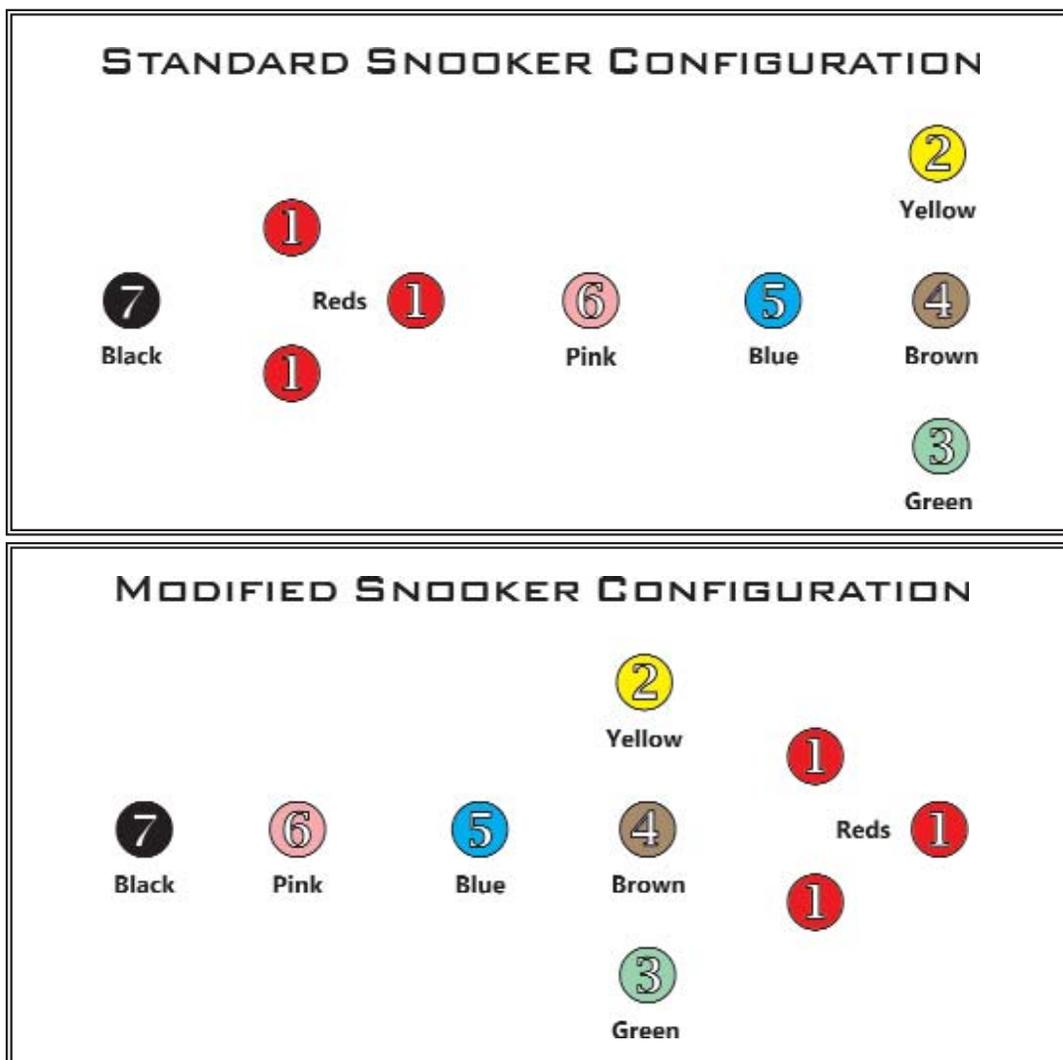
COLOR	VALUE
Red	1 point
Yellow	2 points
Green	3 points
Brown	4 points
Blue	5 points
Pink	6 points
Black	7 points

The “Red” obstacles shall be displaceable hurdles.

The course shall be constructed with the obstacles placed in one of six different general configurations, carrying time parameters as set forth in the following table:

45 TO 55 SECONDS	50 TO 60 SECONDS
Standard snooker configuration (“reds” in snooker position)	Modified snooker configuration (“reds” positioned away from “pink” and “black”)
Only three of four or more “reds” are required	Course with four+ “reds”
Only jumps and tunnels are used	Two or more “color” combinations involving contact obstacles and/or weave poles

The following diagrams show the theoretical position of the obstacles for the “Standard” and “Modified” Snooker Configurations.



A “combination” is a series of two or more obstacles (including hurdles) that are to be performed and scored as a single obstacle. Each element (i.e., obstacle) in the combination shall be scored individually, except that refusals shall not be penalized in the opening period. The sequence and direction of performance of each element shall be specified by the judge. If a standard fault occurs (including taking obstacles out of sequence or in the wrong direction), no points shall be awarded for performance of the combination; however, performance of the com-

ination shall not be considered complete until each element has been performed in the direction prescribed.

The course time used will be determined by the judge based on an evaluation of the course's degree of difficulty given the specific obstacle placement and point assignments and recognizing the additional time that may be required for competitors to employ different strategies on the course.

The judge shall not change the time allotted for scoring points after the first dog in a class has run, unless justified as set forth with respect to SCT in Section 3.4 of these regulations.

The Snooker Sequence

The obstacles must be performed in snooker order, which permits a maximum of 51 points to be accumulated when three "red" obstacles are used. The handler and dog team shall perform the obstacles as set forth in an opening and closing sequence during the course time allotted. An obstacle has been selected for performance in the opening sequence if the dog has touched or crossed the obstacle (e.g., placing a paw on a ramp, jumping over a ramp of the dog walk, passing through the tire frame or crossing the line of weave poles).

The "opening sequence" consists of a minimum of six (6) obstacles (permitting a maximum of 24 points when three "Red" obstacles are used) that must be taken in the following order:

Red - Color - Red - Color - Red - Color^{6.08}

In performance of this opening sequence, the following rules must be observed:

- A "red" must be performed successfully before a color may be taken.
- A "red" may be taken only once whether faulted or successfully performed.
- No points are awarded if an obstacle or hurdle is faulted.
- The same or different "color" may be taken each time a color is to be taken.

Scoring ceases during the opening sequence if any one of the following occurs:

- Red faulted - color
- Red not faulted - another or same red
- Red - color - color
- Red - color - same red
- Time expires

A Color obstacle must be completed as defined for performance in Chapter 3 to have been performed.

Once the opening sequence has been completed, the dog and handler move directly into the "closing sequence" that consists of six (6) color obstacles with a maximum of value of 27 points. These obstacles must be taken in the following order:



Yellow



Green



Brown



Blue



Pink



Black

Scoring ceases during the closing sequence if any one of the following occurs:

- an obstacle is faulted
- the sequence is broken
- time expires

Refusals shall be assessed only during the closing sequence. The table may be used as a start and/or finish line.

Qualification

A minimum of thirty-seven (37) points is required in order to earn a qualifying score. In addition, for purposes of qualification towards the Snooker MasterSM title, three of the five qualifying scores must place in the top 15% of the class ("Super Q") based on the number of dogs actual-

ly competing in each jump height class; that is, 12", 16", 22" or 26" (30cm, 40cm, 55cm or 65 cm). Any fractional number shall be rounded up to the next whole number.^{6.09}

In the event there are less than seven dogs competing in the 22" or 26" (55cm or 65cm) class or less than five dogs competing in the 12" or 16" (30cm or 40cm) class, the class shall be combined with another height class for determination of placement qualification (i.e., dogs jumping 12" combine with dogs jumping 16", or dogs jumping 22" combine with dogs jumping 26"). If a combined class has fewer than seven dogs jumping 22" and 26" (55cm and 65cm), or fewer than five (5) dogs jumping 12" and 16" (30cm and 40cm) in competition, the first place dog in each combined division shall receive placement qualification provided at least two dogs competed in the class and the first place dog received at least thirty-seven 37 points.

The Class Running Order

It is presumed that all entries have been randomly drawn and ordered within each height class (see Section 2.3). In the event that entries require that two jump heights must be combined, a random draw shall be made to determine what height class shall run first (i.e., 12" or 16" (30cm or 40cm) and 22" or 26" (55cm or 65cm). The running order shall be strictly adhered to except when a handler is running more than one dog with a potential conflict as defined in Section 3.3. In anticipation of such conflict, the handler may request moving their first dog listed in the running order up or when not possible, their last dog back in the running order such that the dogs may be separated by no more than ten (10) dogs.

SECTION 6.5—ADVANCED NONSTANDARD CLASSES

Advanced rules as set forth in Chapter 4 shall be applied in determination of performance and scoring of obstacles as applicable. Otherwise, all non-standard class criteria shall conform to the description of the Masters level as set forth in this chapter for each class, except for special rules set forth in this section.

Eligibility standards for entry to these classes are set forth in Appendix E to these regulations. Through competition in these classes, the competitor may earn the following awards as more fully set forth in Chapter 1 of these regulations:

- Advanced Agility Dog®
- Advanced class title (i.e., Advanced Gamblers, Advanced Jumper, Advanced Relay and Advanced Snooker titles)

Advanced Gamblers Class

- The distance between the handler and key elements of the Joker shall be no less than nine (9) feet (or 2.743 meters) instead of fifteen (15) feet (or 4.572 meters).
- The design of the Joker shall include no more than one of the three basic types.

Advanced Relay Class

- No additional or special rules.

Advanced Jumpers Class

- The SCT shall be determined utilizing the following rates:

JUMPERS STANDARD COURSE TIME RATES (IN YARDS & METERS PER SECOND)		
Jumping Height	Standard Course Time Rates	
	Operating Range	Absolute Minimum
12"	3.00 – 3.50 yds/sec	3.00 yds/sec
30cm	2.75 - 3.20 m/sec	2.75 m/sec
16"	3.25 - 3.75 yds/sec	3.00 yds/sec
40cm	2.95 – 3.40 m/sec	2.75 m/sec
22" & 26"	3.75 – 4.00 yds/sec	3.50 yds/sec
55cm & 65cm	3.40 – 3.65 m/sec	3.20 m/sec

Advanced Snooker Class

A dog shall not be required to place in the top 15% but must accumulate a minimum of 37 points to earn a qualifying score.^{6.10}

SECTION 6.6—STARTERS NONSTANDARD CLASSES

Starters rules as set forth in Chapter 5 shall be applied in determination of performance and scoring of obstacles as applicable. Otherwise, all non-standard class criteria shall conform to the description of the Masters level as set forth in this chapter for each class, except for special rules set forth in this section.

Eligibility standards for entry to these classes are set forth in Appendix E to these regulations. Through competition in these classes, the competitor may earn the following awards as more fully set forth in Appendix F to the regulations:

- Agility Dog®
- Starters class title (i.e., Starters Gamblers, Starters Jumper, Starters Relay and Starters Snooker titles)

Starters Gamblers Class

- The design of the Joker shall require either obstacle discrimination or directional control.
- The distance between the handler and key elements of the Joker shall be no less than nine (9) feet (2.743 meters) instead of fifteen (15) feet (4.572 meters)
- To receive a qualifying score, the handler must successfully complete the Joker within the time allotment as well as accumulate the following number of points in the opening period for point accumulation, which is three (3) points less than shown in Section 6.1 for the Masters level under the 1-3-5-7 point system and two (2) points less under the 1-2-3-5 point system. (See Chapter 10, Section 10.6 for chart.) This exception expires effective January 1, 2012, after which the point requirement in the Starters Gamblers class shall meet the requirements as set forth in section 6.1.

Starters Relay Class

- The number of obstacles to be performed by each competitor shall be a minimum of seven (7) instead of nine (9).
- An omission of an obstacle shall result in elimination instead of being scored 20 fault points.

Starters Jumpers Class

- The course shall include a minimum of fourteen (14) obstacles and a maximum of sixteen (16) obstacles to be performed, including only two spread hurdles, one of which is classified as an extended spread.
- The SCT shall be determined utilizing the following rates:

JUMPERS STANDARD COURSE TIME RATES (IN YARDS & METERS PER SECOND)		
Jumping Height	Standard Course Time Rates	
	Operating Range	Absolute Minimum
12"	3.00 – 3.25 yds/sec	3.00 yds/sec
30cm	2.75 - 2.97 m/sec	2.75 m/sec
16"	3.25 - 3.50 yds/sec	3.25 yds/sec
40cm	2.95 – 3.20 m/sec	2.95 m/sec
22" & 26"	3.50 – 3.75 yds/sec	3.50 yds/sec
55cm & 65cm	3.20 – 3.65 m/sec	3.20 m/sec

Starters Snooker Class

- A dog shall not be required to place in the top 15% but must accumulate a minimum of 37 points to earn a qualifying score.^{6.10}

- The course shall be constructed with the obstacles placed in one of four (4) different general configurations instead of six (6), as shown below:

STARTERS SNOOKER COURSE CONFIGURATIONS^{6.11}
Standard snooker configuration (3 “reds” positioned near the “black” and “pink”)
Modified snooker configuration (3 “reds” positioned near “yellow”, “green” and brown”)
A single “color” combination involving contact obstacles and/or weave poles
Only jumps and tunnels are used

- The minimum course time shall be 50 seconds and a maximum of 60 seconds.

SECTION 6.7—OTHER CLASSES

Events may include nonstandard classes other than those described in this Chapter, provided such classes are listed and described on the event application and test schedule. The description should define entry eligibility rules, scoring method, description of the course and its objectives, as well as any awards associated with the class. Also, the description must clearly state that the class is not being held for certification purposes and that judge’s discretion shall be applied to the extent applicable in establishing performance rules for the class where specific rules for the class are not otherwise stipulated. Such classes are subject to USDAA approval.^{6.12}

Gamblers, Snooker, Jumpers and Pairs or Team Relay may be held for other than for certification purposes under rules other than those specified in this chapter. In such cases, the classes shall be listed on the event application along with a complete description^{6.12} of the class and designated as “Non-titling” in the Test Schedule.

CHAPTER 6 FOOTNOTES

6.01 *Successfully completed means that an obstacle has been performed past the point at which a penalty may occur and that the dog has for all intents and purposes completed the obstacle. Examples include—*

- *A dog is on the a-frame and has touched the contact zone on the down ramp, but has not left the ramp.*
- *A dog is on the see-saw and has tilted the plank to the ground and touched the contact, but has not left the ramp.*
- *A dog is passing through the tire as time expires, and the majority of the dog's body has exited the tire such that completion without fault is assured.*
- *A dog is passing through a tunnel as time expires, and the majority of the dog's body has exited the tunnel such that a refusal is no longer possible and completion without fault is assured. A judge may employ the one-paw or four-paw criteria specified in Chapters 3, 4 or 5 for determining that the tunnel has been completed.*

6.02 *A distinction should be made between "disqualification" and "elimination". In this case, competitor may continue to accumulate points in the opening period as defined for competitive purposes. The judge in setting the discretionary rules for the class may specify whether points will be awarded for such disqualifying acts.*

6.03 *Directional control may mean either to work a dog through a sequence with change of direction, or in the case of the Starters or Performance Level 1 course, simply maintaining a direction of flow through a sequence, evidencing the dog's confidence to work away from its handler.*

6.04 *This presents the handler with an additional stratagem, requiring that the handler reasonably estimate the end of the course time so that they may be in close proximity to the Joker obstacles.*

6.05 *Regulation changed from ten (10) seconds to twelve (12) seconds on March 30, 2007.*

6.06 *In titling classes, it is customary, though not required, that competitors run in pairs (two-dog/handler teams). An event's Organizing Committee or Event Secretary may determine whether relay classes will be presented awards based upon jump height, jumping division (small versus large), or overall (i.e., all heights competing against each other).*

Reassignment of competitors to accommodate "incomplete teams" (i.e., a partial team where one team mate is unable to run or insufficient number of entries were received to accommodate assignment of complete teams.

"Draw" entries are permissible, meaning that an individual competitor may enter a relay class with their dog without a teammate. In cases where draw entries and/or reassignments are to be managed, the Event Secretary shall have full discretion to resolve issues in a manner deemed by them to be in the best interest of the sport. Draw entrants, and entrants whose teammate(s) is(are) unable or unwilling to compete are eligible to compete at the pleasure of the Event Secretary and Event Organizing Committee without recourse.

6.07 *A competitor running on a team for accommodation purposes (see footnote 6.05) may not receive a qualifying score for their accommodating performance.*

6.08 *Anytime a "Color" obstacle is referenced in Snooker, it means a color other than Red.*

6.09 *For example, a class of fifteen dogs shall result in a calculation of three dogs eligible for placement qualification ($15\% \times 15 = 2.25$ rounded up to 3.00).*

6.10 *With the elimination of the placement requirement, less emphasis is placed on the randomization of the running order. The requirement to randomized is removed, but is encouraged.*

6.11 *Snooker configurations for Starters are limited to enable the competitor to become proficient at basic layouts before undertaking the more strategic elements of the game. As an example, "3 of 4 Reds" is different from "3 Reds" in that more course strategies become available through an optional fourth position of a Red. So the configurations for Starters are limited to three Reds on course.*

6.12 *Examples of such classes are knockout, boxed pairs, time gamble, pairs pursuit, etc. Other nonstandard classes are encouraged to be divided by performance level (i.e., Starters, Advanced and Masters) when possible to provide a competitive class commensurate with the experience level of competitors.*

6.13 *A complete description for Other Classes may include a stipulation that certain provisions are at the discretion of the judge. The judge would then provide these stipulations in their course briefing on event day.*