

Queensland Agility & Jumping Dog Club

Club Rules

1. Members *must* produce their current membership card when paying their training fees each training night.
2. Only *financial members* are permitted to train.
3. Membership is not transferable.
4. Payment of training fees must be paid, *before* commencement of class, to the treasurer or representative.
5. All dogs are to be kept on lead whilst on the grounds. Leads may only be removed when requested by your instructor.
6. If your dog is working off lead during class and runs away, the dog must immediately go back on lead.
7. Dogs are only to be tied to fences in designated areas.
8. If your dog fouls on the grounds at any time, it is your responsibility to clean it up immediately.
9. To prevent injuries to your dog whilst your dog is training, he/she is to wear a fixed collar *only* (*no* check chains, remote trainers or prong collars are allowed to be used whilst training).
10. Agility equipment is *not* to be used before or after class. Instructors, who are instructing on the night, use this time to give their own dogs a run.
11. Dogs are allowed off lead in a designated area only. This area is off the main oval on the Logan Road side – *but this is at the sole responsibility of the owner.*



12. Closed in footwear must be worn whilst training your dog (no thongs, sandals or bare feet will be allowed).
13. Aggressive behaviour on the grounds will not be tolerated and will be dealt with immediately.
14. Bitches in season are not permitted on the grounds.
15. No smoking during class.
16. It would be appreciated if mobile phones could be switched off during class.
17. Evaluation for progression to the next class will be done on the last Thursday of each month *only*.
18. All new members must attend introduction class regardless of the dog's previous agility training.



Age Rules

Introduction Class – for all new members attending their first night of training. (First Thursday of each month).

Class 1 – open to all dogs over the age of 12 weeks that have attended introduction class.

Class 2 – open to all dogs over the age of 6 months that have achieved the level required in class 1.

Class 3 – open to all dogs over the age of 14 months that have achieved the level required in class 2.

Class 4 – open to all dogs over the age of 14 months that have achieved the level required in class 3.

Top Class – open to all dogs of trialing standard.

N.B. - All new members must attend introduction class regardless of the dog's previous agility training.

- Evaluation for progression to the next class will be the last Thursday of each month (Feb – Nov)
- Introduction class/new members is the first Thursday of each month (Feb – Nov)



Fees

Joining Fee - \$10-00 per membership

Membership Fees –

- Single - \$10-00 per financial year
- Dual - \$15-00 per financial year
- Family - \$20-00 per financial year
- Junior - \$5-00 per financial year (10 - 16 years)

Training Fees - \$5-00 per class per dog upon presentation of Membership card
\$7-00 per class per dog if Membership card is not presented

N.B. Only *financial members* are permitted to train.

- Membership is per financial year - 1 July to 30 June. All members are required to renew their membership by 1 July, regardless of when they joined.
- Members who fail to pay renewal fees by the 31 July will incur another \$10-00 joining fee.



Ground Rules

1. Parking is in the designated area (eastern side of main oval).
2. Dogs are not permitted in the toilets/amenities block.
3. Dogs to be tied to fence only in designated areas.
4. Whilst in line waiting your turn in class or paying your training fees, give your dog and the other dogs space so as not to create any unnecessary incidents.
5. When training your dog with food rewards, try to insure that you do not drop your food on the ground. This is unfair to the dogs having a run after you.
6. Please do not throw balls/toys during class as this can incite other dogs to chase them and may cause incidents.
7. If your dog runs out of a class it must immediately be put back on lead.
8. Please refrain from general conversation during class out of respect to your instructor (as he/she is only a volunteer) and other members of the class who wish to learn.
9. Please help with height changes during class.
10. Please help set up and put away equipment as required - your help is greatly appreciated.
11. Set up time is 6.30pm.



Training Nights

Every Thursday night (unless otherwise advised) Feb – Nov.

Times & Jump Heights–

Classes 1, 2, 3 –
(On lead)

Setup 6:30pm

Start training 7:00pm

Finish training 7:45 pm

Some gear can be put away – please check with Instructor

Classes 4 and Top –
(Off lead)

Setup 7:45pm

Start training 8:00pm

Finish Training 8:45pm

Finish putting gear away and lights out by 9:00pm

Equipment Height

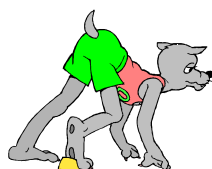
Classes 1 & 2 200 & 300 mm (400mm at Instructor's discretion)

Classes 3, 4, Top As per dog's (trailing) jumping height.

- Please remember, instructors/committee members are volunteers and are not solely responsible for the setting-up and packing-up of equipment. We ask that you, whenever possible, arrive early to help with the setting up of equipment and stay back after class to help put equipment away.


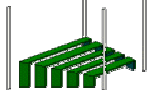


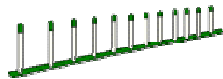

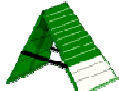





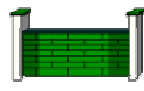
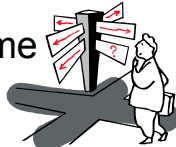
N.B. If classes do not seem to be commencing on time, this is because we do not have enough volunteers helping get the equipment ready.

- If you would like a say on club matters, please attend the club meetings. They are held on the third Thursday of each month and commence at 6:30 pm. All financial members are welcome to attend.



The ABC to Jumping

These are only a guide to help you.
Remember, be consistent with your commands.

<u>Obstacle</u>	=	<u>Command</u>	
1. Spread Jump	=	Big over/Jump	
3. Broad Jump	=	Long	
4. Bar Jumps	=	Over/Jump	
5. Wing Hurdle	=	Over/Jump	
6. Weaving Poles	=	{ Weave/Here In/Out	
7. Dog Walk	=	Walk on	
8. Scramble (A frame)	=	Up	
9. Hoop (Circle Jump)	=	Circle	
10. Table	=	Table	
11. Drum Tunnel	=	Shute	
12. Flexible Tunnel	=	Flex	
13. See-Saw	=	See-Saw	
14. Solid Jump	=	Over/Jump	
15. Left Turn	=	Left or back	
16. Right Turn	=	Right/Here/Come	
17. Left hand side	=	Heel	
18. Right hand side	=	Watch/Close/Side	