

OTHER GEAR & PUTTING IT ALL TOGETHER

What is it?	Why do it?
Learning the rest of the gear and combining the other modules leads to a dog being able to run flygility.	Flygility is fun and past-paced, and uses little equipment. The jumps are at lower height and dogs can compete from 12 months of age. The courses are simple and require little fitness or handling skill.

NB – THESE NOTES ARE BASED ON NZ RULES 2006

EQUIPMENT

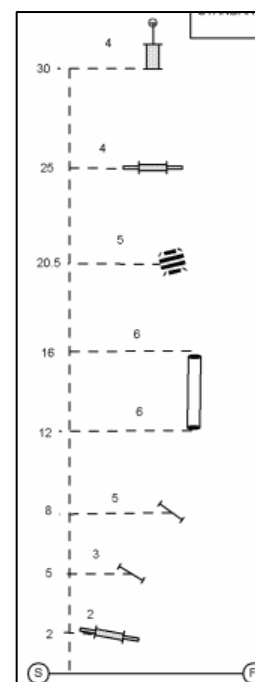
- ✘ **Flybox and balls.** Boxes operate by a pedal mechanism and throw the ball at least 600mm. Balls - usually tennis balls but other types are allowed (e.g. smaller balls for small dogs)
- ✘ **Flyball Jumps.** These are the first and last obstacle in every course. Mini height 200mm, Midi 300mm, Maxi 400mm. Boards are 600mm wide, with vertical panels 600mm high. Knockdown of flyball jumps has no penalty, providing the dog clears the jump as if it were standing
- ✘ **Agility hurdles.** With or without wings. One or more bars allowed. Mini 200mm max., midi 380mm, maxi 460mm (this is much lower than agility!).
- ✘ **Long Jump.** Bi-directional, with the two largest parts in the centre facing opposite directions. Total length is Mini 750mm, Midi 1.0 m, Maxi 1.3 m. Vertical marker or jump upright placed at the mid point on either side.
- ✘ **Flexible tunnel.** Same as for agility.
- ✘ **Flygility Ramp.** Consists of two planks 300mm wide and 2.4m long, (eg. crossover ramps) joined to a support/trestle at the middle, a max. of 600mm from the ground. At each end of the ramp there is a hoop. Contacts on ramps are not judged.
- ✘ **Weave.** consists of 6 poles. Challenge courses only.
- ✘ **Start/finish line.** A line using rope or painted, approx. 8 metre long

THE COURSE

- ✘ The straight length of the course from the start/finish line to the line on which the flyball box sits is 30m. Because the obstacles may not be in a straight line, the distance the dog runs can be longer than 30m.
- ✘ Distance from start line to first obstacle (flyball jump) is 2m. Each obstacles is at least 3m apart. The distance from the last jump (flyball jump) to the flybox is 5m.

THE BASIC RULES *(Based on the NALA Link rules 2006 – note that tournament rules vary from this in some regards)*

- ✘ The dog may start from a stationary or running start. The timing starts when any part of the dog crosses the line.
- ✘ The timing stops when the dog has negotiate all obstacles in the correct order, triggered the flybox and returned with the ball over the start line.
- ✘ A helper loads the Flybox - they remain stationary behind the box, with their hands behind their back.
- ✘ Handlers can give as much verbal encouragement to their dogs as they like.
- ✘ Dogs should wear a collar. Check chains are not permitted.



Sample Course



WHEN THINGS GO WRONG...

You get to have attempt your run all over again with no penalty if

- (1) Another dog enters the course and interferes with the run.
- (2) If the Flybox malfunctions
- (3) A piece of equipment fails or becomes dangerous. This would include failure to get a time.

You get penalized and have to do a 're-run' if

- (1) Your dog doesn't bring the ball back over the start/finish line.
- (2) Your dog goes the wrong way on the course.
- (3) You cross the start finish line during the race.
- (4) Your dog doesn't operate the box correctly (eg steals the ball).
- (5) Your dog fails to negotiate an obstacle.
- (6) The ball becomes inaccessible after the dog drops it.

Re-runs:

- ✖ The judge will normally indicate that the dog must do a re-run by saying 're-run' and/or starting a 5 second countdown.
- ✖ You get your dog back over the start line, and then once the 5 second count has finished you redo the course completely. You can't re-run until the 5s count is completed AND the dog has returned over the start line.
- ✖ The 5 second count applies where the dog makes the mistake on the way to the box – if the mistake is on the way back, you get your dog over the start line and do the re-run without a 5 second countdown.
- ✖ When you're doing a re-run, you are allowed to run with your dog. You can also press the pedal and put the ball in the dog's mouth, but the dog must carry the ball over all the obstacles to the finish.

Faults:

- ✖ If the dog knocks a hurdle bar or piece of long jump or the flyball jump. The dog does not have to re-run, but 5 seconds will be added to its total time.
- ✖ The bar does not have to be replaced until the end of the round.
- ✖ All dogs must still pass between the uprights.

TEAMS EVENT

- ✖ Teams of 3 dogs and handlers.
- ✖ The Team event consists of one complete run by all three dogs in the team and the time taken to complete, along with any faults, will be recorded as the teams result.
- ✖ The second dog may start when any part of the dog crosses the line.
- ✖ The race finishes when all dogs have completed their runs and re-runs.
- ✖ In teams events reruns can be done immediately the dog returns over the line or at the end after the other dogs have run providing however that:
 - (1) If the rerun is done immediately they may not re-run until the 5 second count is completed, and the dog has returned over the start line.
 - (2) If the rerun is done at the end after the other dogs have run the next dog may not cross the start line until the 5 second count is completed and the re-running dog has returned over the start line.