



ACT COMPANION DOG CLUB INC.

www.actcdc.org.au

Excellent Level Agility – Entry Requisites and Skills Guide

ENTRY REQUISITES		MANDATORY / OPTIONAL	
	Entry to Excellent is only by attainment of an AD or ADO title (or equivalent).	M	
ADMIN	Current financial member of ACT Companion Dog Club (CDC)	M	
	Paid agility training fee (or CDC instructor)	M	
	Team complies with all CDC rules and policies (e.g. vaccination, agility waiting list etc)	M	
	Handler understands they are required to help set up and pack up equipment. This includes setting up from a course map.	M	
	Dog doesn't disrupt class in any manner	M	
	FOR MEMBERS NEW TO CDC AGILITY (i.e. have not been promoted from lower level classes): Has attended a CDC agility intake lecture, or undertakes to attend the next one. The team has passed a formal Upper level Control test. The dog has passed a formal Physical test. Has no obvious problem such as limping or stiffness. Is easily able to jump a low hurdle and a narrow broad jump, can turn from one side to the other. Is not overweight.	M	
SKILLS GUIDE			
<i>These are the skills that teams should expect to acquire at Excellent level and which they should have before leaving this level.</i>			
OBSTACLES	Team can demonstrate capacity to confidently perform all the obstacles listed below at competition standard		M
	Hurdle (jump)	Can confidently perform at competition height with variations (wings, "solid", cones)	M
	Spread hurdle	Can confidently perform at competition height and width	M
	Broad jump	Can confidently perform at competition width	M
	Hoop (tyre)	Can confidently perform at competition height	M
	Flexible tunnel	Can confidently perform full length tunnel with a tight radius 180 degree bend and two 90 degree bends	M
	Collapsible tunnel (chute)	Can confidently perform full length chute. Not held open	M
	Scramble (A frame)	Can confidently perform at full competition height. Team has reliable contacts without a target	M
	Dog walk	Can confidently perform full height dog walk. Team has reliable contacts without a target	M
	Table	Can confidently perform at full competition height. Reliable wait on the table.	M
	Weaving poles	Can confidently and reliably perform 12 weaving poles	M
	See saw	Can confidently and reliably perform see-saw	M



Excellent Level Agility – Skills Guide Cont:

HANDLING	Recalls (here/come)	Able to recall dog	M
	Lead Out (wait)	Handler can usually lead out at least 6 metres ahead of dog	O
	Contact Strategies	Team generally has reliable contacts (without a target) on all contact obstacles	O
	Warm-ups & Stretching	Handler is able to demonstrate appropriate warm-ups and stretching on their dog	M
	Team has knowledge of all the following, and is able to do all the mandatory items at the standard described		M
	Independent performance of obstacles	Handler able to work all obstacles with dog on either side of handler (i.e. on left or right)	M
		Dog able to perform obstacles regardless of handler position	M
	Cues & Signals	Handler can demonstrate cues (voice/hand/body/movement) for each obstacle and turn	M
	Lateral distance	Handler can demonstrate lateral distance, e.g. Open distance challenge	O
	Angled approaches	Able to perform all obstacles with approach angles of at least 30 degrees. Can jump standard hurdles with an approach angle of at least 45 degrees	O
	Send dog ahead	Handler can send dog ahead	O
	Sequences/courses	Able to perform sequences of at least 8 obstacles, and courses of at least 16 -20 obstacles	M
	Motivators (play, food, toys, praise)	Handler is aware of what, when, how to use. Is able to use in training to arouse dog (if needed), increase confidence, reward good performances	O
	Call-offs	Handler can usually call the dog off an obstacle	M
	Attention	Handler can almost always get dog's attention when asked to do so	M
	Obstacle discrimination	Handler and dog have ability to perform less complex obstacle discrimination exercises while running a course	M
	Proof against distractions	Dog is able to perform with distractions	M
	Serpentine	Team can demonstrate in a long sequence	M
	Pull through	Team can demonstrate in a simple sequence	M
	Push through	Team can demonstrate in a simple sequence	M
270 degree turn	Team can demonstrate in a simple sequence	M	
Course walking	Handler is able to demonstrate ability to walk a course & work out the best handling strategies for their dog	M	
Course set up	Handler is able to demonstrate ability to set up a basic course or set including correct distances between obstacles	O	



Excellent Level Agility – Skills Guide Cont:

TURNS / SIDESWITCHES	Post Turn (pivot)	Team can demonstrate post turns while running a course or long sequence	M
	Here/Come	Dog reliably comes towards handler. Handler can demonstrate while running a course or long sequence	M
	Rear Cross	Team can demonstrate a Rear Cross while running a course or long sequence	M
	Front Cross	Team can demonstrate a Front Cross while running a course or long sequence	M
	Out (Increased lateral distance)	Diverging paths. Team can demonstrate while running a course or long sequence	O
	Turn Away	Dog turns away from handler. Team can demonstrate while running a course or long sequence	O
	Left/Right	Handler is aware of the concept	O
	Lead out push/Lead-out Pivot	Handler can demonstrate at the start of a course or sequence	O
	Blind cross	Team does not need to demonstrate but handler is aware of the advantages & disadvantages of this turn	O
	RFP	Reverse Flow Pivot, Pull-back, Fake-out. Team can demonstrate while running a course or long sequence	M