



Thank you for signing up for 2024 The Moto UKI Fall Cup! We are very excited to be hosting the Prairies Fall Cup again this year, we love putting on this event, and every year it has grown larger and this year was no exception! With over 110 dogs this is definitely a big year.

Please make sure to check all the info on your entry confirmation is correct!

This is your Confirmation AND your General Briefing!! (There will be no briefing day of So Please read it all!)

Trial Date : Oct 18/19/20, 2024

Judges: Designing: Ashley Deacon Onsite: Emily Orton

Location : Thorsby Haymaker Arena

Township Rd 492, Thorsby, AB T0C 2P0

Schedule :

Fri -Benching Opens 12:00pm

Measuring at 12:30pm

First Dog Warm Up 1:00pm

(If needed Measuring will continue through Warm Up runs)

Sat - Benching opens at 7:00am

Measuring at 8:00 am

First Dog on Line 8:30 am

Sun - Benching opens at TBD

Briefing/Walkthrough TBD

First Dog on Line TBD

Events Order:

Fri – Warm Up (1 Min)

Games - Gamblers

Games - Snooker

Sat – Biathlon Agility

Masters Agility

Speedstakes 1

(Friday Podiums)

Sun – Masters Jumping

Biathlon Jumping

Speedstakes 2

(Sat/Sun Podiums)

Heights : Fri – Small to Tall

Sat – Tall to Small

Sun – Small to Tall

(Certain events will have mandatory reverse running order, no changes allowed, 6 min between if you have multiple dogs)

Warm Up Runs : Extra warm up runs will be available for purchase, please email if you are interested before the event. Moto-agility@hotmail.com

Washrooms/Water/Food: There are indoor washrooms (no showers), and Well water. There will be a concession onsite run by the Haymaker people. (If you have any issues with anything bring it to MOTO ppl

NOT the concession workers!) There are also some local food options in Thorsby, including a grocery store.

Music : We love our music and the energy it brings! So be prepared there will be music playing throughout the weekend, it will be quieter during the runs and louder during the walkthroughs and course setting but there will be music playing throughout so be prepared.

Volunteers: There will be a Volunteer Board posted, everyone is assigned 1 slot to start, then for the rest of the open slots, everyone will have extra “names” to the side of the board that they will be able to insert their name to open slots. Once you have volunteered in your position, you will go to the board remove your name and put it into the basket for prizes! Each class is divided into 2 so more ppl are able to volunteer, but that also means there is a quick crew change in the middle of each class, please please know your jobs and try not to be late, we don't want to have to hold up the whole class waiting for the timer to arrive. There will be multiple draws throughout each day and one big prize at the end!

Benching: Benching is allowed anywhere in the second barn. Dogs are NOT allowed on any of the cement areas (concession/human washrooms/including the stands) the barn does not normally allow dogs in the arena so we have to respect their rules. Benching is also allowed in vehicles. If you have 2 dogs close together you are allowed to bring a kennel in the main barn, but it has to be removed after each run, not permanent benching in the main barn.

Outside: Please pick up after your dogs, and even though there is a lot of space outside, please no Off leash except in the arena ring, or if you go for a walk off the property. Also there is a possibility of cows on the grounds (most likely on the East side) do not go anywhere near the cows, there is lots of space to go for walks on the West side.

Arena Entrance/Exit:

There are areas where dogs are not allowed inside so please be aware which doors you are entering from with your dogs, I have attached a pic to help.



Agility Gate: We will be using the AgilityGate app, which allows you to keep track of the running order online with the Agility Gate app, and view maps. Some ppl will be familiar with the program while others this will be brand new, if you would like to try it you just have to download the Agility Gate app. (Running orders will also be posted at the Gate)

Live Results: We will be trying to have Live results, through the scoring program ATS, we are going to have a device that you will be able to see current results from. But you will also be able to access the live results on any device at <https://www.agilitytrialsoftware.com/init/trial/select> you just have to select the correct day, Moto Agility Cup, and the Class (if you don't have the correct day selected it wont work for the results for that day) Results will also be printed off and posted on the FB group.

Podium/Awards: There will be overall awards for each event, we will be having the Games Overall awards on the Sat night, the rest of the awards will be on Sunday night.

Camping: Friday campers will be able to arrive once benching opens at 12 pm. Spots are not assigned. Quiet time is 10pm-7am.

Pumpkins!: As part of our decorations we love to use pumpkins/flowers, but don't want to take them home! So if you are interested in taking a pumpkin/flower home with you we will be having a bucket you can put your name into, and if there are too many ppl we will be doing a draw, if only a couple you may get multiples 😊

Getting to the Line: We don't want any wasted time getting ready on the line so we are going to try to have each dog getting ready to go on the line while the other dog is still on course finishing up. To help with this we may also be using a fence that will jut into the course to separate the start and finish. This may or may not be on every course and will move positions each time but will not impede the course in any way. Just be prepared we want dogs on the line ready to go when the last dog is finished. (There may be some exceptions for this but please we would like the majority to be able to be ready on the line)

Walkthroughs: There will be 2 separate Walkthroughs for all the Event classes (1 for Warm Up) Then a short break before the first dog. The walkthrough may fluctuate timing wise from 5-8 min depending on the class (games will get more time ect) So be aware of the walkthrough clock.

Courses/General Briefings : The Games briefings are attached and will be posted onsite, please read. There will be a poster to ask questions, which will also be answered on the poster, so we will have less to go through before we run. Please use it for questions. There will be a very quick time to ask questions before the beginning of the course, but we are going to keep these very short so please if you have a general how to run UKI question you can reference the uki rulebook, if there is a course specific question that will be the time for it.

<https://ukagilityinternational.com/wp-content/uploads/2022/12/UKI-8th-Edition-Rule-Book-12.6.pdf>

Top Overall Board : There will be a poster board of the Top Overall Dogs Points, so you can see how you are doing for Top Dog! To be eligible for Overall you must be entered in all the events.

***Measuring* (IMPORTANT)**: Uki is a little different for keeping track of heights since there are no hard copy height cards. To know if your dog has an official height recorded by the UKI you have to log in to the UKI website under your log in info (if you don't have this your will need to sign up to get your info), and there will be an * beside your dogs name or not (I have attached an example)
 Emily will start measuring before Warm up on Friday, and will continue through the Warm up class if there is a large group. There will also be a SMALL amount of time to measure Sat morning only for those who did not compete in the Games class on Friday. You must get a measure before you run in any of the official runs.

My Dogs

Add Dog

UKA No	Reg Name	Pet Name	Height Category	Int Level	SS Level	Status	Actions
D1321	Hnh Wynd Of Khirugai	Wynd	20 inch	Senior	Senior	Active	Edit...
D1322	Flyte	Flyte	20 inch	Champion	Champion	Active	Edit...
D4444	Wows Whirling Column Of Snow	Snow Devyl	20 inch *	Champion	Senior	Active	Edit...
D10419	Taury	Taury	20 inch *	Novice	Beginners	Active	Edit...
D22072	Wow's Arctic Cyclone	Wow's Arctic Cyclone	20 inch *	Champion	Senior	Active	Edit...
D30532	Tikka	Tikka	16 inch	Novice	Novice	Active	Edit...

An asterisk will appear in the Height category box to denote the dog has had an official measure

Couple FYI Facts:

- There will be a Max course time of 60 sec for each run if you Eliminate or are NFC, you must leave when you hear the Max time buzzer.
- You MUST wait for the "GO" from the timer before you start your run, if you start before the "GO" you will receive and Elimination
- FNR (Fix and Repeat) You are allowed to do 1 Fix and Repeat obstacle on the course, if you choose to do a Fix and Repeat on a second obstacle/section you will be asked to leave immediately (Not for NFC runs)
- NFC you must declare to the judge and timer/scribe as you come to the line that you will be running NFC. The NFC time will start once the HANDLER crosses the plane of the first obstacle (so you are able to work start lines). If you rung NFC in a cup event course, you will not be eligible for the combined results for that event and thus the overall scoring.

Any questions : moto-agility@hotmail.com motoagility.com

Check out the poster for videoing on the next page, don't miss out!

VIDEO OF YOUR



RUNS!



Deadline for video requests

Thursday, OCT 17 at NOON!

Want to capture that special run without having to ask your friends to video?

Offering videos of all or any of your dog's runs!
Per dog: Package Deal: ALL 8 Runs \$30 (save \$10)
Individual Runs: Each \$5

Videos will be captured on a high-def video camera and transferred to a thumb drive. You can supply your own thumb drive, or we will supply a 4GB drive for an additional \$5.
Pre-order ONLY.

Sign up by emailing dogsport.org@hotmail.com with the following information:

Handler Name
Dog Name
Jump Height
Classes entered

And whether you need a thumb drive or will supply your own.

*Note that all videos may not be available due to unforeseen difficulties or technical difficulties, but will make every effort to get them all!

Gamblers Briefing

Judge: Emily Orton (Designer Ashley Deacon)

All rules in Section 3.2a of the UK Agility International Rules & Regulations apply to the Gamblers class. This briefing contains reminders as well as additional information specific to this course.

Opening: The opening time is 30 seconds for all heights.

The start is worth 1 point in the opening if taken in the proper direction as indicated by the timing. If the start jump is not taken in the correct direction, then this jump must be repeated in the correct direction before you can begin to accumulate points. If it is not jumped in the correct direction before you take another obstacle, then the game is over and you must proceed to the finish jump.

The finish jump is live and if taken in any direction, will end your run. This jump has a 0 point value. Taking the finish jump the wrong direction or failing to stop the time at the end of the run will result in an E with all points deducted resulting in no score. If you take the finish jump during the Opening the dogs time will be scored as 30 seconds.

Every obstacle can be taken twice for points in the opening.

Contact to contact is not allowed and if done, the 2nd contact will not score if you gained points on the first attempt.

If you fault an obstacle, I'll call "zero".

There is a bonus during the opening. White circles number 1-5, completed successfully, in order and direction indicated is worth 10 bonus points, in addition to the individual points. A bonus can only be scored once. No refusals are called during the bonus.

At the end of the opening, if you have started an obstacle (1 paw in a tunnel or on contact, or lifted for a jump), before the horn sounds, you will get credit for opening points if completed correctly, and I will call those points accordingly.

Handlers going through, under, or over any obstacle in a manner that aids performance will result in elimination and 0 (zero) points will be awarded for the run.

Knocked bars in the opening will not be reset therefore those jumps cannot be used in the gamble.

If the judge deems that handler is "loitering," waiting for the gamble horn to sound and not actively attempting to do another obstacle that has not already been scored twice,

the judge will blow a whistle and the handler should go as quickly as possible to the finish jump. No gamble points will be awarded.

Stopwatches or other timing devices are allowed during the course walk-through, but may not be used as aid during the actual competition.

The Gamble:

You must start the gamble after the horn by taking any tunnel, then you must complete one of the following...

*Gamble 1 - 10 point gamble - take 4 different jumps plus the finish jump
Gamble 2 - 20 point gamble - take 5 different jumps plus the finish jump*

Before the tunnel any extra obstacles are just wasting time.

After the tunnel you can only take different 1-point jumps.

Repeating a jump or taking a non-jump will negate the gamble.

Gamble times: 24", 22", 20" - 13 seconds. 16", 12" & 8" - 15 seconds.

Select: 20" & 16" - 14 seconds. 12", 8" & 4" - 16 seconds.

Snooker Briefing

Judge: Emily Orton (Designer Ashley Deacon)

All rules in Section 3.2b of the UK Agility International Rules & Regulations apply to the Snooker class. This briefing contains reminders as well as additional information specific to this course.

Opening: Start jump must be taken in the direction indicated on the map.

Start jump is worth zero points and will not be faulted for a dropped bar. Taking the start jump again at any time during the run will be judged as an off course, ending point accumulation.

There are 4 REDS on the course. ONLY 3 different red jumps are allowed to be successfully completed. If a red jump is faulted, then you may do the optional 4th red

or head to the closing. If you take a 4th red after successfully completing 3 reds your run is over and you need to head to the finish jump as quickly as possible.

Collect as many points as possible by taking a red jump (1 point) followed by numbered obstacle / combination.

All obstacles are multi directional in the opening.

No refusals in opening.

If an obstacle / combination is faulted in the opening, I will call zero. Go to another red, or the closing.

If an obstacle / combination is engaged and is left for another obstacle or red jump BEFORE completion or faulting, Game over go to finish jump. If the game horn sounds while negotiating an obstacle / combination, points will be awarded if completed successfully.

If a jump bar is knocked in the opening on a point obstacle (aka NOT a red jump), I will call zero. The jump becomes live again after another Red is taken, and in the close. Subsequent passes through the uprights will get points.

Stopwatches or other timing devices are allowed during the course walk-through, but may not be used as aid during the actual competition.

The Closing:

There ARE refusals in the closing on all obstacles.

Finish Jump is live at all times.

Clock will be stopped and the run is over.

You must take the jump in the direction indicated on the map. Taking the finish jump in the wrong direction or failing to stop the time at the end of the run will result in an E with zero points.

Snooker times: 24", 22", 20" - 37 seconds. 16", 12" & 8" - 39 seconds.

Select: 20" & 16" - 39 seconds. 12", 8" & 4" - 41 seconds.