

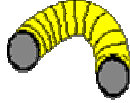
COMMON AGILITY OBSTACLES

A-FRAME



Two slanted diagonal panels with a 'contact' area at the bottom of each side. The dog must climb and descend the A-frame, touching the 'contact zone' on each side.

TUNNEL (Open)



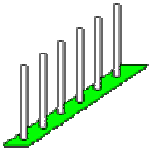
A rigid, 2-ft. diameter tunnel that can be straight or angled to incorporate turns. Most dogs love running through tunnels!

TUNNEL (Collapsible)



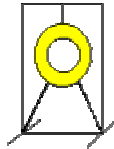
Also called a chute, this tunnel begins rigid, but gives way to a fabric extension the dog must push through.

WEAVE POLES



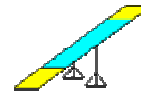
Vertical poles 3-4 ft. high and 18-24 inches apart. The dog must enter with the first pole on its left and 'weave' between all the poles in place, usually 6 to 12.

TIRE



A taped rubber tire suspended in the air and supported by a frame, which the dog must jump through. Height is adjustable.

TEETER



A long plank with a central pivot that tips as the dog passes the midpoint. There are 'contact zones' on each end. The plank must touch ground before the dog exits.

PAUSE TABLE



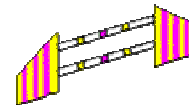
The roughly 3-ft. square table requires the dog to stop its motion during the course and hold a 'sit' or 'down' on the table for a set count.

DOG WALK



A long ramp leads up to a straightaway about 4 ft. off the ground before descending on the opposite side. The dog must touch the 'contact zones' at each end.

JUMPS



A jump or hurdle consists of a bar or panel supported by winged or wingless standards. Heights are adjustable, and some jumps may have double or triple 'spreads' that push the dog to extend through the air across the jump.