



**Dog Scouts of America**  
**Merit Badge Check-Off Sheet**

**No Contact Agility**

Items **bolded** below are requirements that must be demonstrated to the Evaluator. Non-bolded items are training steps that may be introduced in class and are helpful for achieving the requirements. All behaviors must have been taught or re-taught to the dog (preferably using a new cue), using only positive reward-based methods.

Obstacle badges may be earned prior to this badge, but they are not prerequisites.

- Handler must follow safety protocols at all times, following the direction of the instructor/evaluator and keeping the well-being of the dog in mind**
- Handler must be able to evaluate the temperature and humidity of the environment and must be able to describe the “rule of 120”**
- Dog must demonstrate all of the required obstacles safely and properly as described, including the following:
  - Jumps (5) – including wing, panel, broad (spread), double and single bar
  - Tunnels (3) – straight and curved
  - Elevated (Ramped) Tunnel
  - Low hurdles (set of 5) – counts as a single obstacle, but may be performed sequentially or as a set of 2 and 3 interspersed with one or more obstacles
  - Hoop rings (3) – must be performed in succession and counts as one obstacle
  - Barrels (3) – may be used singly or in succession (except for distance challenge); Two barrels are used for the “slingshot” maneuver
  - Balance Beam (1)
  - Weave poles (set of 6)
- All non-traditional agility obstacles must be built according to the standards described**
- Dog must satisfactorily complete 3 different courses, and successfully complete all required obstacles at least once using the following criteria:**
  - Each course must contain a minimum of 12 obstacles
  - Jump sequences must change with each course
  - At least 3 different jump types must be used for each course; courses may not be simplified in such a way that allows exclusively or primarily standard single jumps
  - The elevated (ramped) tunnel must be used on at least 2 courses
  - One course must contain 4 tunnels, including the elevated (ramped) tunnel
  - The balance beam must be used on at least one course
  - A distance challenge is required in one course; barrels are not to be used for the distance challenge unless interspersed with other obstacles
  - The “slingshot” maneuver (using 2 barrels) must be included in one course
  - One course must use all 3 barrels, but not sequentially if used as a part of the distance challenge
  - Weave poles must be used on at least 2 courses; dog must complete all 6 weave poles without skipping poles or exiting early
  - No more than 3 run-by faults are permitted on any course; if a run-by fault occurs, the handler must be able to immediately redirect the dog to complete the obstacle as required
  - No other type of fault is allowed; Jumps must be completed cleanly, with no bars or panels knocked down; hurdles and hoops may not be disturbed; tunnels must be completed properly; dog may not step off the balance beam before completion

**Course maps are included in the training documentation for the convenience of the instructor/evaluator; adjustments may be made to the provided maps where space needs require, providing the above parameters are met**