

The Virtual Agility League

Guidelines for Participation

Updated 01/01/2018
By founder,
Michele Godlevski



Virtual Agility League™ - The VALOR project

An Agility Skills Recognition Program for Special Needs Dogs



Our mission: The idea for the Virtual Agility League was born out of the Reactive Dogs (Therapeutic Agility) class at [Teamworks Dog Training](#) in Youngsville, NC, and created by [Michele Godlevski, C.P.D.T.-K.A., C.C.](#). The participants in the [Teamworks Reactive Dogs Agility class](#) have largely been rescue or shelter dogs with fear/ reactivity issues of people or other dogs. The goal of the class is non-competitive, emphasizing agility as a therapeutic intervention, much like art therapy or music therapy for humans. After several years of offering the class, we had held several “shows” as a last class of the session, where participants invited a few family and friends to attend. The amount of work put into getting these dogs to the level where they could actually focus on agility and not their fears was extraordinary. By the time the “show” came around, these handlers were so proud of what they had achieved, it seemed a shame that only a few eyes got to see the progress. Most graduates of the class have been rehabilitated well enough to cope better in “life skills” as the result of this class, and most of the handlers have been satisfied with that result. However, even though many of these dogs would progress to an advanced level with their agility skills, they were never able to handle the distractions and temptations of a typical sanctioned trial environment. The virtual agility league is an opportunity for handlers of special needs dogs to demonstrate their dog’s agility skills and to have a certification of achievement for their training efforts...which, for many of these dogs, is nothing short of “VALOR”.

What it is:

- An opportunity for reactive, or highly distracted dogs to demonstrate their agility skills
- An organization that welcomes all dogs, regardless of breed or mix of breeds
- An organization that welcomes dogs with disabilities, including deaf dogs, vision-impaired (but not completely blind) dogs, and dogs with three limbs
- An organization that places emphasis on skills and achievement recognition, rather than on speed and competition
- A possible starting point for dogs who may one day progress far enough to enter sanctioned agility trials with more training

What it is not:

- A substitute or replacement for traditional agility competitions or sanctioning organizations
- An organization that offers placements within a class based on speed
- An organization that “labels” a dog nor is mutually exclusive with other agility organizations

Virtual Agility League™ - *The VALOR project*



How it works:

- If you have a fearful or reactive dog, you and your dog should consult with a Certified Canine Behavior Counselor to work on your dog's reactivity issues as a very first step. Group classes like [our Dominant Dogs](#) or [Fearful Fidos](#) or Leash [Manners & Polite Greetings](#) are highly recommended. A [Control Unleashed Class](#) is also highly recommended as a pre-requisite for distracted dogs. Following this type of self-control training, the handler and the dog should seek a [Therapeutic Agility Class](#) or private agility lessons with a qualified instructor who has experience working with reactive dogs.
- After your dog has reached the skill level of competency on all the required obstacles for the given course type and level, you can submit a facility approval form for the place that you and your dog practice in (this can even be your own backyard!)
- You can either select a course map from the files on the VALOR website, or use a course that you ran in class or private lessons. (If you select your own course, please take a picture of the course map and email it to michelegodlevski@gmail.com. If there is no course map, please take a photo or two of the course set-up that shows course numbers and email it.)
- You perform the course with your dog and have the run video-taped by another person.
- You submit the video to your own [YouTube](#) website.
- You then register with [Virtual Dog Sports](#) (which is free!)
- Submit your run as a "round 4" for **any** month if it is someone else's course. Submit your run as the month and date given if it is a course from the VALOR website.
- We review the video and verify that the performance meets the criteria for qualifying
- You receive a qualifying score email and be mailed a rosette and a prize for your dog
- After 3 qualifying scores at a particular level, you will be mailed a title certificate and title ribbon and may compete at the next level in the next competition

Approved Agility Facility

- Agility ring is fully fenced or enclosed, and/or the property on which it is located is fully fenced or enclosed
- Agility ring surface is non-slip (grass, dirt, sand, or rubber stall matting)
- Agility ring surface is level, without slopes
- Agility ring is mostly free from any physical obstructions (i.e. trees, posts)
- All agility equipment meets the specifications of either AKC, USDAA, NADAC, or CPE

Other requirements

- Dog must be at least 12 months of age to participate
- Handler should be at least 8 years of age to participate
- Dogs that have a Novice or Starters Level Title in AKC or USDAA may begin at VALOR level Intermediate
- Dogs that have at least an Open or Advanced or CPE Level 3 Title may begin at VALOR level Expert

Virtual Agility League™ - The VALOR project



Equipment

- ***Dogs may wear collars in the ring as long as they are not prong collars, choke collars, or electronic collars.***
- ***Dogs may wear tight-fitting harnesses, as long as the harness doesn't inhibit the dog's natural movement or have any attachment that might catch on an obstacle.***
- ***Dogs may wear "clothing" for the purpose of warmth as long as it doesn't inhibit the dog's natural movement.***
- ***Dogs may wear Thundershirts for the purpose of comfort, as long as it doesn't inhibit the dog's natural movement.***
- ***Dogs may wear belly bands or panties for the purpose of incontinence, however dogs in heat are never allowed to be in the VALOR ring, out of fairness to other dogs.***

Qualifying Performance

- Run is free from faults; including no off courses, missed down contacts, or knocked bars (refusals and run-outs are not judged or faulted)
- Dog performs run off leash and wearing only a regular buckle or snap collar or head halter
- Handler performs the run without using treats, toys, or other training aids in the ring during the taped performance, unless they are showing in the Training Division (Beginner or Intermediate)
- Handler performs the run without touching dog or obstacles, unless they are showing in the Training Division (Beginner or Intermediate)
- Handler performs the run using verbal praise, but without any harsh verbal corrections
- Set-up video clearly shows all obstacles and ring markers, along all four sides of the ring
- Video of run clearly shows both handler and dog at each obstacle and is taken by a 2nd person, who also acts as a witness for the performance
- Dog performs all jumps at a height that is no less than one third the dog's shoulder height and no more than the dog's shoulder height
- Dog performs all contacts at a competition height as described by the regulations corresponding to the sanctioning organization that the equipment specifications match (Performance & Preferred heights encouraged)
- ***Note: If a dog bails off a contact obstacle on the up-ramp (a-frame, dogwalk) or mid-plank (dogwalk), or before the teeter tips, technically, that is a refusal – but refusals aren't called in VALOR, so in this case, the handler can put the dog back on the obstacle in the original intended direction and then continue on. If the dog bails on the down ramp of a contact obstacle, the handler and dog should start over.***

Virtual Agility League™ - *The VALOR project*



STANDARD COURSES: VALOR Standard courses are posted on the VALOR website. Courses designed by someone else may also be used as a VALOR Standard course. The designation for such a course will be a “round 4” course (as opposed to rounds 1, 2, and 3, which will designate courses listed on the VALOR site). The course being submitted must meet the MINIMUM criteria for each level to be considered a valid course. Round 4 standard courses do NOT have to begin with the table, or even include a table. Round 4 standard courses can include other obstacles, not typically at a given VALOR level, as long as the MINIMUM VALOR criteria are met. Dogs new to VALOR should begin at the Beginner level, unless they have titles in other agility organizations. (Dogs that have a Novice or Starters Level Title in AKC or USDAA may begin at VALOR level Intermediate. Dogs that have at least an Open or Advanced or CPE Level 3 Title may begin at VALOR level Expert). Courses need to meet the following minimum VALOR criteria:

	Minimum # Obstacles	MUST CONTAIN	MUST CONTAIN
BEGINNER	12	A-Frame, dogwalk, at least one winged and one wingless jump, at least one tunnel	Two changes of side (crosses)
INTERMEDIATE	14	A-Frame, dogwalk, 6 weaves, teeter, at least one winged and one wingless jump, at least one tunnel	At least one of the following: serpentine, wrap, obstacle discrimination, and at least two changes of side
EXPERT	16	A-Frame, dogwalk, 12 weaves (or two sets of 6 weaves), teeter, at least one winged and one wingless jump, at least one tunnel	At least one of the following: threadle, back-side, 270 degree turn, or two different discriminations, and at least three changes of side

Virtual Agility League™ - *The VALOR project*



JUMPERS COURSES: VALOR Jumpers courses are posted on the VALOR website. Courses designed by someone else may also be used as a VALOR Jumpers course. The designation for such a course will be a “round 4” course (as opposed to rounds 1, 2, and 3, which will designate courses listed on the VALOR site). The course being submitted must meet the MINIMUM criteria for each level to be considered a valid course. Round 4 jumpers courses do NOT have to begin with the table, or even include a table. Round 4 standard courses can include other obstacles, not typically at a given VALOR level, as long as the MINIMUM VALOR criteria are met. Dogs new to VALOR should begin at the Beginner level, unless they have titles in other agility organizations. (Dogs that have a Novice or Starters Level Title in AKC or USDAA may begin at VALOR level Intermediate. Dogs that have at least an Open or Advanced or CPE Level 3 Title may begin at VALOR level Expert). Courses need to meet the following minimum VALOR criteria:

	Minimum # Obstacles	MUST CONTAIN	MUST CONTAIN
BEGINNER	12	At least one winged and at least one wingless jump, the double jump & at least one tunnel	Two changes of side (crosses)
INTERMEDIATE	14	Beginner criteria PLUS at least one of the following: triple jump, tire jump or 6 weaves	At least one of the following: serpentine, wrap, obstacle discrimination and at least two changes of side
EXPERT	16	At least one winged and at least one wingless jump, the double jump & at least two tunnels. At least one of the following: broad jump, panel jump, or 12 weaves.	At least one of the following: threadle, back-side, 270 degree turn, or two different discriminations and at least three changes of side

Virtual Agility League™ - The VALOR project



SNOOKER & TUNNEL JACKS COURSES

SNOOKER: Dogs must be directed to perform an opening sequence and then a closing sequence. The opening sequence begins after the dog leaves the table, and consists of a “red jump”, then any other obstacle (which will be pointed as labeled on the course map). This pattern is repeated as dictated by level, with each red jump only being available one time for credit. If a bar is dropped on a red jump in the opening sequence, another red jump must be taken before continuing. If the bar is dropped on the last red available, the handler should proceed directly to the closing sequence. Obstacles that are used in the opening sequence (other than red jumps) may be re-used. The closing sequence is labeled on each course map with numbers: 2,3,4,5,6,7. Handlers should direct their dog through this numbered sequence when they have completed the opening sequence. Any faulted obstacle (dropped bar or missed contact) results in the end of the closing sequence and no points being given for that obstacle or any obstacles after that. **However, refusals are not faulted in VALOR, so if a dog bails off the up-ramp of a contact, it should be re-attempted.** The requirements for each level are specified below. When only 3 red jumps are required, only 3 red jumps should be performed (properly). When 4 red jumps are required, then 4 red jumps should be attempted. The point values refer to the total point value of the opening plus the closing points. This total point value is the minimum number of points needed to qualify at each level. Point values for each obstacle are listed on each course map, with red jumps being worth one point each, and the numbers 6 and 7 being reserved for the teeter or weaves, should they be present. With planning, a Beginner level handler should be able to accumulate the necessary amount of points needed to qualify without having to perform these two obstacles. However, all obstacles and all levels of challenges may be present in a VALOR Snooker course and may be attempted by a dog at any level, as per the rules above.

- 3 reds & 30 pts for Beginner
- 3 reds & 35 pts for Intermediate
- 4 reds & 37 pts for Expert

Virtual Agility League™ - *The VALOR project*



TUNNEL JACKS (EQUALS A SNOOKER Q)

Tunnel Jacks is a game modified from a game called Pole Jacks, invented by Brenna Fender and published in Bud Houston's Book of Agility Games. Tunnel Jacks may be played on any course set-up that has at least two tunnels or one tunnel and a tire. This game is played like a child's game of jacks. The "bounce" is the dog going through any tunnel or a tire. After the "bounce", the dog must then accumulate the appropriate number of points. Beginner level dogs must bounce, then pick up one point, then bounce, then pick up two points, bounce, then pick up three points, and so forth, up to five. Intermediate dogs must gather up to six points, and Expert dogs must gather up to seven points. The point values for the "pick-up" obstacles are as follows:

1 pt	Single bar jumps, double, triple, panel, broad jump
3 pts	A-frame, dogwalk, teeter, set of 6 weaves
5 pts	Set of 12 weaves

Either the tire or tunnel can be used as a bounce obstacle. Bounce obstacles can be re-used. However, within one "pick up", the same obstacle cannot be repeated. (So, for instance, if a handler is trying to pick up two points, two different jumps must be used.) After the next bounce, all obstacles are re-set and available again for use. If an obstacle is faulted, or if the dog accidentally accumulates too many points on a pick up, the team must re-bounce (go back to a tunnel or tire). After the re-bounce, the same pick-up number must be re-attempted.

Videographers (instructors, family, friends) can announce "bounce" each time a dog takes a tunnel or tire. After that, the videographer may announce the point values and the total number of points. If needed, the videographer can even say "re-bounce!" to let the handler know they must re-try that pick-up.

Handlers should continue to play until they have reached their desired level's criteria. The only dis-qualifications are: dog eliminates in the ring, dog leaves the ring, dog growls at videographer or spectator. In these cases, the team should start over.

Tunnel Jacks runs should be submitted as a "Snooker Round 4" run.

Virtual Agility League™ - The VALOR project



PERFECT 50 & HEINZ 57 COURSES

PERFECT 50: The goal of this game is to confidence in your dog by giving you the freedom to design your own course.

The object is to accumulate at least 50 points on course, demonstrating a perfect execution of each obstacle attempted.

Point Values:

- Each obstacle can be taken twice for credit
- Jumps are worth 1 pt
- Tunnels, chute, tire and 6 weaves worth 3 pts
- A-frame, dogwalk, teeter, and 12 weaves are worth 5pts
- Performing an obstacle more than twice is just zero points, but is not faulted
- There is no time limit, but you must accumulate at least 50 total points before returning to the table.
- The dog getting on the table ends the run, so any contact with the table is where point accumulation for that run ends.
- Any obstacle performed on the video must be done correctly - if the dog misses a down contact, or drops a bar, you should start over - even if it is the 3rd time doing that obstacle - because an incorrectly performed obstacle in this class is an NQ.
- ***Note: If a dog bails off a contact obstacle on the up-ramp (a-frame, dogwalk) or mid-plank (dogwalk), or before the teeter tips, technically, that is a refusal – but refusals aren't called in VALOR, so in Perfect 50, in this case, the handler can put the dog back on the obstacle in the original intended direction and then continue on. If the dog takes another obstacle before the handler can get the dog to complete the contact correctly, the team should start over.***
- There is a distance box put on each Perfect 50 course. Any obstacle that your dog can perform while you are inside that distance box will be worth double points

Virtual Agility League™ - *The VALOR project*



HEINZ 57 (EQUALS A PERFECT 50 Q)

Heinz 57 is a game adapted from Bud Houston's Book of Agility Games and originally invented by Bud and Marsha Houston. In the VALOR version of this game, the point values are exactly the same as the point values in Perfect 50. However, unlike Perfect 50, there are no distance obstacles required. There may be a bonus sequence set up of three consecutive jumps, labeled A, B, and C, that is worth an additional 10 points. (NOTE: THIS BONUS SEQUENCE MUST BE FILMED IN THE COURSE SET-UP VIDEO TO BE TAKEN BEFORE THE RUN.) The team must start on the table and end on the table, just as in Perfect 50. However, the team must accumulate ***exactly 57 points*** – no more, no less, before ending the game by going to the table a 2nd time. As in Perfect 50, each obstacle can only be taken twice for points. This game can be played on any course set-up. Beginner dogs do not have any required obstacles. Intermediate dogs **MUST** complete at least one of the following: teeter, 6 weaves, tire, or triple. Expert dogs **MUST** complete at least one of the following: 12 weaves, panel or broad jump. All the rules of Perfect 50 apply, including that every obstacle must be done perfectly (no dropped bars or missed down contacts), or the team starts over. Videographers may announce the point values and keep a running total for the team. Any Heinz 57 run should be submitted as a “Round 4” run.

Virtual Agility League™ - *The VALOR project*



Non-Qualifying Performance – All VALOR classes

- Run footage that has been edited in any way
- Agility run performed in an unapproved agility facility
- Agility video that does not clearly show the dog at all times
- Handler that uses physical or harsh verbal corrections
- Handler jumps over or knocks over an agility obstacle
- Dog is wearing choke, pinch, or shock collar
- Dog is obviously jumping higher than its shoulder height
- Handler uses profanity or shows unsportsmanlike conduct
- Dog bites or lunges at the handler or videographer
- Dog **leaves the ring** for more than 60 seconds during the performance
- Dog eliminates in the ring during the performance
- Dog performs obstacles in an unsafe manner during run

- **Non-Qualifying Performance - SNOOKER:**
 - If the opening sequence is broken, the performance will not qualify.
 - If an incorrect number of red jumps are attempted in the opening sequence, the performance will not qualify.
 - If 3 red jumps are required and a bar is knocked on one red jump, the remaining red jump may be attempted in its place.
 - If the bar on the last red jump is dropped in the opening sequence, and the handler does any obstacle other than the #2 obstacle, for the start of the closing sequence, the performance will not qualify.
 - If the dog performs the #2 obstacle as the last obstacle of the opening, then the #2 obstacle must be repeated immediately for the closing.
 - If one particular red jump is attempted more than one time, the performance will not qualify.
 - If the dog does not earn the minimum point value required for the level, the performance will not qualify.
 - If the closing sequence contains an off-course obstacle, and the minimum number of required points has not already been earned, the performance will not qualify.

Virtual Agility League™ - *The VALOR project*



Video requirements

- Ring set up should be videoed from the vantage point of the center of the ring, panning each side of the ring slowly enough to see all obstacles. This video footage should be submitted along with the test run video, and can be a separate video link, used by all who run that course set-up.
- Video of dog's run must be taken by a non-participating observer who holds the video camera and follows the team around the ring.
- Video must clearly show dog at all obstacles and the down contacts without obstruction
- Video quality must be of sufficient quality and lighting to clearly see handler and dog
- If video requirements are not met, video must be re-taped and re-submitted
- Video must be uploaded to handler's own [YouTube](#) site and then submitted to [Virtual Dog Sports](#). Emailed files, DVDs and tapes will not be accepted or reviewed. Please see our [video on how to upload a video to YouTube](#) from a video camera.

Virtual Agility League™ - *The VALOR project*



Titles & Course Levels

Test Level	Title	Title Requirements	Obstacles Required	Course Challenges
Beginner	VALOR-Beginner Standard (VBS)	3 Qualifying Scores on a VALOR Beginner Standard Level Course or a course that meets the same minimum criteria	Winged jump Wingless jump Double Jump Tunnels A-frame Dogwalk	90 degree turns 180 degree turns
	VALOR-Beginner Jumpers (VBJ)	3 Qualifying Scores on a VALOR Beginner Jumpers Level Course or a course that meets the same minimum criteria	Winged jumps Wingless jumps Tunnels Chute	90 degree turns 180 degree turns
	VALOR – Beginner Snooker (VBK)	3 Qualifying Scores on a VALOR Beginner Snooker Course or a course the meets the requirements for a Beginner Tunnel Jacks course	All obstacles possible	n/a
	VALOR – Beginner Perfect 50 (BPF)	3 Qualifying Scores on a VALOR Beginner Perfect 50 Course or a course the meets the requirements for a Beginner Heinz 57 course	Choice of all obstacles on course	Distance box does <u>not</u> have to be used at this level in Perfect 50; No required obstacles for Heinz 57

Virtual Agility League™ - The VALOR project



Beginner Standard Cum Laude (VBSCL): 10 Qualifying Scores in Beginner Standard
Beginner Jumpers Cum Laude (VBJCL): 10 Qualifying Scores in Beginner Jumpers
Beginner Snooker Cum Laude (VBKCL): 10 Qualifying Scores in Beginner Snooker
Beginner Perfect 50 Cum Laude (VBPFCCL): 10 Qualifying Scores in Beginner Perfect 50

Beginner Standard Magna Cum Laude (VBSMCL): 20 Qualifying Scores in Beginner Standard
Beginner Jumpers Magna Cum Laude (VBJMCL): 20 Qualifying Scores in Beginner Jumpers
Beginner Snooker Magna Cum Laude (VBKMCL): 20 Qualifying Scores in Beginner Snooker
Beginner Snooker Magna Cum Laude (VBPFCML): 20 Qualifying Scores in Beginner Perfect 50

Beginner Standard Summa Cum Laude (VBSSCL): 50 Qualifying Scores in Beginner Standard
Beginner Jumpers Summa Cum Laude (VBJSCL): 50 Qualifying Scores in Beginner Jumpers
Beginner Snooker Summa Cum Laude (VBKSCL): 50 Qualifying Scores in Beginner Snooker
Beginner Snooker Summa Cum Laude (VBPFSCL): 50 Qualifying Scores in Beginner Perfect 50

A TRAINING DIVISION, allowing the use of treats, toys, and gentle touch is available for Beginner and Intermediate levels. Titles for this division are separate from the divisions listed above, but the courses are the same. Training Division titles will be issued up to summa cum laude at the Beginner and Intermediate levels. Dogs starting in the beginner training division can move up to the intermediate training division, but not on to the expert division, until they complete the regular beginner and intermediate divisions (without treats, toys or touch). ALL TRAINING DIVISION TITLES WILL BE ABBREVIATED WITH A-T.

Virtual Agility League™ - The VALOR project



Intermediate			
VALOR-Intermediate Standard (VIS)	3 Qualifying Scores on a Intermediate Standard Level Course or a course that meets the same minimum criteria	<u>Beginner obstacles</u> Teeter 6 weave poles Tire Jump Triple Jump	Wraps Serpentines Obstacle Discrimination
VALOR-Intermediate Jumpers (VIJ)	3 Qualifying Scores on a Intermediate Jumpers Level Course or a course that meets the same minimum criteria	<u>Beginner obstacles</u> Tire Jump Triple Jump	Wraps Serpentines Obstacle Discrimination
VALOR – Intermediate Snooker (VIK)	3 Qualifying Scores on a VALOR Intermediate Snooker Course or a course that meets the requirements for an Intermediate Tunnel Jacks course	All obstacles	All challenges
VALOR – Intermediate Perfect 50 (IPF)	3 Qualifying Scores on an Intermediate level Perfect 50 Course or a course the meets the requirements for an Intermediate Heinz 57 course	Choice of all obstacles; but <u>must include</u> either the set of 6 weaves, the teeter, the triple jump, or the tire jump	Distance box needs to be used successfully for at <u>least one obstacle in Perfect 50</u>

Virtual Agility League™ - The VALOR project



Intermediate Standard Cum Laude (VISCL): 10 Qualifying Scores in Intermediate Standard
Intermediate Jumpers Cum Laude (VIJCL): 10 Qualifying Scores in Intermediate Jumpers
Intermediate Snooker Cum Laude (VIKCL): 10 Qualifying Scores in Intermediate Snooker
Intermediate Perfect 50 Cum Laude (VIPFCL): 10 Qualifying Scores in Intermediate Perfect 50

Intermediate Standard Magna Cum Laude (VISMCL): 20 Qualifying Scores in Intermediate Standard
Intermediate Jumpers Magna Cum Laude (VIJMCL): 20 Qualifying Scores in Intermediate Jumpers
Intermediate Snooker Magna Cum Laude (VIKMCL): 20 Qualifying Scores in Intermediate Snooker
Intermediate Perfect 50 Magna Cum Laude (VIPFMCL): 20 Qualifying Scores in Intermediate Perfect 50

Intermediate Standard Summa Cum Laude (VISSCL): 50 Qualifying Scores in Intermediate Standard
Intermediate Jumpers Summa Cum Laude (VIJSCL): 50 Qualifying Scores in Intermediate Jumpers
Intermediate Snooker Summa Cum Laude (VIKSCL): 50 Qualifying Scores in Intermediate Snooker
Intermediate Perfect 50 Summa Cum Laude (VIPFSCL): 50 Qualifying Scores in Intermediate Perfect 50

A TRAINING DIVISION, allowing the use of treats, toys, and gentle touch is available for Beginner and Intermediate levels. Titles for this division are separate from the divisions listed above, but the courses are the same. Training Division titles will be issued up to summa cum laude at the Beginner and Intermediate levels. Dogs starting in the beginner training division can move up to the intermediate training division, but not on to the expert division, until they complete the regular beginner and intermediate divisions (without treats, toys or touch). ALL TRAINING DIVISION TITLES WILL BE ABBREVIATED WITH A -T.

Virtual Agility League™ - The VALOR project



Expert			
VALOR-Expert-Standard (VES)	3 Qualifying Scores on a VALOR Expert Standard Level Course or a course that meets the same minimum criteria	<u>Int. Std obstacles</u> PLUS 12 total weave poles Panel Jump Broad Jump	Threadles 270 degree turns
VALOR- Expert – Jumpers (VEJ)	3 Qualifying Scores on a VALOR Expert Jumpers Level Course or a course that meets the same minimum criteria	<u>Int. Jmp obstacles</u> PLUS Panel Jump Broad Jump	Threadles 270 degree turns
VALOR – Expert Snooker (VEK)	3 Qualifying Scores on an Expert Snooker Course or a course that meets the requirements for an Expert Tunnel Jacks course	All obstacles	All challenges
VALOR – Expert Perfect 50 (EPF)	3 Qualifying Scores on a VALOR Expert level Perfect 50 Course or a course that meets the requirements for an Expert Heinz 57 course	Choice of all obstacles; but <u>must include</u> either the teeter, 12 weaves, the panel jump, or the broad jump.	Distance box needs to be used successfully for at <u>least two obstacles in Perfect 50</u>

Virtual Agility League™ - *The VALOR project*



VALOR-Exceptional Standard (VXS)	10 Qualifying Scores at the Expert Standard level	Expert standard obstacles	Expert standard challenges
VALOR-Exceptional Jumpers (VXJ)	10 Qualifying Scores at the Expert Jumpers level	Expert jumpers obstacles	Expert jumpers challenges
VALOR-Exceptional Snooker (VXK)	10 Qualifying Scores at the Expert Snooker level	All obstacles	All challenges
VALOR-Exceptional Perfect 50 (XPF)	10 Qualifying Scores at the Expert Perfect 50 level	Choice of all obstacles; but <u>must include</u> either the set of 6 weaves, the teeter, the triple jump, or the tire jump	Distance box needs to be used successfully for at <u>least one obstacle</u>

Virtual Agility League™ - The VALOR project



VALOR-DICTORIAN Standard (VDS)	20 Qualifying Scores at the Expert Standard level	Expert standard obstacles	Expert standard challenges
VALOR-DICTORIAN Jumpers (VDJ)	20 Qualifying Scores at the Expert Jumpers level	Expert jumpers obstacles	Expert jumpers challenges
VALOR-DICTORIAN Snooker (VDK)	20 Qualifying Scores at the Expert Snooker level	All obstacles	All challenges
VALOR- DICTORIAN Perfect 50 (VPF)	20 Qualifying Scores at the Expert Perfect 50 level	Choice of all obstacles; but must include either the set of 6 weaves, the teeter, the triple jump, or the tire jump	Distance box needs to be used successfully for at least one obstacle
VALOR-DICTORIAN MASTER AGILITY CHAMPION (VMACH)	VDS, VDJ, VDK, & VFP titles on the same dog		
*Additional level VALOR-DICTORIAN titles with each additional 20 qualifying scores at the Exert VALOR level (VDS-2, VDJ-2, etc.)			
Handlers who put both a VALOR-DICOTRIAN JUMPERS AND STANDARD title on a dog will be eligible to become "live judges" at VALOR events (with approval).			

Virtual Agility League™ - The VALOR project



Entry Fees and Requirements

- \$15 for Standard Run; \$10 for Jumpers Run; \$10 for Snooker or Tunnel Jacks Run; \$10 for a Perfect 50 or Heinz 57 Run
- Junior Handlers (under 18): \$10 for Standard Run; \$5 for Jumpers Run
- Entry fees cover entry processing, customer service time, video review, rosettes, certificates, mailing costs, and [Virtual Dog Sports](#) database title tracking of all VALOR title holders
- Test run videos are reviewed as they are received, in no more than 4 weeks from date of submission
- Handlers may opt to run any VALOR course that has been published on the VALOR webpage. **Each dog may run each course at each level one time for credit.** Handlers may also submit a course of another's design, as long as it meets the specified criteria.
- ***Handlers are encouraged to get their test run videos submitted no later than the 25th of the month for most efficient processing of results. Runs are processed after the last day of each month.***
- Videos will not be reviewed without a pre-paid entry
- Only one handler per dog per run
- Titles are awarded to the dog and the actual owner of the dog.
- Title Certificates will be sent out at the end of each month. \$5 Gift certificates will be given for each title and will be generated by [Virtual Dog Sports](#).
- Pre-approved "live judges" may certify that they have witnessed a dog's runs, ***but a video must still be taken of the run and submitted for documentation and publication purposes.*** A live judge may not simultaneously be the videographer and the live judge. A separate videographer must be designated for all events that are "live judged". Judges who "live judge" an event are eligible for free runs for the course that they live judge for at least one other handler.

Virtual Agility League™ - *The VALOR project*



“Live Judging” at VALOR Events

- Handlers who put both a VALOR-DICTORIAN JUMPERS and a VALOR-DICTORIAN STANDARD title on a dog will be eligible to become “live judges” at VALOR events. Candidates should contact Michele Godlevski about approval.
- Individuals who are currently judges for traditional agility organizations are also eligible to become “live judges” for VALOR. Candidates should contact Michele Godlevski about approval.
- Live judges are eligible for complementary “entry fees” for all courses that they “live judge” for at least one other handler.
- Live judges are responsible for making sure the course is set exactly as drawn on the course map.
- Live judges will be asked to “certify” that they witnessed the run and that it was “clean” by VALOR Standards.
- Live judges may not simultaneously judge and video-tape a run. A separate videographer must be present for all live-judged events.
- “Live-judged” runs may be processed by the VALOR office without review, thus expediting the time from submission to qualification letter.
- The “live judge” should stand outside the ring, in a place where they can see all the down contacts. “Live judges” may also stand inside the ring, at the handler’s request, if the handler is working on getting the dog used to someone being in the ring. It is suggested that an exercise pen be put around the live judge area inside if the dog running is reactive to people.

Virtual Agility League™ - The VALOR project



Agility Facility Approval Form

1. Name of facility or training center: _____
2. Address of facility or training center: _____
3. City and state of facility or training center: _____
4. Web URL of facility or training center: _____
5. Name of facility owner or manager: _____
6. Phone number of facility owner or manager: _____
7. Email address of facility owner or manager: _____
8. Ring dimensions: _____
9. Ring surface: _____
10. Ring enclosure (Fenced or building): _____
11. Was ring professionally leveled? _____
12. Does the ring have any physical obstructions (trees or posts)? _____
13. How many sanctioned agility trials are held at this facility per year? _____

Number of	Obstacles	Manufactured by	Meets Specifications (AKC, USDAA or CPE)
	A-Frame		
	Dogwalk		
	Teeter (Seesaw)		
	Tunnel		
	Tire Jump		
	Double Jump		
	Triple Jump		
	Panel Jump		
	Broad Jump		
	Winged Jumps		
	Wingless Jumps		
	Weave poles		

Signature of Facility Owner: _____

Virtual Agility League™ - The VALOR project



Videography Requirements Checklist

- ┌ ***Video of ring set up, with videographer standing in the center of the ring and slowly panning along each side is required for every test run submission. All obstacles must be visible in this set up video.***
- ┌ ***During the test run videographer should pan (follow) the handler and dog, keeping both within the frame of the video camera if at all possible, with the dog being the most important. The videographer should be standing outside the ring during the taping of the test run.***
- ┌ ***Video should be taken in a format suitable for upload to YouTube***
- ┌ ***Uploaded video should be named and referred to in the following format: Course ID_Level_DogName (Course ID should be in the two digit month, day, year format – for instance, 02-May-12)***
- ┌ ***One video of the ring set-up may be referenced by all who run that course at the same location.***
- ┌ ***The original soundtrack of the video recording must be submitted, and not dubbed or replaced with music.***
- ┌ ***Absolutely no editing should be done of the dog's run itself. Failure to comply with this rule will disqualify the handler from participating in any future rounds of Virtual Agility League test.***

Virtual Agility League™ - *The VALOR project*

