

VALOR COURSE DESIGN GUIDELINES



[The Virtual Agility League™](#) offers a wide range of skill level testing. Our Beginner level could be compared to CPE Level 1. Our Intermediate Level is probably most similar to AKC Novice-Open courses. Our Expert Level is probably most like USDAA Advanced-Masters level courses.

The most interesting feature of our courses is that only one course set-up covers all three levels on a given course. That is, **all three levels are fully-nested**. This means that a club can set up and not have to remove or change out obstacles between levels. Only jump heights need to be changed. This allows VALOR courses to be used for Agility Show & Gos or for teaching classes.

Another interesting feature of our courses is that each VALOR course (Standard and Jumpers) **always begins with the table**. The rationale for this is that the videographer presses the “record” button, then gives the table count, (i.e. “5 and 4 and 3 and 2 and 1 and go”), allowing the video camera time to actually begin recording before the dog takes off.

The spacing of the dog’s path between obstacles on a VALOR™ course should always be **15-30 feet**. This allows dogs of all sizes and abilities to participate, which is part and parcel to our mission.

We offer two course sizes – **100’x100’** and the Narrow Arena Series, which is **60’ x 90’**. The spacing between obstacles remains the same for either course grid.

The individual guidelines for each level are listed below. It is best to begin course design with the Expert Level course, and then “design down”, removing obstacles that are not allowed at the lower levels. (Immediately following the guidelines is a set of example courses for your reference.)

We offer 3 Rounds of Standard and 3 Rounds of Jumpers each month. Courses can be submitted by anyone with at least an agility championship level title. The compensation for an accepted course set is \$20 per course set (Expert, Intermediate, Beginner, set-up). Courses must be submitted as **.agl files (CRCD3)**. There should be a **separate file for the Expert, Intermediate, & Beginner courses, as well as one “course set-up” map** with coordinates, but no numbers. (see example) In other words, one “course set” is actually 4 course maps of one nested course design.

Course submissions should be emailed to michelegodlevski@gmail.com and your mailing address should be included so that a check can be mailed to you upon acceptance of your course.

You are welcome to put your **training facility’s or club’s URL** in the legend of your course. We also ask that you put “Course Designed by (your name)”.

We hope that you will consider this invitation to participate in an organization with a mission to provide an agility venue that all dogs can participate in – no matter where their owners live – no matter what the economic circumstance of their owner – and no matter the distraction-level or reaction-level of the dog. The Virtual Agility League™ offers recognition of agility skills for all dogs and all handlers .

VALOR COURSE DESIGN GUIDELINES



		JUMPERS	STANDARD
BEGINNER	# obstacles	12-16	12-16
	Required	At least one winged and at least one wingless jump, the double jump & at least one tunnel	A-Frame, dogwalk, at least one winged and one wingless jump, at least one tunnel
	Required challenges	Two changes of side (crosses)	Two changes of side (crosses)
		JUMPERS	STANDARD
INTERMEDIATE	# obstacles	14-18	14-18
	Required Obstacles	Beginner obstacles PLUS at least one of the following: triple jump, tire jump or 6 weaves	A-Frame, dogwalk, 6 weaves, teeter, at least one winged and one wingless jump, at least one tunnel
	Required challenges	At least one of the following: serpentine, wrap, obstacle discrimination and at least two changes of side	At least one of the following: serpentine, wrap, obstacle discrimination, and at least two changes of side
	Optional challenges	More than one of the challenges listed above	More than one of the challenges listed above

VALOR COURSE DESIGN GUIDELINES

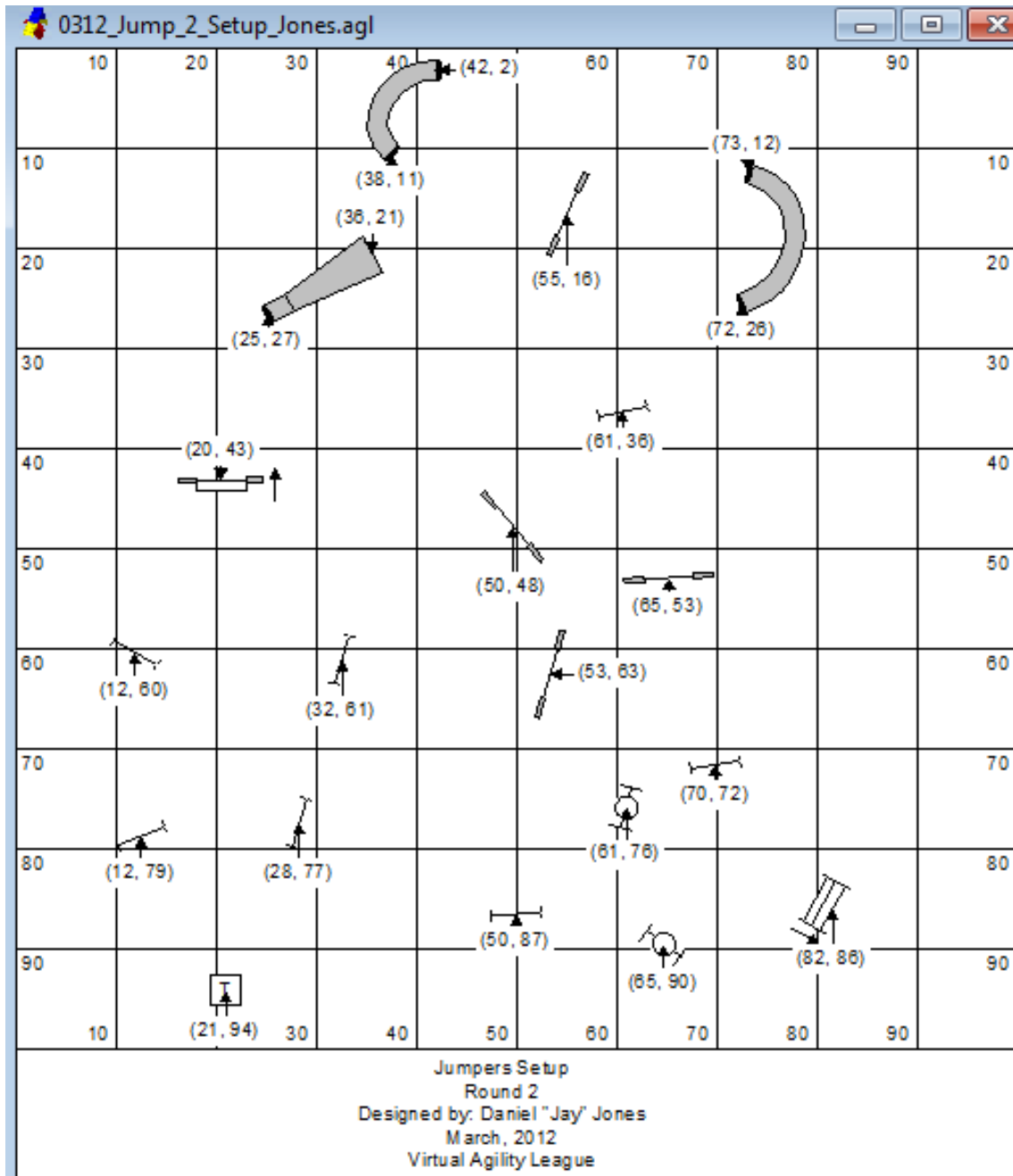


		JUMPERS	STANDARD
	# obstacles	16-20	16-20
EXPERT	Required Obstacles	At least one winged and at least one wingless jump, the double jump & at least two tunnels. At least one of the following: broad jump, panel jump, or 12 weaves.	A-Frame, dogwalk, 12 weaves (or two sets of 6 weaves), teeter, at least one winged and one wingless jump, at least one tunnel
	Required challenges	At least one of the following: threadle, back-side, 270 degree turn, or two different discriminations and at least three changes of side	At least one of the following: threadle, back-side, 270 degree turn, or two different discriminations, and at least three changes of side
	Optional challenges	More than one of the challenges listed above	More than one of the challenges listed above

VALOR COURSE DESIGN GUIDELINES



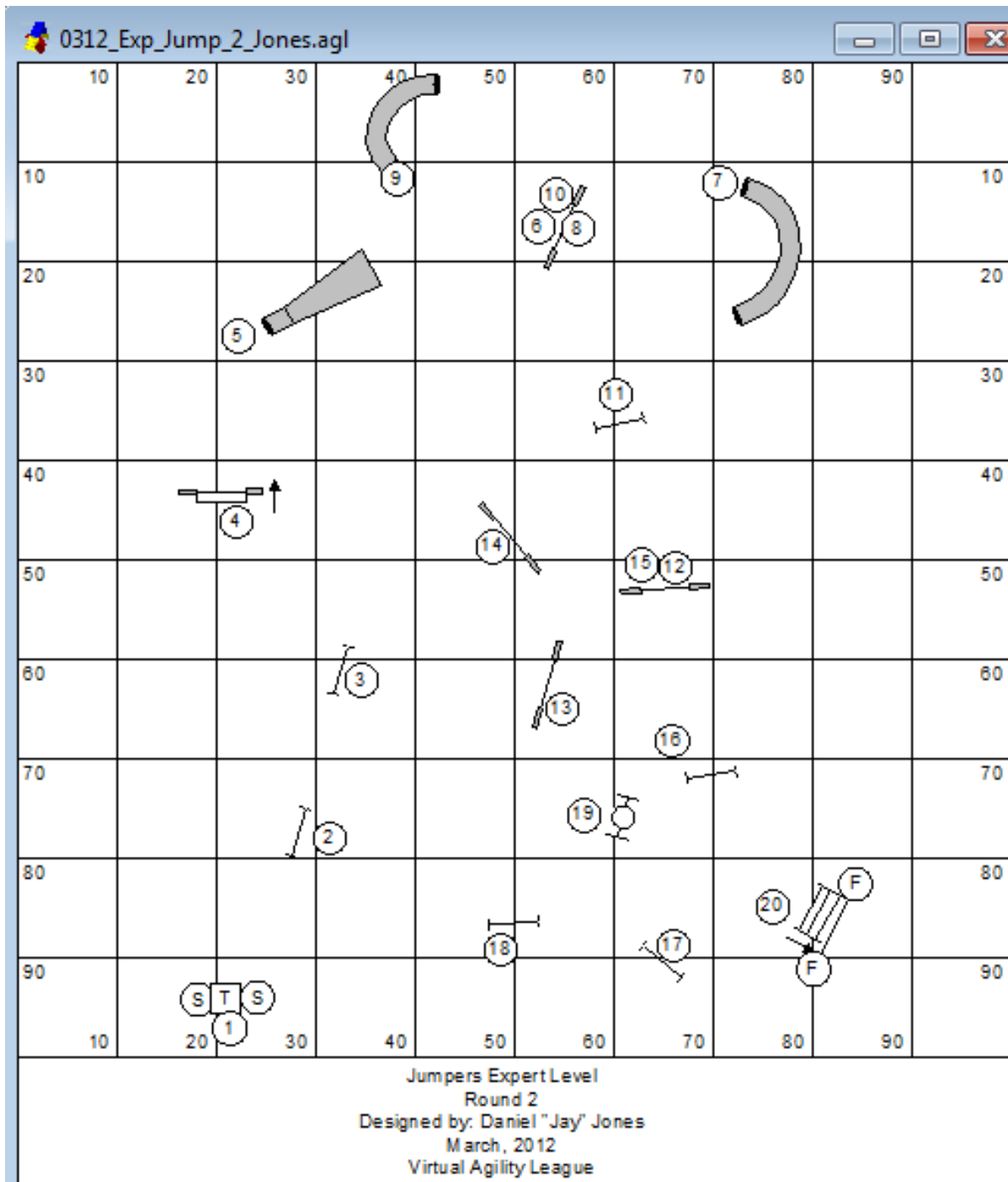
EXAMPLE VALOR JUMPERS COURSE – SET-UP MAP



VALOR COURSE DESIGN GUIDELINES



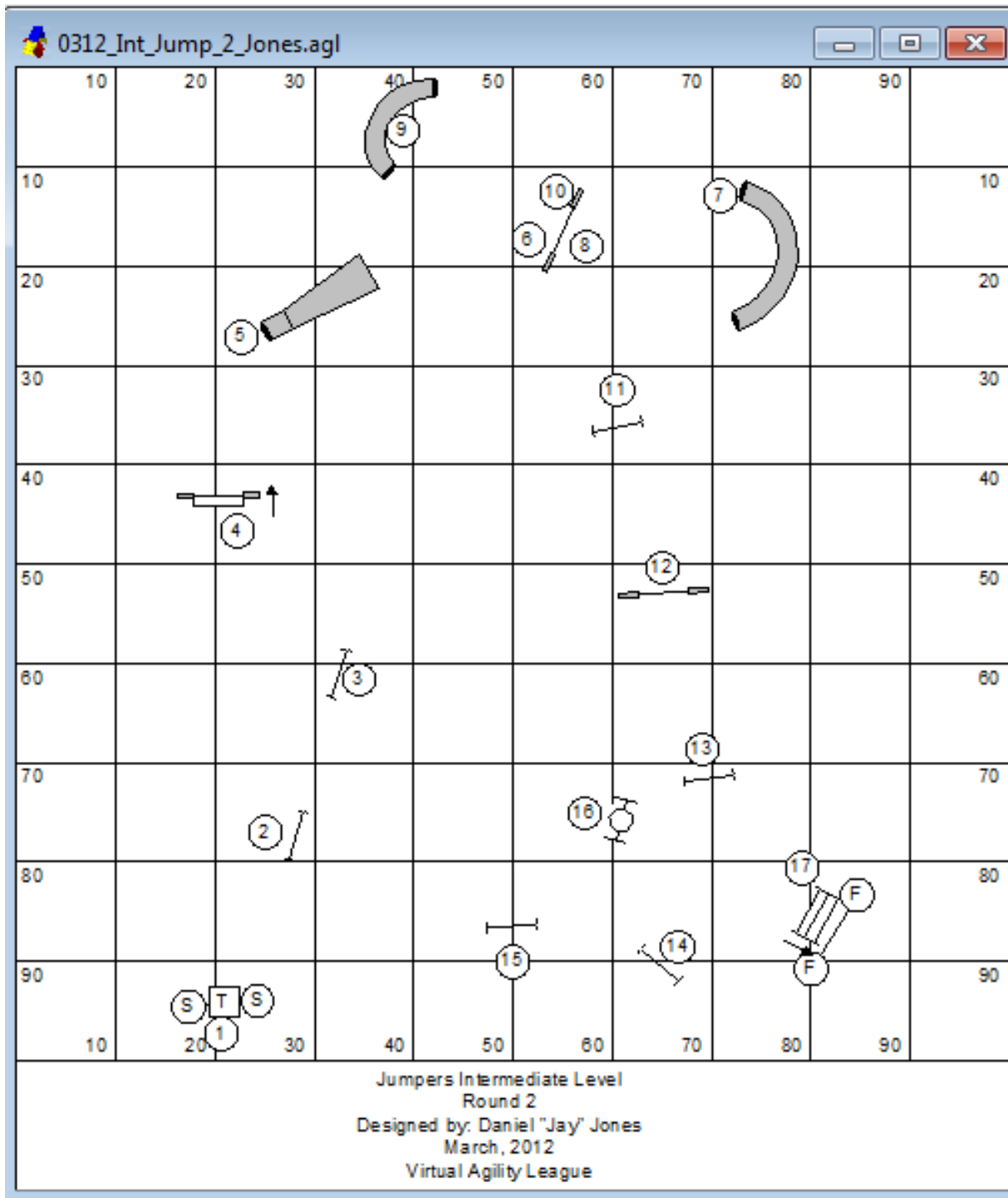
VALOR JUMPERS COURSE – EXPERT LEVEL MAP



VALOR COURSE DESIGN GUIDELINES

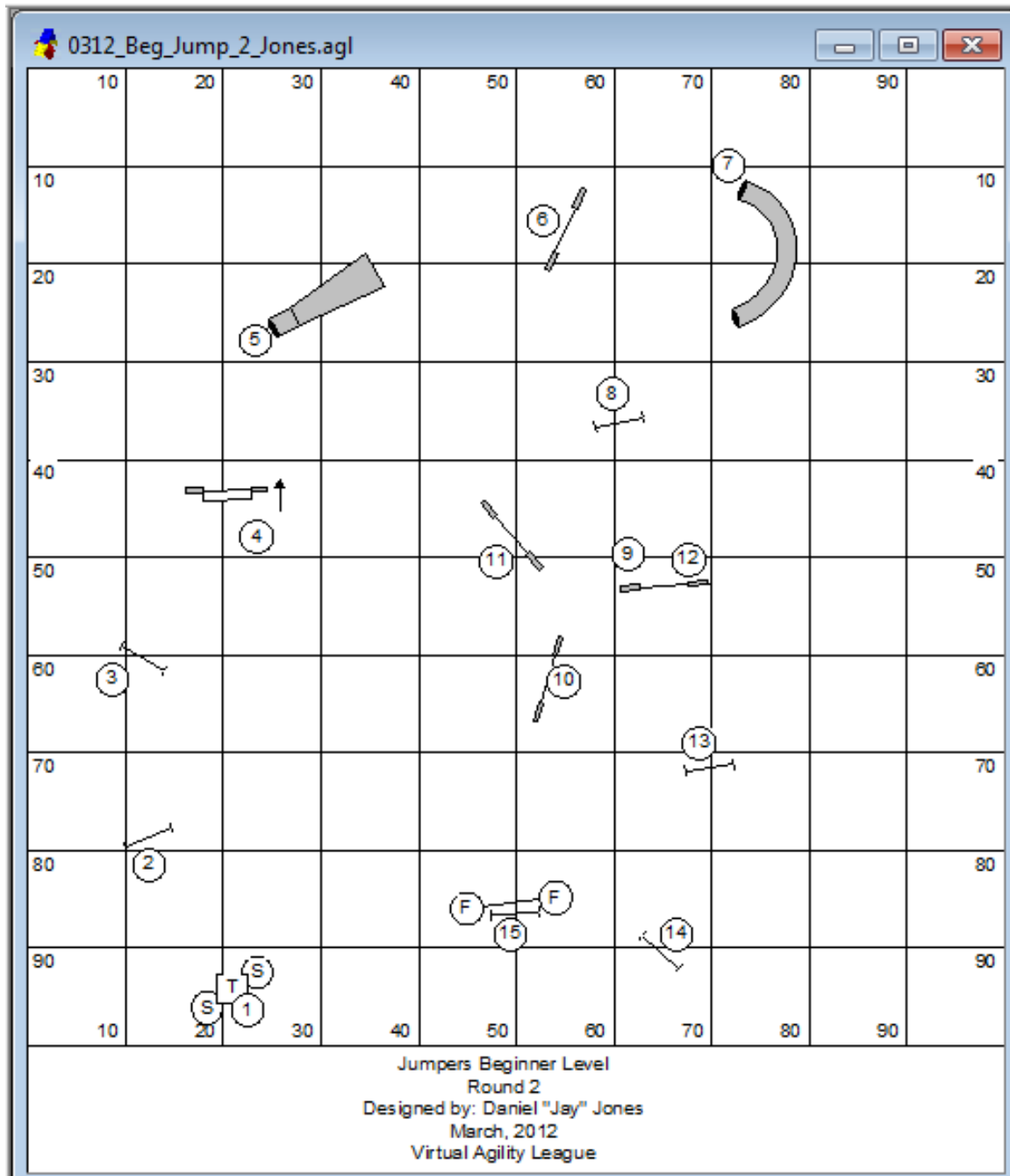


VALOR JUMPERS COURSE – INTERMEDIATE MAP



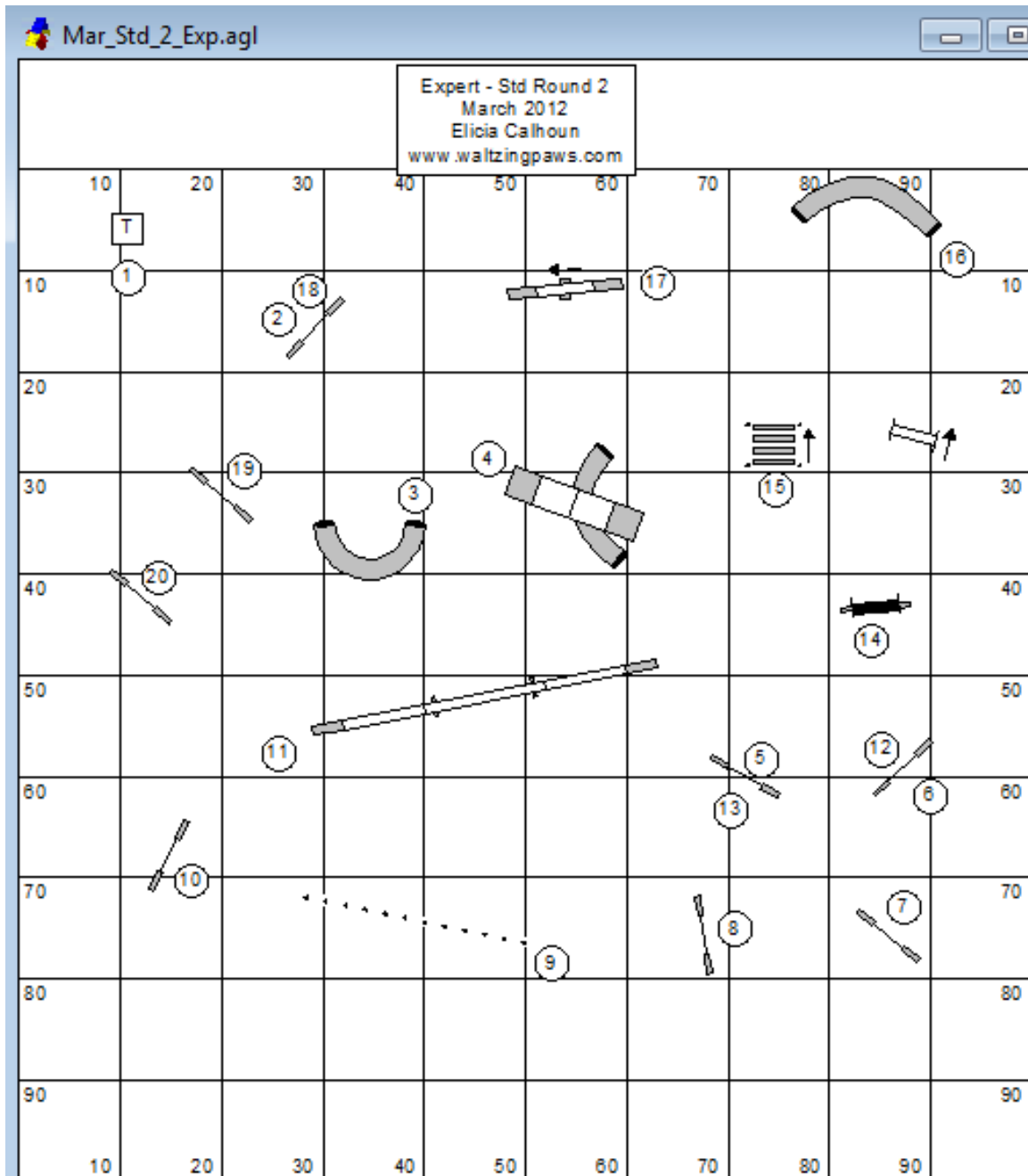
VALOR COURSE DESIGN GUIDELINES

VALOR JUMPERS COURSE – BEGINNER LEVEL MAP



VALOR COURSE DESIGN GUIDELINES

VALOR STANDARD COURSE – EXPERT LEVEL MAP



VALOR COURSE DESIGN GUIDELINES



VALOR STANDARD COURSE – BEGINNER MAP

