

For Exhibition Only (F.E.O.) is allowed in F.A.S.T. & T2B (This means a TOY in the ring!)

- “For Exhibition Only” allows you to take a toy in the ring to help train and motivate your dog during an actual AKC trial. Food is never allowed. Previously, toys were not allowed in the competition ring unless it was a B Match.
- For Exhibition Only is only allowed in FAST & T2B. You may not take a toy into the ring for any Standard or JWW class. It is also up to the club (clubs do not have to offer FEO). The FEO option will listed in the Premium.
- You must tell the Gate Steward prior to entering the ring that your run is “For Exhibition Only”. The Gate Steward will tell the judge and scribe, who will mark “FEO, N/T (no time), and E (eliminated)” on the scribe sheet. This is a non-qualifying run (AKA: NQ). You do not have to mark FEO on the Gate Sheet. You could decide to change from “competition” to FEO at the very last second, prior to entering the ring.
- During FEO, the dog **MUST** jump the height he is entered, but that height does not have to be his legal height. It can be any height. The handler cannot come to the line and request a height change. It must be the height you entered (Yes, a Great Dane could enter at 4”).
- Your time is determined by the standard time for your entered height, so the most training time for your money is T2B (small dogs):
 - T2B: 60 – 55 – 50 seconds
 - FAST: 42 – 38 – 35 – 32
- Your time begins as soon as you lead out (leading out is training in the ring); the timer will start before your dog takes the first obstacle.

- You are allowed to touch your dog and obstacles during FEO. You may also gently place the dog on a contact. This must not become dropping the dog on a contact. Also, guiding a dog in the correct direction must not become “bowling” the dog in the correct direction, etc.
- The finish line is NOT LIVE during FEO runs, so a team that would like to include (or accidentally includes) the finish obstacle does not end their run. The timer must hit restart.
- You can repeat obstacles multiple times. As often as you’d like.
- The judge will remain in the ring, but will not make any judging calls (Example: will not call out F.A.S.T. numbers, contacts, table counts, etc.).

Let’s Talk About the TOY!

- The toy cannot make noise (non-audible). Noises could distract dogs in a second ring or overexcite dogs outside of the ring.
- The toy is not allowed to leave the exhibitor’s hand. It cannot be thrown or tossed. If the toy leaves the exhibitor’s hand, the team will be whistled out by the judge.
- No training devices – clickers, targets, hit-it boxes, laser pointers, Treat n’ Trains, etc. This includes leashes. The dog cannot be put on leash and led across any obstacle, but the handler may gently hold the collar to guide the dog.
- Also, like any AKC class, harshness will be whistled and the team must leave immediately. Remember to always work towards building confidence in your dog.

Fix N' Go (no toy ~ repeat one sequence during any run)

- Previously, repeating a completed obstacle was training in the ring (whistled from the ring). With FNG, if a handler chooses to fix one obstacle, they are allowed to repeat a few obstacles to fix one “problem” obstacle.
- Since repeating a completed obstacle is training in the ring, the judge will signal an “X” and stop making judging class. The team is no longer eligible to qualify.
- They judge will continue to watch for “safety” issues. You can continue with the course until you finish your run or the timer buzzes, unless you are whistled out by the judge for unsafe behavior.
- You are allowed to touch obstacles during the FNG. For example: setting a bar or touching the table.
- You may also touch the dog. Example: guiding them over the teeter while holding their collar.
- You may not fix more than one obstacle during a run. If you do this, you will be whistled out.
- You can reattempt the weaves three times but you may NOT repeat the prior obstacle more than once. A fourth attempt at the weaves is an automatic FNG.
- The Timer will be instructed to “buzz” the horn when the time reaches:
 - 45 seconds for JWW (any level or height)
 - 60 Seconds for Standard (any level or height)