



Agility Course Time Matrix



Contents

1	INTRODUCTION	3
2	ACKNOWLEDGEMENTS	3
3	DATA COLLECTION AND PROCESSING	3
3.1	DATA SOURCES	3
3.2	DATA QUALITY AND ASSUMPTIONS	3
3.3	FINAL DATA	4
4	DEVELOPMENT OF THE REVISED MATRIX	4
4.1	GRADE GROUPINGS AND MATRIX STRUCTURE	4
4.2	COURSE SPEED CALCULATIONS	4
5	SUMMARY	5
APPENDIX 1 – AVERAGE M/S		6



1 Introduction

Over the past decade, agility in the UK has continued to evolve, with course design becoming increasingly dynamic and varied. Approximately ten years ago, The Royal Kennel Club introduced the original course time matrix to support fair and consistent judging across agility competitions. While minor revisions have taken place over time, the need for a more comprehensive and data-driven update became clear.

In response to this need, the Activities Judges Sub-Group undertook a full review of the matrix and has developed a revised version. This document outlines the process undertaken, the data used, and the rationale behind the updates to ensure the agility community is well-informed and confident in the revised matrix.

2 Acknowledgements

The Activities Judges Sub-Group would like to express sincere thanks to both Showtime Online and Agility Plaza. Their extensive cooperation and provision of competition data made this revision possible.

It is also important to emphasise that agility remains an inclusive sport. The revised matrix has been developed with this principle at its core, ensuring that dogs and handlers of all abilities can continue to enjoy fair and rewarding competition. The matrix also continues to support the use of The Royal Kennel Club's Agility Warrant Scheme.

3 Data Collection and Processing

3.1 Data Sources

To ensure the updated matrix reflected the current landscape of agility, a significant dataset was gathered from both Showtime Online and Agility Plaza. These two processors provided over 290,000 rows of data, with each row representing an individual run by a dog and handler in a competition.

Each record included the type of class (agility or jumping), the dog's height category, and the grade at which the dog was competing. This comprehensive data formed the foundation of the matrix review.

3.2 Data Quality and Assumptions

While using real competition data is vital for accuracy, it is also important to acknowledge assumptions made during the process:

- All data entries (course length, time, and faults) were assumed to be input accurately.
- It was assumed that judges had measured courses correctly using the standard “straight-line” method.

Data that did not meet basic quality standards—such as missing course lengths or clearly incorrect timing—was excluded from the analysis to avoid skewing results.

3.3 Final Data

After thorough data cleaning and verification, a refined dataset of over 264,000 valid rows remained. This data ranged from 1st January 2020 to the present and was used to calculate each dog's average metres per second (m/s) by dividing the course length by the recorded time. This can be found in Appendix 1 – average m/s.

The calculated m/s values inherently accounts, to some extent, for real-world variables such as weather conditions, ground surfaces, and course complexity. This approach ensured that the resulting matrix is based on practical performance data.

4 Development of the Revised Matrix

4.1 Grade Groupings and Matrix Structure

Recognising the diversity of dogs and competition levels, the revised matrix provides greater granularity. Rather than offering a single set of figures per class type, the matrix is now organised by:

- **Type of class**
 - Agility
 - Jumping
- **Dog height**
 - Small
 - Medium
 - Intermediate
 - Large
- **Grade combinations**

Grades:	1	1,2	1,2,3	3,4	3,4,5	4,5	4,5,6	5,6,7	6,7	Champ
---------	---	-----	-------	-----	-------	-----	-------	-------	-----	-------

To accommodate the wide variety of course designs now seen in agility competitions, the revised matrix includes a broader range of course lengths. These begin at **95 metres**, then increase in **2-metre increments** up to **250 metres**. This increased flexibility enables judges to set fair times for courses of all sizes and styles.

This structure ensures that judges can set appropriate course times tailored to both course type and the specific capabilities of the competing dogs.

4.2 Course Speed Calculations

With an average m/s value determined for each height and grade grouping, the next step was to generate realistic course times. This was achieved by:

1. Averaging the m/s for the relevant grades in each group.
2. Dividing each standard course length (in metres) by the average m/s to generate a course time.
3. Rounding each resulting value up to the nearest whole second.
4. Adding a further 10 seconds to every time to ensure inclusivity and account for natural variations such as weather and course complexity.

This process ensures that course times are not only accurate and consistent but also achievable for competitors.



5 Summary

The revised course time matrix represents a significant advancement in the standardisation and fairness of agility judging. By using real competition data and building in allowances for inclusivity, weather, and course design, the matrix offers an accurate and realistic guide for course time setting.

Judges are encouraged to familiarise themselves with the new matrix and apply it when judging. The full matrix tables can be found at the end of this document.



Appendix 1 – Average m/s

Height	Class	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6	Grade 7	Champ
Intermediate	Agility	3.835218128	4.173751464	4.267540981	4.32648263	4.367485325	4.358889085	4.544630646	4.895056207
	Jumping	4.270792111	4.728914312	4.698600168	4.662195632	4.71718446	4.596504867	4.752336738	5.091340691
Large	Agility	3.706869793	4.038716667	4.145358958	4.156360487	4.258885617	4.264494849	4.404814345	4.853867935
	Jumping	4.179994697	4.577199323	4.546829647	4.486866968	4.555890984	4.468314967	4.604371049	4.996729698
Medium	Agility	3.590693088	3.838155643	3.973154575	3.971305226	4.070127363	4.009249321	4.204810306	4.608777303
	Jumping	4.038998741	4.33199328	4.364978153	4.304455111	4.355308126	4.209313851	4.384437638	4.583240493
Small	Agility	3.292085911	3.537733833	3.644117029	3.705189913	3.809555238	3.809310708	4.059318509	4.435688266
	Jumping	3.643559369	4.003265752	4.060940159	4.024617744	4.123605982	4.041163919	4.264139043	4.4319756

