TIDBIT CATCH

CATCH

OBJECTIVE

To see which owner/dog team is the best tidbit catcher.

RULES:

1. Tidbits can be brought by owners, or biscuits will be supplied.
2. At judge's instruction, owner will toss treat to dog (teams will go one at a time).
3. After each successful catch, the owner will back-up one step (even with other tossers)
4. Dogs must stay behind the line.
5. Failure to catch a tidbit eliminates the team from the event.

DISQUALIFICATION:

DOGS:

Not catching the treat.
Crossing the line to catch tidbit.
Catching or stealing another dog's treat.
Aggression towards other dogs.

OWNERS:

Not following judge's instructions.

JUDGE'S INSTRUCTIONS:

Make line at one end of ring for the dogs to line up behind.
Stretch 2nd movable line across ring where handlers will stand.

SUPPLIES:

Marking paint, treats, moveable line.

FRISBEE CATCH

CATCH

OBJECTIVE:
To see which dog can earn the most points catching a Frisbee.

RULES:
1. Each dog has one minute to catch as many tosses as possible.
2. Number of paws off the ground during catch earns more points.
3. Distance from the owner when Frisbee is caught earns more points.

DISQUALIFICATION:
OWNERS:
Not following judge's instructions.

SCORING:
Distance Points:
1st section – 1 point
2nd section - 3 points
3rd section - 5 points

Each Catch:
All paws off ground 1 extra point. No extra points for 1, 2, or 3 paws off ground.

Faults:
Foot Fault – Stepping outside the designated throw area. Throw is not counted.

Tiebreaker:
In case of a tie, the most throws wins.

JUDGE'S INSTRUCTIONS:
Owner must stand behind the first line.

SUPPLIES:
Marking paint, stopwatch, Frisbees

TOY CATCH

CATCH

OBJECTIVE
To see which owner/dog team can catch three different toys the fastest.

RULES:
1. Dogs/owners must stay behind their respective lines, six feet apart.
2. Toys can be brought by owners. Only one toy may be a tennis ball.
3. At judge's command, owners will begin tosses to dog.
4. Toy must be caught by dog to count as a point.

DISQUALIFICATION:
OWNERS:
Not following judge's instructions.

JUDGE'S INSTRUCTIONS:
Draw lines six feet apart. One for the owner, one for the dog.

SUPPLIES:
Marking paint, stopwatch, toys (hard, soft, balls)

OBSTACLE COURSE

(All judge's decisions are final)

I. General Rules:

- A practice jump will be available outside the ring.
- All dogs who enter any event must be registered participants.
- Owners are responsible for ensuring the well-being of their pet – DO NOT push an unwilling dog to compete in this course – injury could result.

The judge reserves the right to excuse any dog/handler team from the course.

- Abuse of any animal is cause for immediate disqualification.
- Treats, toys and other bribes are permitted – please remove them from the course before the next competitor begins.
- Dogs that leave the ring or eliminate in the ring will receive a non-qualifying score of zero. Owners are responsible for clean-up.
- When possible, smaller dogs will run the course first in each category, larger dogs last.

OBSTACLE

II. Course Judging:

The course winner is determined by the best time at the end of the contest, with a maximum time of 3 minutes being allowed. In addition to the time the dog is actually on the course, the following time faults are assessed during the competition.

Missed Obstacle – 10 seconds

- Avoids one obstacle and does another out of sequence (avoided obstacle must be completed to qualify)
- Enters obstacle from wrong direction
- Knocks down a jump or obstacle

Retry Obstacle – 5 seconds each
Maximum of 3 tries per obstacle

Use of Leash – 10 seconds for all levels except Competitive
15 seconds for Competitive level

Use of Bribes – 15 seconds for Competitive level only.

Continued on next page.....

III. Obstacle Requirements

Keep in mind that if the owner knocks any of the obstacles it counts as if the dog did it. ☺ Following is a list of possible obstacles you may see some of them or all of them. This is not an official agility course you would see at a dog show. We have tried to make this easy and fun to do for all dogs & owners.

Sequence

All obstacles must be entered in sequence and from the direction of the number for that obstacle. Some obstacles may be used twice – watch your numbers carefully.

Jumps

Height limitations specified below are for dog safety.

Dogs up to 12" @ shoulders
- 8" jumps
- 16" broad jump.

Dogs over 12" and up to 18" @ shoulders:
- 12" jumps
- 24" broad jump.

Dogs over 18" @ shoulders:
- 16" jumps
- 32" broad jump.

In competitive level, owner may request the next higher jump height up to the dog's height at the shoulders + 2", a maximum of 20 inches

Tunnel

Dog must enter at the stated end and come out the other end. [Please **do not** throw food into the tunnel. It is unfair to the dog following you]

A-Frame (3')

Dog must go completely over the A-Frame and touch the last two feet of board coming down. (This means no jumping off from the top)

Dog Walk/Table

Dog must jump onto the table and then walk down the ramp (they may not jump off before reaching the ground)

Pause Circle

Dog must sit or lie down in the circle for a fast count of 5 (counted by the judge). If dog gets up (sit to stand, down to sit or stand), the count starts over.

Maze

Dog must weave through a line of objects in an "S" pattern.

Tire Jump

Dog must jump through the center of the tire.

Plastic Tube

Dog must run through the tube

If your dog exhibits fear of a particular obstacle, the Judge will ask you to move on to the next obstacle. ** Please remember this is a FUN event for both you and your dog**

If you have any questions - please feel free to ask before the competition begins!!

MONDAY MORNING OBSTACLES

OBSTACLE

OBJECTIVE

Handler helps dog run through a typical morning routine (get out of bed, take a shower, get dressed, eat breakfast, and then run out the door).

RULES:

1. This is a timed event. The stopwatch will start as soon as the dog is lying on the bed.
2. From the bed, dog runs into the shower (volunteer pouring water from a watering can).
3. Then, dog runs over to clothes (owner must put a pair of shorts and a shirt on dog).
4. Then, dog runs to the table, sits to eat breakfast (treats).
5. Lastly, the dog runs out the front door. Timer stops when dog goes through the door (exit gate from agility equipment borrowed from Canine Learning Center).

SCORING

- Each run is timed and the fastest time wins.
- Competitive Level: Add 5 seconds to time for using leash.
  Add 10 seconds to time for using food.

DISQUALIFICATION:

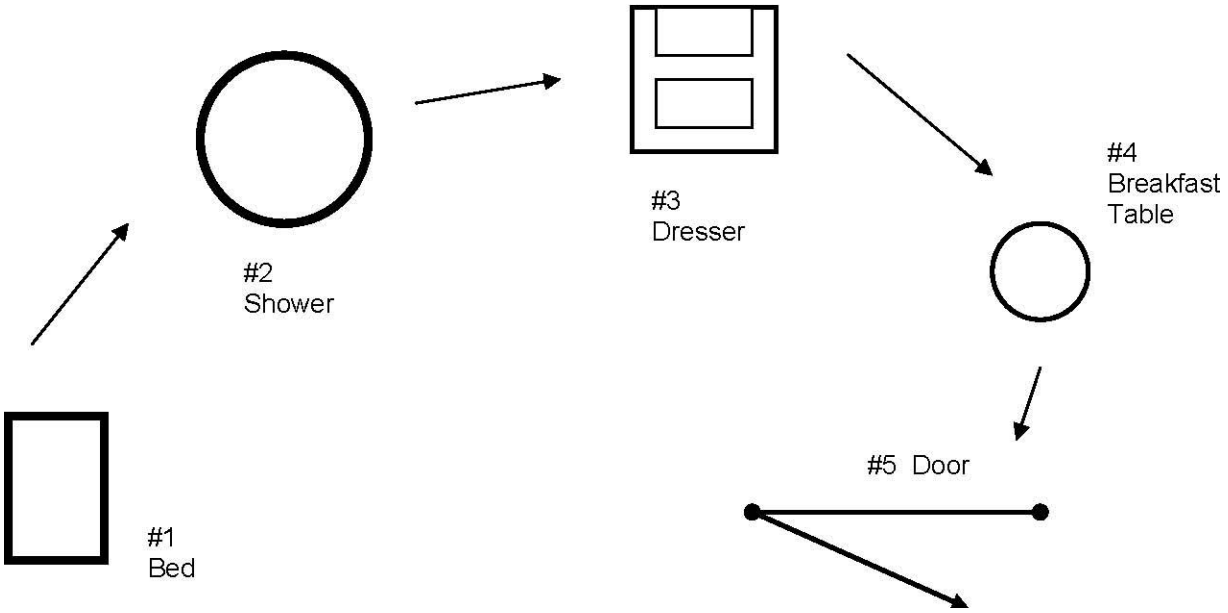
If dog fails to perform any of the 5 obstacles.

JUDGE'S INSTRUCTIONS:

Arrange obstacles in a big U pattern so that start and stop lines are on the same plane.

SUPPLIES:

stopwatch, treats, treat jar, bed, wading pool, watering can, water, clothes, laundry basket, table, stool, exit gate.



HOT DOG RETRIEVE

OBJECTIVE:

To be the fastest dog to retrieve the hot dog out of the water and return to owner.

RULES:

1. Handler holds the dog behind the start line.
2. A person is the hot dog "dispenser" and calls the dog to show him the hot dog.
3. Timing starts when the dog crosses the line.
4. The "dispenser" drops the hot dog portion in water as dog approaches the water container.
5. Dog must go to the water, retrieve the hot dog and return to the handler.
6. The hot dog "dispenser" will let the handler know when the dog has the hot dog so they can begin calling the dog back.
7. Dog may eat the hot dog (completely or partially), but must have the hot dog either internally or externally when he crosses the line.
8. Small or confused dogs will be given assistance if the water is too deep or if they can't find the hot dog.
9. Handler can use any reasonable method to get the dog to return, but owner may not cross the start line or pull on the long line to do so.
10. Timing stops when the dog crosses the line with the hot dog internally or externally.
11. Dogs who take over one minute must be retrieved by their handler.

RETRIEVE

SCORING

- Each run is timed and the fastest time wins.
- Competitive Level: Add 5 seconds for holding dog at start
  Add 5 seconds for requiring assistance to retrieve hot dog from water

DISQUALIFICATION:

DOGS

Not bringing the hot dog back across the start line.

OWNERS

Crossing the start line.
Pulling on the long line.

JUDGE'S INSTRUCTIONS:

Draw line for the owners to stay behind. Portion out hot dog based on dog's size. Largest portion of hot dog should be no larger than ½ hot dog.

SUPPLIES:

Marking paint, stopwatch, hot dogs, knife, towel, long line, small and large water containers, water

LAND RETRIEVE

OBJECTIVE

To be the fastest dog to retrieve the most objects in a given time frame.

RULES:

1. The owner may choose the object to throw. They may throw a different object each time. Tennis balls are provided.
2. For levels other than "Competitive," handler may "trade" a treat to encourage delivery to hand.
3. The owner stands in the throw circle and throws the object at least 15 feet into the retrieve area.
4. The dog must bring the object to the owner. More points are awarded to the dog that puts the object in the owner's hand.
5. The clock will start at the judge's command to "go" and will stop after 1 minute.

SCORING:

- Each retrieved object – 1 point
- Each retrieved object put in owners hand – 2 points
- NO score for:

  Throws from outside the throw circle
  Throws not at least 15 feet in retrieve area
  Retrieved items not brought back to the throw area.

DISQUALIFICATION:

DOGS

Repeated attempts to leave the area.
Leaving the area.
Aggressive or uncontrollable behavior

OWNER

Steps out of the throw circle.

JUDGE'S INSTRUCTIONS:

- Use marking paint to make a large circle for owner to throw from
- Walk 15 feet from edge of circle and draw a straight line to indicate retrieving area. Flags will be available to mark the sides and back of the area.
- Dogs can retrieve anywhere in the retrieval area so make this area rather large.

SUPPLIES:

Marking paint, stopwatch, toys (soft, hard, balls, rolled up newspapers)

RETRIEVE

WATER RETRIEVE

OBJECTIVE

To be the fastest dog to retrieve the most objects from a child's wading pool in a given time frame.

RULES:

1. The owner may choose the object to throw. They may throw a different object each time. Tennis balls are provided.
2. The owner stands in the throw circle and throws the object at least 15 feet into the wading pool.
3. The dog must put at least the front feet into the water.
4. The dog must bring the object to the owner. More points are awarded to the dog that puts the object in the owner's hand. For levels other than "Competitive," handler may "trade" a treat to encourage delivery to hand.
5. The clock will start at the judge's command to "go" and will stop after 1 minute.

SCORING:

- Each retrieved object – 1 point
- Each retrieved object put in owners hand – 2 points
- NO score for:

  Throws from outside the throw circle
  Throws not at least 15 feet in retrieve area
  Retrieved items not brought back to the throw area.

DISQUALIFICATION:

DOGS

Aggressive or uncontrollable behavior

OWNERS:

Leaves, steps-out of throw circle.

JUDGE'S INSTRUCTIONS:

a. Use marking paint to make a large circle for owner to throw from
b. Walk 15 feet from edge of circle and draw a straight line to indicate retrieving area. Front edge of pool will be aligned at this line.

SUPPLIES:

Marking paint, stopwatch, wading pool, water, toys

RETRIEVE

25 YARD DASH

OBJECTIVE

The fastest dog within each height division to run a straight line to its owner wins

There will be 2 height classes
Under 20 inches @ shoulders
At 20 inches and over @ shoulders

RULES:

1. At judge's command, owner calls dog.
2. Timing begins at judge's command.
3. Dogs are timed individually.
4. Owners are allowed to use treats or toys as lures (time penalty for Competitive Level).
5. Helper may hold dog at start point while owner gets in position (time penalty for Competitive Level).

SCORING

- Each run is timed and the fastest time wins.
- Competitive Level: Add 5 seconds to time for using food or toy.
  Add 10 seconds for using helper at start.

DISQUALIFICATION:

DOGS:
If dog runs anywhere except to the owner.
If dog crosses start line before judge's command

JUDGE'S COURSE INSTRUCTIONS:

1. Use marking paint to mark a line that dog will stay behind until called.
2. Use marking paint to draw a line 25 yards away that owner will stand behind and call their dog from.

SUPPLIES:

Marking paint, stopwatch, long lines

RUN

JUMP * JUMP * JUMP

OBJECTIVE

The fastest dog within each height division to jump three jumps in a row wins. Bar Jump, Panel Jump, Tire Jump.

There will be 2 height classes
Under 20 inches @ shoulders
At 20 inches and over @ shoulders

RULES

1. At judge's command, owner calls dog.
2. Timing begins at judge's command.
3. Dogs are timed individually.
4. Owners are allowed to use treats or toys as lures (time penalty for Competitive Level).
5. To get dog through jumps, dog may run beside owner or a helper may hold dog at start point while owner gets in position on the far side of the tire jump.
6. Dog <u>must</u> jump at least one of the jumps.

SCORING

Each run is timed and the fastest time wins.

All levels:	Add 5 seconds to score for each jump missed.
	Must jump at least one jump to qualify.
Competitive Level:	Add 5 seconds to time for using food or toy.
	Add 10 seconds for using helper at start.

DISQUALIFICATION:

DOGS:

- If dog runs anywhere besides to the finish line. Note: Owner may run beside dog or owner may stand behind finish line.
- If dog crosses start line before judge's command
- If dog fails to jump at least one jump

JUDGE'S COURSE INSTRUCTIONS:

- Use marking paint to mark a line that the dog must start behind.
- Use marking paint to draw a line at least 3 feet past the last jump as the finish line.
- Arrange the 3 jumps in order approximately 6 feet apart, starting 3 feet from start line. Jump order: 1. Bar jump 2. Panel jump 3. Tire jump.

SUPPLIES:

Marking paint, stopwatch, long lines, bar jump, panel jump, tire jump

RUN

HOME RUN COMMANDS

OBJECTIVE:

Dog and handler must run the bases, stopping to successfully perform a command on each base before proceeding on to the next base. **NOTE: Competitive –level must not repeat a command.**

RULES:

1. Team starts at home plate then, runs to 1st base for 1st command. Team runs to remaining bases for remaining commands. Final command is given at Home Plate for the finish. Four commands must be given starting at 1st base then, 2nd base, 3rd base, & Home Plate) **NOTE: Competitive –level must not repeat a command.**
2. Either dog or handler must touch each base.
3. All levels except competitive level, no two commands may be given consecutively (such as at 1st & 2nd or 3rd & Home, same command at 1st and 3rd is acceptable); In Competitive level, four different commands must be used, no repeated commands.
4. Handler may give the command as many times as needed, the first command asked at the base must be the one performed (no switching).

SCORING:

- Each run is timed and the fastest time wins.
- Competitive Level: Add 5 seconds for repeated command
  Add 10 seconds to time for using leash.
  Add 15 seconds to time for using food.

DISQUALIFICATION:

- If dog fails to perform the asked for command at any of the 4 bases.
- If the handler physically helps the dog to perform the command.

JUDGE'S INSTRUCTIONS:

- Arrange bases in a diamond pattern approximately 15 feet apart.
- Position yourself in the middle of the bases so you can be close enough to hear which commands are given.

SUPPLIES:

4 bases (carpet squares), stopwatch

OBEDIENCE

DOWN ON RECALL

OBJECTIVE:

To determine which dog comes closest to a pre-determined line when commanded to "down" after being called to "come."

RULES:

1. Dogs are placed at the start point by owner; a helper may hold dog in place (Junior/Senior/Fun levels only, penalty for Competitive level).
2. Owner will stand opposite the dog across the ring.
3. At the judge's signal, the owner will call the dog.
4. There will be a "down" line halfway between owner and dog.
5. At the owner's discretion, the owner will tell the dog to "down."
6. The owner cannot say the command more than once for the Competitive Level or twice for all other levels; hand signals are permitted.
7. The dog must hold the "down" at least long enough for the judge to mark the position.

SCORING:

- Distance between down line and dog's front toes will be marked.
- Shortest distance to line wins.
- If there is a tie and one dog is beyond the line, the dog before the line wins.
- Competitive dogs will be assessed a 1' (12") penalty if the dog must be held at the start line

DISQUALIFICATION:

DOGS:

- Crossing start line before judge's signal
- Going somewhere other than towards the owner when called.
- Aggressive/uncontrollable behavior
- Not staying "down" long enough for judge to mark spot.
- NOTE: going over line is NOT a disqualification.

OWNERS:

- Giving the "down" command more than once (Competitive) or twice (all other levels).
- Owner MAY call the dog to "come" more than once.

OBEDIENCE

JUDGE'S INSTRUCTIONS:

a. Use marking paint to mark start line, down line, owner line.
b. Use plastic knives to mark where dog's front toes stop. Write the dog's number on the knife and put knife in the ground to the side of running area so future dogs don't step on the knives during their turn.
c. At the end of the day, throw-away the marked-up knives.

SUPPLIES:

Marking paint, plastic knives, marking pen, long line (owner preference)

MARATHON DOWN

OBJECTIVE
To see which dog remains in a “down-stay” after heavy distraction.

RULES:
1. All dogs must be on a leash.
2. At judge’s command, owners place their dogs in a “stay.”
3. Owner is permitted one command and/or hand signal to dog. If both hand signal and command are given, they must be given simultaneously.
4. All owners will then go to end of leash and the distractions begin.
5. Once Competitive handlers leave their dogs, they must remain silent for the duration of the competition.
6. All other levels may praise their dogs between distractions.
7. Dogs are permitted to lie on their sides, back or stomach.

DISQUALIFICATION:
DOGS:
Refusal to lie down, creeping, standing, sitting, excessive whining or barking, excessive rolling.

OWNERS:
Fun / Recreational Level:

Touching the dog
Repeated “stay” commands
Not following the judge’s instructions

Competitive Level:

All DQ’s listed under “Fun” level
Talking in the ring

JUDGE’S INSTRUCTIONS:
Do anything reasonable to distract the dogs into breaking their stay. Distractions may start out mild and get harder as the field is narrowed down.

SUPPLIES:
Toys, squeakies, treats, balls….use your imagination.

OBEDIENCE

BEST TRICK

OBJECTIVE:
To perform the “Best Trick” as determined by judge and audience.

RULES:
1. At judge’s command, have your dog perform His/Her trick
2. Audience appreciation will help determine the winner

DISQUALIFICATION:
DOGS:
Refusal to perform trick.

JUDGE’S INSTRUCTIONS:
Utilizing audience applause to pick the best trick of the day.

SUPPLIES:
You, the audience

OTHER

DUCK DUCK GOOSE

This event is for fun and introduces teams to Water Retrieve! While not played for event medals, each competition category (Fun / Recreational, Junior Handler, Senior Dog, and Competitive) will have a winner at the end of the day. The winner will receive a special Duck Duck Goose only prize.
*NOTE: **Paws-At-Play tickets are required to participate.***

OBJECTIVE

Get as many ducks out of the "pond" as possible. The dog in its competition category with most ducks on leader board at end of day wins a special Duck Duck Goose only prize!

RULES:

1. Dog gets 60 seconds to retrieve as many rubber ducks out of the "pond" as it can.
2. Owner can use any humane enticement to encourage dog to retrieve rubber ducks from pond.
3. Every dog is a winner and gets a treat for competing. But, dog with most ducks in each competitive category wins a prize at the end of the day.
4. Dog from each category with most points (ducks) on leader board is announced at end of day.

SCORING:

• Each retrieved Duck = 1 point

JUDGE'S INSTRUCTIONS:

a. All ducks in wading pool for start of each dog's turn.
b. Under dog's category, write dog's name and number of ducks retrieved on leader board.
c. Current dog in its category with most ducks becomes number 1. Other dogs drop to next lower number.

SUPPLIES:

Wading pool, water, rubber ducks, treats, stop watch, easel, dry erase board, dry erase marker, dry eraser