

WPBTCA



*WORKING PIT BULL TERRIER
CLUB OF AMERICA*

Guidelines & Regulations Handbook

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Table of Contents

SECTION	PAGE
Table of Contents	2
National Working Champion (WPBTCA National Champion) Requirements	3
General Rules for Competition	4
Breed Suitability Test (BST)	5
Guidelines for a WPBTCA Championship	7
Confirmation	10
Agility	14
Agility (novice)	14
Agility (open)	15
Agility (scoring)	16
Agility (obstacles)	17
Scenting	22
Obedience	25
Obedience (Novice)	28
Obedience (Open)	33
Weight Pull	39
Protection	53

National Working Champion

To be eligible for the Working Championship (WPBTCA National Champion), the dog must participate in at least three events (minimum requirement). One of the three events MUST be protection. Or two of the three events MUST be Weight Pull and a Scenting event. The Working Champion trophy will be awarded to the dog with the highest point average from whatever events the dog participates in. For example, if the dog participates in four events (protection, obedience, conformation, weight pull) the dog's total points will be divided by four; if he participates in only three events, the total will be divided by three. Three additional points will be added to the competitor's final score (after averaging) for each event beyond the minimum three events required. Final Score should be rounded to two decimal places.

EXAMPLE:

Competitor 1 scores;
80 in Obedience, 90 in Confirmation, and 95 in Protection

$$\frac{(80 + 90 + 95)}{3} = 88.33 = \text{Total Score}$$

Competitor 2 scores;
80 in Obedience, 85 in Agility, 90 in Weight Pull, and 95 in a Scenting event

$$\frac{(80 + 85 + 90 + 95)}{4} = 87.50 + 3 = 90.50 = \text{Total Score}$$

Competitor 3 scores;
80 in Obedience, 85 in Agility, 90 in Weight Pull, 90 in Confirmation, and 95 in a Scenting event

$$\frac{(80 + 85 + 90 + 90 + 95)}{5} = 88 + 3 + 3 = 94.00 = \text{Total Score}$$

General Rules for Competition

1. All competitors must be current WPBTCA members in good standing.
2. Corrective collars (pinch, prong, electric, live ring chocks, etc...) are not allowed on / in the competitive ring / field during competition. Chock type collars connected to the dead ring and flat collars without studs or spikes are ok.
 - a. Teams that fail to adhere will not be allowed on or in the competitive field or ring.
 - b. Team members and competitors must respect local custom regarding training equipment (prong collars & electric collars), during training sessions on practice and trial fields.
3. No toys, food, or motivational devices are allowed on / in the competitive ring / field during competition.
 - a. Failure to adhere will result in disqualification.
4. All events and competitions are open to instant replay review by the judge at the request of the judge or other trial official.
 - a. All incidences, events, and competitions are reviewable prior to awards presentation.
 - b. No post awards presentation reviews will be entertained.
5. All dogs not competing or on deck to compete must be properly restrained away from the ring / field of competition.
 - a. Dogs and handler on deck to compete must be respectful of the team who is up and not be provocative or distracting during competition.
 - b. Violators may be dismissed or asked to leave.
6. If a judge deems a dog's temperament to be in question prior to or during any events and competitions, that dog may be disqualified.
 - a. Unwarranted aggression and biting are forbidden.
7. Any incidence of poor sportsmanship may result in ineligibility to compete.
8. The following levels of disqualifications and dismissals may also apply:
 - a. Unsportsmanlike Conduct--Judge's decision
 - b. Out of Control- dog or handler-Judge's decision
 - c. Dog Pulled during Trial--Scorebook entry "No score-Dog Pulled"
 - d. Dog Pulled due to Injury--Scorebook entry "Pulled due to Injury"
Veterinarian's Certificate required.
9. All dogs in all events will be subject to a short temperament evaluation by the judge prior to the event.
 - a. All dogs competing in protection are required to hold a BST, CGC, TT, BH, or be evaluated prior to the event.
10. Any dog and handler team dismissed from any event for temperament, sportsmanship, or control issues will not be eligible to win that event or the championship.
11. Competitors may compete at the novice level with the same dog a maximum of two times. The same dog and handler team may only compete twice as novice, if they compete a third year they must enter the open class.
12. All Judges' rulings are final.

Breed suitability test:

This test will evaluate the suitability of individual dogs to contribute to our next generation. The breed suitability test will evaluate the dog's temperament, conformation, and physical abilities. Your dog does not need to be trained to take the test, but it must be at least 18 months old. All dogs passing the test will receive a certificate of suitability.

Requirements of the breed suitability test:

1. Obedience. social ability, protectiveness:

The tester will subject the dog to a series of situations to evaluate its acceptance of people, obedience to the handler, and soundness in unusual circumstances. The dog must be on a six foot leash, on a flat collar or a fur saver or choke collar on the dead ring. Chain leashes are not acceptable.

a. The dog is on a loose leash. A friendly stranger approaches, and shakes hands with the handler. Another friendly stranger approaches. The handler tells the dog to down near the handler's side. The strangers walk briskly around the dog.

The handler leaves the dog down and walks away about 20 feet. The same two strangers move between the handler and the dog. The handler calls the dog.

The dog may be neutral or interested and friendly, but not aggressive or panicked.

b. The dog is on a loose leash. The team is approached by a stranger on crutches. The stranger approaches and greets the team, then departs.

The dog must be neutral or friendly, not aggressive or panicked. Initial aggression is acceptable if the dog responds to the handler's command to stop any aggression.

c. The handler walks with the dog on a loose leash along a road or path. In rapid succession, a jogger goes by, a bicyclist goes by, and a car with a loud radio goes by and blows the horn. All of these distractions approach from the rear of the dog.

The dog must remain calm. He can be interested, or neutral, but not aggressive or panicked.

d. The handler walks with the dog on a loose leash. A stranger steps into the path about 20 feet ahead. The handler has a metal bucket or other container holding some rocks or small metal objects. The stranger shakes the container vigorously to make a loud noise, then sets the container down and walks off.

The dog must approach and preferably investigate the container, although the handler may encourage him. The dog may not panic or try to run.

e. The handler ties the dog to a post and tells the dog to down and stay. The handler moves out of sight. Another handler goes by with another dog on leash – not closer than 15 feet.

The first dog must remain calm. He may be interested, but not aggressive or panicked. He should remain down.

f. The handler walks with the dog on a loose leash. A stranger steps into the path about 20 feet ahead, and starts to threaten the handler. The stranger moves a bit closer—no closer than 10 feet—and continues to threaten the handler loudly and aggressively.

The dog should react with guarding behavior. The dog does not need to bark, but he should move out in front of the handler toward the stranger. The handler may encourage the dog.

2. Athletic ability:

The dog must negotiate a short course with several jumps and other obstacles. Handlers will be able to practice on the course before the test. The dog may be on or off leash.

3. Drive

The handler holds the dog on a six foot leash. The dog must be on a flat collar. The handler stands still during this exercise and holds the dog firmly. A helper approaches and starts to play energetically with the dog using prey movements and a puppy tug on a line. The dog should show strong interest and be clearly stimulated by the prey movement. Preferably, the dog will try to grab the tug and possess it. If the dog does not show initial interest the helper will continue trying to arouse the dog's interest for 90 seconds before giving up. The dog should not show fear or avoidance in the situation.

4. Conformation:

Dogs will be judged against the WPBTCA conformation standard, and rated on a 100 point scale:

Excellent: 95-100

Very good: 85-94

Good: 75-84

Fair: 60-74

Insufficient: under 60

To qualify for the breed suitability certificate, a dog must be judged at least Good. in conformation.

5. Hip health. We will award a temporary certificate of breed suitability, good for one year to any dog who completes the above requirements successfully. To get a permanent certificate, you must show proof of hip health, such as OFA or Penn Hip

Here are some rules and guidelines articulating standard procedures for our national championship to be sure that the event runs as smoothly as possible.

If anyone refuses to follow the rules, they risk ineligibility or disqualification from the AWDF team and/or future National Championship.

Guidelines for Working Pit Bull Terrier Club of America's NATIONAL CHAMPIONSHIP

1. Team participants must wear _____ colored slacks and _____ colored, collared shirt during their competition routine in any and all WPBTCA events. Rain gear or cold weather gear may be worn during inclement weather. No “training” vests or jackets are allowed.
2. Entry deadlines will be enforced. Number of entries may be limited.
3. Hosting clubs must have demonstrated the ability to organize and conduct a trial efficiently. Board approval is necessary for final designation.
4. The national championship will be held as close as possible to stadium conditions. At minimum, trial grounds should be as flat as possible and be fenced appropriately.
5. Open field for practice / training can be an option depending on host clubs time and field availability. Open field times, if applicable, will be posted at least two weeks ahead of event.
 - a. All competition dogs and handlers will be given preference for open field training. It will be up to the Host club whether to allow non competing dogs to train after competition dogs have had their field time.
 - b. Depending on number of entries, a board or sign in sheet with time slots will be provided to ensure all competitors get their fair share of practice time the amount of time will be designated accordingly.
6. All judges and decoys for the WPBTCA National Championship must be certified by the WPBTCA and/or approved by the board of directors through special request and majority board vote.
7. An official (not commercial) video camera must be made available and set up in wide view of the competition areas, for official use by the judges for instant replay.
8. Championship locations should rotate zones whenever possible. Clubs or individuals interested in hosting the Championship should submit written request prior to Championship general membership meeting.

TROPHIES

a. Championship Trophies will be purchased by association with individual trophy sponsorship solicited strongly. Any person may sponsor any “special” trophy (e.g. : High Jr. Handler, High Senior dog/handler, High HOT dog, etc.)

b. There will be one OPEN Working National Champion and one OPEN Working National Vice Champion.

c. There will be one NOVICE Working National Champion and one NOVICE Working National Vice Champion.

d. Placements in all events will be 1 - 3rd.

e. Awards for 1 - 3 will be presented at the conclusion of each event.

f. Overall Working National Champion and National Vice Champion will be awarded at closing ceremony.

G. A podium should be available for awards presentation.

OPENING/CLOSING CEREMONY

a. Board meeting will be conducted before events begin via telephone conference call if necessary.

b. President, board members and host club "official" will welcome participants and spectators at opening ceremony. When possible, an American flag will be present and available during the actual competition.

c. Handler meeting & draw will take place at Opening Ceremony. This can be the night before the actual event, or early morning of the event. Opening ceremony need not necessarily take place on the trial grounds. A conference room at a local hotel or restaurant is also suitable.

d. General membership meeting will take place before the end of National event. Host club will make available, or arrange for, a general membership meeting room or area.

e. Closing ceremony will take place as close to possible within 1.5 hours after last event is complete.

f. At least two board members and one Host club official will review final tally before awards are presented

ASSOCIATION PURCHASES

a. The association will design and purchase Championship T-shirts, stickers, posters and other memorabilia representing the event with all proceeds to the benefit the association.

B. The association will designate an official photographer and videographer for our Championship events and will use video footage, if necessary, for any instant replay that any judge may deem necessary to review.

C. The Associations official videographer will be the only person selling Championship DVD or VHS to benefit the association.

WPBTCA Conformation Standard

APPEARANCE

The American Pit Bull Terrier/American Staffordshire Terrier is a medium-sized, solidly built, short-coated dog with smooth, well-defined musculature. This breed is both powerful and athletic. The body is just slightly longer than tall, but bitches may be somewhat longer in body than dogs. The length of the front leg (measured from point of elbow to the ground) is approximately equal to one-half of the dog's height at the withers. Ears are small to medium in size, high set, and may be natural or cropped. The relatively short tail is set low, thick at the base and tapers to a point. The ABPT/AST comes in all colors and color patterns. This breed combines strength and athleticism with grace and agility.

CHARACTERISTICS

The essential characteristics of the APBT/AST are strength, confidence, and zest for life. This breed is eager to please and brimming over with enthusiasm. APBT/ASTs make excellent family companions and have always been noted for their love of children. Unprovoked aggressive behavior toward humans is uncharacteristic of the breed and is undesirable. This breed does very well in performance events because of its high level of intelligence and its willingness to work. The APBT/AST has always been capable of doing a wide variety of jobs so exaggerations or faults should be penalized in proportion to how much they interfere with the dog's versatility.

HEAD

The APBT/AST head is unique and a key element of breed type. It is large and broad, giving the impression of great power, but it is not disproportionate to the size of the body. Viewed from the front, the head is shaped like a broad, blunt wedge. When viewed from the side, the skull and muzzle are parallel to one another and joined by a well defined, moderately deep stop. Supraorbital arches over the eyes are well defined but not pronounced. The head is well chiseled, blending strength, elegance, and character.

SKULL - The skull is large, flat or slightly rounded, deep, and broad between the ears. Viewed from the top, the skull tapers just slightly toward the stop. When the dog is concentrating, wrinkles form on the forehead, which give the APBT/AST his unique expression.

MUZZLE - The muzzle is broad and deep with a very slight taper from the stop to the nose, and a slight falling away under the eyes. The length of muzzle is shorter than the length of skull, with a ratio of approximately 2:3. The topline of the muzzle is straight. The lower jaw is well developed, wide and deep. Lips are clean and tight.

Faults: Snipey muzzle; flews; weak lower jaw.

TEETH - The APBT/AST has a complete set of evenly spaced, white teeth meeting in a scissors bite.

Fault: Level bite.

Serious Faults: Undershot, or overshot bite; wry mouth; missing teeth (this does not apply to teeth that have been broken, lost or removed by a veterinarian).

NOSE - The nose is large with wide, open nostrils. The nose may be any color.

Fault: Dudley nose or lack of pigment

EYES - Eyes are medium size, round to almond-shaped, and set well apart and low on the skull. All colors are equally acceptable except blue, which is a serious fault. Haw should not be visible.

Fault: Pink eyelids lacking pigment

Serious Faults: Bulging eyes; both eyes not matched in color; blue eyes, pink eyes.

EARS - Ears are high set and may be natural or cropped without preference. If natural, semi-prick or rose are preferred. Prick or flat, wide ears are not desired.

NECK

The neck is of moderate length and muscular. There is a slight arch at the crest. The neck widens gradually from where it joins the skull to where it blends into well laid-back shoulders. The skin on the neck is tight and without dewlap.

Faults: Neck too short and thick; thin or weak neck; ewe-neck; dewlap.

FOREQUARTERS

The forelegs are strong and muscular. The elbows are set close to the body. Viewed from the front, the forelegs are set moderately wide apart and perpendicular to the ground. The pasterns are short, powerful, straight, and flexible. When viewed in profile, the pasterns are nearly erect.

Faults: Upright or loaded shoulders; elbows turned outward or tied-in; down at the pasterns; front legs bowed; wrists knuckled over; toeing in or out.

BODY

The chest is deep, well filled in, and moderately wide with ample room for heart and lungs, but the chest should never be wider than it is deep. The forechest does not extend much beyond the point of shoulder. The ribs extend well back and are well sprung from the spine, then flattening to form a deep body extending to the elbows. The back is strong and firm. The loin is short, muscular and slightly arched to the top of the croup, but narrower than the rib cage and with a moderate tuck-up. The croup is slightly sloping downward.

Proportion Of The APBT/AST:

Ideally, he should be "Square" when viewed from the side. That is, about as long from the point of the shoulder to the point of his hip as he is tall from the top of the shoulder, to the ground. Such a dog will stand high and have maximum leverage for his weight. This means that standing normally with the hock slightly back of the hip, the dog's base, (where his feet are) will be slightly longer than his height. Using the hip and shoulder as guides will keep the viewer from being fooled by the way the dog is standing.

HINDQUARTERS

The hindquarters are strong, muscular, and moderately broad. The rump is well filled in on each side of the tail and deep from the pelvis to the crotch. The bone, angulation, and musculature of the hindquarters are in balance with the forequarters. The thighs are well developed with thick, easily discerned muscles. Viewed from the side, the hock joint is well bent and the rear pasterns are well let down and perpendicular to the ground. Viewed from the rear, the rear pasterns are straight and parallel to one another.

Faults: Narrow hindquarters; hindquarters shallow from pelvis to crotch; lack of muscle; straight or over angulated stifle joint; cow hocks; sickle hocks; bowed legs.

TAIL

The tail is set on as a natural extension of the topline, and tapers to a point. When the dog is relaxed, the tail is carried low and extends approximately to the hock. When the dog is moving, the tail is carried level with the back line. When the dog is excited, the tail may be carried in a raised, upright position (challenge tail).

Fault: Long tail (tail tip passes beyond point of hock).

Serious faults: kinked tail.

Disqualification: Bobbed tail.

COAT

The coat is glossy and smooth, close, and moderately stiff to the touch.

Faults: Curly, wavy, or sparse coat.

Disqualification: Long coat.

COLOR

Any color is acceptable.

Faults: Over 80% white or Tri Colors

Disqualifying Fault: Merle of any color or shade

HEIGHT AND WEIGHT

The APBT/AST must be both powerful and agile so actual weight and height are less important than the correct proportion* of weight to height. Desirable weight for a mature male in good condition is between 45 and 75 pounds. Desirable weight for a mature female in good condition is between 30 and 65 pounds. Maximum desirable height is 24 inches at the withers.

Faults: Dogs that are outside of this size range but proportionate are to be penalized, but not heavily. Unless they are disproportionately massive.

Serious faults: Dogs that are outside of this size range and are disproportionately massive.

GAIT

The APBT/AST moves with a jaunty, confident attitude, conveying the impression that he expects any minute to see something new and exciting. When trotting, the gait is effortless, smooth, powerful, and well coordinated, showing good reach in front and drive behind. Viewed from any position, legs turn neither in nor out, nor do feet cross or interfere with each other. As speed increases, feet tend to converge toward centerline of balance.

Faults: Legs not moving on the same plane; rear legs moving too close or touching; rolling; pacing; paddling; hackney action; pounding

DISQUALIFICATIONS

Unilateral or bilateral crypt orchid, viciousness or extreme shyness, unilateral or bilateral deafness, bobbed tail and Albinism.

Note: Although some level of dog aggression is characteristic of this breed, handlers will be expected to have complete control over dogs at all times.

NOTE: Proportion of the APBT/AST

Ideally, he should be "Square" when viewed from the side. That is, about as long from the point of the shoulder to the point of his hip as he is tall from the top of the shoulder, to the ground. Such a dog will stand high and have maximum leverage for his weight. This means that standing normally with the hock slightly back of the hip, the dog's base, (where his feet are) will be slightly longer than his height. Using the hip and shoulder, as guides will keep the viewer from being fooled by the way the dog is standing.

SCORING

The judge will evaluate the dogs on several factors, rating the dog on a scale of 0-100., with points distributed as follows:

- 1) Overall Appearance = 10
- 2) Attitude / Temperament = 10
- 3) Back End = 15
- 4) Front End = 15
- 5) Head and Neck = 10
- 6) Tail and Coat = 5
- 7) Movement = 20
- 8) Size / Proportion = 15

Total Possible points 100

Agility

A. General rules: Handlers may use any type of command – words, signals, sounds -- at any time. There are no penalties for repeating commands or for talking to and encouraging the dog. Handlers may not touch their dog once on the course. Handlers may not touch any obstacles. Handlers may not break the plane of an obstacle with any part of their body (that is, handlers may not put their hands over an obstacle, they may not lean over an obstacle, etc.) Handlers may not call their dogs over an obstacle—a handler may not be further along the course than the dog. The only exception is the A-frame (see discussion of the A-frame below). Handlers may not heel their dogs through the course.

Dogs must wear either a flat collar, or no collar. No dangling tags. Dogs must be off leash at the start of the course and are not put back on leash until they leave the course at the end.

1. Surface. The surface must be reasonable flat and adequate to provide a firm and safe footing for dog and handler. Grass surfaces must be short.

2. Course design. All dogs at each level run the same course. Courses should be laid out so time keepers can easily watch both the start and finish of the course. Starting and finishing points should be designated by two traffic cones or other easily visible markers, one on each side. If the start and finish are immediately adjacent to each other you need only two markers—one at each end of the start/finish area.

3. Keeping time: You need two timekeepers with stopwatches for each course. The dog's course time starts when the dog's nose breaks an imaginary line between the two markers at the start and ends when the dog's nose breaks an imaginary line between the two markers at the finish. If there's a difference between the time recorded by the two timekeepers, average the two to get the dog's time.

4. General obstacle requirements. Any obstacle meant to bear the dog's weight must be safe and sturdy. Obstacles the dog climbs or walks, such as the A-frame and dog walk, must have "contact zones" indicated at each end. See the discussion of individual obstacles below.

B. Obstacles required and permitted at each level.

1. Novice course.

A novice course has 13 obstacles.

a. Non-hurdle obstacles. Include all of the following. You may use any obstacle twice in the course, to achieve the required 13 obstacles.

1) A-Frame.

2) Dog Walk.

3) Teeter-Totter.

4) Open Tunnel.

b. Hurdle obstacles. There must be at least six hurdles. There should be at least two different types of hurdle. At least one hurdle must be at least 24” wide and no wider than 36” – a spread hurdle, a log hurdle, a water hurdle, etc. All hurdles should be set at a standard 20 inches, except any broad hurdle should be lower.

c. Pause table. There must be a pause table.

Setting the novice course: Novice courses should be laid out so the dog needs to turn no more than 90 degrees to get from one obstacle to the next. The entrance to each obstacle must be at least 15 feet from the exit of the previous obstacle – preferably 18 feet. Two obstacles positioned parallel to one another with their openings facing the same general direction must be at least 10 feet apart.

Novice courses should be from 100 to 200 yards long, measured from the starting point, through the centerline of each obstacle, to the ending point. The course should be laid so the handler can stay to the right of the obstacles throughout. In arriving at the course time, assume a time of two yards per second. For example, if the course is 120 yards long, the course time is 60 seconds.

2. Open course

An open course consists of 16 obstacles. Difficulty is introduced into the open course not by using higher or wider obstacles, but by making the course layout more challenging for both dog and handler.

a. Non-hurdle obstacles. In addition to the obstacles used in novice, the open course must include:

1) Closed tunnel

2) Hoop (Tire) or Window Jump;

3) Weave Poles.

Any obstacle except weave poles may be used twice to achieve the required number of obstacles.

b. Hurdle obstacles. There should be eight hurdles. There should be at least three different types of hurdle. At least one hurdle must be at least 24” wide and no wider than 36 inches – a spread hurdle, a log hurdle, a brush hurdle, a water hurdle, etc. All hurdles should be set at a standard 20 inches, except any broad hurdle may be lower.

c. Pause table. There must be a pause table.

Setting the open course. Open courses should be from 150 to 250 yards long, measured from the starting point, through the centerline of each obstacle, to the ending point. The entrance to each obstacle must be at least 10 feet from the exit of the previous obstacle.

Two obstacles positioned parallel to one another with their openings facing the same general direction must be at least 6 feet apart. Turns between obstacles may be up to 180 degrees. The course path should contain areas where it's advantageous for the handler to be on the left side of the obstacles (and the dog would therefore be on the handler's right).

Assume a time of 1.7 yards per second. So, for example, if the course is 200 yards long, the course time is about 118 seconds (200 divided by 1.7).

3. Scoring:

100 points total possible.

4. Deductions:

(Note: judges should announce that a team must repeat an obstacle by loudly stating "fault" as quickly as possible after the fault occurs.)

Off course: (dog goes more than about 20 feet from line of course, or dog goes over wrong obstacle) 5 points

Dog enters or leaves contact zone of an obstacle at more than a 30-degree angle: 1-3 points, depending on severity.

Dog exceeds course time – 1 point per second over time.

Dog leaves pause table too early: repeat obstacle.

Handler steps or reaches into the square around the pause table: repeat obstacle.

Dog enters or exits pause table from wrong direction: repeat obstacle.

Dog does not touch contact zone: repeat obstacle

Dog knocks a bar off a jump but the jump remains standing: 3 points.

Handler breaks the plane of an obstacle (except the A-frame): repeat obstacle.

Handler calls the dog over an obstacle: repeat obstacle.

Handler heels the dog on any part of the course: 3 points for each occurrence.

Dog fails to negotiate an obstacle after 3 tries: disqualifies team from the competition.

Dog or handler knocks an obstacle down: disqualifies team from the competition.

Breaking ties: Any ties are broken in favor of the dog with the shortest time for the course.

C. Description and use of equipment:

Note: You can get good instructions for building agility equipment by clicking on the link for “agility obstacles” on this page: <http://ukcdogs.com/Agilityrules.htm>

1. A-Frame: This obstacle consists of two panels (ramps) connected together at one end and positioned to form a structure that simulates an A-Frame. You may use a standard Schutzhund A-Frame, but it must be adjustable so you can change the angle. The joint at the top must be covered with carpet, rubber, or a wooden insert to prevent the dog from catching a toe or foot. Do not use artificial turf. The bottom end of both panels, up to 36 inches from the bottom edge, must be painted a contrasting color (the contact zone). Preferably, the entire contact zone should be painted a bright yellow. The color of the contact zone should extend around the edges of the ramp, to be visible from the side. As an alternative, the edge of the contact zone may be marked with a stripe, two inches or more wide. This should also extend around the edge of the ramp. You can have a slat on the contact line.

If you are using a Schutzhund A frame, set it so the peak is 46 inches above the ground. If you build an A-frame with eight-foot ramps, set the A-frame so the peak is 59 inches above the ground.

Negotiating the A-frame. The dog should come straight onto and off of the A-frame. At least one foot must touch each contact zone. This is the only obstacle at which the handler may be in front of the dog on the exit side of an obstacle. The handler may stand on the down side of the A-frame and use his hands to encourage the dog to come off slowly. However, the handler may not touch the dog or the A-frame.

2. Dog Walk. This obstacle consists of a horizontal center plank section and two ramp sections. The ramp sections each have a contact zone. Contact zones are located with their upper edges 36" from the bottom edges of the ramps. The color of the contact zone must contrast with the rest of the panel, preferably a bright yellow. The color of the contact zone should extend around the edges of the board, to be visible from the side. As an alternative, the contact zone may be marked with a stripe, two inches or more wide. This should also extend around the edge of the ramp. You may use slats on the ramp sections but they are not required.

Planks. The three sections of the walk—up and down ramp, and the center section—should be the same length. They can be 8' or 12" long. They must be 10 to 12" wide. All three planks may be made from solid lumber or constructed as hollow core planks.

Support legs. The support legs may be constructed in any way that ensures a stable walk. The legs must raise the horizontal center plank 36" (with a 2" tolerance) above the ground. The construction should minimize any movement of the planks.

Ramp attachments. You may attach the ramps to the horizontal plank in a variety of ways, for example, heavy door hinges or specially made hooks. In all cases, eliminate any gaps between the ramps and the horizontal plank that would allow a dog to catch a foot or toenail.

Surface. Surfaces of the planks should be finished with non-skid paint. You can achieve this by alternating layers of sand and flat latex paint. Preferably, do not use rubber matting or carpet.

Negotiating the dog walk. The dog should go straight onto and off of the walk. The dog must touch the contact zone at each end with at least one foot.

3. Teeter-Totter. This obstacle consists of a board supported on a base that allows the board to pivot freely at the center point. Each end has a contact zone: The color of the contact zone must contrast with the rest of the board, preferably a bright yellow. The color of the contact zone should extend around the edges of the board, to be visible from the side. As an alternative, the contact zone may be marked with a stripe, two inches or more wide. Contacts are located with their upper edges:

20 inches from the ends of the 8- foot teeter board.

32 inches from the ends of the 10- foot teeter board.

36 inches from the ends of the 12- foot teeter board.

Teeterboard. The teeterboard may be 8', 10' or 12' in length and 10 to 12" wide. The teeterboard may be made of solid wood or hollow core construction.

Base. The teeterboard is supported on any base that is sturdy, resists tipping over, and allows the board to pivot freely at the center point. The board should be attached securely to the base. The pivot point for the 8' teeter board is 16" above the ground; for the 10' board is 20" above the ground; and for the 12' board is 24" above the ground. Weigh or offset one end of the board so that after a dog exits the teeter the board returns to its original position with the entrance end down.

Surface. The surface of the teeter should be finished with non-skid paint. You can achieve this by alternating layers of sand and flat latex paint. Do not use rubber matting or carpet.

Negotiating the Teeter: The dog should go straight on and off the teeter. The dog must touch both contact zones with at least one foot. Preferably, the dog should understand the tipping point and should control the tip of the teeter so the exit end does not slam down.

4. Open Tunnel. The open tunnel is a cylindrical tube that may be lengthened, shortened, or curved in various ways. It is generally formed from a coil of heavy wire covered with cloth or plastic fabric. The overall length when expanded should be approximately 16', and the diameter of the opening approximately 24". The tunnel must be able to bend or curve. Supports or tie-downs with straps or bungee cords keep the tunnel from rolling out of place or pulling together when in use. Tunnel holders that are underneath the tunnel should not be more than 1½" thick. Use a light colored cloth to cover the tunnel. Do not use a material that makes the interior of the tunnel dark. If you have no alternative, you may use a plastic play tunnel available from most large toy stores.

Negotiating the Open Tunnel. The dog may enter and exit the tunnel at any angle. The tunnel must be set so that it's curved and the dog cannot see the exit end when entering the tunnel.

5. The Pause table is a low square table on which the dog must sit or down for five seconds.

Table Top. The tabletop is 36" – 42" square, with a nonskid surface. You may use rubber matting or carpeting (with short, tight nap), but not synthetic turf.

Table. You can use any base construction that ensures a sturdy table. The table-top should be 20 inches above the ground.

Negotiating the Pause Table. When setting up the pause table, draw a clear line on the ground, all the way around the table, 24" from the table. During the run, the handler may not step or reach inside this zone. The dog must get up on the table from the side closest to the previous obstacle, and must leave the table by the opposite side. In novice, the handler may sit or down the dog on the table, and the dog must remain in position for a count of five (counted out loud by the judge). If the dog changes position, the count starts over. In open, the judge specifies the position, but uses the same position for all dogs.

6. Closed Tunnel (Chute). This obstacle consists of a short open section to which is attached a collapsed cloth chute through which the dog must push its way to the outside. The open entry section is a rigid plastic or metal barrel about 24" in diameter or box constructed from wood 24" square. This section is 24" to 36" long. The "floor" of the entry must have a non-skid surface, and any sharp edges should be padded to protect the dog. The barrel must have a base or braces (sand bags may be used) to keep it from rocking or moving out of position. The top edge of the opening should be padded to prevent dogs from scraping their back when entering.

The tunnel (chute) portion is dark colored medium-weight fabric about 10' long. (Overall length of the entire obstacle is about 12'-13'). The cloth is sewn into a tapered tube that fits around the entry on one end and expands to at least 86" in circumference on the exit end. To deal with windy conditions, it's best to sew a small pocket on the underside near the exit end so you can insert a small sandbag to hold the fabric in place. Stewards need to keep a watch on this obstacle during an event—it will need frequent straightening.

Negotiating the closed tunnel. The dog may enter and exit the tunnel at any angle.

7. Weave Poles. This obstacle consists of nine poles that are attached to a base runner or individual holders that are stuck in the ground. Poles are made from a flexible material such as PVC, are about 1.5-2 inches in diameter, and are at least 36" high. They should not be so flexible that they can spring back and hit the dog. Poles should be easy to see—if they are a solid color, add stripes with colored tape. They are positioned 21-24 inches apart at the base (all must be the same distance apart).

Ideally, weave pole sets should be fastened to a continuous metal base (usually in two pieces, each holding half the poles), about two inches wide and not more than ¼ inch thick. You can fasten the poles to the base by inserting each pole in a PVC cap, which is bolted to the base.

Weave pole sets are available commercially. If a set of this nature is not available, you may construct the set of plastic step-in electric fence posts.

Negotiating the weave poles. The dog enters the weave poles with the first pole on the dog's left. The dog must then pass the second pole on the right, the third on the left, and so on to the end. If the dog misses a pole, he must start the exercise over. The handler may not guide the dog by moving his hand over the poles. As with all other obstacles except the A-frame, the handler may not break the plane of the poles with any part of his body.

8. Tire/Hoop Jump. (If you have access to a regulation agility window jump, you may use that instead of a tire or hoop jump.) This jump consists of a tire or hoop held upright off the ground by a framework resembling a window frame. You can build the supporting framework from PVC pipe or wood. The distance between the uprights must be at least 48". The height of the uprights is not critical as long as it is sufficient to suspend the hoop so the bottom of the hoop is at the 20" jump height. When constructed of PVC pipe, the uprights are connected at both the top and bottom by cross pieces of 48". The uprights are held vertically in position by 12" leg supports that extend forward and backward from the base of the uprights.

The hoop is approximately 24"- 30" inside diameter and constructed from material, such as black plastic drain pipe, at least 3" in diameter. It should be painted or taped with bands of a contrasting color to provide maximum visibility. The hoop may be suspended from the upper crosspiece by a cord, while bungee cords or flat elastic bands may be used to hold the hoop in place at the sides.

9. Hurdles. Most hurdles can be simple single-bar hurdles made of PVC (schedule 40 is preferred; however, schedule 80 is acceptable). They may also be made of wood or other material. All hurdles should be between 42" and 48" wide, with uprights of at least 36". They can be constructed to the standard 20" height; they do not need to be adjustable, except that the rail should be held in place by pins or cups attached to the uprights so it will fall off if the dog hits it. The cupped supports must be shallow enough that the bar is easy to knock off. When pins are used to hold the bar, and the hurdle must be jumped from both sides in a given course design, insert the pins from opposite sides of the two uprights so that the bar is crossed from one side of one upright to the opposite of the other upright. This will allow the bar to be knocked off easily from either side of the hurdle.

The following special hurdles are not required, except one hurdle must be at least two feet wide (the long jump or the spread hurdle, or some other regulation agility hurdle that meets this width requirement, such as a water hurdle). The Open course must include the regular hurdles, a broad hurdle, and one other hurdle type.

Bush Fence Hurdle. This hurdle may hold live plants, branches cut from leafy shrubs or plastic decorative plants. It can be made by putting planter boxes on top of a base and inserting plants in the box to achieve the 20" height. This hurdle can be made into a broad hurdle by placing two or three boxes side by side.

Long Hurdle. This jump is the same as the broad jump used in obedience. If you have an obedience jump, use it – but it must be at least 3.5 feet wide. You can build your own set of long

jump boards out of PVC or wood. If you need instructions on how to build them, see <http://tinyurl.com/3y7x6c> (or <http://ukcdogs.com/Agilityrules.htm>. Scroll down in the central window and select “agility obstacles.”)

Note that the four long jump boards are slightly different in length and height. This allows them to be stacked easily for storage. It also presents the dog with an obstacle that’s slightly higher at the exit end than at the entrance end. Set the boards at equal distances from each other to give a total jump width of 40”.

Spread Hurdle. This hurdle consists of 4 displaceable bars that are separated both vertically and horizontally. All bars are 6" apart horizontally and 4" apart vertically. You can construct this hurdle simply by using 4 single hurdles. Set the first hurdle to a height of 8". Place the base of the second hurdle 6" from the base of the first hurdle, and set the height for 12". You'll have to offset the bases a bit to get them that close. Set the base of the third hurdle 6" from the base of the second hurdle, and set the height for 16". Set the last hurdle 6" from the base of the 3d hurdle, and set the height for 20". It is preferable, however, to build a more permanent spread hurdle, where all 4 components are connected along each side, and held together by a 42 to 48" cross-piece running along the ground. For a diagram, see the same site referenced under the discussion of the long hurdle.

An alternative construction, and oxer, has all four bars at the same height. This is more difficult as the dog will want to go under the jump.

Other hurdle types. **You can use other regulation agility hurdles if you have access to them.**

Scenting

In this category the competitor has his choice of four disciplines to choose from.

Scent Discrimination (Novice)

The primary purpose of this exercise is for the dog to select the correct article from a choice of articles by using its scenting capabilities and to return the article to the handler. The handler's scent is placed on the article which is to be selected by the dog from five articles. The articles are to be numbered for identification. All five articles must be identical except for the numbers.

The five articles are presented to the Judge for approval. The Judge selects one for the handler to scent. The Judge places the other four articles about fifteen feet from the handler and approximately six to twelve inches apart. The handler and dog have their back to the spread-out articles while they are being placed. After the article is scented by the handler, the Judge places the handler scented article with the other nine articles.

After the scented article is placed with the other four, the Judge will order the handler to send the dog. The Judge's instructions to the handler are "About turn," "Send Your Dog," "Take it," and Exercise Finished."

The handler, when ordered "About Turn" by the Judge, still has his back to the article. The handler will do an "About Turn" and wait for the Judge's order giving the command to send the dog. The dog must be sitting. The judge will ask the handler how his dog will finish (basic heel position or in front, standing, sitting or down are acceptable). The Judge will order "Send Your Dog." The handler then sends the dog by a hand signal and/or voice command such as "Fetch" or "Find it." (the handler can give no more than three commands, but the handler must not move the position of his feet to assist the dog). The dog is to leave the handler's side immediately, return with the correct article, to the handler. On order from the Judge "Take It," the handler gives the command to release the article. The judge will give the "Take It" command when the dog finishes, per the method indicated earlier by the handler.

Dogs that retrieve the wrong article or don't retrieve an article cannot pass (zero points will be awarded). The Dog has three minutes to identify and retrieve the correct article. The timer starts when the judge orders "Send Your Dog" and stops when the judge orders "Take It". The table below shows the guidelines for scoring. In addition to below judges may make 1 point deductions as necessary for disobedience, indecision, confusion, or behavior outside what is described above.

<u>Condition</u>	<u>Point loss</u>
20 seconds without finish	5
40 seconds without finish	5
1 minute without finish	10
2 minute without finish	10
3 minutes without finish	10
Indication, but no retrieve	10

Failure to go out directly on command	2 per command
Failure to release the article on command	2 per command

Scent Discrimination (Open)

The primary purpose of this exercise is for the dog to select the correct article from a choice of articles by using its scenting capabilities and to return the article to the handler. The handler's scent is placed on the article which is to be selected by the dog from ten articles. The articles are to be numbered for identification. All ten articles must be identical except for the numbers.

The ten articles are presented to the Judge for approval. The Judge selects one for the handler to scent. The Judge places the other nine articles about fifteen feet from the handler and approximately six to twelve inches apart. The handler and dog have their back to the spread-out articles while they are being placed. After the article is scented by the handler, the Judge places the handler scented article with the other nine articles. The articles do not need to be sterile or free from other scent, the dog is expected to discriminate between the scents and find the scent of his handler.

After the scented article is placed with the other nine, the Judge will order the handler to send the dog. The Judge's instructions to the handler are "About turn," "Send Your Dog," "Take it," and Exercise Finished."

The handler, when ordered "About Turn" by the Judge, still has his back to the article. The handler will do an "About Turn" and wait for the Judge's order giving the command to send the dog. The dog must be sitting. The judge will ask the handler how his dog will finish (basic heel position or in front, standing, sitting or down are acceptable). The Judge will order "Send Your Dog." The handler then sends the dog by a hand signal and/or voice command such as "Fetch" or "Find it." (the handler can give no more than three commands, but the handler must not move the position of his feet to assist the dog). The dog is to leave the handler's side immediately, return with the correct article, to the handler. On order from the Judge "Take It," the handler gives the command to release the article. The judge will give the "Take It" command when the dog finishes, per the method indicated earlier by the handler.

Dogs that retrieve the wrong article or don't retrieve an article cannot pass (zero points will be awarded). The Dog has three minutes to identify and retrieve the correct article. The timer starts when the judge orders "Send Your Dog" and stops when the judge orders "Take It". The table below shows the guidelines for scoring. In addition to below judges may make 1 point deductions as necessary for disobedience, indecision, confusion, or behavior outside what is described above.

<u>Condition</u>	<u>Point loss</u>
35 seconds without finish	5
50 seconds without finish	5
90 seconds without finish	10

2 minute without finish	10
3 minutes without finish	10
Indication, but no retrieve	10
Failure to go out directly on command	2 per command
Failure to release the article on command	2 per command

Scent Discrimination (Articles)

Articles can be wood, leather, cloth, or metal. The same type of articles must be used for all competitors. The articles should be shaped such as to be easily picked up by the dogs.

AKC Style Tracking

AKC Style tracking will be offered. This event should be equivalent to a TD track, judged by the AKC rules current at the time. Since TD is the lowest level of tracking offered by AKC and can be varied in difficulty by the upper and lower limits of the rules it will suffice for novice and advanced tracking. Using the tracks laid to the lower limits as novice and tracks laid to the upper limits as open.

Schutzhund / IPO Style Tracking

Schutzhund / IPO Style tracking will be offered. This event should be equivalent to an IPO1 track for novice and an IPO3 track for open, judged by the FCI rules current at the time.

VDH / DVG Style Radom Search Test (Stoberprufung)

Radom Search Test will be offered. This event should be Level 1 for novice and Level 3 for open, judged by the VDH / DVG rules current at the time.

General rules for obedience dogs.

Basic position: Basic position means the dog is sitting at the handler's side, with the dog's shoulder next to the handler's knee, or a little bit in front of or behind the knee. The handler's body and the dog's body should be parallel. Most exercises begin and end in basic position. Halts should also be in basic position. You should always make sure you are in the correct basic position at the beginning and end of an exercise to avoid losing points.

Front position: The dog should sit straight in front, centered on the handler's body.

Barking in the obedience ring. While a little barking, showing high spirits, is acceptable, excessive barking or whining will be penalized.

Extra commands. The dog should perform each exercise when given one command by the handler. If the handler gives the dog a second command to perform a key part of an exercise (for example, to come on a recall exercise), the dog fails that exercise. If the handler gives the dog a second command to perform a part of an exercise that is not key to the exercise (for example, to finish on the recall exercise), the judge will take a major deduction.

What to do with your hands when you heel. You have two choices for hand position during heeling. You can let your arms swing free, moving them naturally. Or you can let your right hand swing free, and hold your left hand flat against your stomach, just above your waist. For on-leash heeling, the lead may be held in either hand.

Handler help. Handler help means you are giving the dog some extra signal to perform an exercise. It's considered an extra command, and will cost you points. Handler help includes moving your shoulder to get your dog to finish into the basic position, moving your leash hand forward or back to speed or slow the dog during heeling, or using your voice to encourage your dog.

Scoring: Disqualifying faults result in a score of 0 for the exercise. Major deductions are 2 points or more. Minor deductions are ½ to 1½ points. Dogs may fail an entire exercise and still pass obedience, but must earn at least 70 points overall.

Reasons the judge may excuse a dog/handler team:

the handler must give the dog more than 3 commands to start any exercise.

the dog bites or attempts to bite a person, or bites or attacks another dog. The term "attack" means unprovoked physical contact between the two dogs

the dog growls or snaps at the judge

the dog fouls the ring

the dog leaves the ring during an exercise

someone other than the handler gives the dog a command or encouragement, or gives the handler advice during the routine

the handler puts his hands in his pockets; the handler has food or a toy in the ring

The judge's decision in these matters is final.

Novice Obedience

Exercise	Points
On leash heeling	20 (+5 for off leash)
Figure 8	10
Stand for exam	10
Recall over solid jump	10
Drop on recall	10
Sit, down, or stand in motion (handler's choice)	10
Sit Stay - 1 minute sit, handler at other end of ring (multiple dogs, at least 10 feet apart)	10
Honor down, handler at other end of ring	10

Open Obedience

Exercise	Points
Free Heeling	20
Figure 8	5
Retrieve over bar jump (host provides article)	10
Drop on recall with walking steward (steward walks by dog in down, about 3 feet from dog)	10
Change of Position	20
Sit Stay - 2 minute sit, handler out of sight (multiple dogs, at least 10 feet apart)	15
Honor down, handler out of sight	10

Exhibitor Guidelines. An obedience trial is an evaluation of a handler's ability to train and work with a dog. Many exhibitors have made a lifelong commitment to dog training.

Judges have spent years training and trialing dogs before stepping into the ring to judge. They are serious about the sport, and exhibitors should be as well. Exhibitors' behavior and deportment speak to the degree of commitment they have to their dogs and to the sport. The following are suggested guidelines for exhibitors:

- A. Exhibitors should accept the decision of the Judge gracefully. There should be no snatching of awards, loud comments or derision of the Judge or their decisions, either in the ring or out.
- B. Exhibitors' clothing should be neat and clean. Their apparel speaks to the respect they have for the sport, the event, and its proceedings.
- C. Exhibitors' dogs should be clean and present a neat appearance.
- D. Exhibitors should take care when discussing the judging with the Judge to not appear confrontational. The judging was the Judge's evaluation on that day, and poor behavior on the part of the exhibitor will not change the outcome.
- E. Exhibitors should always leave a trial site in the condition they found it. Help the trial committee and clean up your area.
- G. Exhibitors should take care not to promote rumors and negative comments about dogs, other exhibitors, or Judges.

Novice obedience. Novice obedience is open to any dog that has no obedience titles or no more than a CD.

The jump for novice obedience is a 24" high solid jump at least four feet wide.

Novice exercises:

1. **On leash heeling. 20 points.** The exercise begins with the dog in the basic position. On the judge's command, the handler gives the dog a command or signal, or both, to heel and the team moves forward. On the judge's commands, the team demonstrates left, right, and about turns, fast and slow pace, and at least two halts. The handler may not give any additional commands during the exercise. The dog should remain close to the handler's left knee throughout the exercise. During the fast exercise, the handler should break into a jog. The slow exercise should be no faster than half the handler's normal pace. The about-turn may be in either direction, as long as the dog stays close to the handler. The exercise ends after the second halt and the judge's command of "exercise finished."

Disqualifying faults: Dog is consistently forging or lagging or is otherwise out of proper position, dog barks excessively. Handler consistently gives the dog help to perform the exercise.

Major deductions: Dog repeatedly crowds, forges, or lags or otherwise moves from proper position, dog fails to sit or sits very crooked. Handler does not clearly demonstrate the changes of pace. Dog is very wide on about turns. Handler gives more than one command for any part of the exercise. Dog sniffs repeatedly. Leash is repeatedly tight. Handler repeatedly gives the dog help to perform the exercise.

Minor deductions: Dog occasionally crowds, forges, or lags, or otherwise moves from proper position; dog sits crooked. Dog sniffs occasionally. Leash occasionally tight. Handler occasionally gives the dog help to perform the exercise.

Notes to the judge: All teams should be asked to demonstrate the same heeling pattern. If time allows, a team not entered in the event should demonstrate the pattern before the first team works.

2. **On-leash figure 8. 10 points.** The exercise begins with the dog in the basic position, sitting calmly next to the handler, with the dog's shoulder even with the handler's knee. On the judge's command, the dog/handler team moves forward between the two stewards, who are positioned 8 feet apart, facing each other, with arms crossed. The handler may turn either way first. The dog should remain close to the handler's left knee throughout the exercise. During the exercise, the judge twice commands the handler to "halt." The exercise ends after the second halt and the judge's command of "exercise finished."

Disqualifying faults: Dog is consistently forging or lagging or is otherwise out of proper position, dog barks excessively. Handler requires more than three commands at any time during the exercise. Dog shies away from, or acts aggressively toward, the stewards.

Major deductions: Dog repeatedly crowds, forges, or lags or otherwise moves from proper position, dog fails to sit or sits very crooked. Handler gives more than one command for any part of the exercise. Dog sniffs repeatedly. Leash is repeatedly tight. Handler repeatedly gives the dog help to perform the exercise.

Minor deductions: Dog occasionally crowds, forges, or lags or otherwise moves from proper position; dog sits crooked. Dog sniffs occasionally. Leash occasionally tight. Handler occasionally gives the dog help to perform the exercise.

3. Stand for exam. 10 points. Before the stand for exam, the handler removes the leash and hands it to a steward. Starting in basic position, the handler may use his hands to position the dog for the exam, or may give the dog a command to stand, or both. However, the handler should stand erect, with the dog's shoulder next to his left knee, and give a clear command to the dog to "stay" before the handler steps away from the dog. Judging begins once the handler gives the "stay" command, and the handler may not touch the dog after that. The handler decides when he is ready to leave the dog on the stay, although he should not take overly long to position the dog. Once the handler leaves the dog, he steps to about 6 feet away, and turns to face the dog. Once the handler is facing the dog, the judge approaches the dog and touches him lightly on the head, shoulders, and hip. The judge steps away from the dog and commands the handler to return. Once the handler is standing in basic position by the dog's shoulder, the judge waits a couple seconds and then commands "exercise finished." The handler may tell the dog to "sit" or may heel the dog out of the standing position.

Disqualifying faults: Dog is aggressive to the judge, moves completely out of the stand position, sits or lays down, moves away from the judge. Handler touches the dog after giving the "stay" command.

Major deductions: Dog moves more than two feet, dog sits after handler returns to heel position but before the judge ends the exercise.

Minor deductions: Dog moves one or two feet.

4. Recall over solid jump. 10 points. The handler stands at least eight feet from the jump, facing the jump, with the dog in basic position. On command from the judge, the handler commands or signals the dog to "stay." The handler moves away from the dog to the other end of the ring, going around the jump. The handler turns and faces the dog, standing at least eight feet from the jump. On the judge's command, the handler

gives the dog a command or signal, or both, to come. The dog should come quickly over the jump, and sit in front of the handler, facing the handler, centered on the handler's body. On command from the judge, the handler gives the dog a command or signal, or both, to return to the basic position.. The dog may go either way around the handler to basic position. On the judge's command "exercise finished" the handler releases the dog.

Disqualifying faults: The dog does not stay in the position after the handler leaves, at least until the handler reaches the other side of the jump and turns to face the dog. The handler steps over the jump. The dog does not jump.

Major deductions: The dog moves significantly out of the starting position, but still stays sitting in the general area. The dog anticipates the command to come. The dog sits very crooked in front, or finishes in a very crooked position. Dog is very slow to respond to a command. Dog's return to the handler is very slow. (Dog must at least jog). Dog's response to any other command is very slow. The dog does not sit in front, or does not finish.

Minor deductions: The front is somewhat crooked. The finish is somewhat crooked. Dog is slow to respond to a command. Dog's return to the handler is slow. The handler gives the dog help to finish.

Notes to the judge: If the dog stays where placed by the handler until the handler stops, turns, and faces the dog, but then anticipates and returns to the handler over the jump, this is a major deduction but not a disqualification.

5. Drop on recall. 10 points. The handler sets up at one end of the ring, as instructed by the judge, with the dog in basic position. When instructed by the judge to leave the dog, the handler instructs the dog to "stay" with a verbal command or signal, or both, and leaves the dog, walking directly across the ring. The handler stops and turns to face the dog. On the judge's command to call the dog, the handler gives the dog a signal or command, or both, to come. The dog should quickly start toward the handler. On a command or signal from the judge, the handler gives the dog a command or signal, or both, to drop. The dog should quickly go into the down position. After the dog has been in the down position at least three seconds, the judge tells the handler to call the dog. The handler gives the dog a command or signal, or both, to come to the front position. On a command from the judge, the handler gives the dog a command or signal, or both, to finish into the basic position. On the judge's command "exercise finished" the handler releases the dog.

Disqualifying faults. The dog does not stay where left by the handler. The dog does not come on the first command. The dog does not drop on the first command. The dog does not come out of the drop on the first command.

Major deductions: The dog moves significantly out of the starting position, but still stays sitting in the general area. The dog is very slow to respond to the handler's commands.

The dog anticipates the recall, but after the handler has crossed the ring and turned to face the dog. The dog does not sit in front, or does not finish. The front is very crooked. The finish is very crooked.

Minor deductions: Dog's response to any command is somewhat slow. Front is somewhat crooked. Finish is somewhat crooked.

Notes to the judge: If the dog stays where placed by the handler until the handler stops, turns, and faces the dog, but then anticipates and starts toward the handler, this is a major deduction but not a disqualification. You should give the command to drop the dog as you would with any other dog.

6. Sit, down, or stand in motion. 10 points The handler sets up at one end of the ring, as instructed by the judge, with the dog in basic position. When the judge tells the handler to begin, the handler gives the dog a command or signal, or both, to heel, and moves directly toward the far end of the ring. At about the center of the ring, the handler gives the dog a command or signal, or both, to sit, down, or stand (handler's choice). The handler should not pause, but should keep moving to the far end of the ring, stop, turn, and face the dog. On the judge's command, the handler goes back to the dog, into basic position. On the judge's command "exercise finished" the handler releases the dog.

Disqualifying faults: The dog does not stop on one command when commanded by the handler. The dog stops, but then follows the handler.

Major deductions: The dog stops quickly but takes the wrong position. The dog takes several steps before stopping. The dog returns to the handler after the handler reaches the other end of the ring and faces the dog.

Minor deductions: The dog is somewhat slow to stop.

7. Sit-stay. 10 points. The handlers stand at a spot indicated by the judge, with the dogs in basic position. Handlers should place their leashes behind their dogs. Dogs will be at least 10' apart, but there will always be at least two dogs in the ring at one time. The judge asks the handlers if they are ready, and then tells the handlers to leave their dogs. The handlers give the dogs a command or signal, or both, to stay, and walk directly to the other end of the ring, turning to face their dogs. The judge or a steward times the stay, which lasts for one minute. When the time is up, the judge tells the handlers to "return to your dog." Handlers should go back to the basic position, passing around behind the dog. The judge waits about three seconds, to make sure the dogs will stay in position, and then commands "exercise finished." Handlers should put their leashes on before moving out of basic position and leaving the ring.

Disqualifying faults: The dog does not stay where left. The dog shows aggression toward another dog.

Major deductions: The dog moves toward the handler as the handler returns. The dog lies down or stands. The dog moves significantly, but still stays in the general area where left.

Minor deductions: The dog moves slightly out of position. The dog moves after the handler is in basic position but before the exercise ends.

8. Honor down. 10 points. The handler sets up in basic position in a place in the ring selected by the judge. The handler places his leash behind the dog. When instructed by the judge, the handler commands or signals, or both, the dog to “down.” When instructed by the judge, the handler commands or signals, or both, the dog to “stay.” When instructed by the judge, the handler moves away from the dog, to the other end of the ring, to a spot indicated by the judge or steward, and turns and faces the dog. When instructed by the judge, the handler moves back to the dog, moving into basic position. After about three seconds, to make sure the dog will stay down with the handler at his side, the judge commands “exercise finished.” The handler puts the leash back on the dog and then sits the dog or heels out of the down position and leaves the ring.

Disqualifying faults: The dog does not stay. The dog does not down on the first command or signal.

Major deductions: The dog sits or stands, but stays in place. The dog whines excessively.

Minor deductions: The dog sits after the handler returns, but before the judge says “exercise finished.” The dog whines or sniffs.

Notes to the judge: Place the honor dog at least 10', but no more than 20', from the path of the working dog. Excuse the honor dog from the ring between the figure 8 and the stand for exam of the working dog. If possible, get a team that is not in that class to honor for the first dog and to work for the last dog, so that all dogs work first and then honor.

Open Obedience

Any dog titled in Ring (Brevet) or Schutzhund (BH), or having a CD-X or higher in AKC or UKC, must enter open obedience.

The jump for open obedience is a 32" high bar jump at least four feet wide.

Open exercises:

1. **Heeling free. 20 points.** The exercise begins with the dog in the basic position. On the judge's command, the handler gives the dog a command or signal, or both, to heel and the team moves forward. On the judge's commands, the team demonstrates left, right, and about turns, fast and slow pace, and at least two halts. The handler may not give any additional commands during the exercise. The dog should remain close to the handler's left knee throughout the exercise. During the fast exercise, the handler should break into a jog. The slow exercise should be no faster than half the handler's normal pace. The about-turn may be in either direction, as long as the dog stays close to the handler. The exercise ends after the second halt and the judge's command of "exercise finished."

Disqualifying faults: Dog is consistently forging or lagging or is otherwise out of proper position, dog barks excessively. Handler consistently gives the dog help to perform the exercise.

Major deductions: Dog repeatedly crowds, forges, or lags or otherwise moves from proper position, dog fails to sit or sits very crooked. Handler does not clearly demonstrate the changes of pace. Dog is very wide on about turns. Handler gives more than one command for any part of the exercise. Dog sniffs repeatedly. Handler repeatedly gives the dog help to perform the exercise.

Minor deductions: Dog occasionally crowds, forges, or lags, or otherwise moves from proper position; dog sits crooked. Dog sniffs occasionally. Handler occasionally gives the dog help to perform the exercise.

Notes to the judge: All teams should be asked to demonstrate the same heeling pattern. If time allows, a team not entered in the event should demonstrate the pattern before the first team works.

2. **Figure 8. 5 points.** The exercise begins with the dog in the basic position, sitting calmly next to the handler, with the dog's shoulder even with the handler's knee. On the judge's command, the dog/handler team moves forward between the two stewards, who are positioned 8 feet apart, facing each other, with arms crossed. The handler may turn either way first. The dog should remain close to the handler's left knee throughout the

exercise. During the exercise, the judge twice commands the handler to “halt.” The exercise ends after the second halt and the judge’s command of “exercise finished.”

Disqualifying faults: Dog is consistently forging or lagging or is otherwise out of proper position, dog barks excessively. Handler requires more than three commands at any time during the exercise. Dog shies away from, or acts aggressively toward, the stewards.

Major deductions: Dog repeatedly crowds, forges, or lags or otherwise moves from proper position, dog fails to sit or sits very crooked. Handler gives more than one command for any part of the exercise. Dog sniffs repeatedly. Handler repeatedly gives the dog help to perform the exercise.

Minor deductions: Dog occasionally crowds, forges, or lags or otherwise moves from proper position; dog sits crooked. Dog sniffs occasionally. Handler occasionally gives the dog help to perform the exercise.

3. Retrieve over bar jump. 10 points. The handler stands at least eight feet from the jump, facing the jump, with the dog in basic position. The judge gives the handler the retrieve article. The handler may briefly show the article to the dog, but the dog may not touch the article. On command from the judge, the handler throws the article over the jump. The article should land at least eight feet beyond the jump. On a command from the judge, the handler gives the dog a command or signal, or both, to retrieve the article. The dog should quickly go over the jump, pick up the article, return over the jump, and sit in front of the handler, facing the handler, centered on the handler’s body, within easy reach. On command from the judge, the handler takes the article from the dog. On a command from the judge, the handler gives the dog a command or signal, or both, to return to the basic position. The dog may go either way around the handler to basic position. On the judge’s command “exercise finished” the handler releases the dog.

Disqualifying faults: The dog does not jump at least one direction. The dog does not retrieve. The dog will not give the article to the handler after the retrieve, or sits so far from the handler that the handler cannot reach the article without moving forward toward the dog.

Major deductions: The dog anticipates the command to retrieve. The dog sits very crooked in front, or finishes in a very crooked position. Dog is very slow to respond to a command. Dog’s return to the handler is very slow. (Dog must at least jog). Dog’s response to any other command is very slow. The dog does not sit in front, or does not finish. The dog drops the article. The dog knocks the bar off, going in either direction. The dog jumps only one direction.

Minor deductions: The front is somewhat crooked. The finish is somewhat crooked. Dog is slow to respond to a command. Dog’s return to the handler is slow. The handler

gives the dog help to finish or to leave the handler to retrieve. The dog hits the jump, but does not knock the bar off.

Notes to the judge: Allowable articles. Articles should be easy for the dog to carry, and not so large that they might brush the bar and knock it off when the dog is carrying it. They should not be so small the dog might swallow them. They may not be toys, glass, metal, ceramic, or other hard material. Rubber, cloth, leather, wood, plastic or other soft materials are all allowable. All dogs should retrieve the same article.

4. Drop on recall with walking steward. 10 points. The handler sets up at one end of the ring, as instructed by the judge, with the dog in basic position. When instructed by the judge to leave the dog, the handler instructs the dog to “stay” with a verbal command or signal, or both, and leaves the dog, walking directly across the ring. The handler stops and turns to face the dog. A steward steps into place beside the handler, about three feet away. On the judge’s command to call the dog, the handler gives the dog a signal or command, or both, to come. The dog should quickly start toward the handler. On a command or signal from the judge, the handler gives the dog a command or signal, or both, to drop. The dog should quickly go into the down position. As soon as the dog’s elbows are down, the steward walks toward the other end of the ring, passing the dog, about three feet to the side. The steward should not make eye contact with the dog. After the steward passes the dog, the judge tells the handler to call the dog. The handler gives the dog a command or signal, or both, to come to the front position. On a command from the judge, the handler gives the dog a command or signal, or both, to finish into the basic position. On the judge’s command “exercise finished” the handler releases the dog.

Disqualifying faults. The dog does not stay where left by the handler. The dog does not come on the first command. The dog does not drop on the first command. The dog does not come out of the drop on the first command. The dog moves toward the steward.

Major deductions: The dog moves significantly out of the starting position, but still stays sitting in the general area. The dog is very slow to respond to the handler’s commands. The dog anticipates the recall, but after the handler has crossed the ring and turned to face the dog. The dog does not sit in front, or does not finish. The front is very crooked. The finish is very crooked.

Minor deductions: Dog’s response to any command is somewhat slow. Front is somewhat crooked. Finish is somewhat crooked.

Notes to the judge: If the dog stays where placed by the handler until the handler stops, turns, and faces the dog, but then anticipates and starts toward the handler, this is a major deduction but not a disqualification. You should give the command to drop the dog as you would with any other dog.

6. Change of Position (sit, down stand) order judge's choice

EXERCISE OF POSITIONS 20 points - The handler takes his dog, followed by the assistant, and places his dog behind the line chosen by the judge, in the initial position (obligatory) - sitting, lying down or standing up- which is decided by the judge at the beginning of the competition, and is the same positions for all the competitors.

The handler **cannot move away while the dog is not in the decided position, and is not held at least 2 seconds**. He can use the 4 extra commands allowed by the rules. If in spite of all that, the dog is still not in the position, the exercise is canceled.

Once the dog is in the position, the handler places himself 18 meters in front, facing the dog, behind the designated line. The handler must follow the assistant **without looking back** before he crosses the line.

If the dog changes the initial position after the handler moves away, but re-takes the initial position himself before the start of the exercise, unfortunately is penalized.

If the dog changes the initial position, the handler **can give an extra command AFTER the authorization from the judge**.

The dog who changed the initial position and doesn't re-take it, even after another command will be penalized. The assistant will then continue, by giving the first position of the exercise and if the dog is already in this position because he didn't hold the initial position, he is penalized.

At the signal of the judge, the assistant will tell the handler (in a low voice) the positions (either by High, middle or low). Each position will be called two times but in the order chosen by the judge (**without giving the name of the dog**).

Points for the exercise:

Sitting, Lying down, standing up = $(3+3+3) \times 2 + 2$ (calling the dog to heel) = 20 points.

The order of the positions is the same for each competitor. The handler will give the **order to the dog in a loud voice or by gesture**. The dog must immediately take the position and hold this till the next position is called. If the dog doesn't obey the command or takes another position other than that, that the handler called, he will lose the same number of points as for a position not carried out.

The handler can repeat the command once. All other extra commands (to position the dog) are penalized.

If the dog, in spite of the second command, keeps or takes the position that will follow, he will lose points for a position not carried out.

The dog who displaces himself while changing position will be penalized. After the 6 positions have been ordered, the assistant who whispered the positions to the handler, from behind, starts to move away and the judge will then authorize the handler to call his dog to heel. Once the dog is at heel, the judge will signal the end of the exercise.

7. Sit-stay. 15 points. The handlers stand at a spot indicated by the judge, with the dogs in basic position. Handlers should place their leashes behind their dogs. Dogs will be at least 10' apart, but there will always be at least two dogs in the ring at one time. The judge asks the handlers if they are ready, and then tells the handlers to leave their dogs. The handlers give the dogs a command or signal, or both, to stay, and walk directly to the other end of the ring, then turn toward the exit from the ring and leave, going to a spot out of sight selected by the judge. The judge or a steward times the stay, which lasts for two minutes. When the time is up, the judge calls the handlers back into the ring, where they line up facing their dogs. When all the handlers are in place, the judge tells the handlers to "return to your dog." Handlers should go back to the basic position, passing around behind the dog. The judge waits about three seconds, to make sure the dogs will stay in position, and then commands "exercise finished." Handlers should put their leashes on before moving out of basic position and leaving the ring.

Disqualifying faults: The dog does not stay where left. The dog shows aggression toward another dog.

Major deductions: The dog moves toward the handler as the handler returns. The dog lies down or stands. The dog moves significantly, but still stays in the general area where left.

Minor deductions: The dog moves slightly out of position. The dog moves after the handler is in basic position but before the exercise ends.

8. Honor down. 10 points. The handler sets up in basic position in a place in the ring selected by the judge. The handler places his leash behind the dog. When instructed by the judge, the handler commands or signals, or both, the dog to "down." When instructed by the judge, the handler commands or signals, or both, the dog to "stay." When instructed by the judge, the handler moves away from the dog, leaving the ring for a spot out of sight indicated by the judge. When instructed by the judge, the handler returns to the ring and then moves back to the dog, moving into basic position. After about three seconds, to make sure the dog will stay down with the handler at his side, the judge commands "exercise finished." The handler puts the leash back on the dog and then sits the dog or heels out of the down position and leaves the ring.

Disqualifying faults: The dog does not stay. The dog does not down on the first command or signal.

Major deductions: The dog sits or stands, but stays in place. The dog whines excessively.

Minor deductions: The dog sits after the handler returns, but before the judge says "exercise finished." The dog whines or sniffs.

Notes to the judge: Place the honor dog at least 10', but no more than 20', from the path of the working dog. Excuse the honor dog from the ring after the figure 8 of the working dog. If possible, get a team that is not in that class to honor for the first dog and to work for the last dog, so that all dogs work first and then honor.

WPBTCA Weight Pull Rules

Novice an Open

In order to qualify as a novice class dog the dog must have no formal pulling experience or titles. Both Novice and Open class pulling dogs will pull together using the same rules that are to follow. Dogs entered in the novice class will be judged against each other and dogs in the open class will be judged against each other. Baiting will be allowed for novice class dogs.

Weight Pull Scoring

Determining a winner of the weight pull competition will be done by percentage of body weight pulled. This is in order to award the best performer pound for pound. The calculation will be:

$$(\text{weight pulled} / \text{dog weight}) 100 = \% \text{ of body weight pulled}$$

The highest percent of body weight pulled (rounded to two decimal places) will be first place. Then second and third and so on.....

For WPBTCA National Champion scoring will be done as follows:

- o The event winner is the one who pulls the highest % of his weight. If several dogs earn the 100 points the dog pulling the highest % will be given an extra 10 points beyond what was earned from the table above; the second place dog will receive an extra 7 points, the third place dog will receive an extra 4 points and the fourth place dog an extra point.

Score	<u>Wheeled Cart</u>	<u>Rails</u>	<u>Sled</u>
	X body weight	X body weight	X Body weight
100	30 +	80 +	
99	29.5	79	
98	29	78	
97	28.5	77	
96	28	76	
95	27.5	75	
94	27	74	
93	26.5	73	
92	26	72	
91	25.5	71	
90	25	70	
89	24.5	69	
88	24	68	
87	23.5	67	
86	23	66	

85	22.5	65	
84	22	64	
83	21.5	63	
82	21	62	
81	20.5	61	
80	20	60	
79	19.5	59	
78	19	58	
77	18.5	57	
76	18	56	
75	17.5	55	
74	17	54	
73	16.5	53	
72	16	52	
71	15.5	51	
70	15	50	
65 - 69	13 – 14.5	45 - 49	
60 - 64	11 – 12.5	40 - 44	
55 - 59	9 – 10.5	35 - 39	
50 - 54	7 – 8.5	30 - 34	
45 - 49	6 – 7.5	25 - 29	
40 - 44	4 – 5.5	20 - 24	
35 - 39	2 – 3.5	15 - 19	
0	< 2	< 15	

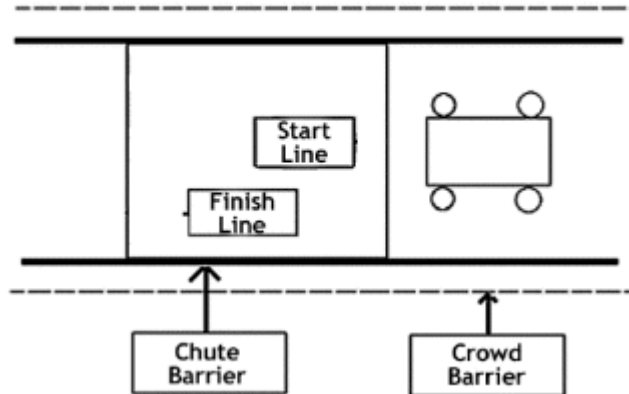
Section I. Pull Area. The pull area shall consist of a pulling track within a chute on an approved pulling surface, an on-deck area and a holding area.

A. Approved pulling surfaces. The following are approved weight pull surfaces:

1. Natural surface. May be hard packed dirt, fine packed stones or grass. Sand is not acceptable.

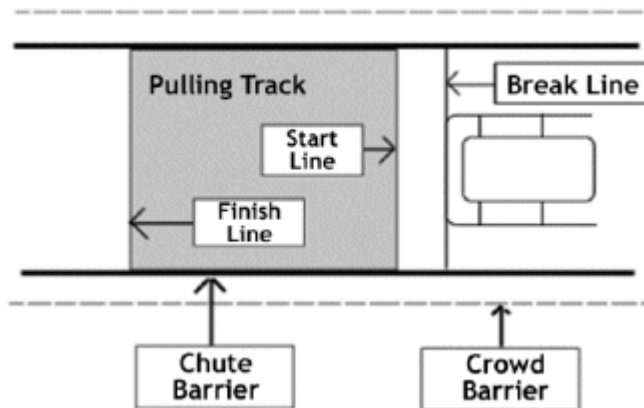
2. Artificial surface. May be either asphalt or concrete but must be covered with carpet. Bare asphalt or concrete is not acceptable.

NATURAL OR ARTIFICIAL SURFACE PULL



3. Snow.

SNOW PULL

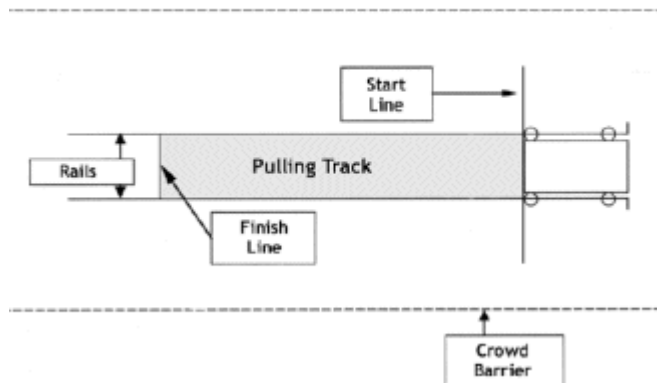


a. Natural snow. Hard packed snow.

b. Artificial snow. Packed ice shavings if pull area is indoors, such as an ice rink.

4. Rail system.

RAIL PULL



The pulling surface lies between metal rails similar to railroad rail and which will safely hold the wheels of the carts. The pulling surface must be made of a material that is of sufficient strength and sturdy construction to support the combined maximum weight of the dog and weighted cart. The surface must be covered with carpet to allow the dog to gain traction.

B. Pulling track.

1. On natural and artificial surfaces. The pulling track is designated inside the chute by plainly marked start and finish lines that are exactly 16 feet apart.
2. On snow. The pulling track is designated inside the chute by plainly marked start and finish lines that are exactly 16 feet apart. Pulls on snow shall have an additional break line marked exactly two feet behind the start line. Before a pull on snow, the sled may be moved in the area between the start line and the break line to ensure that the runners are not frozen to the snow.
3. On rails. The pulling track is designated between the rails by plainly marked start and finish lines that are exactly 16 feet apart. Rail systems may be of a type mounted on a platform or of a type placed on the ground. While type and construction of rail systems may vary, the safety of all dogs and people attending the event is of paramount importance. Full consideration must be given to the construction and assembly of the components of this type system to ensure their stability and safety.

C. Chute requirements.

1. Pulls on natural and artificial surfaces and snow.

- a. Dimensions.** The chute shall be at least 10 feet wide, but not more than 20 feet wide and at least 35 feet long.
- b. Placement of the chute.** The chute must be placed in a location that is as level as possible, and where the surface is most likely to remain consistent throughout the pull. The chute may only be groomed between classes.
- c. When chute is not level.** Where is it not possible to have a level chute, the dogs shall be required to pull from the low end toward the high end of the chute.
- d. Starting position.** Regardless of the slope of the chute, the starting position must be in a position that does not allow the cart to roll freely.

e. Placement of open end. The end of the chute toward which the dog is pulling must be open.

f. Surface on which the dog gains traction. The surface on which the dog gains traction must be the same as the surface under the wheels of the cart or runners of the sled being pulled.

g. Chute barrier. A chute barrier at least three feet high and running the entire length of the chute is required for all pulls on natural and artificial surfaces and snow. The barrier shall be placed at the outer edges of the chute. Chute barriers can be made of any material that will discourage the dogs from leaving the chute during the pull. Examples of suitable material include plywood, snow fence, wood planks and hog panels.

2. Rail pulls. There must be welded stops on both ends of the track so that the cart is not accidentally pulled off of the rails.

a. Dimensions. The recommended width of the pulling surface of the rail system is four feet, to allow use of sheet plywood measuring 4 x 8 feet. The recommended length is 30 feet or greater.

b. Ensuring that track is level. There should be legs attached to the track to allow adjustments for leveling the track on any surface. Where a floor track is used the track is as level as the floor under it.

c. Starting position. Regardless of the slope of the chute, the starting position must be in a position that does not allow the cart to roll freely.

d. Crowd barrier. A crowd barrier at least three feet high and running the entire length of the chute is required for all weight pulls. The barrier shall be placed at least three feet away from the outer edges of the chute. Crowd barriers can be made of any material that will prevent spectators from interfering with the dogs during the pull.

D. On-deck area. The host club must provide a marked on-deck area directly behind and near the starting end of the pull chute. As each dog moves into the chute to pull, the next dog in line and its handler shall wait in the on-deck area. The dog in the on-deck area must be restrained on a short leash.

E. Holding area. The host club must provide a designated holding area with sufficient space to safely hold all dogs entered in the weight pull. Dogs in the holding area must be crated or on a short leash, and all must be closely supervised by their handlers.

Section II. Equipment.

A. Dog's Equipment.

1. Collars. Studded, pinch collars or hanging tags are prohibited in the chute and on-deck areas. It is recommended that the dog wear a flat buckle collar.

2. Harness. The owner must provide each dog with a well-fitted weight pull harness prior to competition. Standard weight pull harnesses may be purchased from various sled dog and weight pull harness manufacturers.

a. The rear of the harness shall not extend more than two feet behind the dog as measured from the base of the tail.

b. The rear of the harness must have a dowel to prevent the sides of the harness from pinching or rubbing the hips and legs of the dog when pulling. Wooden dowels are preferred but a metal dowel is acceptable.

c. The handler must ensure that the harness is in good repair and without any evidence of fraying or other condition that might cause the harness to break during the pull.

d. The harness shall not be held together by plastic clasps, Velcro, or include any springs or shocks in it.

3. Leashes. Leashes are prohibited from being attached to the dog's collar or harness while the dog is pulling.

4. Artificial aids to assist dog's traction. Dog's pads are to be clean and free of any artificial aid designed to improve traction. This includes, but is not limited to boots, carpet, or any substance applied to the pads, except that when pulling on carpeting, pure water may be applied to the pads in the on-deck area.

B. Pull Equipment.

1. Traces. Traces shall be used to attach the weighted vehicle to the dog's pulling harness. The traces must be made of rope or nylon. Chains or cable are not allowed. The traces must be attached to the weighted vehicle and to the dog's harness by sturdy enclosed metal rings or snaps.

a. **Wheeled cart traces.** Traces shall form a long V-shape and be at least five and not more than six feet in length. The ring or snap that attaches the traces to the dog's harness shall be free to move from side to side. Traces shall be free of knots or anything that may hinder the free travel of the traces through the ring or snap.

b. Sled traces. Traces from the sled shall be tied together at a point not less than two feet nor more than three feet in front of the sled to form a Y-shape. The traces shall be sufficiently long so that the distance from the point of attachment on the sled to the attachment on the dog's harness shall not exceed six feet.

c. Rail traces. Traces may be V-shaped, Y-shaped, or I-shaped and must be at least five feet but not more than six feet in length.

2. Weighted vehicles.

a. Rail Cart. A rail cart shall be the weighted vehicle for all weight pulls on rails.

1. Rail cart requirements. The rail cart must be capable of safely carrying a load in excess of 4,000 pounds. Rail carts are normally made of steel angle and the rails made from angle iron. A typical rail cart is made of steel angle, measuring 4' 8" x 4' 8", measured from the outer sides of the cart. There must be four heavy-duty V-groove wheels welded to the corners of the weight cart. The wheel size for the small cart should be 3" and for the larger cart 4-5" with 4" being preferred. The V-groove in the wheel holds the cart on course as it rides on the tops of the angle iron rails. Any size rail cart is acceptable provided the materials used are of sufficient strength to bear the weights used in the pull, and the construction and design ensure the safety of all concerned. The rail system should be designed so that it can be assembled and disassembled easily.

2. Option to use two rail carts. If approved by the Judge, two rail carts meeting the above requirements but of different size and weight may be used in a single weight pull. The smaller and lighter cart may be used for the 15, 30, and 45-pound classes. The smaller cart is not required to hold more weight than the actual weight of the larger cart. When the weight pulled in these classes is equal or greater to the weight of the larger cart, the competition must continue with the larger cart.

b. Sled. A sled shall be the weighted vehicle for all weight pulls on snow.

1. Sled requirements. The sled must:

- a. Be capable of safely carrying a load in excess of 4,000 pounds.
- b. Be at least 30 inches but not more than 48 inches in width.
- c. Have two runners, made of steel or a ptex material, that are not less than two nor more than four inches wide, and are sufficiently long to provide at 7 feet of contact surface. The front ends of the runners must curve upward.

2. Option to use two sleds. If approved by the Judge, two sleds meeting the above requirements but of different size and weight may be used in a single weight pull. The smaller and lighter sled may be used for the 15, 30, and 45-pound classes. The smaller sled is not required to hold more weight than the actual weight of the larger sled. When the weight pulled in these classes is equal or greater to the weight of the larger sled, the competition must continue with the larger sled.

c. Wheeled cart. A wheeled cart shall be the weighted vehicle for all weight pulls on natural or artificial surfaces.

1. Cart requirements. The cart must:

- a. Be capable of safely carrying a load in excess of 4,000 pounds.
- b. Have a solid weight-bearing surface consisting of wood or metal. The weight bearing surface may not be hollow.
- c. Have two axles and stand freely without tipping over.
- d. Have four pneumatic tires, each of which must have the same air pressure prior to the event. The tires shall not be less than eight inches and not more than eighteen inches in diameter, measured from one outer edge of the tire to the other. Wheels must be fixed so that they can only move forward and backward. A spare tire or adequate repair kit for the cart tires must be available at the pull site.

e. Be equipped with 2 solid rings on the front for attaching the trace rope.

2. Option to use two carts. If approved by the Judge, two carts meeting the above requirements but of different size and weight may be used in a single weight pull. The smaller and lighter cart may be used for the 15, 30, and 45-pound classes. The smaller cart is not required to hold more weight than the actual weight of the larger cart. If the weight pulled in these classes is equal or greater to the weight of the larger cart, the competition must continue with the larger cart.

3. Weight. The host club shall supply an adequate amount of pre-weighed material suitable for safe, stable stacking.

4. Stop watch. The host club shall supply a stop watch capable of measuring time to 1/100th of a second.

5. Other artificial aids. Noisemakers, whips or any other devices may not be used to encourage dogs to pull and are prohibited from the chute and the on-deck area.

Section III. The Weigh-in.

A. Scale. The host club must supply a scale with the capacity to weigh all dogs entered.

B. Weigh-in start time. The weigh-in shall be scheduled not more than 24 hours prior to the start time of the pull. When there is more than one weight pull scheduled on consecutive days, the weigh-in shall be scheduled not more than 24 hours prior to the start time of the first pull.

C. Weigh-in requirements. Each dog must be weighed at an official weigh-in before it will be allowed to compete. Dogs may wear a standard collar during weigh-in but weighted collars and collars wider than three inches are prohibited. Dogs may not be "waterlogged" nor wet during the weigh-in.

D. Supervising the weigh-in. The weigh-in must be supervised by the officiating Judge, or an officer of the WPBTCA.

Section IV. Pulling rules.

A. Baiting in the on-deck area and the chute. Handlers are prohibited from using food or any other type of lure to bait their dogs while in the on deck area or

the chute. Judges must excuse any handler that they reasonably believe is baiting their dog or has bait on his/her person in the on-deck area or the chute. The Judge's book must be marked accordingly. The Judge's decision on this matter is final.

B. Class winner continuing to pull. The last dog remaining in competition in a class may continue to pull heavier weights with the goal of obtaining the best percentage of weight pulled by body weight or the most total weight pulled. Load increments shall be as determined at the handler's meeting or greater at the Judge's discretion.

C. Completing a pull after fouling or timing out. A dog who has been timed out or has been assessed a foul shall be allowed to complete the pull. No credit is given for completing a pull when a foul has been assessed.

D. Corrections. Physical corrections to the dog shall not be allowed in the chute.

E. Withdrawal of dog from competition. A handler may withdraw his/her dog at anytime without jeopardizing any possible points, placements or awards earned at the pull. Once a handler indicates the dog is withdrawn, the dog is no longer eligible to compete in the pull.

F. Harnessing the dog. When a dog is called from the holding area to the on-deck area, the dog will be harnessed and remain harnessed in the on-deck area until the dog is called to the chute or is eliminated from competition. A dog's harness may be removed between pulls as long as it does not cause delay.

G. Language. Profanity or offensive language shall not be allowed in the chute. The first incident the Judge will issue a warning. The second incident the Judge shall excuse the handler. The Judge has sole discretion whether or not to allow the dog of an excused handler to continue to participate in the pull with a substitute handler.

H. Leash. The leash must be removed immediately after the dog is hooked to the cart. The leash is to be given to the cart handler or placed in the handler's pocket. No part of the leash may be visible. The handler shall not throw the leash to the opposite end of the chute.

I. Number of dogs that an exhibitor may handle per class. Each exhibitor is limited to handling four dogs per class. If one or more of the dogs foul out or are otherwise excused or disqualified, the exhibitor may not handle additional dogs in that class.

J. Prohibition against dogs outside the chute but forward of the start line. During the pull, no dog, whether entered or not, may be in front of a line extended outward from both ends of the start line.

K. Rest period. Dogs will pull in the prescribed order but no dog will be required to pull without a five-minute rest between pulls. If the rest period is taken, the pull is to continue with the dog re-entering at the end of the five-minute period. During the rest period, a dog must remain at the rear of the line in the holding area for the next pulling round. A handler may waive the rest period.

L. When a dog is excused or disqualified. When a dog is excused, the dog's last valid pull will count as its top pull in the class. No points, legs or other awards shall be given to disqualified dogs or females found to be in season.

M. When a dog has failed to qualify (NQ). When a dog has failed to qualify (NQ), the dog's last qualifying pull will count as its top pull in the class.

N. When the pull is completed. The pull is completed when the cart wheels or the contact points of the runners touch the finish line. The Judge must signal the handler and the timekeeper when the pull has been completed, either by calling "Pull" or with a hand signal. The timekeeper shall immediately stop his/her timer and record both the time and weight pulled on the recording sheet. The Judge may, however, elect to allow the timekeeper to stop the timer without a signal from the Judge or the Judge may elect to time the pull and merely have the timekeeper record time and weight pulled. If the weighted vehicle is in motion at the expiration of the 60 seconds, the dog shall be allowed to complete the pull but the dog shall be assessed a foul.

O. When a dog pulls off the rail track. No penalty shall be assessed when a dog pulls on the ground instead of on the rail track.

Section V. Requirements for a qualifying pull. For a qualifying pull, a dog shall be required to pull a weighted vehicle 16 feet in 60 seconds or less without a foul, excusal or disqualification. The pull is complete and time recorded when the front wheels or the contact points of the sled runners first touch the finish line. A qualifying pull is required to move to the next round.

Section VI. The Start and Finish.

A. Notifying scorekeeper of total weight on the cart. Before each round, the Judge must tell the Scorekeeper the total weight on the vehicle.

B. Starting placements for the weighted vehicles.

1. Wheeled cart. The cart shall be placed with front wheels directly behind and touching the starting line. The handler has the option of placing the cart anywhere on the starting line as long as the wheels are perpendicular to the start line. The handler may reposition the cart one time. No test rolling of the cart shall be allowed.

2. Sled. Before each dog pulls, the sled must be placed with the contact points of the runners just touching the break line. At the Judge's direction, the sled may be moved from the break line to the start line in order to ensure that the sled is not frozen to the snow, a procedure called "breaking the sled." Once the sled is "broken," it must be positioned with the contact points of the runners just touching the start line and the sled runners perpendicular to the start line.

3. Rail cart. The cart shall be placed with front wheels directly behind and touching the starting line.

C. Clearing the chute. All pull officials should be behind the front of the weight vehicle when the dog starts to pull. Only one handler may be in the chute during each dog's pull.

D. Starting position of the dog. The handler may place his/her dog anywhere between the wheels or runners in front of the cart or sled at the end of the extended tug line. The dog shall be positioned with enough slack in the tug line to prevent the dog from inadvertently moving the cart or sled but there shall not be more than one foot of slack in the traces when starting. Once the dog is in position in front of the cart or sled, the handler may not touch the dog or any equipment again until the pull is completed. The dog is in position when the handler moves away from the dog.

E. Starting position of the handler.

1. Normal. The handler shall be in front of the cart/sled. The handler shall not touch the dog or equipment until the judge indicates the pull has been completed.

2. Driving from the rear. When driving the dog from the rear, the handler shall be behind the front of the cart/sled. The handler shall not touch the dog or equipment until the judge indicates the pull has been completed.

F. Start time. The timing of the pull starts when one of the following occurs:

1. The handler gives the dog a command to pull. The command may be given by voice or signal or both.

2. The dog starts to pull without a command.

G. End time. The pull is completed when the cart wheels or the contact points of the runners touch the finish line. The Judge must signal the handler and the timekeeper when the pull has been completed, either by calling "Pull" or with a hand signal. The timekeeper shall immediately stop his/her timer and record both the time and weight pulled on the recording sheet. The Judge may, however, elect to allow the timekeeper to stop the timer without a signal from the Judge or

the Judge may elect to time the pull and merely have the timekeeper record time and weight pulled.

Section VII. Passes. At the start of a pull, no dog is required to pull until either the first round that equals or the first round that exceeds the maximum starting weight for its class, whichever comes first.

A. Number of passes allowed. Once a dog has pulled, its handler may pass no more than two turns before the dog must pull again.

B. After a dog pulls the beginning weight. A handler may not elect to have his/her dog pull the beginning weight and then pass until the maximum starting weight is reached. Once a dog pulls, the normal number of passes shall apply.

C. After the dog is hooked to the weighted vehicle. Once the dog is hooked to the weighted vehicle, the handler may not pass in that round except when pull is interrupted as the result of equipment failure. See paragraph E below.

D. Signaling a pass. The Handler must signal his/her decision to pass a round to the timekeeper or Judge before the first dog of the new round starts.

E. Rescinding a pass. Once the handler has indicated to the timekeeper or the Judge that he/she is passing a particular round, that pass may not be rescinded after the start of the round.

F. Equipment failure. If any part of the harness or other equipment breaks, the handler has the option to accept this interrupted pull as a pass rather than a foul.

Section VIII. Fouls.

A. What constitutes a foul. A foul is anything that interrupts a qualifying pull. Examples of fouls include:

1. A dog that eliminates in the chute.
2. Aggressive action of handler towards dog during the pull competition.
3. Dog becomes entangled in the tug lines.
4. Equipment failure (See Section VII, paragraph F.)
5. Pushing or dropping dog at the start of the pull.
6. Dog times out - A dog is "timed out" when it fails to complete a 16-foot pull in 60 seconds.

7. Handler touching the cart or dog in any way after the Judge/Timekeeper has started to time the pull.

8. Weighted vehicle becomes tangled in the chute barrier.

B. When a foul is committed. When a foul is committed, the handler may unhook the dog and return to the holding area or he/she may elect to finish the pull. No points or legs shall be awarded on the basis of a completed pull that included a foul. The dog must pull again at the end of the round in which the foul occurred. A handler change shall not be allowed after a dog has been assessed a foul.

C. Who determines when foul is committed. The Judge calls fouls and his/her decision is final.

PROTECTION

Protection is a working dog avenue in which we test a dog's true desire, courage, and nerve. A protection dog should be an excellent example of strong nerves, strong temperament, and stability. Dogs should not be outwardly aggressive, shy, or unsocial. Dogs should be confident, stable, and outgoing. Furthermore, control in protection demonstrates trainability and discipline during the highest peaks of the dog's temperament, instincts, and drives. It should also be mentioned that lack of control demonstrates nothing about trainability or the strength of the dog's temperament. A protection dog should be the highest example of control, discipline, and stability.

General Rules for NOVICE Protection

Handler must specify to the judge the nature of the dog's training (personal protection, Schutzhund, ring) and necessary equipment (suit, sleeve). Any dogs previously titled in protection sports must compete in the open division. Commands used throughout the protection routine are up to the handler -- words, signals, and sounds are all acceptable. Multiple commands will be a point deduction. Championship must be conducted by these regulations and NO environmental distractions / pressures will be used. Attack on Handler and Long Defense will be performed by the same decoy. Any words or verbal support given to the dog outside of the commands requested by these rules or the judge will be point deductions.

Novice Protection Exercises

1) Recall = 15 points

Decoy is on the field. At the beginning of the exercise the handler will heel the dog to the far end of the field and place the dog in a down. At the judge's command the handler will leave the dog and walk down the field 30 paces, turn and face the dog. The decoy will then cross the path between the dog and handler, stopping well to the side of the direct path between the two and remaining stationary. At the judge's signal the handler will recall the dog. The dog must come directly to the handler without redirecting to the decoy. The dog may come directly to heel position or be commanded to heel by handler.

This is a one part, 15-point exercise.

2) Attack on Handler = 35 points

The handler and dog team will heel back down the field; the decoy will begin to subtly follow the team. The team will make left or right turns upon the judge's command. The decoy will attack on the judge's command. Decoys must make a clear difference between the distractive behavior shown throughout the phase and the aggressive behavior during the attack. The dog is expected to either react on its own or to handler's

command (not before), but should engage the decoy with power and commitment!! Once engaged by the dog the decoy should become combative, applying some pressure (yelling, stick hits, gun shots, weapons and so on). All dogs at a particular event should be worked in the same fashion, the decoy's weapon and style of work should be decided by judge, decoy, and event coordinators. Attack will last approximately 10 seconds. The judge will tell the decoy to stop and the handler will out the dog. The handler should remain where he is. Dog should release on the first command. However, if after three attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated and the team will be dismissed. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) for at least 5 seconds. Decoy will re-attack at the judge's command. Attack will last approximately 10 seconds. The judge will tell the decoy to stop and the handler will out the dog. The handler should remain where he is. Dog should release on the first command. However, if after three attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated and the team will be dismissed. The handler should remain where he is. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) until handler comes and heels away. Judge will tell the handler to come a pick up his dog. The handler may approach the dog in basic heel position and heel away or stop at approximately 3 yards from the dog and decoy, then call the dog to heel.

Attack on handler w/out is worth 15-points of this two part exercise. The Guard w/re-attack/out and pickup is worth 20-points for a total of 35 points possible.

3) Long Defense = 40 points

The dog must stay (sit or down) under control. Handler may hold the dogs collar, but the dog should be calm and under control. Upon a signal from the judge, the handler will command the dog to go down the field to defend against an aggressive frontal attack from the decoy (no less than 30 yards). The dog should be strong and committed!! Most of all the dog must show no fear or hesitation! The decoy will attack the dog aggressively but take (absorb) the bite in a safe manner. Once engaged by the dog the decoy should become combative, applying some pressure (yelling, stick hits, gun shots, weapons and so on). All dogs at a particular event should be worked in the same fashion; the decoy's weapon and style of work should be decided by judge, decoy, and event coordinators. Attack will last approximately 10 seconds. The judge will tell the decoy to stop and the handler will out the dog. The handler should remain where he is. Dog should release on the first command. However, if after three attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) for at least 5 seconds. Decoy will re-attack at the judge's command. Attack will last approximately 10 - 15 seconds. The judge will tell the decoy to stop and the handler will out the dog. The handler should remain where he is. Dog should release on the first command. However, if after three

attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated and the team will be dismissed. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) until handler comes and heels away. Judge will tell the handler to come a pick up his dog. The handler may approach the dog in basic heel position and heel away or stop at approximately 3 yards from the dog and decoy, then call the dog to heel.

The Long Attack w/ out is worth 20-points of this two part exercise. The Guard with re-attack, out, and pickup is worth an additional 20-points for a total possible of 40 points.

Over All = 10 points

10 over all points are available for the judge to award based on the overall impression of the handler-dog team picture.

Total points = 100 points

NOTE: Control is absolutely necessary and points should be taken for unruliness or any behavior disrupting the picture of a unified handler dog team. Dogs who are deemed out of control will be dismissed at the judge's discretion. Dogs who fail to engage or leave an engagement will be dismissed. If a dog leaves during a guard there will be a point deduction or dismissal at the judge's discretion. Dogs should be tested with the dogs safety in mind first and at all times.

General Rules for OPEN Protection

Handler must specify to the judge the nature of the dog's training (personal protection, Schutzhund, ring) and necessary equipment (suit, sleeve). Any dogs previously titled in protection sports must compete in the open division. Commands used throughout the protection routine are up to the handler -- words, signals, and sounds are all acceptable. Multiple commands will be penalized as point deductions. Championship must be conducted by these regulations and environmental distractions / pressures will be selected from the approved list, but not announced until trial day. Attack on Handler and Long Defense must be performed by two different decoys. Decoys are encouraged to exploit a dog's weaknesses so that the judge can properly evaluate the dog, if a dog refuses to engage the decoy should continue to attack until the judge's command to stop. Any words or verbal support given to the dog outside of the commands requested by these rules or the judge will be point deductions.

Open Protection Exercises

1) Recall = 15 points

Decoys are on the field. At the beginning of the exercise the handler will heel the dog to the far end of the field and place the dog in a down. At the judge's command the handler will leave the dog and walk down the field 50 paces, turn and face the dog. The decoy will then cross the path between the dog and handler, stopping well to the side of the direct path between the two. Decoys (moving naturally non aggressive) will begin to move about and distract. At the judge's signal the handler will recall the dog. Decoys should continue to behave the same way. The dog must come directly to the handler without redirecting to the decoy or any distraction. The dog may come directly to heel position or be commanded to heel by handler. Extra commands will be point deductions and biting a decoy will result in the loss of all the points for this recall exercise. If the dog bites a decoy and does not regain control upon command he will be dismissed. Decoys will provide a major distraction during the recall. Distraction will be approved by the judge and will be the same for every dog.

This is a one part, 15-point exercise.

2) Attack on Handler = 35 points

The handler and dog team will heel back down the field; the decoy will begin to subtly follow the team. The team will make left or right turns upon the judge's command. The decoy will attack on the judge's command. Decoys must make a clear difference between the distractive behavior shown throughout the phase and the aggressive behavior during the attack. The dog is expected to either react on its own or to handler's command (not before), but should engage the decoy with power and commitment!! Once engaged by the dog the decoy should become extremely combative, applying direct pressure (yelling, stick hits, gun shots, weapons and so on). All dogs at a particular event should be worked in the same fashion, the decoy's weapon and style of work should be decided by judge, decoy, and event coordinators. The Attack will last approximately 10 - 15 seconds. The judge will tell the decoy to stop and the handler will out the dog. Dog should release on the first command. However, if after three attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated and the team will be dismissed. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) for at least 5 seconds. Decoy will re-attack at the judge's command. Attack will last approximately 10 - 15 seconds. The judge will tell the decoy to stop and the handler will out the dog. Dog should release on the first command. However, if after three attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated and the team will be dismissed. The handler should remain where he is. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) until handler comes and heels away. Judge will tell the handler to come a pick up his dog. The handler may approach the dog in basic heel position and heel away or stop at approximately 3 yards from the dog and decoy, then call the dog to heel.

Attack on handler w/out is worth 15-points of this two part exercise. The Guard with re-attack, out, and pickup is an additional 20-points possible of this 35 (point total) exercise.

3) Long Defense = 40 Points

The dog must stay (sit or down) under control (handler may not hold the dogs collar). Upon a signal from the judge, the handler will command the dog to go down the field to defend against an aggressive frontal attack from the decoy (no less than 30 yards). The dog should be strong and committed!! Most of all the dog must show no fear or hesitation! The decoy attacks the dog aggressively but takes the bite in a safe manner. Once engaged by the dog the decoy should become extremely combative, applying direct pressure (yelling, stick hits, gun shots, weapons and so on). All dogs at a particular event should be worked in the same fashion; the decoy's weapon and style of work should be decided by judge, decoy, and event coordinators. Attack will last approximately 15 - 20 seconds and be subject to environmental distractions. The judge will tell the decoy to stop and the handler will out the dog. Dog should release on the first command. However, if after three attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated and the team will be dismissed. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) for at least 5 seconds. Decoy will re-attack at the judge's command. Attack will last approximately 10 - 15 seconds and be subject to environmental distractions. The judge will tell the decoy to stop and the handler will out the dog. Dog should release on the first command. However, if after three attempts/commands to out the dog, the dog still does not release the decoy, the remainder of protection will be terminated and the team will be dismissed. The handler should remain where he is. Dog should out and guard convincingly (barking is not necessary, obvious commitment and intensity towards the decoy is) until handler comes and heels away. Judge will tell the handler to come a pick up his dog. The handler may approach the dog in basic heel position and heel away or stop at approximately 3 yards from the dog and decoy, then call the dog to heel.

Long Attack on handler with out is worth 20-point of this two part exercise. The Guard with re-attack, out, and pickup is worth an additional 20-points for a total of 40 points possible.

Over All = 10 points

10 over all points are available for the judge to award based on the overall impression of the handler-dog team picture.

Total points = 100 points

NOTE: Control is absolutely necessary and points should be taken for unruliness or any behavior disrupting the picture of a unified handler dog team. Dogs who are deemed out

of control will be dismissed at the judge's discretion. Dogs who fail to engage or leave an engagement will be dismissed. If a dog leaves during a guard there will be a point deduction or dismissal at the judge's discretion. Dogs should be tested with the dogs safety in mind first and at all times.

Approved Distractions

The following is a list of approved distractions which can be used in protection to confusion and pressure dog in order to test their nerve and courage. They can be used to effect the dogs by touch, sound, or to disrupt footing. But are not intended nor should they be used to injure or physically impair.

Balls, food, trash bags, plastic, dog crates, trash cans, pots, pans, rock bottles, water (bottled / hose), running motors (no dangerous moving parts), tin / aluminum cans, children's pools, fencing, corners,

Approved Decoy Weapons

The following is a list of approved weapons which can be used in protection to intimidate and pressure the dog in order to test their nerve and courage. They can be used to effect the dogs by touch and sound. But are not intended nor should they be used to injure or physically impair.

Padded leather stick, Blank Guns, Rock Bottle, leafed branches, clatter stick