



## Competitive Dog Sports

Shadow Skills \* Independent Skills \* No Need for Speed Obstacle Skills

Agility Skills \* Water Skills

Wag It Inc P.O. Box 413, Lincolnville, Maine 04849 (207)789-5126

[www.wagitgames.com](http://www.wagitgames.com)

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## General Information

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## Eligibility

Dogs must be registered with Wag It Games to enter a trial. Registration may be done on line at WagItGames.com or by mail.

All pure bred and mixed breed dogs over six months of age are welcome to participate.

Dogs must be handled by the owner or an immediate member of the family. Immediate members of the family may include, parent, children, sibling, grandparent, grandchild, spouse or life partner.

Dogs that exhibit signs of pain, discomfort, bandages, stitches or illness may not participate.

Dogs in estrus may not compete or be present on the grounds.

## Disabled Dogs and Handlers Welcome

### Dogs

**Temporary limitations:** Dogs with temporary conditions that limit their ability to fully perform any exercise as required may submit an Exercise Adjustment Application to the judge prior to the briefing of the class entered. Approved Adjustments will define performance criteria and scoring for that trial day. Exercises may only be moderately adjusted and no exercises may be omitted. Exercise adjustment forms will be available at the trial and are posted on the WagItGames.com forms page.

**Heart Dog Status:** Wag It Games offers a special division for dogs with a permanent disability that significantly restricts their ability to perform exercises as described. Approved Heart Dogs will be issued a certificate defining personalized modifications and scoring guidelines for that dog. Dogs will be judged based on the certificate guidelines for the dog's entire career. Heart Dogs do not compete for placements, but may earn qualifying scores and points as well as titles. Titles will have Heart Dog indicated after the title name. Heart Dog applications are available on the WagItGames.com forms page.

\*Exercise Adjustment and Heart dog status is not available in the Agility Skills division for safety reasons.

### Handlers

Motorized scooters, wheel chairs and mobility assistant devices such as walkers and canes are allowed.

**Temporary limitations:** Exhibitors with temporary conditions that limit their ability to fully perform any exercise may submit an Exercise Adjustment Application to the judge prior to the briefing of the class entered. Approved Adjustments will define performance criteria and scoring for a trial day. Exercises may only be moderately adjusted and no exercises may be omitted. Exercise adjustment forms will be available at the trial and are posted on the WagItGames.com forms page.

**Extraordinaire Status:** Wag It Games offers a special division for handlers with a permanent disability that significantly restricts their ability to perform exercises as described. Approved Extraordinaire handlers will be issued a certificate listing personalized modifications and scoring guidelines for that handler. Handlers will be judged based on the certificate guidelines for the handler's entire career. Extraordinaire handlers do not compete for placements but, may earn qualifying scores and points as well as titles with Extraordinaire indicated after the title name. Forms are available on the WagItGames.com forms page.

**Entering a Trial:** A list of trials and seminars will be posted on the Wag It Games web site. Hosts will make Trial Premiums available with entry form, release and all pertinent event information. Entries are made through the trial hosts.

**The Trial setting:** The trial setting is full of smells, sounds and other distractions. Exhibitors should prepare their dogs for the trial environment.

**Collars:** Dogs must wear flat buckle, snap or limited slip collars. Any type of training or correction collar including but not limited to choke chains, prong collars and head halters. Standard harnesses are allowed but may not be designed to reduce pulling. Tags may be worn. Shock collars are not allowed on the show grounds.

**Leashes:** Leashes must be made of leather or fabric. Retractable leashes are not allowed in the ring or on show grounds.

**Course maps:** Trial hosts will provide course maps for each exhibitor and every course offered.

**Briefings and Walk Throughs:** Exhibitors will be provided with a briefing and walk through for each class. Immediately following the briefing participants will be offered 10 minutes to walk the course. The judge will be available to ask questions during this time. Only entered exhibitors may be in the ring during the briefing and walk through. Exceptions must be approved by the judge and must be for special circumstances of handlers requiring assistance.

**Scratching, Coughing and Sneezing:** The exhibitor may stop the performance without penalty if the dog stops to scratch, cough or sneeze. The performance should resume where it left off when the dog is finished.

**Corrections:** A harsh correction is one that results in a negative response from the dog or offends the sensibility of the judge. Handlers are allowed to give gentle information to their dogs that they are doing something incorrectly. Harsh corrections on the grounds will result in the handler being directed to leave the grounds. An incident report will be reported to Wag It Inc.

#### **Ring Specifications**

Ring size: The recommended ring size is 50"x60". Variations of ring sizes are subject to approval by Wag It Games.

Surfaces: Trials may be held indoors or out. Safe footing must be provided.

Fencing and Gates: Ring fencing will be a minimum of two feet high and a maximum of 6 inches off the ground.

Ring Gates will be closed during each performance. No dog will enter a ring until the previous dog has left the ring and the judge welcomes them in.

## Ribbons, Placements & Ties

### Ribbon ceremony

A ribbon ceremony will follow each class. The judge will be presented with qualifying score, placement and title ribbons .

### Placements

Hosts are required to offer ribbons for qualifying scores and first through fifth placements. Rosettes will be awarded for titles and championships. Additional awards or prizes may be presented at the host's discretion.

### Ties

Shadow, Independent, No Need For Speed and Water Skills: In the event that two or more teams tie each team will receive matching placement ribbons.

Agility Skills: In the event two teams have the same score and exact same time each team will receive a matching placement ribbon.

### Safety First

Personal Space: Handlers should be observant of their dogs at all times and not put pressure on other dogs by greeting, sniffing or encroaching on another dog's personal space.

Safety and aggression: In the event the host, officiating judge or official feels that any dog or handler's behavior threatens the safety of the show grounds they will be directed to leave the show grounds.

Unsportsmanlike behavior: In the event the host, officiating judge or official feels that any person is acting in an unsportsmanlike manner they may be directed to leave the grounds.

\*In the event a safety, aggression, threatening or unsportsmanlike situation occurs a report will be submitted by all acting officials to Wag It Inc for review.

## Hosts, Judges and Officials

### Hosts

Host requirements and applications are available by E-mailing [info@WagItGames.com](mailto:info@WagItGames.com).

### Judges

Wag It Games trials are judged by certified Wag It Games judges. Judge requirements and applications are available by E-mailing [info@WagItGames.com](mailto:info@WagItGames.com).

### Officials

A Wag It Games Official will be present at every Wag it Games event. The Official duties include assuring that all event rules and regulations are adhered to. Official requirements and applications are available by E-mailing [info@WagItGames.com](mailto:info@WagItGames.com).

### Participant Feedback

It is our goal to offer the best events possible. The trial host will have forms available for participant feedback. In the event a trial participant would like to offer a compliment for outstanding circumstances or file a complaint they may submit a Participant Feedback Form directly to Wag It Inc.

# Wag It Games Titles

## Individual Class Titles

Please see individual skills division scoring rules for what defines a qualifying score.

### Shadow Skills Titles

Wag 1 S - Five qualifying scores in Shadow Skills 1

Wag 2 S - Five qualifying scores in Shadow Skills 2

Wag 3 S - Five qualifying scores in Shadow Skills 3

Shadow Skills Champion (Wag CH S) – Wag 3 S plus five qualifying scores of 95 or above in each level in the championship division of Shadow Skills

### Independent Skills Titles

Wag 1 I - Five qualifying scores in Independent Skills 1

Wag 2 I - Five qualifying scores in Independent Skills 2

Wag 3 I - Five qualifying scores in Independent Skills 3

Independent Skills Champion (Wag CH I) –Wag 3 I plus five qualifying scores of 95 or above in each level in the championship division of Independent Skills

### No Need for Speed Obstacle Skills Titles

Wag 1 O - Five qualifying scores in Obstacle Skills 1

Wag 2 O - Five qualifying scores in Obstacle Skills 2

Wag 3 O - Five qualifying scores in Obstacle Skills 3

Obstacle Skills Champion (Wag CH O) – Wag 3 O plus five qualifying scores of 95 or above in each level in the championship division of Obstacle Skills

### Agility Skills Titles (Only level 3 has title and championship divisions)

Wag 1 A – Five qualifying scores in Novice

Wag 2 A - Five qualifying scores in Skilled

Wag 3 A - Five qualifying scores in Proficient

Agility Skills Champion (Wag CH A) –Wag 3 A plus five qualifying scores with 0 faults in the championship division of Agility Skills.

### Water Skills Titles (coming in 2011)

Wag 1 W - Three qualifying scores in Water Skills 1

Wag 2 W- Three qualifying scores in Water Skills 2

Wag 3 W- Three qualifying scores in Water Skills 3

Water Skills Champion (Wag CH W) – Wag 3 W plus three qualifying scores of 95 or above in each level in the championship division of Water Skills.

## **Over All Championship Titles**

### **Master Wag (Wag M)**

After completion of all individual class title the team must earn five qualifying scores of 90 or above in each level in the championship division of Shadow Skills, Independent Skills and No Need For Speed Obstacle Skills.

### **Ultimate Wag (Wag U)**

Wag M plus five qualifying scores of 90 or above in the championship divisions of all five Skills divisions.

## **Tandem & Teams Titles coming in 2011**