



WAG IT!

GAMES

Competitive Dog Sports

Dog Ball

Dogs use a controlled push to direct large balls through a course.

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www.wagitgames.com

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Eligibility

- Dogs must be registered with Wag It Games to enter a trial. Dog registration forms are available on our web site www.wagitgames.com.
- Pure bred and mixed breed dogs over six months of age are welcome to participate.
- 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.
- *Safety First; Dogs under warning in any venue must submit a report for review. Dogs that have been banned in any other venue are not eligible for registration.*

Disabled Dogs and Handlers Welcome

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 class briefing. The judge will review the adjustments and notify the handler of the adjustment status prior to the start of the class. Exercise Adjustment Applications must be submitted for each class the dog participates in. Exercises may only be moderately adjusted and no exercises may be omitted. Exercise adjustment forms will be available at the trial and are posted at www.wagitgames.com.

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. This program enables dogs with limitations such as paralysis, missing limbs, deafness and blindness to participate. If approved, a Heart Dog certificate will be issued defining personalized modifications and scoring guidelines for that dog. The handler will submit this certificate with every trial entry. Each officiating judge will score the dog based on the certificate guidelines. 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 at www.wagitgames.com. (Heart dog certificates may be amended to meet the dog's needs by submitting a new application for review.)

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 class briefing. 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 at www.wagitgames.com

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. Applications for this status are submitted to Wag It Games for approval. Approved Extraordinaire handlers will be issued a certificate listing personalized modifications and scoring guidelines. The handler will submit this certificate with every trial entry. Each officiating judge will score the dog based on the certificate guidelines. 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 at www.wagitgames.com. (Extraordinaire certificates may be amended to meet the handler's needs by submitting a new application for review.)

Trials

Entering a trial: A list of trials and seminars can be found at www.wagitgames.com. Hosts will offer Trial Premiums with entry form, release and all pertinent event information. Entries are made through the trial hosts.

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 Gate Policy: No dog will enter the ring until the previous dog has left the ring. Ring gates will be closed during all performances.

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

Briefings: A Judges briefing will precede each class

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 Games for review.

Hosts, Judges & Certified Instructors

Trial Hosts: Trial hosts may be individuals or businesses that have been approved by Wag It Inc. Applications to become a host are available at www.wagitgames.com.

Judges: Applications to become a Judge are available at www.wagitgames.com.

Certified Wag It Games Instructors: Our certified instructors have been approved based on their knowledge of dog behavior and positive reinforcement training methods as well as Wag it Games performance requirements. In addition certified instructors must demonstrate a strong ability to instruct individuals and groups in a supportive and encouraging manner. **Learning should always be fun for both dog and handler!** Information on becoming a certified Wag It Games instructor is available at www.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, info@wagitinc.com.

Class Levels

Level titles must be completed to advance.

Novice, Entry level * **Skilled**, Intermediate level * **Proficient**, Advanced level

Class Divisions

Title Class: For dogs that have not yet earned the class level title.

Championship Class: For dogs that have earned their class level title and are working on championship titles.

Both class divisions run together but dogs only compete for placement against other dogs in their division.

Ribbons, Placements & Ties

Ribbon ceremony: A ribbon ceremony will follow each class.

Pass Fail: Hosts are required to offer qualifying score ribbons for each team that performs a qualifying level. Additional awards or prizes may be presented at the host's discretion.

Dog Ball Titles

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

WAG 1 Ball - Five qualifying scores in Dog Ball, Novice Level

WAG 2 Ball- Five qualifying scores in Dog Ball, Skilled Level

WAG 3 Ball- Five qualifying scores in Dog Ball, Proficient Level

Ball It Champion (WAG CH-Bal) – WAG 3 Ball plus three additional qualifying scores at each level

Advanced Titles

Wag Master (Wag M)

Wag CH-Ball plus 3 additional qualifying scores at each level

Versatile Wag (V WAG)

Any three of the following titles: Wag M, WAG M-A, WAG M-W, WAG M-Sniff, WAG M-Ball

WAG M-W=Water Skills WAG M-Sniff=Sniff It WAG M-A=Agility Skills

WAG M =Shadow, Independent & No Need for Speed Obstacle Skills

Points

Qualifying runs earn points as follows: Novice 5 points, Skilled 10 points, and Proficient 15 points.

Top 10 point earners for the year will be posted on the Wag It Games web site.

Performance Guidelines

Collars: Dogs may wear flat buckle, snap or limited slip collars. Dogs may not wear any type of training or correction collar including but not limited to choke chains, prong collars and head halter. 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, fabric or cord. They may have embellishments such as beading. Retractable leashes are not allowed in the ring or on show grounds. The dog must enter and leave the ring on leash.

Rewards: Food and or touch rewards may be offered at the completion of the class. Food rewards must be carried concealed within a pocket. No appearance of luring (giving any impression that food is being held) is allowed. Handlers may not enter the ring with food anywhere but in their pockets..

Timing: There will be a maximum course time for each class. Timing will begin and end as designated in each class description.

Scratching, Coughing and Sneezing: There is no penalty if the dog stops to scratch, cough or sneeze.

Harsh Corrections: Harsh corrections are not allowed in the ring or on the grounds. A harsh correction is one that results in a strong negative response from the dog or offends the sensibility of the judge. In the event harsh corrections are observed and depending on the severity, a warning may be issued or the parties involved may be asked to leave the grounds. An incident report on such occurrences will be submitted to Wag It Inc for review.

Equipment



Balls: Dogs will perform Dog Ball with an exercise ball. The balls size should be such that the widest part of the ball should be roughly at the height of the dog's nose. Exercise balls that have a small amount of sand in them may be used to reduce the speed of the ball.



Wing Panels: are available through Arf and Running in Searsport, ME

<http://www.arfandrunning.com>

Pen: 4' square pen with gate.

(Photo and resources to be listed soon)

Wag It Games Dog Ball

Novice Level.

Teams must successfully perform all three exercises to earn a qualifying score.

Objective

The object of this class is for the dog to be able to push a ball through a course in a controlled manner.

Course Requirements

The novice course is a set course and will always appear the same. The course is comprised two pairs of wing panels and one pen. Each pair of wing panels will have 5' of space between them.

Start Location

A start line will be designated.

Time

The maximum course time is 5 minutes. Timing begins when the dog crosses the start line. Timing ends when the gate is closed on the pen.

Exercise Performance

The dog will push the ball with his/her nose through two sets of wings and into the pen. The handler may direct their dog with verbal or visual cues. Handlers will typically walk backwards through the course with the dog rolling the ball in their direction however this is not required. Once the ball is in the pen the handler will close the gate to complete the class. The handler may enter the pen to direct the dog.

Rewards

Touch and food rewards may be offered at the completion of the class.

Scoring

The novice level of Dog Ball is a pass fail class.

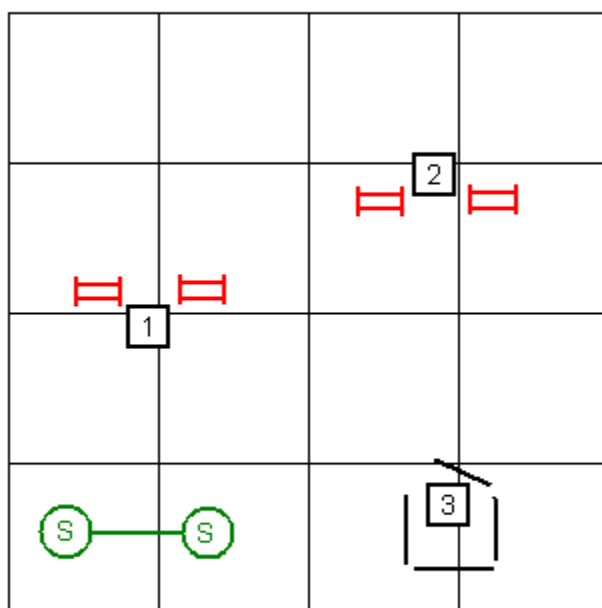
Non Qualifying - The items below constitute a non qualifying performance.

- Exceeding maximum course time
- The ball passes through a gate in the wrong direction
- Missed gate
- Missed pen
- Popping a ball
- Touching the dog
- Dog leaves the ring

Excusals - The following will result in a team being excused from the ring

- Dog appears to be overly stressed, in pain or ill
- Eliminating or vomiting in the ring
- Any appearance of threatening or aggressive behaviors
- Any behavior the Judge feels threatens safety in any way
- Harsh corrections

Dog Ball
Novice Course



Skilled and Proficient Level information coming soon.