



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 website www.wagitgames.com.
- Purebred and mixed breed dogs over six months of age are welcome to participate.
- Dogs that exhibit signs of pain, discomfort or illness may not participate.
- Dogs with bandages or stitches 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, wheelchairs and mobility-assistance 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.

Dog Ball Ring Specifications

Ring size: The recommended minimum ring size is 40' x 50'. Smaller 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 2 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 judge's 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 an unsafe, aggressive, threatening or unsportsmanlike situation occurs, a report will be submitted by all acting officials to Wag It Games for review.

Trial Via Video

Dogs must be registered with Wag It Games to participate. Entries are available on the Wag It Games web site. Participants may enter anytime and have until the last day of the month they choose for their entries. (One submission per entry) Participants videotape their runs and submit them via YouTube link. The judge will score each run then e-mail participants score sheets and notes. Title requirements are the same as in regular trials though titles will have a V included. Example: Wag1V. **Video and regular Qs may not be combined for titles.**

Hosts, Judges & Certified Instructors

Trial Hosts: Trial hosts may be a club, individuals or businesses. Applications to host a trail are available at www.wagitgames.com.

Judges: Information regarding becoming a judge is available at www.wagitgames.com.

Certified Wag It Games Instructors: Wag It Games offers a Three Tier Instructor Program. For more information about becoming a Wag It Games instructor please visit 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, via info@wagitinc.com

Class Levels

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

Dogs may enter in any class level, regardless of whether title has been earned. Example: Handlers may enter novice, skilled and proficient levels simultaneously. Advanced titles are only earned after completion of all class level titles.

Class Divisions

A Class: For dogs that have not yet earned their class level title.

B 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 demonstrates a qualifying performance. 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

Titles earned via video trialing will include a V after the level. Example Wag1V Ball

Advanced Titles

WAG Champion Dog Ball (WAG CH-Dog Ball)

Title earned via video trials (Wag CHV-Dog Ball)

WAG 1, 2 and 3 Ball titles plus three additional qualifying scores at each level

Wag Master (Wag M-Dog Ball)

Title earned via video trials (Wag MV-Dog Ball)

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

Versatile Wag (V WAG)

Any three of the following titles:

Wag M-Shadow Skills, Wag M-Obstacle Skills, WAG M-Agility, WAG M-Water Skills, WAG M-Sniff It or WAG M-Dog Ball

Wag It Bronze: 25 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division

Wag It Silver: 50 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division

Wag It Gold: 75 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division

Wag It Platinum: 100 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division

Performance Guidelines

Collars/Harnesses: Dogs may wear flat buckle, snap or limited slip (martingale) 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.

Canes, Crooks or Sticks: Handlers may use these to direct their dog. They may not use these to touch the dog or ball.

Rewards: Handlers may offer both touch and food rewards in the Novice level throughout the performance. Only food rewards may be offered at the skilled and proficient levels. 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 Guidelines



Balls: Dogs will perform Dog Ball with an exercise ball. Ball size is the handler's choice but the suggested ball size is 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. (Weighted balls are recommended for indoor competition. Non-weighted balls are recommended for outside competition.)



Wing Panels



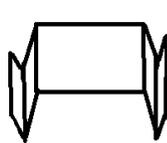
Cones



Bucket



Hoops



Exercise Pen

Wing panels, safety cones, buckets and hoops may be used interchangeably on the course. Items should not move easily when bumped by the ball.

Exercise pen or similar item may be used for the pen in the novice level and are available through Arf and Running in Searsport, ME. Wing panels and hoops may be found at <http://www.arfandrinning.com> as well as through other resources.



Blue painters tape works well for marking out the Proficient Square and distance lines indoors. Surveyor tape held down with golf tees works well outside.

Dog Ball

Novice Level

Objective

The object of this class is for the dog to maneuver the ball through the course within course time.

Course Requirements

The novice course is will always appear the same though it may be a set as a mirror image (see map). The course is comprised of two pairs of panels (see equipment options) or barriers and one pen. Each pair of wing panels will have 5 feet of space between them. The pen will be approximately 4- 5 feet square. See course map for details.

Start Location

A start line will be designated. This may be done with posts or marked on the floor/ground with tape or in a similar manner.

Time

The maximum course time is 5 minutes. Timing begins when the ball crosses the start line. Timing ends when the ball fully enters the pen.

Exercise Performance

The dog will push the ball with any part of his/her body through two sets of panels and into the pen. The handler may direct their dog with verbal and/or visual cues. Handlers typically walk backwards through the course with the dog rolling the ball towards them though no specific position is required. The handler may enter the pen to direct the dog.

Rewards

Food and touch rewards may be offered at any time during the performance.

Scoring

The novice level is a pass/fail class.

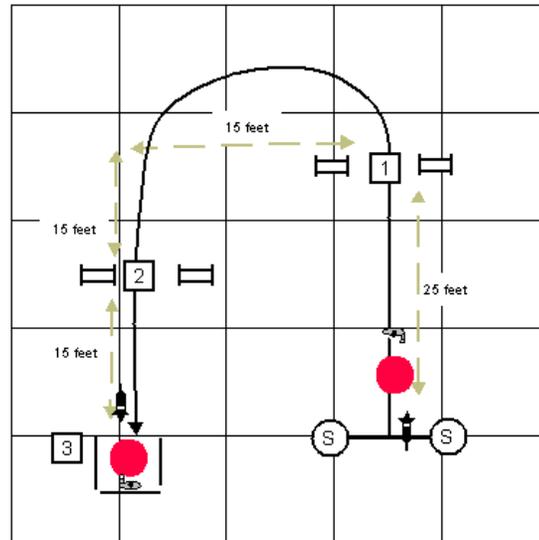
Non-qualifying - The items below constitute a non-qualifying performance.

- Exceeding maximum course time
- The ball passes through a gate in the wrong direction
- Missed gate
- Missed pen
- Popping the ball
- Dog leaves the ring
- Dog entering or exiting the ring off leash

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

- Dog appears to be overly stressed, in pain or ill
- Dog eliminating or vomiting in the ring
- Any appearance of threatening or aggressive behaviors
- Any behavior the judge feels jeopardizes safety in any way
- Handler administering harsh corrections

Wag It Games Dog Ball
Novice Course

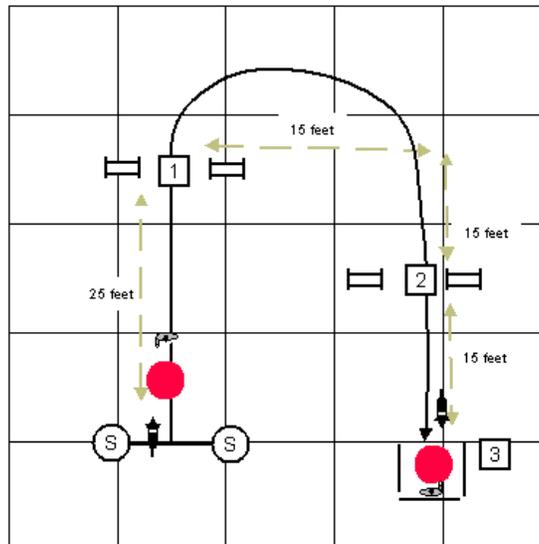


Course Time: 5 Minutes Timing begins when the ball crosses the start line.
1 & 2, The handler may move with the dog directing the dog to maneuver
the ball through two sets of gates.

2, The handler will direct the dog to maneuver the ball into the pen. The
handler may enter the pen.

Wings, safety cones, buckets or similar items may be used as gates. Copyright Wag It Inc.
A distance of five feet should be between gates.
An exercise pen or similar item may be used as the pen.
The pen should measure 4-5 feet square.

Wag It Games Dog Ball
Novice Course



Course Time: 5 Minutes Timing begins when the ball crosses the start line.
1 & 2, The handler may move with the dog directing the dog to maneuver
the ball through two sets of gates.

2, The handler will direct the dog to maneuver the ball into the pen. The
handler may enter the pen.

Wings, safety cones, buckets or similar items may be used as gates. Copyright Wag It Inc.
A distance of five feet should be between gates.
An exercise pen or similar item may be used as the pen.
The pen should measure 4-5 feet square.

Dog Ball

Skilled Level

Objective

The object of this class is for the dog to maneuver the ball through the course within course time.

Course Requirements

The skilled level course will always appear the same though it may be a set as a mirror image (see map). The course is comprised 3 hoops (see equipment options), set approximately 10' apart, in a curved C shape. The course will begin with the ball placed 25 feet ahead of the start line. See course map for details.

Start Location

A start line will be designated. This may be done with posts or marked on the floor/ground with tape or in a similar manner.

Time

The maximum course time is 5 minutes. Timing begins when the dog crosses the start line. Timing ends when the ball passes through the third and final hoop.

Exercise Performance

The handler will remain at the start line and send their dog to maneuver the ball back to them. There is no required path the dog must travel to the ball. Once the ball has been delivered within the handler's reach the handler may then move about the course directing their dog to maneuver the ball through the 3 hoops as indicated on the course map. Only the ball (not the dog) is required to pass through the hoops.

Rewards

Food rewards may be offered at any time during the performance.

Scoring

The skilled level is a scored class. First through fifth placements will be given. Placements are based first on score then on time. Example: Two dogs earn the same score. The dog with the faster time places above the slower dog. Teams earning the same score and time will tie and earn the same placement.

Deductions/Penalties: All teams will start with 100 points. A qualifying performance is a score of 80 or above.

-3 points for the ball touching the handler

-3 points for the ball passing through a hoop out of sequence

-5 points for knocking over hoops, each occurrence

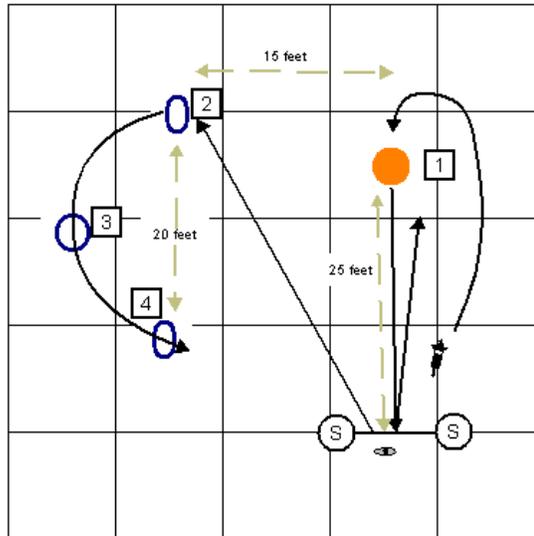
Non-qualifying - The items below constitute a non-qualifying performance.

- Exceeding maximum course time
- Dog fully returns to handler on the send out without the ball. Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to touch their dog.
- The ball passes through a hoop in the wrong direction
- Missed hoop
- Popping the ball
- Touching the dog
- Dog leaves the ring
- Dog entering or exiting the ring off leash

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

- Dog appears to be overly stressed, in pain or ill
- Dog eliminating or vomiting in the ring
- Any appearance of threatening or aggressive behaviors
- Any behavior the judge feels jeopardizes safety in any way
- Handler administering harsh corrections

Wag It Games Dog Ball Skilled Course



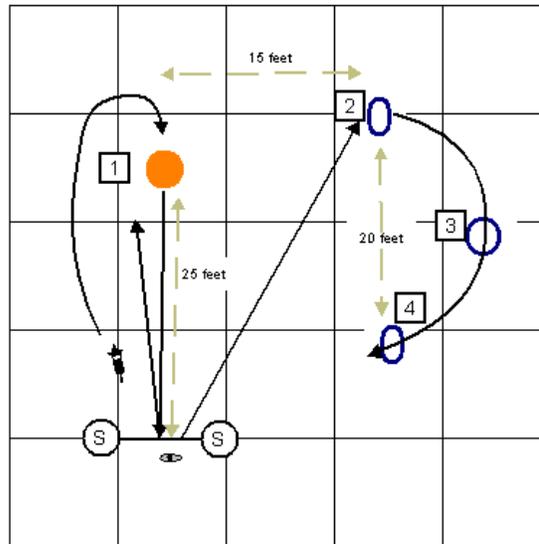
Deductions/Penalties:
 All teams will start with 100 points.
 A qualifying performance is a score of 80 or above.
 -3 The ball touching the handler
 -3 The ball passing through a hoop out of sequence
 -5 Knocking over hoops, each occurrence

Course Time: 5 Minutes Timing begins when the dog crosses the start line.
 1, The handler will remain at the start line and send their dog to maneuver the ball back to them.

2, 3 & 4, Once the ball has been delivered within the handler's reach the handler may then move about the course directing their dog to maneuver the ball through the 3 hoops as indicated on the course map. Only the ball (not the dog) is required to pass through the hoops.

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Wag It Games Dog Ball Skilled Course



Deductions/Penalties:
 All teams will start with 100 points.
 A qualifying performance is a score of 80 or above.
 -3 The ball touching the handler
 -3 The ball passing through a hoop out of sequence
 -5 Knocking over hoops, each occurrence

Course Time: 5 Minutes Timing begins when the dog crosses the start line.
 1, The handler will remain at the start line and send their dog to maneuver the ball back to them.

2, 3 & 4, Once the ball has been delivered within the handler's reach the handler may then move about the course directing their dog to maneuver the ball through the 3 hoops as indicated on the course map. Only the ball (not the dog) is required to pass through the hoops.

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Dog Ball

Proficient Level

Objective

The object of this class is for the dog to maneuver the ball through the course within course time.

Course Requirements

The proficient level course and will always appear the same though it may be a set as a mirror image (see map). The course will begin with the ball placed 25 feet ahead of the start line. A ten foot square will be marked out on the floor/ground. Inside this square will be two balls (may be supplied by the handler or provided by the host). A distance line will be marked on the floor/ground indicating that the handler may not cross this line. A finish line will be marked on the floor/ground or may be marked with posts/cones. See course map for details.

Start Location

A start line will be designated. This may be done with posts or marked on the floor/ground with tape or in a similar manner.

Time

The maximum course time is 6 minutes. Timing begins when the dog crosses the start line. Timing ends when the ball crosses the finish line.

Exercise Performance

The handler will remain at the start line and send their dog to maneuver the ball back to them. There is no required path the dog must travel to the ball. Once the ball has been delivered within the handler's reach the handler may then move about the course directing their dog to maneuver the ball into a ten foot square marked on the floor/ground. Without entering the square the handler will direct their dog to "shed" a ball indicated by the judge out of the box. All other balls should remain in the box. The team may proceed when the designated ball is the only ball outside of the square. The handler will then direct their dog to drive the ball away from them a distance of ten feet over the finish line.

Rewards

Food rewards may be offered at any time during the performance.

Scoring

The proficient level is a scored class. First through fifth placements will be given. Placements are based first on score then on time. Example: Two dogs earn the same score. The dog with the faster time places above the slower dog. Teams earning the same score and time will tie and earn the same placement.

Deductions/Penalties: All teams will start with 100 points. A qualifying performance is a score of 80 or above.

-3 points for the ball touching the handler

-3 points for any ball other than the designated ball leaving the square (each occurrence)

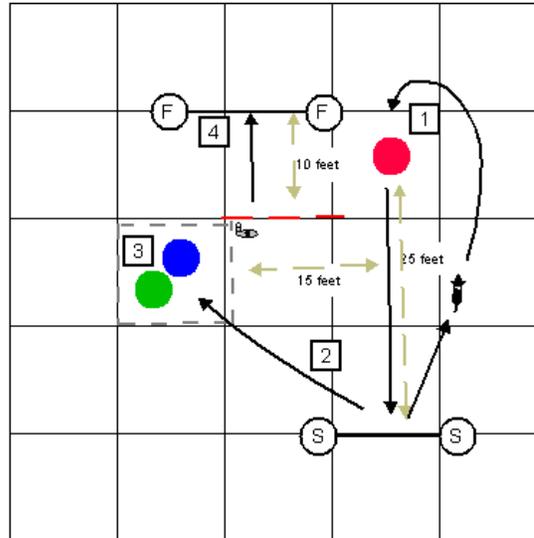
Non-qualifying - The items below constitute a non-qualifying performance.

- Exceeding maximum course time
- Dog fully returns to handler on the send out without the ball. Fully returning to the handler is defined as the dog in close enough proximity to the handler that the handler is able to touch their dog.
- The handler steps into the square
- The handler crosses the distance line
- Popping the ball
- Touching the dog
- Dog leaves the ring
- Dog entering or exiting the ring off leash

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

- Dog appears to be overly stressed, in pain or ill
- Dog eliminating or vomiting in the ring
- Any appearance of threatening or aggressive behaviors
- Any behavior the judge feels jeopardizes safety in any way
- Handler administering harsh corrections

Wag It Games Dog Ball
Proficient Course

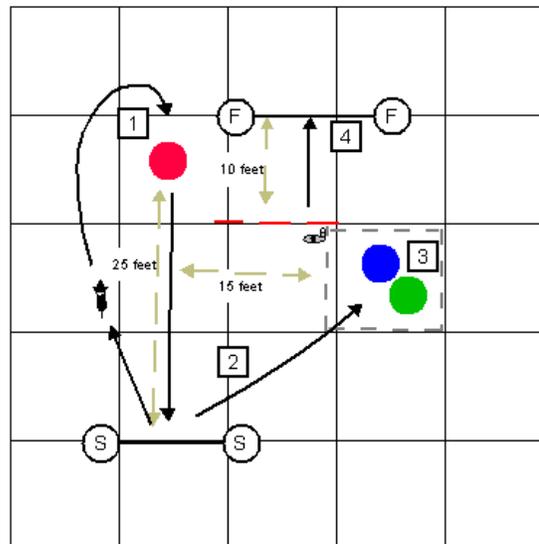


Deductions/Penalties: All teams will start with 100 points.
A qualifying performance is a score of 80 or above.
-3 The ball touching the handler
-3 Any ball other than the designated ball leaving the square

1. The Handler will remain at the start line while sending their dog to gather a ball set twenty five feet away.
 2. The handler may then move with their dog directing the dog to maneuver the ball into a ten foot square area marked on the floor/ground.
 3. Without entering the square the handler will direct their dog to maneuver a ball indicated by the judge out of the box. All other balls should remain in the box.
 4. The handler will then direct their dog to drive the ball away from them a distance of ten feet over the finish line.
- The team will have 6 minutes to complete the course

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Wag It Games Dog Ball
Proficient Course



Deductions/Penalties: All teams will start with 100 points.
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