

# Heads or Tails

Maximum Course Time: 2:00  
Live Tubes: 4  
Bedding Tubes: 2  
Tunnel Structure: 2-4 turns  
Bale Height: 2  
Bales on Course: 35-60  
Start Box: 4' by 4', anywhere on course

## Rules Summary

Have you ever worked your dog at a distance, or gotten stuck in a distance challenge? In this game, you will get the opportunity to work your dog at a distance with limited rats on course – two on the half you are on and two on the other half at a distance.

The course will be split in half with cones, and the map will be marked with heads on one side and tails on the other. The judge will flip a coin as the team enters the ring to determine which side the handler is on. The other side is a distance challenge which the handler cannot cross unless RAT is called. (Regular rat removal rules apply.) After the praise period, the competitor must immediately go back to the original side in the most direct path possible.

There is no penalty for running out of time, as long as you have correctly called at least one rat.

## Scoring

- 🐾 4 point for each rat found on the same side as the handler
- 🐾 8 points for each rat found on the opposite side of the handler
- 🐾 No points for the tunnel.
- 🐾 NQ if the handler works the course while still on the “distance” side.
- 🐾 Ties broken by time.

# Distance

Maximum Course Time: 2:00  
Live Tubes: 3  
Bedding Tubes: 3  
Tunnel Structure: 1-3 turns  
Bale Height: 2  
Bales on Course: 35-60  
Start Box: Replaced by a limit line - approximately 4 feet from the fence spanning the entire width of the ring.

## Rules Summary

There are three rats on course and the handler must stay behind the limit line until RAT is called. Regular rat removal rules apply. After the praise period, the competitor must immediately go back to behind the limit line in the most direct path possible.

There is no penalty for running out of time, as long as you have correctly done at least one element.

## Scoring

- 🐾 NQ if the handler works the course while still on the “distance” side.
- 🐾 The tunnel and three rats are the four elements for points.
  - One element is 3 point.
  - Two elements is 6 points.
  - Three elements is 12 points.
  - All four elements is 24 points.
- 🐾 Ties broken by time.

# Speed

Maximum Course Time: 30 seconds past the last rat found

Live Tubes: 4-10

Bedding Tubes: Balance of 14 tubes

Tunnel Structure: Nest with previous/next course.

Bale Height: 2

Bales on Course: 35-60

Start Box: 4' by 4', anywhere on course

## Rules Summary

In this game you will learn how to handle stress by focusing on finding rats within 30 seconds or less for each rat, and calling clear when your dog is complete.

The search area will contain 4-10 rats. The number will be determined via random number generator and disclosed at the game briefing. The number of rats will be the same for all competitors that round.

- 🐾 You will have 30 seconds to find the first rat.
- 🐾 After calling each rat, time resets to 30 seconds.
- 🐾 You have 30 seconds for each additional rat.
- 🐾 You get two missed calls. Three strikes and you are out!
  - On the miscall time continues and there is no point for the next rat.
- 🐾 The game ends when you run out of time or call finish.
- 🐾 There is no penalty for rats left on course.
- 🐾 There is no penalty for running out of time, as long as you have correctly called at least one rat.

## Scoring

- 🐾 3 points per rat.
- 🐾 No points for the tunnel.
- 🐾 Ties broken by time.

# Pairs

Maximum Course Time: 4:00

Live Tubes: 6

Bedding Tubes: 6

Tunnel Structure: 3-5 turns

Bale Height: 3

Bales on Course: 35-60

Start Box: 4' by 4', anywhere on course

Special Requirements: Requires two sanctioned judges with one scribe for each judge. One judge, announced at trial briefing, shall be the official timer.

## Rules Summary

- 🐾 Two pairs of handlers/dogs will enter and search the ring together to find the 6 live rat tubes.
- 🐾 Each dog must complete a tunnel.
- 🐾 Each dog must be actively hunting.

Dogs may swap teammates with other entered dogs up until the start of the Pairs game class.

SAFETY WARNING: Dogs must be compatible with one another and be able to work in the ring without aggression. If you are unsure your dog will work with another, do not enter the Pairs class and contact your local club for training opportunities in your area to prepare for the game.

If one dog is assessed an NQ, that team shall be excused to the start box for the remainder of the run. The other team member (if also not excused) can choose to continue.

## Scoring

- 🐾 10 points for completing all elements.
- 🐾 Plus 1 point for every remaining 10 seconds, rounded up.
- 🐾 For example: 2:01 completion would be 12 points for the 119 seconds rounded up plus the 10 points for completing all elements, for a total of 22 points.
- 🐾 Each qualifying member earns that total score.
- 🐾 Ties broken by time.

# Tunnels

Maximum Course Time: 2:00

Live Tubes: 2-3

Bedding Tubes: 0

Tunnel Structure: Multiple (2-8 of various degrees of difficulty)

Bale Height: 2

Bales on Course: 35-60

## Rules Summary

Is the tunnel your dog's strong suit? Then this game is for you! There will be as many as 8 tunnel opportunities of various turns and difficulty levels, using only a few rats. The game is scored on tunneling only.

The judge will announce the turns and point values of each tunnel.

Rats have no score, but can be called and removed as per the regular rat removal rules.

There is no penalty for running out of time, as long as you have done at least one tunnel.

## Scoring

- 🐾 1 point per turn of the tunnel plus 1  
-i.e. Straight tunnels are 1 point. Five turn tunnels are 6 points.
- 🐾 Tunnels can be taken once in each direction for points.
- 🐾 Ties broken by time.

# Bet the Farm

Maximum Course Time: 3:00

Live Tubes: 4-10

Bedding Tubes: Balance of 14 tubes.

Tunnel Structure: 2-5 turns

Bale Height: 2

Bales on Course: 35-60

## Rules Summary

A strategic points game where you don't know the number of rats on course.

- 🐾 The search area will have 4-10 rat tubes.
- 🐾 You have 3:00 to find as many rats as possible and call finish or clear.
- 🐾 You are allowed two missed calls with penalties. Third miscall is a NQ.
- 🐾 Failure to call finish or clear before time is up is an automatic NQ.
- 🐾 The run is finished when the handler calls "Finish" or "Clear".  
- "Finish" ends your run as is. "Clear" requires you to have actually cleared the course.

## Scoring

- 🐾 No points for rats called.
- 🐾 1 point for every 10 seconds under time.  
-Fractions of 10 seconds round up.
- 🐾 2 point penalty for each missed call. Three strikes and you are out!
- 🐾 1 point penalty for each rat left on course when you call finish.
- 🐾 20 point bonus for correctly calling clear.  
-NQ for incorrectly calling "clear".
- 🐾 Ties broken by time.

# Hurdlers

Maximum Course Time: None  
Live Tubes: 1  
Bedding Tubes: 2  
Tunnel Structure: None  
Bale Height: None  
Bales on Course: None


## Rules Summary

A points game running head-to-head or single lane (club's discretion).  
Head-to-head is the best out of three.




Two handlers are permitted: one behind the start line and one near the cradle.

Dogs must cross the start line at or after the start indication, complete all jumps in order, correctly identify the rat, return over all four jumps, and cross the finish line. Any break in the chain of requirements can only be cured by a rerun.

## Requirements

 See the rulebook for specs on racing lanes, jump heights, etc.

## Scoring

-  2 points for completing the pattern successfully.
-  5 points for winning the race
-  Plus:
  - 2-4 dogs awards 1<sup>st</sup> Place & 10 points
  - 5-8 dogs adds 2<sup>nd</sup> Place & 8 points
  - 9-12 dogs adds 3<sup>rd</sup> Place & 6 points
  - 13+ dogs adds 4<sup>th</sup> Place & 4 points

# Mad Hatter








Maximum Course Time: 2:00  
Live Tubes: 10  
Bedding Tubes: 6  
Tunnel Structure: 2-5 turns  
Bale Height: 2  
Bales on Course: 35-60

## Rules Summary

Have we gone mad?! Ten rats on course every time is a doggie smorgasbord and total fun for the dog! Have fun and find rats.

There is no penalty for running out of time, as long as you have correctly called at least one rat.

## Scoring

-  2 point per rat
-  1 point for tunneling
-  -3 points for not tunneling
-  -3 points for each incorrect call. Three strikes and you are out!
-  Double your score for a perfect run (find all rats + tunnel)!
-  NQ if no rats are found.
-  Ties broken by time.

# Me First!

Maximum Course Time: None

Live Tubes: 1 per side

Bedding Tubes: 2 per side

Bale Height: 2

Bales on Course: 35-60

Tunnel Structure: Nest with previous/next course.

## Rules Summary

In this competition a standard ring will be split in half (fenced) with a mirror image design on each side. One dog/handler team will run on each side and they will race to find the lone rat on their side. Judge confirms each side is ready, dogs are then released from the start boxes on a "Ready, Set, Go!".

- 🐾 First team to their rat wins! No tunnel required.
- 🐾 Double elimination bracketing (two losses you are out).
- 🐾 Teams keep rotating through play until there is only one team left standing!
- 🐾 If one team calls on a litter tube, the other team is awarded the win.

## Scoring

- 🐾 1 point per heat won
- 🐾 Plus:
  - 2-4 dogs awards 1<sup>st</sup> Place & 10 points
  - 5-8 dogs adds 2<sup>nd</sup> Place & 8 points
  - 9-12 dogs adds 3<sup>rd</sup> Place & 6 points
  - 13+ dogs adds 4<sup>th</sup> Place & 4 points