

Jumping Jacks Hoopers rules

Please also read the JJ show rules document.

General information

Dogs may run NFC at 12 months of age and may compete from 15 months of age. Dogs may be entered as veteran in hoopers from 9 years of age but may not afterwards compete at any other level.

Dogs are divided into two size groups, mini and maxi, as measured by the length of their ulna, measured from the elbow to the wrist joint. Dogs with an Ulna 15cm or less run in Mini

Dogs with an Ulna more than 15cm run in Maxi

Measuring can be done on the first day of competition and the size entered adjusted if required.

Obstacles used are hoops, barrels, tunnels and gates. On each day there are four classes, two which consist only of hoops and two which use a mixture of other obstacles and hoops. The first and last obstacles will always be a hoop or a tunnel.

Dogs do not need to run in a specific order or size in a class. On entering the ring, give the handler and dog name to the scribe and wait for the judge to tell you that you may commence your run.

Leads may be left at the entrance to the ring, handed to the judge when setting up on the start line, or placed securely in a pocket or around the handler. They must not be left on the ground or dangle.

Dogs can only wear a flat collar with no hanging tags. Harnesses are not allowed.

Food is not allowed in the ring unless in a zipped pocket and dogs may not be fed in the ring.

Handlers may not carry anything that could be a lure, such as treats, bags, or toys, except in a nursery class, where a non-squeaky toy may be carried.

Course walking

Handlers must walk the course without their dog, which may not be left unattended outside the ring. All courses are numbered, and obstacles must be taken in the same direction as the numbers. Numbers will be placed on the top of the barrel, facing the side that the dog needs to pass.

Nursery, level 1 and veteran will walk the course together. Once all dogs have run, the course is adjusted and levels 2 and 3 will then walk their courses together. The judge will be available to brief on challenges and answer questions. A board will be provided outside the ring entrance which shows the order of the classes, which class is running and the next class to run.

Finals

A hoops final for the season will be held on the last Saturday and a mixed final will be held on the Sunday. On each day one course will be a qualifier (Q run).

The finals will be held after all other runs have finished and will consist of the top 4 qualifying dogs from the season league together with the top 2 dogs from the Q run.

If a dog qualifies in a Q run but has already qualified by league position, then the next dog down in the Q run will qualify.

Any dog may run in the Q classes but to qualify for the finals a dog must also have competed in at least 4 runs prior to the finals weekend. To qualify from the league a dog must have completed 10 runs throughout the season.

Competition Levels

See appendix A for typical examples of courses for each level and challenge lines/boxes. Boxes and lines will be indicated by coloured markers on the ground.

Dogs may be entered at the level that the handler feels confident that they can work at or work towards. However, once a dog has been entered at a level it cannot then move to a lower level except with the permission of the JJhoopers team.

You may decide to run your dog NFC (not for competition) at any time but please ensure that you inform the judge and ring party before starting the run.

Nursery.

For dogs new to hoopers and/or competing.

Straightforward course consisting of 10-18 obstacles with a spacing of 4-6m between them.

There will be a challenge line covering three to five obstacles and a 2 second bonus will be deducted from the course time if the handler can stay behind the line for the whole run.

No penalty for running with the dog.

A non-squeaky toy may be held in the hand but not released while in the ring.

Level 1.

For dogs who are comfortable with all obstacles and can work a short distance from the handler.

The same course as for nursery, but with a box which extends to within 3m of the outer obstacles.

Faults are given if the handler steps out of the box.

Level 2.

For dogs that can work at a distance and have a solid wait at the start.

More complicated course with 15-18 obstacles and a box approximately 5-8m on a side.

Faults are given if the handler steps out of the box.

Level 3.

For dogs that can work with the handler in a small box.

The same course as for level 2 but may be expanded to up to 25 obstacles.

Faults are given if the handler steps outside the box.

Veteran.

Dogs qualify to run as a veteran at 9 years of age. Once a dog has moved to veterans it is not eligible to run at any other level.

The same course as for nursery with a challenge line and 2 second bonus.

Time faults do not apply to veteran runs.

Results are split into two groups, runs under 30 seconds and runs over 30 seconds, places are awarded in both groups separately.

Progression

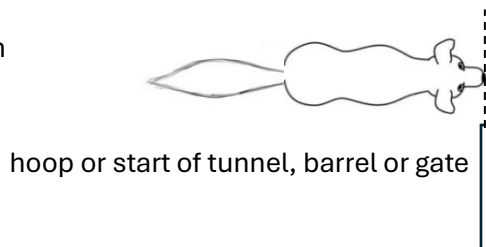
A dog may move up a level at any time with the agreement of the JJhoopers team (note that points towards Dog of the Year cannot be transferred between levels). At the end of the season, qualifying dogs (who have completed 16 runs or more) with 250+ points will automatically be moved up to the next level. See appendix B for how points are calculated and Dog of the Year.

If a handler chooses not to progress to the next level, then they may run at the lower level but will not be given a placed result. Their unofficial place will be recorded, and they are entitled to a commemorative rosette if they are in the top three results. These results will not count towards further promotion.

Faults

The run starts when the dog passes through the first obstacle.

An obstacle has been taken when the dog's nose passes the line of the obstacle.



Except for nursery runs, after leaving the dog in a wait at the start line the handler must enter the box before the dog takes the first obstacle. Before reaching the box, the handler may return and reset the dog a maximum of two times.

If the run starts before the handler reaches the box, then 5 faults are given for each obstacle the dog takes before the handler is in the box.

If at any time the dog misses the timing hoops (start, end and if passed through during the run) then the course time of 60 seconds will be awarded in addition to standard faults.

Hoops. 5 faults for each missed hoop

Barrels. 5 faults if taken on the wrong side. 5 faults for the handler standing between the dog's line and the barrel.

Gate. 5 faults if taken on the wrong side

Tunnel. 5 faults for each missed tunnel

Levels 1 and above. 5 faults for stepping out of the box and 5 faults for each obstacle taken while out of the box. Faults incurred by the dog are counted in addition.

One fault is added for each second that the run exceeds the course time, except for veteran dogs, where there is no penalty.

Dog defecates or urinates in the ring 5 faults.

If, for any reason, the run cannot be completed (due to timing fault, dangerously displaced obstacle, weather, loose dog etc), the judge may stop the run and then restart it. Any faults from the initial run will stand and only faults gained after the point when the run was originally suspended will be added.

Elimination

The dog retakes an obstacle.

The dog takes the wrong obstacle (wrong course).

The dog takes an obstacle in the wrong direction.

Three consecutive missed obstacles.

Going completely around a barrel.

Dog takes three consecutive obstacles before the handler enters the box.

Toys or treats are visible while in the ring (except nursery).

Throwing a toy in the ring.

Disqualification

Harsh handling of a dog.

Overly aggressive behaviour by a dog.

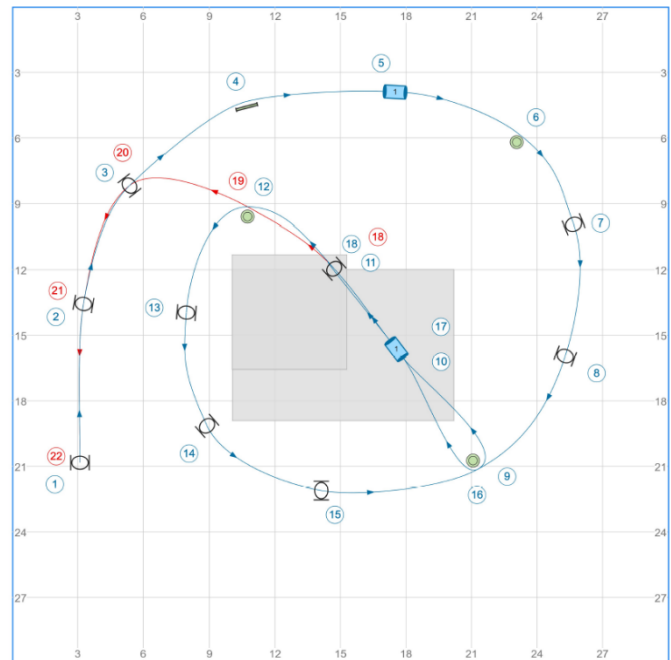
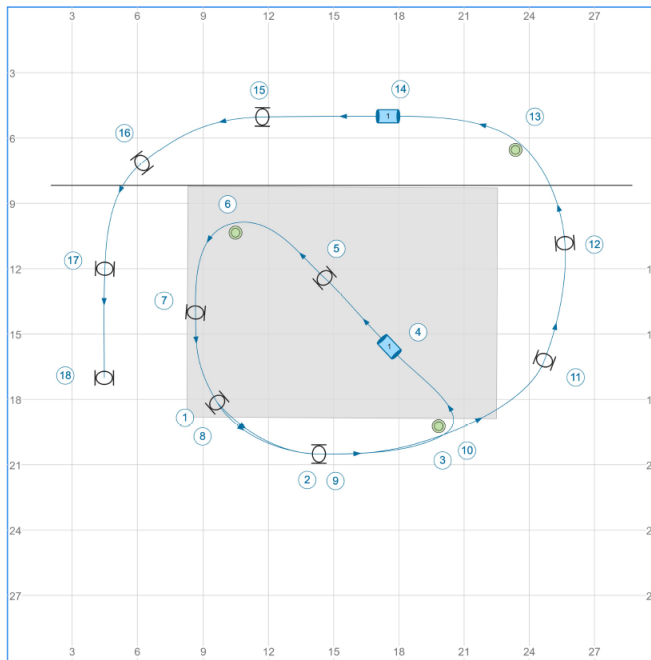
Unsportsmanlike behaviour (including double handling).

Insulting behaviour (towards judge, ring party, competitors or spectators).

Incidents will be reviewed by the judge together with the ring manager. The judge's decision is final.

Course design, size and location of the handling boxes are at the judge's discretion and are subject to the approval of the JJhoopers team.

Course 2: Level 2 and level 3



Both courses use the same obstacles but in course 2 they may be pulled out in order to increase the distance between obstacles. Occasionally extra obstacles may be added to the second course or an obstacle changed (here a gate takes the place of one hoop).

Appendix B

Dog of the Year

Awards will be made in 10 categories - at each running level (nursery, levels 1 to 3 and veteran) and separately for small and large dogs. Veteran results in the faster and slower groups are combined.

To qualify for Dog of the Year a dog must have completed a minimum of 16 runs throughout the season, these may be in hoops or mixed or a combination of both.

The dog in each category with the most points by the end of the last day of the season will be awarded Dog of the Year. Points are calculated as in the following examples;

Dog A

Placings 1st 2nd 6th 4th 6th 5th 1st 3rd 7th 2nd

Percentages 1st 20% 2nd 20% 3rd 10% 4th 10% 5th and over 40% E 0%

Points = $20 \times 5 + 20 \times 4 + 10 \times 3 + 10 \times 2 + 40 \times 1 = 270$

Dog B

Placings 1st 2nd E 1st 2nd E 1st 3rd 1st 2nd

Percentages 1st 40% 2nd 30% 3rd 10% 4th 0% 5th and over 0% E 20%

Points = $40 \times 5 + 30 \times 4 + 10 \times 3 = 350$

Dog C

Placings 1st 1st E 1st E E 1st 1st E 1st

Percentages 1st 60% 2nd 0% 3rd 0% 4th 0% 5th and over 0% E 40%

Points = $60 \times 5 = 300$

Points will be published for all dogs after each show and qualifying scores will be shown.