

DOG STAR DAILY

K9 GAMES®

— The Ultimate Dog Show —

The K9 GAMES™ is a team competition designed for dogs and their human companions to have fun together and to showcase user-friendly and dog-friendly dog training techniques to the general public.

Teams have with a maximum of nine dogs and nine handlers. Each team has one entry for the Recall Relay and Woof Relay, two entries for the Kong Challenge, Distance Catch, Take & Drop, Joe Pup Relay and Waltzes With Dogs, eight entries for the Doggy Dash and nine for Musical Chairs. Team members wear same-colour club t-shirts and dogs sport club-colored bandannas. In the pursuit of proofing, reliability of performance and surprise in competition, K9 GAMES® rules may be changed at any time and certainly from event to event. Clubs are responsible for ensuring canine and human competitors are of a friendly disposition.

Points are awarded for winning dogs:

1st place	15 points
2nd place	10 points
3rd place	6 points
4th place	3 points
5th place	1 point

Rosettes are awarded to 1st, 2nd and 3rd place dogs/teams in each event, to the best overall individual competitor and to the best overall team. Additionally Rosettes are awarded for Dog of the Day, Above & Beyond Good Sportsmanship and Canine Catering.

INDIVIDUAL EVENTS

1. Musical Chairs

When the music plays, owners walk counter-clockwise with their dogs off-leash outside of an rectangular area. A line of chairs (with alternating chairs facing in opposite direction) runs down the middle of the rectangle. When the music stops, handlers instruct their dogs (by verbal request or handsignal only) to sit stay outside of the rectangle and hustle towards a vacant chair and sit down.

This is meant to be a non-contact sport. With the exception of two human rear ends making contact when attempting to sit simultaneously on the same seat, physical contact with the dog or other competitors is not allowed. If a dog breaks his sit stay and/or cuts the line of the rectangle with paw, body or tail, the handler must vacate their chair and completely leave the rectangle to re-sit the dog outside of the rectangle before attempting to find an empty chair once more. Once all chairs are occupied by handlers whilst their dogs remain in sit stays outside of the rectangle, the handler left standing is eliminated. One chair is removed from the line and the next round begins.

2. Doggy Dash — Racing Recalls

Two dogs race at a time, dashing from behind the Starting Line to cross the Finish Line and sit. The winning dog — the one that sits across the Finish Line first — goes through to the next round. Dogs are disqualified if they leave their racing lane.

3. Distance Catch

The owner shall position their dog any distance away and toss an object (ball, toy, or Frisbee) for their dog to catch.

4. Kong Cup Challenge — Individual Retrieve

Individual dogs accumulate as many points as possible within one minute, by retrieving chewtoys of different point values from an enclosed retrieval area. Light-blue (water) Kongs are valued at 5 points, Red Kongs at 3 points and Black Kongs 1 point. If the dog brings back a Kong Biscuit Ball, the score is doubled. Bringing back a stuffed Kitty Kat doubles the final score, and a Biscuit Ball increases the retrieval time by 15 seconds. The handler stands in a one yard square Handler's Box within a five yard square penalty box. In order for points to score, owner must be able to take or pick up the object (with one foot remaining grounded in the Handler's Box) and place it in a plastic bucket. If the dog enters the penalty box (paw cuts or crosses line) carrying a penalty bone in his jaws, the final score is halved.

5. Franklin Take and Drop

The article is supplied by the judge and is different for each competition. The dog is instructed to take the article from the owner and drop it as close as possible to a \$100 bill on the floor, approximately 10 meters distant. The area shall be littered with other objects and distractions (e.g., toys and kibble), i.e., the dog is not simply trained to go to a single and obvious marker, rather the dog takes directions from the handler to drop the object next to the \$100.

6. Waltzes With Dogs — Doggy Dancing

In the K9 GAMES® signature event, handler(s) and dog(s) perform a unique choreography, usually set to music. The handler(s) has only 30 seconds to "set up" props by themselves and the performance should last less than three minutes. The performance is marked out of 10 by five judges for both Technical Skill and Artistic Merit.

TEAM EVENTS

7. Recall Relay

Two teams of four dogs race against each other with the winning team going through to the next round. The four dogs from each team are left in sit stays in a straight line behind the Starting Line next to the four dogs from other team, while handlers leave to stand in a straight line behind the Finish Line, facing their respective dogs ten metres away. The two handlers (from opposing teams) at both ends of the line call their dogs first. Each dog is required to come and sit, whereupon the handler taps the dog on the head as a signal for the next handler in line to call their dog. When the fourth handler has tapped the dog on the head for sitting, all handlers "down" their dogs.

8. Joe Pup Relay

A team consists of one dog and four handlers. Two teams compete at a time and the winning team goes through to the next round. Dogs racing in individual lanes, performing for the handler stationed at each of four stations. The exact nature of the routines to be performed at each station is only made known to competitors on the morning of the competition.

9. Woof Relay

Five handlers stand in line with their dogs in heel position. Each dog woofs three times. The first handler instructs the dog to woof three times. After the third woof, the handler instructs the dog to "shush", as a signal for the next handler to woof their dog. Each team competes individually against the clock.