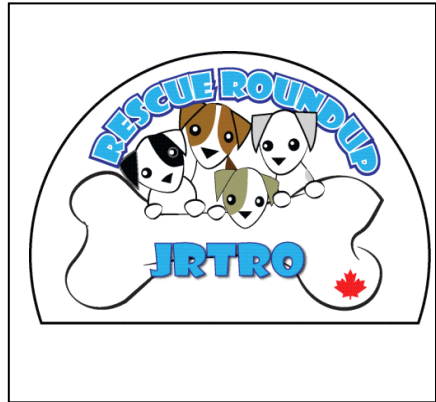


**2<sup>nd</sup> ANNUAL JRTR0 RESCUE ROUND UP I & II  
(A JRTR0 FUNDRAISING EVENT)**

Saturday July 29, 2017 – Jack Russell Performance Trial  
Sunday July 30, 2017 – All Breed Performance Trial

[www.jrtro.ca](http://www.jrtro.ca) & fb JRTR0 Rescue Roundup

Pauleo Paws Training Centre  
3169 Mount Albert Road  
Newmarket (Sharon) Ontario



**TRIAL COMMITTEE:**

TRIAL CHAIR: Jocelyn Dollack [dollack@rogers.com](mailto:dollack@rogers.com) P(416)266-4769  
TRIAL SECRETARY: Debbie Mahon [d.mahon@sympatico.ca](mailto:d.mahon@sympatico.ca) P(905)263-8262  
VOLUNTEERS: Sandy Kiteley [sandy.jranch@gmail.com](mailto:sandy.jranch@gmail.com) P(705)437-4613  
SPONSORSHIP/JUDGES: Debby MacFarlane [debbymacfarlane@gmail.com](mailto:debbymacfarlane@gmail.com) P(416)605-1316  
RAFFLE: Bob MacMorran [brumas@sympatico.ca](mailto:brumas@sympatico.ca)  
EQUIPMENT SET UP/GROUNDS: Gord Speares [speares@rogers.com](mailto:speares@rogers.com)

Join us for our Non-Sanctioned Performance Trial in Honor of Rescue Jacks, All Jacks, Terriers & All Breeds

**Entry Fees for this Trial**

Pre-Entry fee \$12.00 per class.  
Post-Entry fee \$15.00 per class after July 10, 2016.

PARADE OF RESCUES (Sat) – RACING (Sat/Sun) - MUSKRAT RACING (Sat/Sun) - AGILITY (Sat) – GO TO GROUND (Sat/Sun) – BARN HUNT (Sat/Sun) – BRUSH HUNT(Sat/Sun) – VISION QUEST (Sat/Sun) – LURE COURSING (Sat/Sun) – TRAILING & LOCATING (Sun) – BALL RETRIEVAL (Sat/Sun) – SUPER EARTH (Sat/Sun) – RALLY (Sun) – COSTUME CLASS (Sun) – YOUTH DIVISION (Sat/Sun) – GO FISH (Sat/Sun) – DIG IT (Sat/Sun)

There will **NOT** be a Food Vendor on Site so please consider donating a Potluck Item and join us Sat & Sun

Please donate a Potluck  
item and Join in the Feast



**Volunteers**

Please consider volunteering your time  
Refreshments will be provided to those who sign up to volunteer and a Special Volunteer Raffle will be held each day.

**Saturday Night Dinner**

Join us at Zucca's Ristorante & Pizzeria for Dinner (Let the Fun Continue)

**TO OUR JUDGES**

**A Big Thank you for giving up your weekend to make our Trial a Success. We are excited to have you join us and appreciate your knowledge and expertise in judging our Dogs. Let the Fun Begin!**

*Gord Speares, Bill Brooks, Krystyna Brooks, Heath Ogburn, Dean Stewart, Stephanie Lafond, Denis Galbrand, Colleen Lapello, Sue Lubchynski, Lorraine Varcoe, Pamela Burns, Jim Lawson, Debby MacFarlane, Sheilah Hogg-Johnson, Joan Reid, Rob Mahon*

**RIBBONS & PRIZES**

1<sup>st</sup> – 4<sup>th</sup> Place Ribbons will be awarded in all Classes  
All Participants will be awarded Ribbons in Parade of Rescue's  
Fasted Time of the Day will be awarded in Vision Quest, Lure Coursing & Brush Hunt

**CHAMPIONSHIP/RESERVE AWARDS**

Rosettes & Prizes will be awarded

Racing  
GTG  
Super Earth  
Agility

**BEST/RESERVE AWARDS**

Rosettes & Prizes will be awarded

Youth  
Muskrat Racing  
Ball Retrieval  
Barn Hunt  
Brush Hunt  
Vision Quest  
Lure Coursing  
Trailing & Locating  
Rally  
Costume Class  
Go Fish  
Dig It

**NOTE: ALL PERPETUAL TROPHIES WILL BE AWARD FOR THE SATURDAY TRIAL ONLY**

**SATURDAY'S AGENDA**  
**JACK RUSSELL TRIAL DAY**  
**Saturday July 29, 2017**

7:30 am	Registration Booth Opens (note Registration Booth closes at 2 pm)
8:30 am	Racing
10:00 am	Muskrat Racing Opens after Racing
11:00 am	All other events will start upon completion of Muskrat Racing
12:00 pm	LUNCH BREAK <b>All Events will stop for Parade of Rescue</b> <b>(JUDGES WILL BREAK FOR LUNCH)</b>
1:00 PM	Lure Coursing Opens Agility Opens Super Earth Opens Barn Hunt Opens Brush Hunt Opens Go-to-Ground Opens Vision Quest Opens Go Fish Opens Dig It Opens Ball Retrieval Opens
2:00 pm	Registration Booth Closes
4:00 pm	All Ribbons Awarded Raffle (once day's events conclude)
7:00 pm	Join us @ Zucca's Ristorante & Pizzeria for Dinner

**SUNDAY'S AGENDA**  
**ALL BREED TRIAL DAY**  
**Sunday July 30, 2017**

7:30 am	Registration Booth Opens (note Registration Booth closes at 2 pm)
8:30 am	Racing (Sat/Sun)
10:00 am	Muskrat Racing Opens after Racing
11:00 am	All other events will start upon completion of Muskrat Racing
12:00 pm	LUNCH BREAK <b>(JUDGES WILL BREAK FOR LUNCH)</b>
12:30 pm approx	Costume Class
1:00 pm	Lure Coursing Opens Super Earth Opens Barn Hunt Opens Brush Hunt Opens Go-to-Ground Opens Vision Quest Opens Go Fish Opens Dig It Opens Ball Retrieval Opens Trailing & Locating Opens
1:00 pm	Rally Opens (Walk Through Starts)
2:00 pm	Registration Booth Closes
4:00 pm	All Ribbons Awarded Raffle/Special Raffle (once day's events conclude) Tear Down (help is always appreciated!)

## INFORMATION FOR VISITORS TO CANADA

### [Canada Border Services Agency](#)

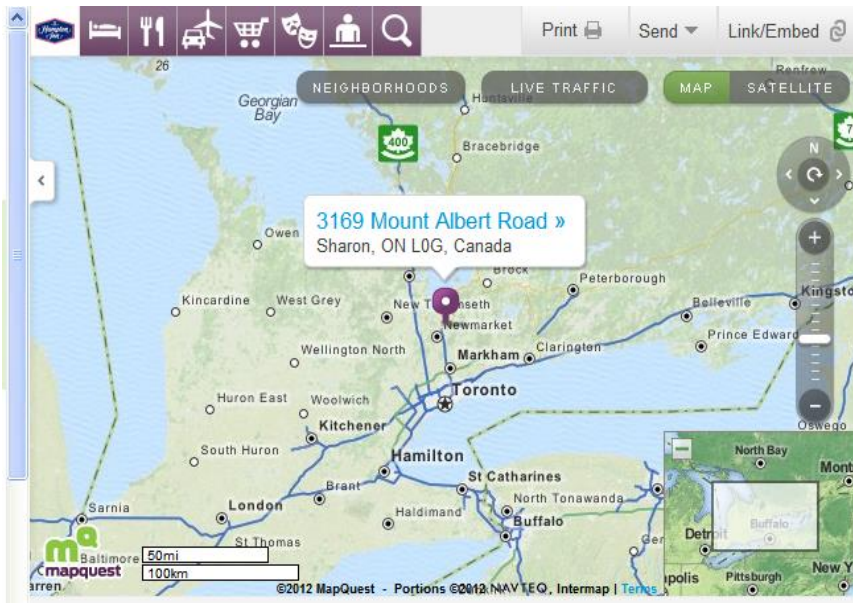
The [Border Information Service \(BIS\)](#) is a computerized, 24-hour telephone service that provides general border services information. 204-983-3500

Directions to our Event Site.

When Google Maps opens up, click "Get Directions" and type in start destination

## OUR VENUE

3169 Mount Albert Road, (Newmarket) Sharon, Ontario L0G 1V0



<http://maps.google.ca/maps?daddr=3169+Mount+Albert+Road,+Sharon,+Ontario+L0G+1V0&hl=en&ll=43.834527,-79.491577&spn=1.775174,3.510132&sll=49.891235,-97.15369&ssp=25.440881,56.162109&geocode=Fa4goQldfKNE-ymNcAlltswqjDFA80cnGPGMsQ&t=h&mra=ls&z=8&iwloc=ddw1>

# PLACES TO STAY

Note: Prices are quoted at the date of the PL. Please confirm prices when arranging accommodations.

## **Ponderosa Campground & Trailer Park** (site opens May 1)

19332 Hwy 48  
Mt. Albert, Ontario  
LOG 1M0  
1-866-568-2267 or 1-905-473-2607  
Email: [camp@ponderosa.on.ca](mailto:camp@ponderosa.on.ca)

CAMPING (approx. 5 minutes from the Site Max 2 adults/2 children – dogs are welcome)  
Hydro \$45.00 (Fees & Tax extra) per night  
No Hydro \$40.00 (Fees & Tax extra) per night

Or Book online at <http://www.ponderosa.on.ca/>

## **Sibbald Point Provincial Park**

26465 York Road 18, R.R.#2  
Sutton West, Ontario  
L0E 1R0  
1-888-668-7275  
Or Book online at [www.OntarioParks.com](http://www.OntarioParks.com)

CAMPING (approx. 20 minutes from the Site – dogs are welcome)  
Hydro \$46.90 + Reservation Fee + Tax per night  
No Hydro \$41.25 + Reservation Fee + Tax per night

## **Comfort Inn** Rooms \$110.00 per room + Tax No Pet Fee only available Sat July 29 and Sun July 30

Please ensure you reserve a pet friendly room at time of Reservation  
5 Rooms - 2 Double Beds – ground floor – No Pet Fee + Tax  
5 Rooms - 1 Queen 1 Pullout – ground floor – No Pet Fee + Tax  
Price in effect until June 29 – 24 hour notice in advance for Cancellation. If you choose to change your reservation after check in an early check out fee of \$35.00 plus taxes will be applied to your room charges. Reservations can be cancelled or changed at no fee up until 4 pm on the day of arrival.  
1230 Journey's End Cir.  
Newmarket, Ontario L3Y 8Z6  
Phone: (905) 895-3355 Rooms are booked under JRTR0 Dog Show  
(approx. 15 minutes from the Site – dogs are welcome)

## **Newmarket Inn** – All Rooms have 2 Double Beds

5 Rooms - 2 Double Beds with Kitchenette – ground floor \$90.00 per room + \$10/night per dog + Tax  
5 Rooms - 2 Double Beds with Separate Kitchen – ground floor \$100 per room & \$10/night per dog + Tax  
Price in effect until June 28 – There will be a Cancellation Fee of \$25 after July 18. Once checked in, cancelation of the second night would be charged the \$25 until 11:-- am the morning of. After that time, the full night rate would apply.  
Room rates are all subject to a refundable security deposit of \$100 which is returned to the guests at check out once the room is inspected for any damages or theft.  
Pool hours: Everyday 10 am – 10 pm  
18667 Yonge Street,  
Newmarket, Ontario L3Y 4V8  
Phone: 1-800-577-9720 or 905-895-4585 Rooms are blocked under JRTR0 Dog Show (all non smoking)  
(approx. 10 minutes from the Site – dogs are welcome)

Emergency Vet Service on call: Veterinary Emergency Clinic of York Region, 1210 Journey's End Circle, Newmarket, Ontario L3Y 8Z6 [www.VetER.ca](http://www.VetER.ca) 905-953-5351

# 1. IMPORTANT NOTICES

**PLEASE READ THE FOLLOWING RULES. THEY WILL BE STRICTLY ENFORCED.**

- ☑ Registration Desk Hours of Operation will be 7:30 am – 2 pm. The only exception will be for an adult dogs or puppies who qualify in the Novice GTG classes who may “move up” to be entered into the Championship Classes
- ☑ ***Pre-Entries must be postmarked no later than July 10th.*** We will confirm by e-mail our receipt of your entry. If you have not received confirmation by July 15<sup>th</sup>, please contact us by e-mail ([d.mahon@sympatico.ca](mailto:d.mahon@sympatico.ca)) or by telephone at 1-905-263-8262.
- ☑ **Post entries will be accepted on the day of the trial for all events EXCEPT Racing, Agility and Muskrat Racing. Day of trial Post-Entries will be priced at the Post-Entry rate.**
- ☑ Pre-Entry fee \$12.00 per class. Post-Entry fee \$15.00 per class after July 10. Full payment must accompany the entry form.
- ☑ Veteran Terriers – 6 years and older.
- ☑ Senior Terriers – 9 years and older.
- ☑ Bitches in season and Puppies under 3 months of age are not permitted on the trial grounds, thus may not compete in any division and will be asked to leave the grounds, with no refund if found to be in violation of rules.
- ☑ The sale, advertising signage and/or placement of puppies on the trial grounds are forbidden. Any person violating this rule will be excused, with no refunds, from ALL classes and directed to leave the trial site.
- ☑ A valid Vet Certificate must accompany all requests submitted to the JRTRO for monetary refunds related to any scratched entries. Approved refunds will be provided within 30 days of the trial. Any extraneous situation at the trial will be directed to the Trial Chair.
- ☑ Any complaints with respect to events of the Trial must be made in writing accompanied by a deposit cheque made payable to the JRTRO in the amount of \$25.00. Upon investigation, deposit will be refunded if complaint proves valid.
- ☑ Overly aggressive dogs may be eliminated from a class at the discretion of the judge.
- ☑ Unsportsmanlike conduct will not be tolerated. The Trial Chairperson reserves the right to deny participation to any individual or dog.
- ☑ The Judges' decisions are final in all divisions.
- ☑ It is the responsibility of the exhibitor to be on time for every class and to be aware of the scheduled classes in each Division. No Refunds for Missed Classes.
- ☑ Everyone must clean up after their own dogs.
- ☑ All dogs must be leashed or crated except when competition requires off lead work.

## **CLASS SPONSORS!**

REGULAR CLASS \$25.

BEST/CHAMPION CLASS \$50.

DIVISION SPONSORSHIP! \$100.00. If you have any

Questions Contact: Debby MacFarlane

[debbymacfarlane@gmail.com](mailto:debbymacfarlane@gmail.com)



## **RAFFLE! Please consider donating**

Raffle begins promptly after ribbons have been awarded  
You must be present to win, or have someone designated to  
pick up your prize for you. None will be mailed or delivered.

### **VOLUNTEER RAFFLE (Sat & Sun)**

**RAFFLE (Sat)**

**RAFFLE (Sun)**

**SPECIAL RAFFLE (Sun) We have some FANTASTIC  
Special Items coming in – stay tuned**

**SATURDAY'S AGENDA  
JACK RUSSELL TRIAL DAY  
Saturday July 29, 2017**

7:30 am	Registration Booth Opens (note Registration Booth closes at 2 pm)
8:30 am	Racing
10:00 am	Muskrat Racing Opens after Racing
11:00 am	All other events will start upon completion of Muskrat Racing
12:00 pm	LUNCH BREAK <b>All Events will stop for Parade of Rescue (JUDGES WILL BREAK FOR LUNCH)</b>
1:00 PM	Lure Coursing Opens Agility Opens Super Earth Opens Barn Hunt Opens Brush Hunt Opens Go-to-Ground Opens Vision Quest Opens Go Fish Opens Dig It Opens Ball Retrieval Opens
2:00 pm	Registration Booth Closes
4:00 pm	All Ribbons Awarded
	Raffle (once day's events conclude)
7:00 pm	Join us @ Zucca's Ristorante & Pizzeria for Dinner

**OUR SATURDAY PERFORMANCE TRIAL CLASSES  
SATURDAY JULY 29, 2017**

**WELCOMING ALL RESCUE JACKS, JACK RUSSELLS AND JACK  
RUSSELL LOOK ALIKES  
(including Parson's, Russell Terriers & Rat Terriers)**

**DIVISION: PET/RESCUE**

**SECTION: PET/RESCUE:** (No Entry Fee Required) All Adopted JRT's Welcome. Join us in our celebration of JRTRIO Rescue Jack Russell Terrier's. All Events will close down at 12:00 to honour our PARADE OF RESCUES Let's make this the biggest event in the History of any JRTRIO Trial

Class 1: PARADE OF RESCUES

**DIVISION: RACING**

**SECTION: FLAT RACING:** All Dogs must wear a muzzle for this event Basket or Softie (no open front muzzles).

Class 4: Puppies, 6 up to 12 months, 0 up to 16"

Class 5: Small Senior/Vet, 9 Years and older, 0 up to 12½" (no cross-entering)



Class 6: Tall Senior/Vet, 9 Years and older, over 12½ up to 16" (no cross-entering)

Class 7: Small Adult, 1 year and older, 0 up to 12½"

Class 8: Tall Adults, 1 year and older, over 12½ up to 16"

#### **DIVISION: RACING**

**SECTION: HURDLE RACING:** All Dogs must wear a muzzle for this event Basket or Softie (no open front muzzles). Puppies and Seniors race over low hurdles, up to 8"; Adults and Veterans race over higher hurdles, over 8".

Class 9: Puppies, 6 up to 12 months, 0 up to 16"

Class 10: Small Senior/Vet, 9 Years and older, 0 up to 12½" (no cross-entering)

Class 11: Tall Senior/Vet, 9 Years and older, over 12½ up to 16" (no cross-entering)

Class 12: PUPPY 6 up to 12 mo RACING CHAMPION & RESERVE. Open to 1st place winners of all 0" - 16" 6 up to 12 mo. Puppy classes (4 and 9) ; to be run over Low Hurdles up to 8"; no entry fee.

Class 13: SMALL SENIOR/VET RACING CHAMPION & RESERVE. Open to 1st place winners of all 0" - 12 ½" senior/vet classes (5 and 10) ; to be run over low hurdles up to 8"; no entry fee.

Class 14: TALL SENIOR/VET RACING CHAMPION & RESERVE. Open to 1st place winners of all over 12 ½" - 16" senior/vet classes (6 and 11) ; to be run over low hurdles up to 8"; no entry fee.

Class 15: Small Adult, 1 year and older, 0 up to 12½"

Class 16: Tall Adults, 1 year and older, over 12½ up to 16"

Class 17: SMALL ADULT RACING CHAMPION & RESERVE. Open to 1st place winners of all 0" - 12 ½" adult classes (7 and 15) ; to be run over greater than 8" hurdles; no entry fee. (SMALL ADULT CHAMPION PERPETUAL TROPHY DONATED BY KAT SAINTHILL & SPONSORED BY JOCELYN DOLLACK)

Class 18: TALL ADULT RACING CHAMPION & RESERVE. Open to 1st place winners of all 12 ½" - 16" tall adult classes (8 and 16) ; to be run over greater than 8" hurdles; no entry fee. (TALL ADULT RACING CHAMPION PERPETUAL TROPHY DONATED BY KAT SAINTHILL & SPONSORED BY JOCELYN DOLLACK)

#### **DIVISION: MUSKRAT RACING**

**SECTION: MUSKRAT RACING:** Dogs will run 1 at a time. Dogs must wear a basket muzzle and harness. Personal floating devices with a handle can also be used in place of a harness..

Class 19: Small Adult, 1 year and older, 0 up to 12 1/2"

Class 20: Tall Adult, 1 year and older, over 12 1/2 up to 16"

Class 21: Veteran/Senior, 6 years and older

Class 23: BEST MUSKRAT RACING CLASS & RESERVE. Open to 1st and 2nd place winners in the 0 - 16" Muskrat Racing class (19, 20 and 21) ; No entry fee. (BEST PERPETUAL TROPHY DONATED BY PAM CHIAPPETTA)

## **DIVISION: SUPER EARTH**

**SECTION: SUPER EARTH:** Your dog must be able to fit in a 9" tunnel. Open to dogs one year of age or older. No cross entries permitted.

Class 25: Small Adult Championship 0 - 12½". Open to Adults one year and older. 1 second per 1 foot of tunnel to reach the quarry; may leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 26: Tall Adult Championship over 12½ - 16". Open to Adults one year and older. 1 second per 1 foot of tunnel to reach the quarry. May leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 27: Small Veterans Championship, 0 - 12½". Open to Adults 6 years and older. 1 second per 1 foot of tunnel to reach the quarry. May leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 28: Tall Veterans Championship, over 12½ - 16". Open to Adults 6 years and older. 1 second per 1 foot of tunnel to reach the quarry. May leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 29: SMALL ADULT SUPER EARTH CHAMPION & RESERVE. Taken from the Small Adult Championship class (25) ; no entry fee. (SMALL TERRIER SUPER EARTH CHAMP DONATED BY KAT SAINTHILL & SPONSORED BY SPITFIRE KENNEL)

Class 30: TALL ADULT SUPER EARTH CHAMPION & RESERVE . Taken from the Tall Adult Championship class (26) ; no entry fee. (TALL TERRIER SUPER EARTH CHAMP DONATED BY KAT SAINTHILL & SPONSORED BY JOCELYN DOLLACK)

Class 31: SMALL VETERAN SUPER EARTH CHAMPION & RESERVE. Taken from the Small Veteran Championship class (27) ; no entry fee.

Class 32: TALL VETERAN SUPER EARTH CHAMPION & RESERVE. Taken from the Tall Veteran Championship class (28) ; no entry fee. (TALL VET SUPER EARTH CHAMP PERPETUAL TROPHY DONATED BY ROB & DEB MAHON)

## **DIVISION: BARN HUNT**

**SECTION: BARN HUNT:** No cross entries permitted. 4 tubes are used and only 1 contains the quarry. Timing starts when your dog is released. Timing stops when the handler calls "time" and as soon the dog has worked the tube with the rat for 5 seconds. There is a 5 second penalty if the time is called for the wrong tube.

Class 33: Puppies, 4 up to 12 months

Class 34: Small Adult, 0" up to 12½", 1 year and older

Class 35: Tall Adults, over 12½" up to 16", 1 year and older

Class 36: Veterans/Seniors, 6 years and older

Class 39: PUPPY BARN HUNT BEST & RESERVE. Taken from the Puppies class (33) ; no entry fee.

Class 40: ADULT BARN HUNT BEST & RESERVE. Taken from all the Adult classes (34 and 35) ; no entry fee.

Class 41: VETERAN/SENIOR BARN HUNT BEST & RESERVE. Taken from the Veteran/Senior classes (36) ; no entry fee.

**DIVISION: YOUTH**

**SECTION: YOUTH BARN HUNT:** Child Handler - 9 years and under; Junior Handler - 10 up to 16 years of age. Dogs competing in Youth Classes must first compete in the regular classes of their event prior to competing in the Youth Class. Youth Events are judges on the handlers knowledge of the Event and Good Sportmanship. The Dogs performance is not judged in Youth Events.

Class 46: Child Handler Barn Hunt

Class 47: Junior Handler Barn Hunt

**DIVISION: VISION QUEST**

**SECTION: VISION QUEST:** Dogs must be able to fit into a 9" tunnel. This is a timed event in an above ground tunnel with plexiglass on one side. Each dog is allowed 2 runs and the fastest of 2 runs is the final time.

Class 54: Puppies, 4 up to 12 months

Class 55: Small Adult, 1 year and older, 0 up to 12 1/2"

Class 56: Tall Adult, 1 year and older, over 12 1/2 up to 16"

Class 57: Veteran/Senior, 6 years and older

Class 60: PUPPY VISION QUEST BEST & RESERVE. Taken from the Puppy classes (54) ; no entry fee.

Class 61: ADULT VISION QUEST BEST & RESERVE. Taken from all the Adult classes (55 and 56) ; no entry fee.

Class 62: VETERAN/SENIOR VISION QUEST BEST & RESERVE. Taken from the Veteran/Senior classes (57) ; no entry fee.

Class 65: VISION QUEST FASTEST TIME OF THE DAY. Fastest Time of all Vision Quest classes (54, 55, 56 and 57) ; No entry fee.

**DIVISION: AGILITY**

**SECTION: AGILITY II:** Weaves included, refusals count. Judged per AAC Regional rules.

Class 66: Agility II - Off-Lead - 6" Jump Height

Class 67: Agility II - Off-Lead -10" Jump Height

Class 68: Agility II - Off-Lead - 16" Jump Height

**DIVISION: AGILITY**

**SECTION: POWER & SPEED:** The Goal of this game is to test the dog's versatility on a course designed in two parts. The first part is the Power Section followed by the second part, the Speed Section. The combined sections may have a minimum of 17 obstacles and a max of 20 obstacles.

Class 69: Power & Speed - Off-Lead -6" Jump Height

Class 70: Power & Speed - Off-Lead -10" Jump Height

Class 71: Power & Speed - Off-Lead - 16" Jump Height

**DIVISION: AGILITY**

**SECTION: GAMBLERS II:** Judged per AAC Advanced rules.

Class 72: Gamblers II - Off-Lead -6" Jump Height

Class 73: Gamblers II - Off-Lead - 10" Jump Height

Class 74: Gamblers II - Off-Lead - 16" Jump Height

**DIVISION: AGILITY**

**SECTION: STEEPLECHASE CHALLENGE:** The dog must complete the course with a combination time-plus-faults equal to or less than the Standard Course Time determined by the judge.

Class 75: Steeplechase Challenge - Off-Lead - 6" Jump Height

Class 76: Steeplechase Challenge - Off-Lead - 10" Jump Height

Class 77: Steeplechase Challenge - Off-Lead - 16" Jump Height

**DIVISION: AGILITY**

**SECTION: AGILITY II HIT:**

Class 78: AGILITY II HIGH IN TRIAL & RESERVE. The winners of this award shall be the dog having the highest aggregate scores between Agility II, Gamblers II, Power & Speed and Steeplechase Challenge (66 through 77) ; no entry fee. (AGILITY II HIT DONATED BY KAT SAINTHILL & SPONSORED BY ROB & DEB MAHON)

**DIVISION: GO-TO-GROUND**

**SECTION: GO-TO-GROUND:** Your dog must be able to fit in a 9" tunnel. Cross entries are not permitted within the division.

Class 79: Novice Puppy. Open to Puppies 4 up to 12 months of age that have little to no experience. 10 ft tunnel. (One minute to reach quarry, may leave earth and re-enter several times until quarry is reached: when quarry is reached must work quarry continuously for a full 30 seconds without a break in work and without leaving the quarry, may switch from one type of work to another - example: baying, barking, staring, digging etc. 1st to 4th place ribbons only for this class. May pay fee and enter Puppy Champ Class at same trial.

Class 80: Puppy Championship. Open to puppies 4 up to 12 months. 30 ft tunnel. 30 seconds to reach quarry, may leave earth once and re-enter before the quarry is reached; when quarry is reached must work quarry for one full minute without a break in work and without leaving quarry; may switch from one type of work to another.

Class 81: Novice Adult. Open to terriers one year or older that have little to no experience. 10 ft tunnel. (One minute to reach quarry, may leave earth and re-enter several times until quarry is reached: when quarry is reached must work quarry continuously for a full 30 seconds without a break in work and without leaving the quarry, may switch from one type of work to another - example: baying, barking, staring, digging etc. 1st to 4th place ribbons only for this class. May pay fee and enter Adult Champ Class at same trial.

Class 82: Small Adult, 0 - 12½" Championship Class. Open to adults one year and older. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 83: Tall Adult, over 12½ - 16" Championship Class. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 84: Small Veteran, 0 – 12 ½" Championship Class. Open to Adults 6 years of age. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 85: Tall Veteran, over 12 ½" – 16" Championship Class. Open to Adults 6 years of age or older. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 86: PUPPY GO TO GROUND CHAMPION & RESERVE. Taken from the Puppy Championship class (80) ; no entry fee.

Class 87: SMALL ADULT GO TO GROUND CHAMPION & RESERVE. Taken from the Small Adult Championship class (82) ; no entry fee. (SMALL TERRIER GTG CHAMP DONATED BY KAT SAINTHILL & SPONSORED BY JOCELYN DOLLACK)

Class 88: TALL ADULT GO TO GROUND CHAMPION & RESERVE . Taken from the Tall Adult Championship class (83) ; no entry fee. (TALL TERRIER GTG CHAMP DONATED BY KAT SAINTHILL & SPONSORED BY LAYBOURNE FARMS)

Class 89: SMALL VETERAN GO TO GROUND CHAMPION & RESERVE. Taken from the Small Veteran Championship class (84) ; no entry fee. (SMALL VET GTG CHAMP DONATED BY KAT SAINTHILL & SPONSOR3D BY SANDY & JUDD KITELEY)

Class 90: TALL VETERAN GO TO GROUND CHAMPION & RESERVE. Taken from the Tall Veteran Championship class (85) ; no entry fee. (TALL VET GTG CHAMP DONATED BY KAT SAINTHILL & SPONSORED BY DEBBY MACFARLANE)

#### **DIVISION: YOUTH**

**SECTION: YOUTH GO-TO-GROUND:** Child Handler - 9 years and under; Junior Handler - 10 up to 16 years of age. Dogs competing in Youth Classes must first compete in the regular classes of their event prior to competing in the Youth Class. Youth Events are judged on the handlers knowledge of the Event and Good Sportmanship. The Dogs performance is not judged in Youth Events.

Class 91: Child Handler G-T-G

Class 92: Junior Handler G-T-G

#### **DIVISION: LURE COURSING**

**SECTION: LURE COURSING:** Judged on best time out of two runs.

Class 93: Puppies, 4 up to 12 months

Class 94: Small Adult, 1 year and older, 0 up to 12½"

Class 95: Tall Adult, 1 year and older, over 12½ up to 16"

Class 96: Small Veteran/Senior, 6 years and older, 0 up to 12½"

Class 97: Tall Veteran/Senior, 6 years and older, over 12½ up to 16"

Class 99: PUPPY LURE COURSING BEST & RESERVE. Taken from the Puppy classes (93) ; no entry fee.

Class 100: SMALL ADULT LURE COURSING BEST & RESERVE. Taken from the Small Adult classes (94) ; no entry fee. (SMALL TERRIR LURE COURSING BEST DONATED BY PAM CHIAPPETTA)

Class 101: TALL ADULT LURE COURSING BEST & RESERVE. Taken from the Tall Adult classes (95) ; no entry fee.

Class 102: SMALL VETERAN/SENIOR LURE COURSING BEST & RESERVE. Taken from the Small Veteran/Senior classes (96) ; No entry fee.

Class 103: TALL VETERAN/SENIOR LURE COURSING BEST & RESERVE. Taken from all the Tall Veteran/Senior classes (97) ; No entry fee.

Class 105: LURE COURSING FASTEST TIME OF THE DAY. Fastest time of all Lure Coursing classes (93,94,95,96 and 97) ; No entry fee.

#### **DIVISION: BRUSH HUNT**

**SECTION: BRUSH HUNT:** Judged on best time and successfully working the quarry.

Class 106: Puppies, 4 up to 12 months

Class 107: Small Adult, 1 year and old, 0 – 12 ½"

Class 108: Tall Adult, 1 year and older, over 12 ½" up to 16"

Class 109: Veteran/Senior, 6 years and older, 0 – 16"

Class 113: PUPPY BRUSH HUNT BEST & RESERVE. Taken from the Puppies class (106) ; no entry fee.

Class 114: ADULT BRUSH HUNT BEST & RESERVE. Taken from all Adult classes (107 and 108) ; No entry fee. (ADULT BRUSH HUNT BEST DONATED BY PAM CHIAPPETTA)

Class 115: VETERAN/SENIOR ADULT BRUSH HUNT BEST & RESERVE. Taken from the Veteran/Senior class (109) ; No entry fee.

Class 119: BRUSH HUNT FASTEST TIME OF THE DAY. Fastest time of all Brush Hunt classes (106,107,108 and 109) ; No entry fee.

#### **DIVISION: YOUTH**

**SECTION: YOUTH BRUSH HUNT:** Child Handler - 9 years and under; Junior Handler - 10 up to 16 years of age. Dogs competing in Youth Classes must first compete in the regular classes of their event prior to competing in the Youth Class. Youth Events are judged on the handlers knowledge of the Event and Good Sportmanship. The Dogs performance is not judged in Youth Events.

Class 120: Child Handler Brush Hunt

Class 121: Junior Handler Brush Hunt

**DIVISION: BALL RETRIEVAL**

**SECTION: BALL RETRIEVAL:** Time begins when the dog crosses the start line toward the ball and it ends when the dog returns to the start line with the ball. Judged on best time out of two runs.

Class 122: Puppies, 4 up to 12 months

Class 123: Small Adult, 1 year and older, 0 up to 12½"

Class 124: Tall Adult, 1 year and older, over 12½ up to 16"

Class 125: Veteran/Senior , 6 years and older

Class 129: PUPPY BALL RETRIEVAL BEST & RESERVE. Taken from the Puppies class (122) ; no entry fee.

Class 130: ADULT BALL RETRIEVAL BEST & RESERVE. Taken from the Adult classes (123 and 124) ; no entry fee. (ADULT BALL RETRIEVAL DONATED BY DEBBY MACFARLANE)

Class 131: VETERAN/SENIOR BALL RETRIEVAL BEST & RESERVE. Taken from the Veteran/Senior classes (125) ; No entry fee.

**DIVISION: YOUTH**

**SECTION: YOUTH BEST & RESERVE:** The winners of awards in this section shall be the child and youth handlers having the highest aggregate scores of all Classes designated for Child and Youth at this Trial.

Class 135: CHILD HANDLER BEST & RESERVE. The winners of this award shall be the child handlers having the highest aggregate scores of those competing in Youth Classes designated at this Trial (46,91 and 120) ; No entry fee.

Class 136: JUNIOR HANDLER BEST & RESERVE. The winners of this award shall be the junior handlers having the highest aggregate scores of those competing in Youth Classes designated at this Trial (47,92 and 121) ; No entry fee.

**DIVISION: FUN MISC CLASSES**

**SECTION: DIG IT:**

DIG IT Class 139: Dig It, a 2-inch hole is bored into the ground and scented. A toy will be placed in the hole. Your dog will be taken to the hole on a leash, where you will point out the hole to the dog. At that point, the Judge will start the time. When your dog retrieves the toy completely out of the hole, the time will be stopped by the Judge. Max time (3) three minutes. You may encourage your dog the entire time.

Class 140: DIG IT BEST & RESERVE. Taken from all Dig It Classes (139) ; No entry fee.

**DIVISION: FUN MISC CLASSES**

**SECTION: GO FISH:**

Class 141: Go Fish, you will take your dog to a wading pool filled with water on leash. You will put your dog in the pool of water. The Judge will drop a specific number of Gold Fish Cookies (or you may bring a floating food of your choice) in the water. At that point, the Judge will start the time. When your dog eats all the cookies, the time will be stopped. Max time is 3 (three) minutes. You may encourage your dog the entire time.

Class 142: GO FISH BEST & RESERVE. Taken from all Go Fish Classes (141) ; No entry fee.

**AGENDA**  
**ALL BREED TRIAL DAY**  
**Sunday July 30, 2017**

7:30 am	Registration Booth Opens (note Registration Booth closes at 2 pm)
8:30 am	Racing (Sat/Sun)
10:00 am	Muskrat Racing Opens after Racing
11:00 am	All other events will start upon completion of Muskrat Racing
12:00 pm	<b>LUNCH BREAK (JUDGES WILL BREAK FOR LUNCH)</b>
12:30 pm approx	Costume Class
1:00 pm	Lure Coursing Opens
	Super Earth Opens
	Barn Hunt Opens
	Brush Hunt Opens
	Go-to-Ground Opens
	Vision Quest Opens
	Go Fish Opens
	Dig It Opens
	Ball Retrieval Opens
	Trailing & Locating Opens
1:00 pm	Rally Opens (Walk Through Starts)
2:00 pm	Registration Booth Closes
4:00 pm	All Ribbons Awarded
	Raffle/Special Raffle (once day's events conclude)
	Tear Down (help is always appreciated!)

**OUR SUNDAY PERFORMANCE TRIAL CLASSES**  
**SUNDAY JULY 30, 2017**

**WELCOMING ALL BREEDS, RESCUE JACKS, JACK RUSSELLS AND  
JACK RUSSELL LOOK ALIKES**

**(NOTE: CLASS NUMBERS MAY CHANGE – CHECK CAREFULLY)**

**DIVISION: PET/RESCUE**

**SECTION: PET/RESCUE:**

Class 2: Best Costume Class

Class 3: BEST COSTUME CLASS & RESERVE. Open to the 1st and 2nd place winners of the Costume Class (2) ; no entry fee.

**DIVISION: RACING**

**SECTION: FLAT RACING:** All Dogs must wear a muzzle for this event Basket or Softie (no open front muzzles).

Class 5: Small Senior/Vet, 9 Years and older, 0 up to 12½" (no cross-entering)



Class 6: Tall Senior/Vet, 9 Years and older, over 12½ up to 16" (no cross-entering)

Class 7: Small Adult, 1 year and older, 0 up to 12½"

Class 8: Tall Adults, 1 year and older, over 12½ up to 16"

#### **DIVISION: RACING**

**SECTION: HURDLE RACING:** All Dogs must wear a muzzle for this event Basket or Softie (no open front muzzles). Puppies and Seniors race over low hurdles, up to 8"; Adults and Veterans race over higher hurdles, over 8".

Class 10: Small Senior/Vet, 9 Years and older, 0 up to 12½" (no cross-entering)

Class 11: Tall Senior/Vet, 9 Years and older, over 12½ up to 16" (no cross-entering)

Class 13: SMALL SENIOR/VET RACING CHAMPION & RESERVE. Open to 1st place winners of all 0" - 12 ½" senior/vet classes (5 and 10) ; to be run over low hurdles up to 8"; no entry fee.

Class 14: TALL SENIOR/VET RACING CHAMPION & RESERVE. Open to 1st place winners of all over 12 ½" - 16" senior/vet classes (6 and 11) ; to be run over low hurdles up to 8"; no entry fee.

Class 15: Small Adult, 1 year and older, 0 up to 12½"

Class 16: Tall Adults, 1 year and older, over 12½ up to 16"

Class 17: SMALL ADULT RACING CHAMPION & RESERVE. Open to 1st place winners of all 0" - 12 ½" adult classes (7 and 15) ; to be run over greater than 8" hurdles; no entry fee.

Class 18: TALL ADULT RACING CHAMPION & RESERVE. Open to 1st place winners of all over 12 ½" - 16" tall adult classes (8 and 18) ; to be run over greater than 8" hurdles; no entry fee.

#### **DIVISION: MUSKRAT RACING**

**SECTION: MUSKRAT RACING:** Dogs will run 1 at a time. Dogs must wear a basket muzzle and harness. Personal floating devices with a handle can also be used in place of a harness..

Class 19: Small Adult, 1 year and older, 0 up to 12 1/2"

Class 20: Tall Adult, 1 year and older, over 12 1/2 up to 16"

Class 22: Over Adult, over 16"

Class 23: BEST MUSKRAT RACING CLASS & RESERVE. Open to 1st and 2nd place winners in the 0 - 16" Muskrat Racing class (19 and 20) ; No entry fee.

Class 24: BEST MUSKRAT RACING CLASS & RESERVE. Open to 1st and 2nd place winners in the Over 16" Muskrat Racing class (22) ; No entry fee.

#### **DIVISION: SUPER EARTH**

**SECTION: SUPER EARTH:** Your dog must be able to fit in a 9" tunnel. Open to dogs one year of age or older. No cross entries permitted.

Class 25: Small Adult Championship 0 - 12½". Open to Adults one year and older. 1 second per 1 foot of tunnel to reach the quarry; may leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 26: Tall Adult Championship over 12½ - 16". Open to Adults one year and older. 1 second per 1 foot of tunnel to reach the quarry. May leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 27: Small Veterans Championship, 0 - 12½". Open to Adults 6 years and older. 1 second per 1 foot of tunnel to reach the quarry. May leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 28: Tall Veterans Championship, over 12½ - 16". Open to Adults 6 years and older. 1 second per 1 foot of tunnel to reach the quarry. May leave the earth and re-enter several times until quarry is reach then must work quarry for one full minute without a break in work and without leaving quarry. May switch from one type of work to another without penalty.

Class 29: SMALL ADULT SUPER EARTH CHAMPION & RESERVE. Taken from the Small Adult Championship class (25) ; no entry fee.

Class 30: TALL ADULT SUPER EARTH CHAMPION & RESERVE . Taken from the Tall Adult Championship class (26) ; no entry fee.

Class 31: SMALL VETERAN SUPER EARTH CHAMPION & RESERVE. Taken from the Small Veteran Championship class (27) ; no entry fee.

Class 32: TALL VETERAN SUPER EARTH CHAMPION & RESERVE. Taken from the Tall Veteran Championship class (28) ; no entry fee.

#### **DIVISION: BARN HUNT**

**SECTION: BARN HUNT:** No cross entries permitted. 4 tubes are used and only 1 contains the quarry. Timing starts when your dog is released. Timing stops when the handler calls "time" and as soon the dog has worked the tube with the rat for 5 seconds. There is a 5 second penalty if the time is called for the wrong tube.

Class 37: Small Adult, 0" up to 12½", 1 year and older

Class 38: Tall Adult, over 12½" up to 16", 1 year and older

Class 42: Over 16" Adult

Class 43: SMALL ADULT BARN HUNT BEST & RESERVE. Taken from the Small Adult classes (37) ; no entry fee.

Class 44: TALL ADULT BARN HUNT BEST & RESERVE. Taken from the Tall Adult classes (38) ; No entry fee.

Class 45: OVER 16" ADULT BARN HUNT BEST & RESERVE. Taken from the Over 16" Adult classes (42) ; No entry fee.

#### **DIVISION: YOUTH**

**SECTION: YOUTH BARN HUNT:** Child Handler - 9 years and under; Junior Handler - 10 up to 16 years of age. Dogs competing in Youth Classes must first compete in the regular classes of their event prior to competing in the Youth Class. Youth Events are judges on the handlers knowledge of the Event and Good Sportmanship. The Dogs performance is not judged in Youth Events.

Class 46: Child Handler Barn Hunt

Class 47: Junior Handler Barn Hunt

## **DIVISION: TRAILING & LOCATING**

**SECTION: TRAILING & LOCATING:** The dog is judged on its ability to follow a scented trail and locate, mark and open on quarry. Scoring is based on time and accuracy.

Class 48: Small Adults, 0 up to 12

Class 49: Tall Adults, over 12½ up to 16", 1 year and older

Class 50: Over 16" Adult, 1 year and older

Class 51: SMALL ADULT TRAILING & LOCATING BEST & RESERVE. Taken from the Small Adult class (48) ; no entry fee.

Class 52: TALL ADULT TRAILING & LOCATING BEST & RESERVE. Taken from the Tall Adult classes (49) ; no entry fee.

Class 53: OVER 16" ADULT TRAILING & LOCATING BEST & RESERVE. Taken from the Over 16" Adult classes (50) ; No entry fee.

## **DIVISION: VISION QUEST**

**SECTION: VISION QUEST:** Dogs must be able to fit into a 9" tunnel. This is a timed event in an above ground tunnel with plexiglass on one side. Each dog is allowed 2 runs and the fastest of 2 runs is the final time.

Class 58: Small Adult, 1 year and older, 0 up to 12 1/2"

Class 59: Tall Adult, 1 year and older, over 12 1/2 up to 16"

Class 63: SMALL ADULT RUMBLE TUNNEL BEST & RESERVE. Taken from the Small Adult classes (58) ; no entry fee.

Class 64: TALL ADULT RUMBLE TUNNEL BEST & RESERVE. Taken from the Tall Adult classes (59) ; no entry fee

Class 65: VISION QUEST FASTEST TIME OF THE DAY. Fastest Time of all Vision Quest classes (58 and 59) ; No entry fee.

## **DIVISION: GO-TO-GROUND**

**SECTION: GO-TO-GROUND:** Your dog must be able to fit in a 9" tunnel. Cross entries are not permitted within the division.

Class 81: Novice Adult. Open to terriers one year or older that have little to no experience. 10 ft tunnel (One minute to reach quarry, may leave earth and re-enter several times until quarry is reached: when quarry is reached must work quarry continuously for a full 30 seconds without a break in work and without leaving the quarry, may switch from one type of work to another - example: baying, barking, staring, digging etc. 1st to 4th place ribbons only for this class. May pay fee and enter Adult Champ Class at same trial.

Class 82: Small Adult, 0 - 12½" Championship Class. Open to adults one year and older. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 83: Tall Adult, over 12½ - 16" Championship Class. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 84: Small Veteran, 0 – 12 ½" Championship Class. Open to Adults 6 years of age. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 85: Tall Veteran. Over 12 ½" up to 16" Championship Class. Open to Adults 6 years of age or older. 30 seconds to reach quarry; may not leave the earth; work quarry for one minute without a break in work and without leaving quarry.

Class 87: SMALL ADULT GO TO GROUND CHAMPION & RESERVE. Taken from the Small Adult Championship class (82) ; no entry fee.

Class 88: TALL ADULT GO TO GROUND CHAMPION & RESERVE . Taken from the Tall Adult Championship class (83) ; no entry fee.

Class 89: SMALL VETERAN GO TO GROUND CHAMPION & RESERVE. Taken from the Small Veteran Championship class (84) ; no entry fee.

Class 90: TALL VETERAN GO TO GROUND CHAMPION & RESERVE. Taken from the Tall Veteran Championship class (85) ; no entry fee.

#### **DIVISION: LURE COURSING**

**SECTION: LURE COURSING:** Judged on best time out of two runs.

Class 94: Small Adult, 1 year and older, 0 up to 12½"

Class 95: Tall Adult, 1 year and older, over 12½ up to 16"

Class 98: Over 16" Adult, 1 year and older

Class 100: SMALL ADULT LURE COURSING BEST & RESERVE. Taken from the Small Adult classes (94) ; no entry fee.

Class 101: TALL ADULT LURE COURSING BEST & RESERVE. Taken from the Tall Adult classes (95) ; no entry fee.

Class 104: OVER 16" ADULT LURE COURSING BEST & RESERVE. Taken from the Over 16" adult classes (98) ; No entry fee.

Class 105: LURE COURSING FASTEST TIME OF THE DAY. Fastest time of all Lure Coursing classes (94,95 and 98) ; No entry fee.

#### **DIVISION: BRUSH HUNT**

**SECTION: BRUSH HUNT:** Judged on best time and successfully working the quarry.

Class 110: Small Adult, 1 year and older, 0 – 12 ½"

Class 111: Tall Adult, 1 year and older, over 12 ½ up to 16"

Class 112: Over 16" Adult, 1 year and older

Class 116: SMALL ADULT BRUSH HUNT BEST & RESERVE. Taken from the Small Adult class (110) ; no entry fee.

Class 117: TALL ADULT BEST & RESERVE. Taken from the Tall Adult class (111) ; no entry fee.

Class 118: OVER 16" ADULT TERRIER BRUSH HUNT BEST & RESERVE. Taken from Over 16" Adult class (112) ; no entry fee.

Class 119: BRUSH HUNT FASTEST TIME OF THE DAY. Fastest time of all Brush Hunt classes (110,111 and 112) ; No entry fee.

**DIVISION: YOUTH**

**SECTION: YOUTH BRUSH HUNT:** Child Handler - 9 years and under; Junior Handler - 10 up to 16 years of age. Dogs competing in Youth Classes must first compete in the regular classes of their event prior to competing in the Youth Class. Youth Events are judges on the handlers knowledge of the Event and Good Sportmanship. The Dogs performance is not judged in Youth Events.

Class 120: Child Handler Brush Hunt

Class 121: Junior Handler Brush Hunt

**DIVISION: BALL RETRIEVAL**

**SECTION: BALL RETRIEVAL:** Time begins when the dog crosses the start line toward the ball and it ends when the dog returns to the start line with the ball. Judged on best time out of two runs.

Class 126: Small Adult, 1 year and older, 0 up to 12½"

Class 127: Tall Adult, 1 year and older, over 12 1/2" up to 16"

Class 128: Over 16"Adult, 1 year and older

Class 132: SMALL ADULT BALL RETRIEVAL BEST & RESERVE. Taken from the Small Adult classes (126) ; No entry fee.

Class 133: TALL ADULT BALL RETRIEVAL BEST & RESERVE. Taken from the Tall Adult classes (127) ; No entry fee.

Class 134: OVER 16" ADULT BALL RETRIEVAL BEST & RESERVE. Taken from the Over 16" Adult classes (128) ; No entry fee.

**DIVISION: YOUTH**

**SECTION: YOUTH BEST & RESERVE:** The winners of awards in this section shall be the child and youth handlers having the highest aggregate scores of all Classes designated for Child and Youth at this Trial.

Class 135: CHILD HANDLER BEST & RESERVE. The winners of this award shall be the child handlers having the highest aggregate scores of those competing in Youth Classes designated at this Trial (46 and 120) ; No entry fee.

Class 136: JUNIOR HANDLER BEST & RESERVE. The winners of this award shall be the junior handlers having the highest aggregate scores of those competing in Youth Classes designated at this Trial (47 and 121) ; No entry fee.

**DIVISION: OBEDIENCE**

**SECTION: RALLY OBEDIENCE:** A course consisting of numbered stations with an exercise at each station performed over a time course. Judged on fastest time with least amount of faults. Based on CARO rules

Class 137: Novice Rally open to adult's over 1 year of age

Class 138: NOVICE RALLY – (CARO RULES) BEST & RESERVE. Taken from the Novice Rally classes (137); no entry fee.

**DIVISION: FUN MISC CLASSES**

**SECTION: DIG IT: DIG IT**

Class 139: Dig It, a 2-inch hole is bored into the ground and scented. A toy will be placed in the hole. Your dog will be taken to the hole on a leash, where you will point out the hole to the dog. At that point, the Judge will start the time. When your dog retrieves the toy completely out of the hole, the time will be stopped by the Judge. Max time (3) three minutes. You may encourage your dog the entire time.

Class 140: DIG IT BEST & RESERVE. Taken from all Dig It Classes (139) ; No entry fee.

**DIVISION: FUN MISC CLASSES**

**SECTION: GO FISH:**

Class 141: Go Fish, you will take your dog to a wading pool filled with water on leash. You will put your dog in the pool of water. The Judge will drop a specific number of Gold Fish Cookies (or you may bring a floating food of your choice) in the water. At that point, the Judge will start the time. When your dog eats all the cookies, the time will be stopped. Max time is 3 (three) minutes. You may encourage your dog the entire time.

Class 142: GO FISH BEST & RESERVE. Taken from all Go Fish Classes (141) ; No entry fee.

***Now for all that Other Stuff you can read at your Leisure!***

**PARADE OF RESCUES**

LET US KNOW YOU ARE ENTERING EVEN IF YOU ARE NOT FILLING OUT AN ENTRY FORM contact: [d.mahon@sympatico.ca](mailto:d.mahon@sympatico.ca) and get your name on the List

(No Entry Fee Required) JRT's must be Adopted JRT's any Rescue Group JRT'S are welcome  
Join us in our celebration of JRTRIO Rescue Jack Russell Terrier's.  
All Events will close down at 12:00 to honor our "PARADE OF RESCUES"  
Let's make this the biggest event in the History of any JRTRIO Trial

**COSTUME CLASS**

Dress up your dog and/or yourself. Judged on originality, creativity, cuteness or just plain fun.

**RACING**

(0 – 16" at the top of the shoulder height dogs) is considered one of the most exciting events at a Terrier trial. This event is a straight fenced area approx. 8 ft wide and approx.200 ft long.

Flat racing is the Class where your Dog will run on a straight fenced/ grass area . The Dog's are muzzled for their own safety over 6 months of age and approved muzzles are (nylon fully enclosed muzzles or plastic basket type – no open ended muzzles).

The Race Track has a starting box at one end with 6 individually designated boxes including lids that you will load your Dog into. Your name will be called by a Racing Coordinator who will give you a colored collar for your dog to wear (this colored collar helps us identify where your Dogs places in the race 1<sup>st</sup> – 4th place). You will need to remove your Dogs regular collar to run in this event just before you load them into the racing box. The Dog's are muzzled for their own safety over 6 months of age and approved muzzles are (nylon fully enclosed muzzles or plastic basket basket type).

At the other end of the race track there is a barrier filled with foam with a small 9" hole at ground level for your Dog to run through.

The Lure (fuzzy object) is attached to a line and waived in front of your Dog in the box and he/she can see through the screening so they are all excited about what they will be chasing.

At this point (your Dog has a muzzle on, a colored collar, your collar will be removed, Dog is in the box and the lid is secured and now you should be running up to the barrier at the other end so you will be ready to collect your Dog. Once the Dogs are all excited, the door to the racing box is opened and your Dog's are chasing that lure which is being pulled along by a machine up the fenced area just in front of them and through the 9" hole in the barrier.

There are 6 people waiting on the other side of that barrier to catch your Dog in the order they ran through the hole. The first Dog through the hole in the barrier is the winner.

Hurdle racing is the next part of the Racing Game. This Class is where your Dog will run on the straight fenced/ grass area but this time we've added hurdles so your dog must now run and jump over the hurdles and chase that lure in front of them through the 9" hole in the barrier.

If your dog has placed first in either the Flat Racing or Hurdle Racing you'd better stick around because you now get to do it all over again with all the other dogs that have place first in their Championship Runoff Classes!

### **MUSKRAT RACING**

This is a wet and wild event promising fun for all. Event may/may not be fenced and Dogs will run 1 at a time. A Racing Start box or Start Line (may/may not) be used. A line will be used for the finish at the other side of the pond.

Muskrat Racing Rules:

1. All entries must be able to swim or wear a Personal Floating Device
2. Classes are open to adult dogs only. One year and older
3. Entries must be muzzled. Only basket muzzles are allowed.
4. Entries must wear harnesses (in case we need to rescue them from the water)
5. Personal Floating Devices (PFDs) to be used for those that want them (Exhibitors must supply their own PDF, and if they are going to be used, they must be on the dog when the judge is ready to go).
6. Exhibitors must have entries ready to race, be aware of their classes, and be ready when called.
7. Dogs will run 1 (one) at a time. No refunds or reruns for missed classes
8. Handlers or designate will release the dogs at the start line on command - all handlers must proceed to the finish line to be ready to receive their dogs – expect to get wet.
9. This is a timed event. The winner of each height division will be the dog with the fastest time without being disqualified.
10. Races being re-run will be at the discretion of the judge.

11. Dogs engaged in fighting will be disqualified from racing for the rest of the event.
12. Entries must cross the finish line completely.
13. One Dog will race at a time.
14. A doggie lifeguard will be at the pond at all times. The doggie lifeguards may assist dogs in the water as needed. Lifeguards will try to prevent dogs from exiting the pool at the sides.
15. Owners are responsible for supplying towels for their entries.
16. No substitutions for scratched dogs

## **SUPER EARTH**

Super Earth Rules:(for dogs that can enter a 9" tunnel, 0 – 16" at the top of the shoulder height dogs max)

Collars must be removed for this event.

Super Earth is a very challenging class which is not for the faint of heart. There are a series of false entrances and/or false tunnels, dens and a number of obstacles in approximately 80 feet of tunnel that can cross up and over itself. Often flags are also set up on the outside of the tunnels so you can see where your Dog is as they travel their way along these tunnels.

Because of the complexity of this event we only offer it to adult Dog, one year of age and older. As in a natural environment your Dog may come out of the tunnel and re-enter several times without fault.

There will be a start line marked on the ground 2 ft ahead of the hole/tunnel your Dog will go into and the entrance to the hole/tunnel will be scented. Don't worry about your Dog running away we have an enclosure system for this event. Make sure your Dog has all 4 feet on the ground (don't throw, drop or shove you Dog into the hole/tunnel) You want encourage your Dog to have a pleasant experience.

The Judge will tell you to let your Dog go and your Dog will need follow his/her nose to enter the tunnel. The Judge will begin timing the event. The Dog will follow the tunnel (inside) in an attempt to find the quarry/rat at the end of the tunnel. Your Dog has 1 second per 1 foot of tunnel to reach the quarry.

The other end of the tunnel has a row of wooden dowels between your Dog and the quarry/rat. Further the quarry/rat is contained in a double wired cage to ensure that our rats are safe from harm.

Your Dog must mark (i.e., bark, scratch, whine, lung, dig or stare) now for 1 full minutes without a break without leaving at this point to qualify the time. The Dog with the fastest time to the quarry/rat is considered the winner.

The fastest time to the quarry/rat will place 1<sup>st</sup>.

## **BARN HUNT**

BARN HUNT RULES: You may leave your Dog's collar on for this event. With your help, your Dog must locate and work a rat in a protected tube in the barn with hay bales.

We ask that you "walk your Dog" before entering the barn enclosure so your Dog doesn't pee and poo in the event (it seems very exciting for them to eliminate on all that wonderful straw).

You and your Dog should remain outside the enclosure, in the designated area, until the Judge invites you in.

Four tubes (4) will be placed amongst the hay bales and only 1 tube contains the rat (3 are empty). The Judge will tell you to release your Dog and timing will start when you release your Dog from the assigned starting area.



You may encourage/coach your Dog, but not touch them after they are released.

Now you must watch your Dog carefully because you must clearly yell "time" when you believe your Dog has found the tube with the rat in it. Remember only 1 of the 4 tubes has a rat in it so your relying on your Dogs reaction when you think they have found the right tube.

If you are wrong you will have a 5 second penalty for calling the wrong tube (prematurely) added to your time.

Your Dog must find the tube with the rat in it and work that tube for 5 seconds ( bark, scratch, whine, lung, dig).

The Judge will tell you to collect your dog.

### **VISION QUEST**

(for dogs that can enter a 9" tunnel, 0 – 16" at the top of the shoulder height dogs max)

This is another event like Go To Ground that simulates your Dog's natural instinct to hunt but now your Dog is working their way through a fully enclosed tunnel with one side made of clear plexi-glass so you get to watch them as they twist, turn and work their way through obstacles like logs, plants and possibly water. You will need to remove your Dog's regular collar to run in this event. Make sure your Dog has all 4 feet on the ground (don't throw, drop or shove you Dog into the hole). You want encourage your Dog to have a pleasant experience.

The Judge will tell you to let your Dog go and your Dog will need to enter the tunnel. There is a door that you can close to ensure once your Dog has entered so they won't escape.

The Judge will begin timing the event. The Dog will follow the tunnel (inside) in an attempt to find the quarry/rat at the end of the tunnel but this time you have a bird's eye view of what you Dog is up to as they work their way through(up, down and around) the tunnel to the end.

You can give 1 voice command and now you need to stay quietly at the start line. After the first 30 seconds (upon direction from the Judge) you may coach as much as needed. Yup you can talk and guide your Dog with hand signals through the tunnel to the end. It's almost like being in there with them.

Your Terrier has 1 minute to complete the course and your Terrier must mark (i.e., bark, scratch, whine, lung, dig or stare) to qualify the time. If your Terrier doesn't mark in any way then a 5 seconds handicap for failing to work rat. The other end of the tunnel has a row of wooden dowels between your Terrier and the quarry/rat.

Further the quarry/rat is contained in a double wired cage to ensure that our rats are safe from harm. The Dog with the fastest time out of 2 attempts to the quarry/rat is considered the winner.

The Judge will determine if/when the Dog has located and worked the quarry/rat successfully.

### **AGILITY**

Agility Classes will be judged as per the rules below.

There will be no specials/vet classes.

There will be no spreads or double jumps and A-frame will stay at 5 feet.

We will offer High In Trial and Reserve for the highest total score from the Agility 11 along with Gamblers, Power & Speed and Steeplechase classes combined of the day.

Dogs must be entered and participate in all four classes to be eligible to place in the JRTRIO HIT Awards.

**Agility II** - your Dog will start with 100 points. Points will be deducted for faults. Bonus Points will be given for clean runs. If the terrier has a fault-free run, it shall be awarded bonus points for every second, or fraction of a second, under the SCT (Standard Course Time)

Some of the equipment we use for these events are: A-frame, Dog Walk, Tunnels, Tire, Jumps, Table, Teeter Totter and Weave Poles.

Deductions from the starting points of 100 will be made as follows:

All refusals will be faulted and five (5) fault points will be assessed with no maximum example: knocked bars and missed contacts.

Teeter fly offs are ten (10) fault points

Wrong course will not result in elimination – All instances of off / wrong course will be faulted and twenty (20) faults will be assessed with no maximum.

Non-completion will not result in elimination – All instances of non-completion will be faulted and twenty (20) faults will be assessed with no maximum.

Elimination/dismissal will result in the dog scoring no points for that event.

The table may be used and will require the dog to stand, sit or down for a count of 5.

**Gamblers II** – This game is comprised of two parts, a 40 second opening sequence for the accumulation of points and the gamble during which the dog must work at a distance from the handler. The Judge will determine the time designated for the gamble.

To receive a qualifying score, the dog must successfully complete the gamble and reach the endpoint within the time allotted, as well as accumulate twenty (20) points during the opening sequence.

If the dog successfully completes the gamble in the time allotted, a further 35 points shall be added to its score.

Dogs must earn a minimum of 55 points for a qualifying score. The terrier must touch the designated finish point in order to receive their accumulated points.

### **Power & Speed**

The goal of this game is to test the dog's versatility on a course designed in two parts. The first part is the Power section followed by the second part, the Speed section. The combined sections must have a minimum of 17 obstacles and a maximum of 20 obstacles.

**The Power section** is made up of the three pieces of contact equipment, jumps and one set of 12 weave poles. Time faults will be assessed for the Power section if the dog goes over the SCT (Standard Course Time). The time will start as the dog attempts the first obstacle and will stop as the dog starts the Speed section. Therefore if the dog has not started the Speed section within the Power section course time, time faults will be incurred and the dog will not be able to run the Speed section. The judge or time keeper will indicate game over by shouting "time" or by blowing a whistle.

**The Speed section** may be made up with jumps and tunnels. The course time for the Speed section will be determined using the standard course time rate for the Steeplechase class. To qualify, the dog must be within the course time, without any faults. The dog can be handled between the Power section and the Speed section but the dog must not be handled between the Power obstacles. If dogs are faulted on the Power section this will be marked as an elimination. The handler and dog may finish the Power section, but cannot continue onto the Speed section.

**Steeplechase Class** is a time plus faults event. Refusals don't count.

Either 12 weaves or the Dog Walk must be used twice. Judged per AAC Steeplechase rules. This game demonstrates the dog's ability to run and jump at high speeds while maintaining control on the Dog Walk and weave poles.

The course shall consist of a minimum of 18 and a maximum of 20 obstacles

### **GO TO GROUND**

(for dogs that can enter a 9" tunnel 0 – 16" at the top of the shoulder height dogs max)

This is an event that simulates your Dog's instinct to hunt. There will be a start line marked on the ground 2 ft ahead of the hole/tunnel your Dog will go into and the entrance to the hole/tunnel will be scented. Don't worry about your Dog running away we have an enclosure system for all Go To Ground entrances for this event.

You will need to remove your Dogs regular collar to run in this event. Make sure your Dog has all 4 feet on the ground (don't throw, drop or shove your Dog into the hole/tunnel) You want encourage your Dog to have a pleasant experience.

The Judge will tell you to let your Dog go and your Dog will need follow his/her nose to enter the tunnel. The Judge will begin timing the event. The Dog will follow the tunnel (inside) in an attempt to find the quarry/rat at the end of the tunnel. Your Dog has a designated time to work their way through the tunnel. The other end of the tunnel has a row of wooden dowels between your Dog and the quarry/rat. Further the quarry/rat is contained in a double wired cage to ensure that our rats are safe from harm.

Your Dog must mark (i.e., bark, scratch, whine, lung, dig or stare) without leaving at this point to qualify the time. The Dog with the fastest time to the quarry/rat is considered the winner.

### **LURE COURSING**

Does your Dog love to chase?? Then this is is the event for you! Your Dog will run individually. You can leave your Dogs collar on for this event.

Lure Coursing is the event set up in a large open field with a white bag tied to a string (yes most dogs will chase anything). The string is pulled by a machine that zips around a designated course. This event is judged on timing and your Dogs ability to follow the white bag around a track.

Wait for the Judge to tell you to let your Dog go. You will then release your Dog and watch them zipping around the course having a great time running as fast as they can to catch to lure (bag) as it zig zags around the field.

There will be a fenced enclosure (catch pen) at the end and your dog will chase the lure into the enclosure so you can catch your dog a the end of their run.

Your Dog is allowed two runs and seconds are added if your Dog cheats and goes off course or cuts corners.

Your score will be the best time of the 2 Lure runs. The winning Dog in each class will have the fastest time.

## **BRUSH HUNT**

You may leave your Dog's collar on. This event will challenge your Dog to use their natural instincts outdoors to locate and work quarry/rat. A fully encased and protected quarry/rat will be hidden within the bush area. No scent will be laid to direct your Dog.

You will enter the fully fenced area (may not be 100% secure) and wait at the gate with your Dog until the judge tells you to let your Dog go. Timing will begin when you release your Dog.

Once you have given a short command/encouragement, you will remain at the gate area and your Dog has maximum of three (3) minutes to locate the quarry/rat.

Approximately one (1) minute after the release and at the signal by the judge, you may begin to give further verbal encouragement only and walk about the area (do not use hand signals or body language to show your Dog where the quarry is or you will be disqualified). At the end of the timed challenge and on direction from the Judge, the handler will promptly retrieve the Dog and exit the event.

The successful Dog will have demonstrated that they are focused, spirited and actively hunting the quarry/rat throughout the competition in the least amount of time. Of course running and frolicking through the Brush area may also be part of your Dogs idea of fun.

The Judge will determine if/when the Dog has located and worked the quarry/rat successfully.

## **BALL RETRIEVAL**

If your Dog likes to chase a ball this is the event for you. You and your Dog will work together for this event. Bring your Dog's favorite ball. There will be a start line and a line marked off approx. 50 feet from the designated start line.

You must throw the ball yourself or designate someone to throw it for you.  
The Judge will tell you to begin and you will throw the ball over the 50 foot mark from the start line.

You will get 2 changes to throw the ball beyond the line.  
You can encourage your Dog to get them motivated. The time will start when your Dog crosses the start line chasing the ball and ends when the Dog picks up the ball at the other end and returns back over the start line with the ball. All the while you can encourage (but not touch your Dog) during the time period.

Your score will be the best time of the 2 retrievals. The winning Dog in each class will have the fastest Ball Retrieval time.

## **TRAILING AND LOCATING**

You may leave your Dog's collar on for this event. This event is not fenced and is conducted off lead.  
Your Dog will be judged on their ability to follow a scented trail in a simulated natural hunting environment above ground to locate, mark the quarry/rat.

You must remain with the judge throughout the competition. You can verbally encourage your Dog throughout the event. No hand signals are allowed. Besides you'll be too busy running breathlessly behind your Dog anyway!!!!

The Judge will begin timing at the start point which will be a marked spot indicated by the Judge and ends at the finish line which will be marked approx. two to three feet from the actual quarry/rat. A fully encased and protected quarry/rat will be hidden past the finish line.

Scoring is based on a combination of time and accuracy. The fastest time is not always necessarily the winner in this event.

So now you're wondering hmmm why might my Dog not win or get disqualified or penalties????

**1 Disqualifications:**

- Bolting: Runs directly to quarry without trailing. ( You're thinking - Not my Dog)
- Quitting or leaving site location (No explanation needed - Get ready to Run)

**2 Penalties of 5 to 15 seconds are added to the score for the following faults:**

- Backtracking: Runs back over the scented trail.
- Over-running: Over-runs the trail at a sharp turn.
- Weaving: Widely/Wildly Runs from side to side of the trail.
- Swinging: Races in wide circles in hit or miss fashion. Does not follow line directly.
- Babbling: Starts inappropriately off the trail, or on other quarry.
- Pottering: Retraces game trail, explores off trail, urinates on bushes, pokes in holes, and wastes time.(Yes there are penalties for peeing in this event)
- Handling Error: Misleads or distracts terrier. Does not follow instructions or rules.
- Switching Quarry: Swings off trail completely. Dog runs other quarry or trail.

**3 Bonus:**

- Marking Quarry: 15 seconds off clocked time.
- Opens on quarry: 15 seconds off clocked time.

### **NOVICE RALLY**

Open to any adult Dogs 1 year and older. Based on CARO Rules – we would like to Thank CARO for allowing us to use their rules for our Non-Sanctioned Event.

First and foremost Rally is intended to promote a positive and fun environment for you and your Dog.

You and your Dog will navigate through a numbered/predetermined course (maps will be provided much like Agility)

Note that dogs must be on a flat or buckle collar – no correctional chokes or pinch or event martingales are allowed. Fixed harnesses are allowed, but not head halters.

Coats are allowed as long as they don't interfere with movement.

No interference from outside the ring is allowed (i.e. coaching like "hey you missed one!"). Spectators must stay back 10 feet and not interfere, but cheering is allowed.

Judging starts at the start sign and ends at the finish sign.

No verbal or physical correction is allowed.

No touching to coerce into positions like sit or down, though a pat on the head for job well done is fine after a station is done well. Food is OK if kept hidden or only given as a reward for a good Stationary Exercise.

No leash corrections.

All entrants must gather at the assigned time to get their course map. When the course is all set up and ready to go, the judge will invite everyone (no dogs) to walk the course for a limited amount of time, and she will answer any questions people might have.

You will then walk the course in the assigned order.

### **DIG IT**

A 2 inch hole is bored into the ground and scented. A toy will be placed in the hole. Your dog will be taken to the hole on a leash, where you will point out the hole to the dog. At that point, the Judge will start the time. When your dog retrieves the toy completely out of the hole in the ground, the time will be stopped by the Judge. Max time (3) three minutes. You may encourage your dog the entire time.

## GO FISH

You will take your dog to a wading pool filled with water on leash. You will put your dog in the pool of water. The Judge will drop a specific number of Gold Fish Cookies (or you may bring a floating food of your choice instead) in the water.

At that point, the Judge will start the time. When your dog eats all the cookies in the pool, the time will be stopped. Max time is 3 (three) minutes. You may encourage your dog the entire time.

## YOUTH DIVISION

Above all, these classes should be fun learning experiences for the youth, combining competitive friendship, achievement, pride in a job well done and encouraging a respectful communicating bond with their Dog.

1. **Have Fun**
2. **Learn to be caring and responsible dog handlers**
3. **Always show Good Sportsmanship**
4. **The dog is never judged.**

### Judging

**The Dog is NEVER judged.** The quality and performance of a youth's dog is not considered when placing in a class. Various questions are asked about your Dog. The youths are scored based on your ability to handle your Dog and how you answer the judge's questions.

**Attitude is also important.** You need to know your Dog is working for you and deserves praise and encouragement. You need to have a good working knowledge of rules and requirements for each class. Considerations will be given to Youths who have difficult or uncooperative Dogs and for the age of each child.

Familiarity with certain types of equipment which are required in the different divisions are necessary, i.e., buckle collar and leashes. In some classes, you must be responsible for a score sheet and checking in with a steward. You must know about retrieving your Dog after running G-T-G, Brush Hunt and Barn Hunt.

Competitors are expected to be on time, neat and workman-like, listen to and follow directions and show a genuine effort to communicate and work with their Dog. Highest scores are for those who try the hardest for their age and skill level. In the event of a tie, answers given for bonus questions will determine the winner.

**Note:** A child/Junior exhibitor's age is determined as of January 1<sup>st</sup> of the current calendar year. The Youth Division is open to Child and/or Junior members in the following age brackets: Child Handler (9 years and under) and Junior Handler (ages 10 up to 16 years)

On the trial entry form, please list separately (not with any other regular classes of the Dog being used for the youth division) the Child/Junior Handler name & birthdate, the name of the dog to be used and the youth classes entered.

1. The same Dog must be used throughout the trial to qualify.
2. Youth Division Dogs must be 1 year of age or older to participate.
3. Except in the case of an injured or ill dog, Youth Handlers must handle the **SAME** dog, which must be an **ADULT** terrier
4. In the rare instance that a Youth Handler's dog is injured or medically unable to continue in any remaining events at a given trial, the youth may continue to compete with another dog. In this case, the following procedure is to be followed:
  - a. Prior to any terrier substitution, the Youth Handler must notify the Trial Chairperson. The Trial Chairperson must see and evaluate the Dog.

- b. The youth may use another **ADULT** Dog, which must be the **SAME ADULT** Dog (no puppies allowed), used for the remaining Youth Division events.

**NOTE:** An injured or ill Dogs should be attended to as soon as possible. A licensed veterinarian or technician should be consulted at the trial site if available.

5. Dogs owned or co-owned by the judge of any Youth Division classes are eligible as long as the Judge arranges to have another Judge replace to Judge their Dog. Dogs owned or co-owned by the Trial Chairperson, or any member of their household may be entered in the Youth Division.
6. Dogs competing in Youth GTG, Brush Hunt and Barn Hunt, if entered in regular GTG, Brush Hunt and Barn Hunt classes, must compete in the regular class prior to competing in the Youth classes, including any Novice to Open move-up.
7. The Youth Division may offer any or all of the following classes at a JRTR event:

**Youth Go-To-Ground**

**Youth Brush Hunt**

**Youth Barn Hunt**

8. Placement will be made on an accumulation of points based on the following:
  - a. Ability to follow directions. Brief instructions should be provided prior to the competition.
  - b. Know your armband number. The Judge may ask you for your armband number.
  - c. Control and handling of the dog. Considerations will be given.
  - d. Encouragement of the dog while working.
  - e. Knowledge of the rules and requirements of each class.
  - f. Awareness of class schedule and arriving on time.
  - g. Prompt retrieval of the Dog after competition.
  - h. Having Dog ready to compete (collar off for GTG, proper collar for Brush or Barn Hunt).
  - i. Knowledge of the Dog, their likes, personality purpose etc.
  - j. Checking in with the Steward and being responsible for individual score sheet.
9. The score sheets for each individual class are to be used by the judge to calculate the class placements. The judge, at his/her discretion, may give the exhibitor his/her score sheet at the end of the class.
10. The overall point score for a trial for each participant will be determined by calculating the total point scores of any/all of the following events: Go To Ground, Brush Hunt & Barn Hunt
11. Points placement in each individual class are as follows:
12. (1st – 8 points; 2nd – 6 points; 3rd – 5 points; 4th – 4 points; 5th – 3 points; 6th – 2 points and 1 point for Participation).
13. The Child Handler and Junior Handler accumulating the most points of the combined overall scores from the Trial Day will be awarded the Child and Junior Handler Best/Reserve Award.

14. List of Classes that may be offered in the Youth Division are

Child Handler G-T-G  
Junior Handler G-T-G  
Child Handler Brush Hunt  
Junior Handler Brush Hunt  
Child Handler Barn Hunt  
Junior Handler Barn Hunt

#### EXAMPLES OF SOME EVENT QUESTIONS YOU MAYBE ASKED

##### **GO TO GROUND**

1. What is the quarry used in a GTG event?  
**A. A Rat**
2. How far back is the release line in G-T-G?  
**A. 2 feet**
3. How long is the GTG Tunnel your dog is entering?  
**A. 10 feet**
4. What is the height requirement for GTG?  
**A. 0 – 16 inches**

##### **BRUSH HUNT**

1. What is the quarry used in a Brush Hunt event?  
**A. A Rat**
2. How many commands may you give at the start line?  
**A. 1 command**
3. Can you further encourage your dog and when?  
**A. Yes 1 (one) minute after release and at the signal from the Judge, you may begin to give further verbal encouragement**
4. Is there any height restriction for a dog in Brush Hunt?  
**A. No**
5. Can you leave your collar on your dog?  
**Yes**

##### **BARN HUNT**

1. What is the quarry used in a Brush Hunt event?  
**A. A Rat**
2. How many tubes are used in Barn Hunt?  
**A. 4 tubes are used and 1 has a Rat in it.**
3. What is your job in Barn Hunt?  
**A. You must watch your dog carefully and clearly yell “time” when you believe your dog has found the tube with the rat in it. Only 1 of the 4 tubes has a rat in it.**
4. Is there any height restriction for a dog in Brush Hunt?  
**A. No**
5. Can you leave your collar on your dog?  
**Yes**
6. How long must your dog work the tube with the Rat in it?  
**A. 5 seconds and they must bark, scratch, whine, lunge or dig.**



**COME OUT AND JOIN THE FUN!**

