



C-WAGS is a dog & handler team sport dedicated to all the great dog and handler teams – that we may all aspire to become such a team with our canine partner. May the journey along the way build a positive relationship, create mutual trust and contain both work and games!

GAMES

C-WAGS offers titles in Obedience, Rally, Scent and Games. Trials may be hosted by a club, organization, or individual. Trials may be held in conjunction with any other dog organization's event. Trials may consist of any combination of classes.

ELIGIBILITY

- All dogs at least 6 months old at the date of the trial are eligible to compete in C-WAGS classes that have no jump. Dogs must be one year old to compete in any class with a jump.
- At this time, dog and handler teams may complete their C-WAGS registration on the day-of-show prior to competing and trial host will submit with trial results.
- All dogs must be handled by the registered handler or an immediate family member (see FEO for exception.)
- For Exhibition Only - FEO– Trial hosts may choose to accept entries as FEO at regular or reduced entry fee. The scores from this entry are not recorded. Placements cannot be earned. The dog may be handled by a non-family member, or may be a non-registered team.
- Female dogs in season may not compete.
- Disabled dogs are allowed and encouraged to compete as long as they do not show signs of pain or discomfort.
- Disabled handlers are allowed and encouraged to compete. Reasonable modifications may be requested at each trial.
- Judges and trial hosts may compete at trials in which they are working.
- Students may show under their instructor.
- Junior Handler Program for handlers under age 17.

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SHOW GROUND EXPECTATIONS

A show / trial is a chance to connect with old friends and an opportunity to make new friends. As such:

- All exhibitors are expected to treat the judges, trial hosts, their canine partner and all other exhibitors with respect.
- All judges and trial hosts are expected to show respect to all exhibitors.
- A dog may be registered with more than one handler but may not be entered in the same class more than one time unless the SECOND run is FEO with a different handler.
- The owner / handler has complete responsibility to maintain control of their dog on the show grounds
- Any judge or trial host has the authority to excuse / remove any dog or handler from the ring or show grounds due to aggression towards a dog or person. This includes handler-delivered corrections to their dog in or out of the ring. A warning is optional. The decision to remove a dog and / or handler from the trial grounds is final for that trial. A report must be submitted to C-WAGS by the trial host. A review by C-Wags will determine if the dog / handler may show again at future trials.
- All dogs must be on leash and under control at all times on the show grounds unless in the competition or practice ring. Dogs must be on leash when entering and exiting the ring. Dogs may be carried into or out of the ring.
- Collars: The dog must wear a flat type collar (buckle, snap or properly fit martingale) and/or body harness in the ring. Collars with tags may be worn in the ring. Electronic training collars are not allowed on the show grounds.
- Exhibitors are expected to be familiar with the rules for the organization and the classes that they enter.
- Exhibitors may request to be excused during the performance. Judges must honor any such request.
- Judges are expected to apply judging criteria consistently from team to team.
- Judges may discuss an exhibitor's score after the conclusion of the class. The judge may discontinue the discussion if in the judge's opinion, the discussion becomes offensive.
- Judging Order – trial hosts are encouraged to arrange judging order by jump heights where appropriate. Dogs should be judged in scheduled order as much as possible. Possible conflicts should be brought to the attention of the judge or gate steward before the class begins, at which time movement within the class may be made. Judges are not required to wait for any team that is not ready when it is their turn.

- Handler Modifications - Handlers requesting modification for either themselves or their dog must complete the Exercise Modification form and have it approved by the judge prior to the beginning of the class. Judges are not required to

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approve all modifications. Judges may suggest a modification that will meet the criteria. Approved modification forms will be attached to the score sheet for that team. The judge will review, and has the sole authority to approve or deny, all requests for their class.

Time Modifications would be considered for handler only. Handling and jump modifications will be considered for dogs with physical disabilities. Special consideration may be given to carted dogs.

- Ring Size – Obedience: Levels 1 – 3 must be at least 30' x 40', Levels 4 & 5 at least 40' x 50'. Rally: 2700 sq ft – 4000 sq ft. Starter / Zoom 1 / Advanced may be approved with a minimum 1800 sq ft.
- Subtle markings may be used to mark exercise locations in the ring.
- Teams may compete in multiple levels at the same trial while working on the title for those classes or while working towards the Championship title.
- Trial hosts are encouraged, but not required to allow move-ups between trials.

Jr. Handler Program

- Open to any handler under the age of 17 at the date of the trial
- The Jr. Handler and dog team must be registered with C-WAGS
- The dog may have earned or be actively competing towards titles with another handler. A dog may not be entered in the same class more than one time unless the SECOND run is FEO.
- Jr. teams may start at the lower level of each program (regardless of titles the dog has earned with other handlers) and progress through the levels as titles are earned
- Trial hosts are encouraged to offer small prizes along with the ribbons
- Will follow the standard judging guidelines in all classes with a few exceptions, which are noted in general judging guidelines.

Game Championship Titles-

ACE – Teams may continue to compete indefinitely in all classes. Teams that receive 10 additional qualifying scores in at least **two** different Games at the same level will be awarded the ACE title: C-WAGS Game 1 Ace (CW-G1A); C-WAGS Game 2 Ace (CW-G2A); C-WAGS Game 3 Ace (CW-G3A); C-WAGS Game 4 Ace (CW-G4A). Teams may collect additional Ace titles at each level and will be designated as CW-G1Ax2, CW-G1Ax3, etc. (The Zoom Game version is considered the same as the standard class for ACE titles. The two different games need to be completely different.)

SUPER GAME ACE - Teams that receive 10 additional qualifying scores including at least **four** different Games at the same level will be awarded the ACE title: C-WAGS Super Game 1 Ace (CW-SG1A); C-WAGS Super Game 2 Ace (CW-SG2A); C-WAGS Super Game 3 Ace (CW-SG3A); C-WAGS Super Game 4 Ace (CW-SG4A). Teams may collect additional Super Ace titles at each level and will be designated as CW-SG1Ax2, CW-SG1Ax3, etc.

See Obedience, Rally and Scent Rules for other ACE titles.

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Master Team Award

This award may be applied for once the team has completed ACE titles in three of the four different C-WAGS events: Obedience, Rally, Games, and Scent. The Master Team Award is available in Four Levels, corresponding to the earned ACE titles. Application form available on the Forms page of web site.

Master Team Award Level 1	Master Team Award Level 2	Master Team Award Level 3	Master Team Award Level 4
Obedience Ace Level 1	Obedience Ace Level 2	Obedience Ace Level 3	Obedience Ace Level 4
Starter or Zoom 1 Rally Ace	Advanced or Zoom 1.5 Rally Ace	Pro or Zoom 2 Rally Ace	ARF Ace
Games Level 1 Ace	Games Level 2 Ace	Games Level 3 Ace	Scent Level 4 Ace
Scent Level 1 Ace	Scent Level 2 Ace	Scent Level 3 Ace	

Games Titles

C-WAGS Game Level 1 CW-G1
C-WAGS Game Level 2 CW-G2
C-WAGS Game Level 3 CW-G3
C-WAGS Game Level 4 CW-G4

C-WAGS Super Game Level 1 CW-SG1
C-WAGS Super Game Level 2 CW-SG2
C-WAGS Super Game Level 3 CW-SG3
C-WAGS Super Game Level 4 CW-SG4

A well balanced dog has four legs and as such after four qualifying scores from at least 2 different judges in at least **Two** different Games at the same level (The Zoom version of the game is considered the same as the standard game.), the team will be awarded the C-WAGS Games title for that level. Have four Qualifying scores from at least 2 different judges including **Four** different games at the same level and earn the **Super Game** title.

Thanks to everyone who has provided ideas and feedback so that this program could be developed.

C-WAGS Games

C-WAGS Game classes are:

Colors

Pairs

Black Jack

Team

Grab Bag

COLORS, BLACK JACK, PAIRS and TEAM are based on rally courses.

Teams may begin competing in C-WAGS GAMES in any level or combination of levels.

All Games are judged on a Pass/Fail basis. Trial Host may choose to award placements based on their published criteria for that trial.

A well balanced dog has four legs and as such after four qualifying scores from at least 2 different judges in at least **Two** different Games at the same level (The Zoom version of the game is considered the same as the standard game.), the team will be awarded the C-WAGS Games title for that level. Have four Qualifying scores from at least 2 different judges including **Four** different games at the same level and earn the **Super Game** title.

These Rally Games follow the Games Judging Guidelines in this document

BLACK JACK

The object of this game is to collect 3 Black Jack “hands” of 21 points. There will be one exercise on the rally course designated as the Black Jack. It is worth 11 points. The other exercises on the course will each have point values of 2, 3 or 5 points. The handler will chose a series of exercises to complete that total 10 points.

Once they successfully complete the 10 points, the team will proceed to the Black Jack exercise. After completing the Black Jack exercise they will have earned one “hand” of 21 points.

The team then completes another “hand” of 10 points from available exercises and again completes the Black Jack exercise. This is repeated for a third “hand”.

Up to 2 exercises may be used twice during the game. Exercises do not need to be performed sequentially. Level 1 may be on or off leash; all other levels must be played off leash.

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Qualifying: Must complete 3 “hands” of 21 points – for 63 points. Exercises will be scored / deductions taken, following the Games Rally Judging Guidelines. The team must receive a minimum score of 45 points to Qualify.

The time limit is 2 minutes for Black Jack and Black Jack Zoom. Time Faults will be taken after 2 minutes. Over 3 minutes will be Non-Qualifying.

There are four Class Levels of this game: Level 1, 2, 3 & 4.

Level 1 will consist of exercises from the Starter Rally Class

Level 2 will consist of exercises from the Advanced Rally Class

Level 3 will consist of exercises from the Pro Rally Class

Level 4 will consist of exercises from the ARF Class

The class may also be designated as Black Jack Zoom.
Black Jack Zoom will have 3 Levels

Level 1 will consist of exercises from the Zoom 1 class

Level 2 will consist of exercises from the Zoom 1.5 class

Level 3 will consist of exercises from the Zoom 2 class

Course Design Guidelines: There will be 15 – 22 exercises on the course. A “Normal” exercise will not have a point designation, it will be considered part of the pace change it follows. The judge may join two exercises for a single point value – such as “Call Front, & Forward”. The Judge will designate 2-3 exercises that will be worth 5 points. Balance of the exercises will be split fairly evenly between 2 points & 3 points. The exercises on the course will be numbered only as 2, 3 and 5 points or Black Jack.

In Black Jack (and Colors), the judge may designate exercises bi-directional (such as a jump, tunnel, turn, etc.) in which case a sign will be placed facing both directions.

Handlers will receive a map from which they can plan their course prior to the course walk-through. *(See course example at end)*

(Black Jack is dedicated in memory of my great partner Jed's Black Jack – BJ – he would have enjoyed these games.)

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COLORS

The object of Colors is to successfully complete your choice of one of the two mini rally courses in the ring.

The Colors Games class will consist of 15 – 22 exercises split into two courses. Handler's choice of which mini-course to complete. Level 1 may be on or off leash; all other levels must be played off leash.

Qualifying: Must successfully complete all exercises on chosen course. Exercises will be scored / deductions taken, following the Games Rally Judging Guidelines. The team must receive a minimum score of 90 points from a possible 100 points to Qualify.

The time limit is 2 minutes for Colors and Colors Zoom. Time Faults will be taken after 2 minutes. Over 3 minutes will be Non-Qualifying.

There are four Class Levels of this game: Level 1, 2, 3 & 4.

Level 1 will consist of exercises from the Starter Rally Class.

Level 2 will consist of exercises from the Advanced Rally Class

Level 3 will consist of exercises from the Pro Rally Class

Level 4 will consist of exercises from the ARF Class

The class may also be designated as Colors Zoom.

Colors Zoom will have 3 Levels

Level 1 will consist of exercises from the Zoom 1 class

Level 2 will consist of exercises from the Zoom 1.5 class

Level 3 will consist of exercises from the Zoom 2 class

The judge will have the handler announce their color choice at the start line. Once chosen the color course may not be changed.

Course design guidelines: *(See example at end)*

- The judge shall do his/her best to make each min-course equivalent in difficulty, but could present different type challenges.
- Each mini-course shall be marked with different colored markers (suggested – cones) or different type/color sign holders.
- A color mini-course will consist of 9-12 exercises.
- The two color courses may share up to 4 exercises.
- In Black Jack (and Colors), the judge may designate exercises bi-directional (such as a jump, tunnel, turn, etc.) in which case a sign will be placed facing both directions.

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PAIRS

The Pairs Game classes will consist of 9 -12 exercises on a rally course. One handler will handler two dogs at the same time while completing the rally course. The two dogs should perform the exercises at the same time, side-by-side. For Heel position both dogs should be side by side on the handler's left side. Front position should have both dogs side by side centered in front of the handler.

Level 1 may be on or off leash – handler's choice. For Level 1 if on-leash, the two dogs may be individually leashed or they may be coupled together with the handler using one leash. All other levels must be played off leash, but a coupler may be used for the two dogs.

Qualifying: Must receive a minimum score of 85 points from a possible 100 points to Qualify. Exercises will be scored / deductions taken, following the Games Rally Judging Guidelines.

The time limit is 2 minutes for Pairs and Pairs Zoom. Time Faults will be taken after 2 minutes. Over 3 minutes will be Non-Qualifying.

There are four Class Levels of this game: Level 1, 2, 3 & 4.

Level 1 will consist of exercises from the Starter Rally Class,

Level 2 will consist of exercises from the Advanced Rally Class

Level 3 will consist of exercises from the Pro Rally Class

Level 4 will consist of exercises from the ARF Class

The class may also be designated as Pairs Zoom.

Pairs Zoom will have 3 Levels

Level 1 will consist of exercises from the Zoom 1 class

Level 2 will consist of exercises from the Zoom 1.5 class

Level 3 will consist of exercises from the Zoom 2 class

Course design guidelines:

The Pairs Game may be played on a shortened Standard Rally/Zoom Course or a Colors course appropriate to the level, with the exception that **no jump** may be used on any Pairs Course.

Cone exercises should have the cones spaced approximately 8' apart.

Space for two dogs should be taken into consideration when designing the course.

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TEAM

The Team Game classes will consist of 18 – 22 exercises on a rally course. The team will consist of two dog and handler teams.

The object will be for one dog and handler to complete a designated half of a rally course while the other dog maintains a stay position (Honor exercise). Upon the first dog's completion, the second dog will complete the second half of the course while the first dog maintains a stay position (Honor exercise).

Level 1 may be on or off leash – handler's choice. All other levels must be played off leash while actively completing the course. One dog will be on leash at all times. The second dog will be leashed during the Honor. The first dog will be leashed upon completing their section of the course, reaching the Honor exercise (separate from the first dog's Honor space) and the dog assuming the correct position. Once the leash is on and the handler standing fully up the handler may tell the second handler "GO", the second dog will be unleashed at that time and they will continue through the second part of the course. The Honor exercise will end when the second team passes the FINISH.

Exhibitors may designate with their trial entry form the team partner, or they may choose to be paired with an available team partner at the trial.

Qualifying: Must receive a minimum score of 80 points from a possible 100 points to Qualify Exercises will be scored / deductions taken, following the Games Rally Judging Guidelines. There will be one score (Q or NQ) for the two dogs on the team. Both will receive the same credit towards titles with the one score. The Team partners do not need to remain the same throughout the four qualifying scores for the title.

The time limit is 3 minutes for **Team**. Time Faults will be taken after 3 minutes. Over four minutes will be Non-Qualifying.

The time limit is 2 minutes for **Team Zoom**. Time Faults will be taken after 2 minutes. Over three minutes will be Non-Qualifying.

There are four Class Levels of this game: Level 1, 2, 3 & 4.

Level 1 will consist of exercises from the Starter Rally Class.

Level 2 will consist of exercises from the Advanced Rally Class

Level 3 will consist of exercises from the Pro Rally Class

Level 4 will consist of exercises from the ARF Class

The class may also be designated as Team Zoom.

Team Zoom will have 3 Levels.

Level 1 will consist of exercises from the Zoom 1 class

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Level 2 will consist of exercises from the Zoom 1.5 class

Level 3 will consist of exercises from the Zoom 2 class

Course design guidelines:

The course will be designed so that each team will complete approximately the same number and degree of difficulty exercises. Two HONOR exercises will be placed mid-way on the course. The Honor exercises must be at least 10' from one another, and at least 10' from any path of travel for the other dog. A leash holder of some type must be placed at the honor exercises. Course design will need to include consideration of position for honor and where the leash will be in relation to the end of the course.

Reporting: Each dog/handler will be reported on the Class Results Report separately. The only indication of who competed together would be the matching scores.

GRAB BAG GAMES

Description and rules are contained in a separate document.

Games Judging Guidelines and Definitions:

Barking – more than three or four bursts of barking will receive a 4 point deduction. Continuous barking will receive a Non-Qualifying score.

Cues – Handlers are permitted to talk, praise and encourage the dog through out the performance.

- Unless specifically stated otherwise in the description of an exercise, the following applies - both hand and voice cues may be given simultaneously for all parts of an exercise.
- Additional cues to get the behavior, whether verbal, hand/body, including clapping hands or legs will be penalized **4 points**.
- “Stay” – as long as the dog is not moving, a repeated “stay” would not be penalized as the dog is already exhibiting the behavior.
- The dog’s name may be used with a cue and will not be penalized – unless used as a second cue. Example: “SPOT SIT”, no penalty. But used as “SPOT” wait a second or two and then “SIT” would be a second cue and penalized.
- Loud or intimidating cues or signals will receive a 5 point deduction.
- Unless specifically stated otherwise, foot movement by the handler as part of a cue will be penalized a 4 point deduction. Example: Stepping forward on the Drop on Recall would be 4 points.

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Deductions –

No more than 10 points per exercise may be deducted. An exercise will be considered non-qualifying if final deductions total 10 points.

4 Point Errors –

Extra Cues

Excessive Barking

Retry of exercise

Dropped Food

5 Point Errors

Dog taking jump, table or tunnel out of exercise order

Position change not completed, such as missed down, stand, front

Position change where not indicated, such as a down at a sit exercise, sit on Heel
Back 3 Steps.

Leave Dog / Walk Around Exercises – dog moving up to ½ of body length (1-2 steps)
forward, or up to ¼ turn to the side.

Loud or intimidating command or signal

Handler pausing on any of the Moving Leave Dog exercises

Passing on opposite sides of a cone or extra loops on a cone exercise

Pace change by only one half of the team

Leaving the ring without the leash attached, but returning

10 Point Errors are eligible for a retry. Exercise not retried will result in a non-qualifying score

Turning wrong direction on any type turn

Following any “Leave Dog” exercise, failure of the dog to respond to first *come* cue

Incorrect path on any jump, tunnel exercise

Not completing the path of any cone or tunnel exercise

Failure of the dog to Down on PR #8 Moving Down

Dog sitting prior to Down on A# 20

Stopping on a Moving Leave Dog exercise

Failure of dog to switch sides

Dog not taking jump, stepping on or between the broad jump boards

No change of pace by dog and handler team

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NQ

Exceeding the retry limit of no more than one retry of no more than two exercises.

Deductions total 10 points on one exercise.

Missed an exercise / Off course – An exercise is considered missed once the next exercise has been started.

Dog leaving ring during the course

Dog dropping less than 3' from handler on Drop on Recall

Dog leaving the ring after the course without the leash attached

Honor exercise not completed

Food bowl tipped over

Food reward given at a time other than allowed

Dog eliminates in ring

Physical or harsh verbal corrections. The judge may excuse the team from the ring.

Jump bar knocked down during performance of exercise

Continuous barking

Leave Dog / Walk Around exercises - Dog changing position, moving more than 1/2 a body length (1-2 steps) forward, or turning 90° or more once the handler has left heel position

Exceeding course maximum time

Handler constantly changing pace to match dog's pace.

Constant tight leash

Touching of dog for Control

Signs of Aggression, extreme fear or uncontrollable behavior. May be excused.

Failure to meet game specific requirements

Divisions A / B / Jr. / To – Games classes **will not** have placement divisions.

Entering / Exiting the Ring - Dogs must be on leash when entering and exiting the ring. Leashes will be removed inside the ring at a place designated by the judge/steward, and must be attached prior to leaving the ring. After completing the course: Dogs leaving the ring unleashed that are not under owner control will receive a Non-Qualifying score; Dogs that leave the ring under control, but have not yet left the gate area, and return to the ring to have the leash attached will receive a 5 point deduction to their score. Dogs that leave the ring unleashed and do not return to have the leash attached in the ring will receive a Non-Qualifying score. Dogs may be carried into or out of the ring. Leash rules still apply.

Excusal -Dogs must be excused from the ring if they have bandages, stitches, become ill or eliminate in the ring. Physical or harsh verbal corrections by the handler or aggression, extreme fear or uncontrollable behavior by the dog may result in the team being excused.

Food / Petting Rewards - At the end of each stationary exercise (where the dog is not moving at completion), the handler may reward their dog with pet and/or a food treat. Zoom classes may treat/pet at any point on the course. Food must be kept in a pocket until the exercise has ended. "Bait bags" may not be used. Handler dropping

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food will result in a deduction of 4 points from total score. Food out of the pocket prior to the end of the exercise will result in a Non-Qualifying score. After the team enters the ring and the dog is in the starting position, the handler may remove food from their pocket and treat/pet their dog before responding to the judge that they are ready to begin. Food may not be in the hand when entering the ring.

Hand and Leash position – The leash should be held so that there is no tension on the dog’s collar. The leash can be held in one or both hands, and leash and hand/arm position may change during the course. Movement of hands/arms may be considered cues. See “Cue” section. Hand / arm signals may be used alone or with verbal cues. Prolong use of hands as targets will be penalized as an additional cue.

Heel & Position –the dog’s body position regardless of activity – such as moving, sitting, or lying down, should be in line with the handler’s left side. The dog’s right shoulder line should be within 12” of the handler’s left hip line.

Interference– Any interference that appears to aid the working team – such as a dog that would have left the ring if not blocked by a person outside the ring - will result in the working team receiving a Non-Qualifying score.

Judge’s Instructions – Prior to each class the judge will hold a briefing for the class and discuss any areas on the course that they feel may need explanation, such as “joined exercises”, or sign placement. The class will be allowed at least 10 minutes to walk the course and ask the judge questions. A course map must be available to exhibitors prior to the class walk -through.

Jump – A bar jump, high jump or agility style jump constructed in a manner that provides stability and safety for all dogs may be used for jump exercises. The uprights must be between 4’ – 5’ apart with no wings. Jump heights will be 4” 8” 12” 16”. The broad jump must also be between 4’ – 5’ in width. The broad jump distance will be twice that of the upright jump height. Handlers may jump their dog at a listed jump height higher than required.

Jump Heights

Shoulder height	Bar/High Jump		Broad Jump	
Under 11”	4”		8”	1 board
11” to under 15”	8”		16”	2 boards
15” to under 20”	12”		24”	2 boards
Over 20”	16”		32”	3 boards

Junior’s Program – When judging the Jr. team, judges should recognize that these teams are young and still developing. They should give a slight consideration to the age of the junior when deductions are made for handler errors. They will be allowed 25% more time before time deductions occur. Minimum standards still need to be achieved to qualify.

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Retries – Limited retries of an exercise may be made prior to beginning the next exercise on the course. A team has the option of one retry of two exercises on the course.

The exercise sign being Retried must be re-approached and the exercise began from the beginning. If successfully completed on the retry, the points deducted prior to the retry will be deleted (up to 10) and 4 points for the retry along with any points for errors scored on the retry will be deducted.

Retries may not be used to change deductions listed as NQ. Deductions listed as 10 point errors may be retried. Exceeding the retry limits will result in an NQ.

Time - Time starts when the team passes the START sign. Time stops when the team passes the FINISH sign.

Time Limits – See class description for course times. Exceeding course time will result in time faults being deducted from total score. Time faults will be equal to 1 point for every 10 seconds over the time limit. (Fractions will be dropped). Exceeding the course time maximum time will result in a Non-Qualifying score. Junior Teams will be allowed 25% more time.

Touching of Dog / Collar For Control – Handler may guide dog gently by the collar to the Start position and after the last exercise in the class prior to attaching the leash; during other times touching the dog for control will result in a Non-Qualifying Score.

Exercise Specific Scoring: Basic scoring guidelines apply.

Cone / Bowl Exercises:

5 points - Passing on opposite sides of a cone or extra loops on a cone exercise

10 points – Not completing the path of any cone (or tunnel) exercise

NQ – Food bowl tipped over

Jump:

5 points – handler crossing distance line

10 points – Dog not taking jump or stepping on or between the broad jump boards, or incorrect path

NQ – Dropped bar during performance of exercise

Leave Dog or Walk Around Exercises:

5 points – Dog moving up to ½ of body length forward (1-2 steps), or up to ¼ turn to the side; handler pausing on any Moving Leave Dog exercise

10 points --Dog not responding on first cue to any “come” cue on exercise following “Leave Dog”; Handler stopping on a Moving Leave Dog exercise.

NQ – Dog changes position once the handler has left heel position; moving more than ½ body length (1-2 steps) forward; or turning 90° or more.

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Position Changes:

5 points – Not completed or performed where not a part of the exercise

10 points – Dog sitting prior to Down on A #20 - Down; Failure of dog to down on PR #8 – Moving Down

NQ - Dog failing to drop or dropping less than 3' from handler on Drop On Recall

Side Switches:

5 points – changes are slow or awkward and require considerable help from the handler to achieve the side change.

10 points – failure of the dog to change sides

Table/Pause Box:

No deductions other than additional cues for dog going off the table or out of the box before completing correct position.

5 points – handler crossing distance line

10 points – dog does not complete

Tunnel:

5 points – handler crossing distance line

10 points – dog does not complete, or incorrect path

Turns:

10 points – Turning wrong direction,

Course Guidelines

Ring Size: Suggested ring size 50 x 70 (3500 sq. ft.) The minimum rally ring size is 1800 square feet (45 x 40) (Starter, Zoom and Advanced classes only). Maximum course size should be no larger than 4000 sq. ft.

Walk-thrus: Competitors are provided with a minimum 10 minute period at the beginning of each course during which to walk the course (without dogs) and ask the judge questions. Large classes may have split walk-through times at the judge's discretion. All divisions can be combined for walk thrus and runs.

Signs: Exercises are performed with the sign to the handler's right except for those that require a change of direction, in which case the sign will be directly in front of the handler. Exercises using cones, jumps, or tunnel may have the sign on the first cone, at the jump, tunnel or set off to the right of the exercise. Exercises, unless specifically stated otherwise, are to be performed near the designated signs, either directly in front of, or to the left of the sign.

Any exceptions to sign placement must be covered during the judge's briefing. "Joined" signs may be placed outside the guidelines to minimize any interference with performance of the exercises. At this time signs that are similar for an exercise from

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another organization may be used, (ex: turns, start, finish, about turns, halt – down, etc.).

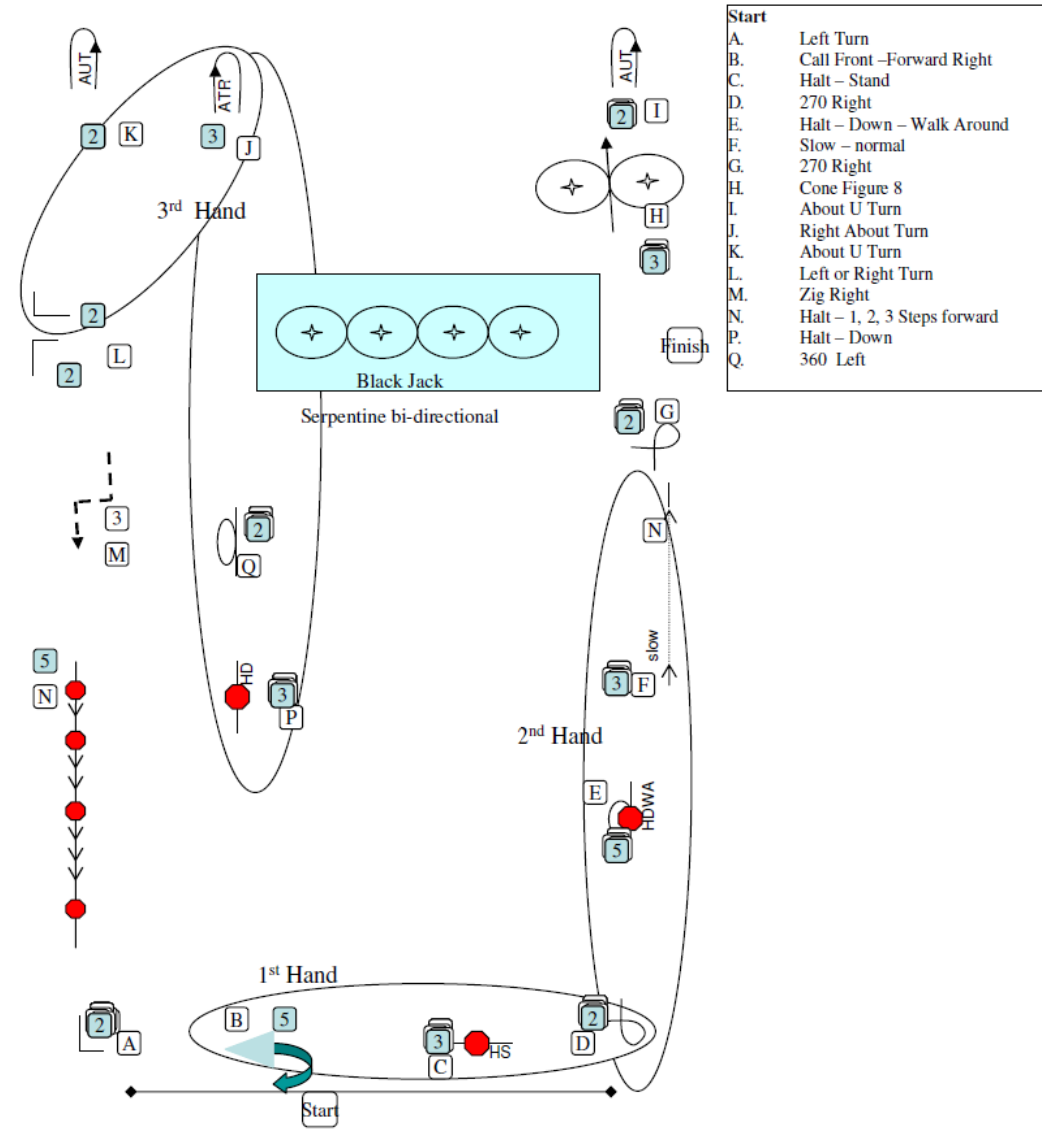
Exercises may be designated as bi-directional (such as a tunnel, jump, turn), in which case an exercise sign will be placed facing the path into the exercise from both directions. In the case of a turn choice, two direction changing signs could be placed side by side for the handler's choice.

Joined Exercises: Two or more exercises may be joined – performed together in sequence. Example 1): Halt – 90 Pivot Right – Halt, followed by Halt – Walk Around Dog. The dog would stay sitting after the pivot and the handler would walk around the dog. Example 2): At a Halt, a SLOW could be joined in which case from the Halt going forward would be immediately at a slow pace. There is no limit on the combinations as long as they can be safely performed together. The judge shall indicate on the course map any exercises that are joined.

- Creative course design is encouraged.
- Exercises that the dog is moving at the completion are considered moving exercises.
- Exercises that end with the dog in a stopped position are considered stationary.
- Stationary exercises should not be more than approximately one-third of the total exercises.
- Courses are not required to be laid out at 90 degree angles but turn angles should match sign used.
- Exercises should be a minimum of 10' apart - except those "joined" or those with a stated distance.
- When designing the course recognize that some exercises must have a longer distance to perform.
- Start and Finish are not numbered, nor included in the number of exercises for the course.
- Placing the Finish straight in line with the exit gate is discouraged. The exit should be off set from the end of the course.

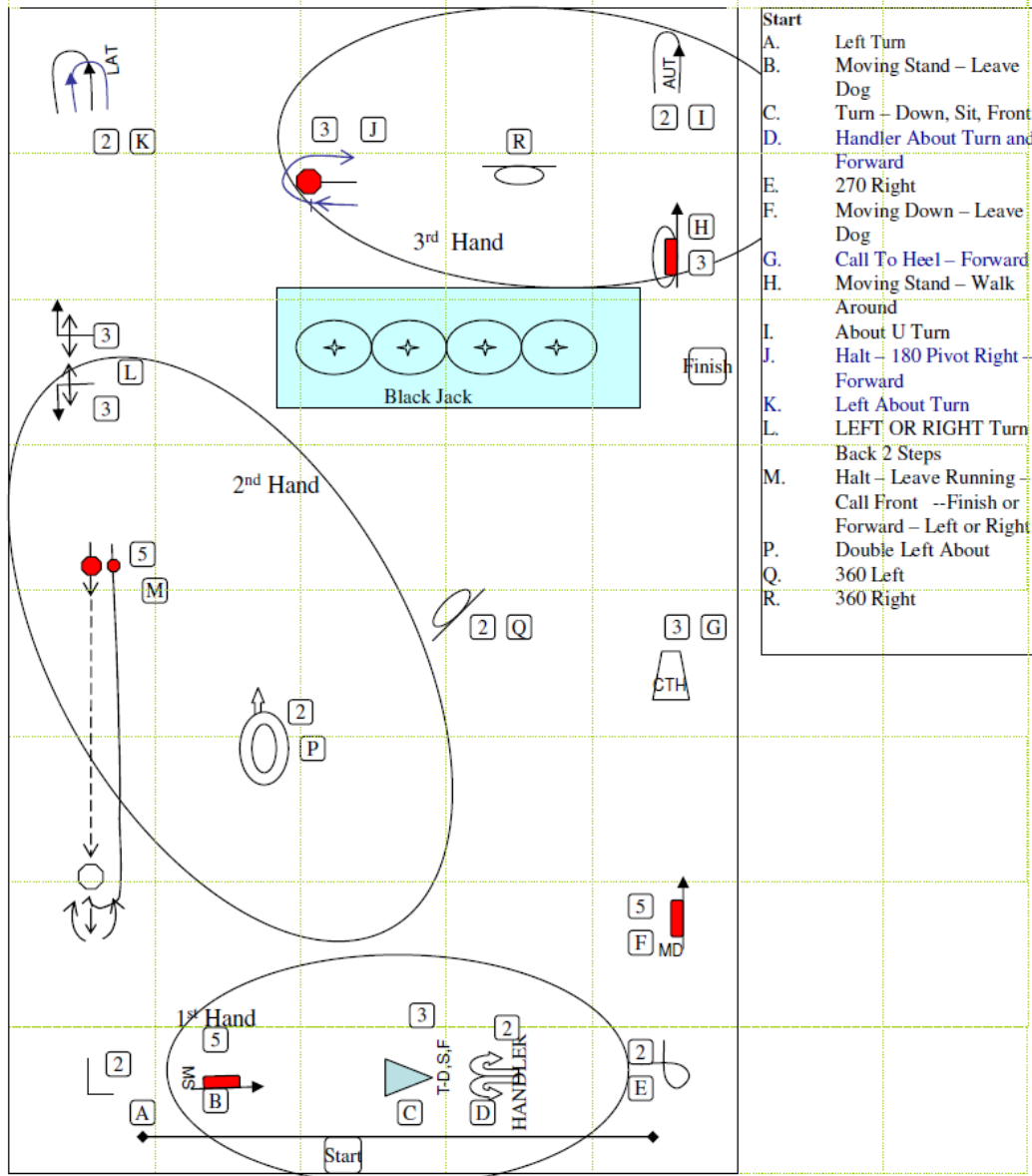
C-WAGS Games

Black Jack Level 1



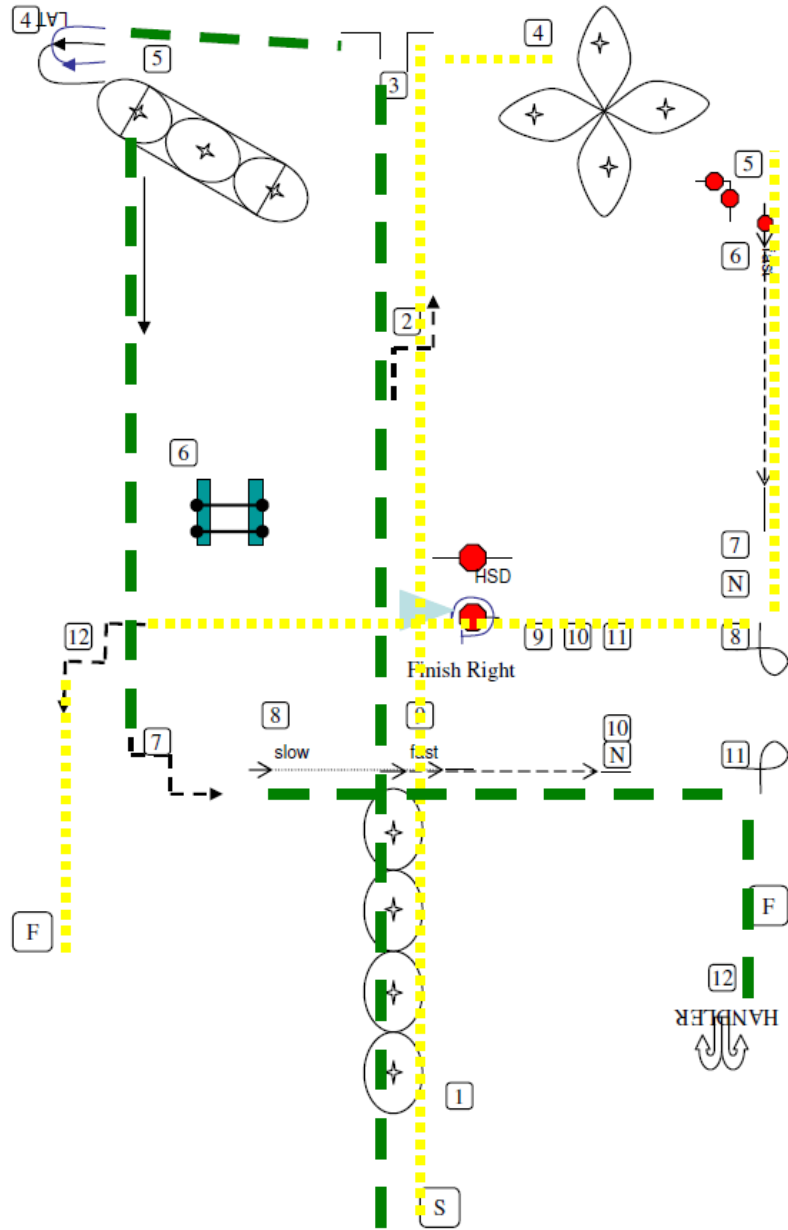
C-WAGS Games

Black Jack Level 3



C-WAGS Games

Colors Level 2



C-WAGS Games

Colors Level 2

