

# Grab Bag Games

- Unlimited communication - the handler may give verbal encouragement (including repeating cues / commands) but at no time should appear to “yell” at the dog – any harsh commands should be assessed as a failure.
- Food / petting rewards may be given at any time
- 40 second time limit for each challenge
- Judges may vary the items used for each challenge. The basis of the exercise will remain the same, the details could vary. Creativity by the judges should be encouraged.
- Prior to the class the judge will explain / demo the order of the exercises and the objects and manner used.
- Each exercise is a pass/fail. Placements are not awarded.
- Must pass all three challenges that make up the class to receive a Qualifying performance.
- The selected challenges will be revealed on the day of the trial
- Minimum ring size of 30 x 30
- In case of errors that would fail the team, the judge will announce “Foul”. At that point the handlers should begin the challenge from the beginning. Time does not reset.
- Ring set-up should be such that all three challenges for that game can be performed with one challenge followed directly by the next with little or no movement of objects between challenges.

## **GRAB BAG GAME Level 1**

Game 1 consists of 6 different variable challenges. The judge will select 3 challenges from the list of 6, the variables, and the order that they will be performed for each trial. Game 1 challenges may be played on or off leash.

### **Challenges:**

- 1A. Take It There
- 1B. Verbal Cue
- 1C. Freestyle
- 1D. Long Way to Front
- 1E. Heeling with Distractions / Go Touch
- 1F. Table, Cone, Hoop

1A). **Take It There** – This exercise involves interaction between the dog, an object, and a target area. The dog must place something into, or onto a target area.

- ◇ The target area may be marked off with tape, cones, a hoop on the ground, or some other visible means to identify the area. The target area must be at least the size of large hula hoop.
- ◇ The Home/Handler area will be an area approximately 4' x 4', marked with some visible means, such as chalk, tape, cones.
- ◇ The handler will provide the item that the dog will get into the target area. It may be something that the dog could roll, carry, or drag into the target area.
- ◇ The object will be placed by the judge or steward approximately 15' from the Home area.
- ◇ The Handler, object and the target area should each be approximately 15' apart. (Think triangle)
- ◇ **TIME STARTS** when the dog or handler first step out of the Home area .
- ◇ The handler and dog will proceed together on a loose leash to the object .
- ◇ The dog must then get the object into the target area.
- ◇ At any time if the leash becomes tight, the judge will say “foul” and the team must proceed back to the Home area and begin again.
- ◇ May use as many cues / commands as needed to accomplish the challenge.
- ◇ Dog dropping the article is irrelevant as long as it is picked up or continues to be moved into the target area.
- ◇ **TIME STOPS** when the dog steps at least 2 feet into the target area while carrying the object, or gets the object into the target area.

The challenge will be considered passed if within the 40 second time: the dog steps in the target area with the object or any part of the object is touching the target area.

1B). **Verbal Cue Recognition** – This exercise tests the dogs recognition of verbal only cues.

- ◇ A chair will be set approximately 3 foot away facing the Handler Area
  - ◇ The dog and handler will place themselves in heel position inside the Handler Area facing the chair. (The Handler Area will be an area approximately 4' square, marked with some visible means, such as chalk, tape, cones.)
  - ◇ When the team is ready the judge will command “Stand Your Dog and Leave”.
- TIME STARTS.**
- ◇ The handler will use a verbal only cue to their dog to stand and stay.
  - ◇ The handler will walk to the chair where s/he turns and sits in chair facing the dog.
  - ◇ The handler may NOT USE ANY HAND SIGNALS – HAND GESTURES – OR HAND MOTIONS. Verbals only! Multiple cues allowed. *(ladies and gents sit on those hands or grab the side of the chair! Judges, neck stretching is gonna happen – cause humans are humans, I would only worry about assessing a penalty if the*

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*rear-end comes out of the chair or the head goes forward past the knees. – Besides this has the potential of also being entertaining for the gallery ☺)*

- ◇ The judge will give either one of the following set of commands. The judge will give the order either with hand signals or on a sign held by the judge.

### Set 1

Sit

Down

Come / Front

Down

### Set 2

Down

Sit

Come / Front

Down

- ◇ The judge must use Set 1 for half of the competitors and Set 2 for the other half, the judge may do this anyway that is easy for him/her to keep track of. *(The purpose of this exercise is to test the dog's training to understand verbal cues. To avoid a dog that is actually "pattern trained" the order of the first 2 commands will be unknown by the handler.)*
- ◇ The dog must not move out of the Handler Area during the first two exercises. At least two feet must remain inside the Handler Area.
- ◇ Fouls –using a hand cue for the initial stand / stay will incur a “foul”. The handler must go back to the dog and start again. Dog moving out of the Handler Area during the first two exercises will incur a Foul. If the dog does the wrong behavior on their “SET”, a “foul” will be incurred. The handler must start at the beginning of the “Set” with the dog in the Handler Area and standing. (Handlers may return to the Handler Area and verbally position the dog again.) All cues must be VERBAL. Any hand signals, gestures will incur a “foul” and the team must start at the beginning of their “SET”. Time does not reset.
- ◇ The dog must come close enough on the FRONT that the handler could touch the dog *(not that they can reach out their hands at that point )*.
- ◇ **TIME STOPS** when the dog completes the last down.

The challenge will be considered Passed if the dog completes the exercises in the correct order within the 40 second time limit and the handler uses verbal cues only.

**1C). Freestyle** – Handler will choose the exercises they will perform. 30 possible points – must earn 20 points to Pass. Time limit is 40 seconds to complete.

- ◇ When the handler checks in with the ring steward they will turn in list of 5 moves they intend to perform during this exercise, numbered in the order they intend to perform them.
- ◇ These moves may be anything that does not endanger the dog, handler or spectator and that can be performed within the confines of the ring.
- ◇ The team will begin in the Home / Handler area. The team must leave the Home Area to **START TIME** and begin their performance.

- ◇ The Home/Handler area will be an area approximately 4' x 4', marked with some visible means, such as chalk, tape, cones.
- ◇ The team must return to the Home Area. **TIME WILL STOP** when the team crosses into the Home Area.
- ◇ The handler may use (1) prop that is small enough for them to carry (not drag) with (1) hand and that doesn't leave pieces of itself all over the floor while being moved.
- ◇ The list must be neatly hand-printed or typed. Please make the descriptions short but complete. For example a list might include:
  - 1) leg weaves - 4 times
  - 2) spin right while in front of handler - 2 times
  - 3) circle a cane held by handler - 3 times
  - 4) bow from a front position
  - 5) leap through handlers arms

The performance will be judged on the following criteria:

Difficulty – 12 points possible

Execution – 12 points possible

Entertainment – 6 points possible

- ◇ Difficulty means – how difficult are these moves to teach the “average” dog?
- ◇ Execution means – how well did the team perform these moves? (as in Canine Musical Freestyle heel position is not strictly judged and is in fact only a general place near the handler)
- ◇ Entertainment – was it fun to watch?

*Let me give you 2 examples of extremes. Let's look at the 6 example behaviors, generally those behaviors would be somewhat difficult for the average dog and handler so I would give a high mark in difficulty (2 points each for 1,2,3, & 5 and 1 point for 4). It is easy to understand Execution – if the dog did the behaviors well give high scores and if not so well give lower scores. On Entertainment value – was it fun to watch? Was there a nice flow from one move to the other or did the person stop and restart for each move – which would be boring for an audience to watch. The above 5 moves have the potential to receive a high score assuming the execution and transitions from move to move were done well.*

*Let's look at a second example.*

- 1) down
- 2) roll-over
- 3) sit-up, beg
- 4) high fives
- 5) spin

*This set has very little difficulty and would receive low marks in that category, probably only 5 (1 point for each behavior – maybe only 4 ½ - - ½ point for the down). Now let's imagine that our team performed flawlessly, you could award 12 points, but the entertainment value I imagine was yawn time 1-3 points. So this exhibitor would receive from 21 (a generous judge) to 18 ½ points (a more critical judge). I imagine that if the dog had done excellent in the first 3 exercises the judge would lean towards the 21 points and if they just barely squeaked by or didn't qualify in the first 3 then would award the 18 ½ point non-qualifying score.*

*YES! This is open to very subjective judgment calls; there is no way around it. It is only a dog sport.*

**1D). Long Way to Front** – This challenge demonstrates that the dog is paying attention to the handler’s cues, and not just the environmental cues and repeating a memorized (pattern trained) exercise.

- ◇ The Home/Handler area will be an area approximately 4’ x 4’, marked with some visible means, such as chalk, tape, cones.
- ◇ This challenge begins with the team in heel position approximately 3’ from and facing “Home Area”. The handler will leave the dog on a stay - may be any position – and walk to “Home Area”. Once there, they may not leave that area while their dog is working (*they need not look like stone statues and may move side to side while directing their dog– (but again hopping up and down, rolling on the floor, waving arms wildly, and other excessive begging should be laughed at.)*)
- ◇ When the handler turns to face the dog, **the TIME BEGINS.**
- ◇ Hand signals and verbal cues are allowed, as are repeated commands.
- ◇ The handler will then instruct the dog to perform 7 different cued behaviors. Only behaviors which are performed "on cue" will be counted. (*so if your dog starts to scratch and you say “scratch” it wouldn’t count as the dog started the behavior without being cued, but a good try!*) Repeated behaviors are not counted, but can be used to control the dog, or to get a secondary behavior. For example, the handler gets the dog to perform a drop on recall, and then asks the dog to drop so that he can roll over. The drop is not counted twice, but the handler gets credit for the roll over.
- ◇ Once the dog steps over the "home plate" line the challenge and **TIME END.** The handler is allowed to use "go out" or "get back" behaviors to prevent the dog from crossing the finish line prior to completing 7 cued behaviors.
- ◇ Cueing “Front” while the dog is still in “play” and the dog steps over the line while fronting, the front behavior will still count as it was cued before the dog entered Home Plate. Same for the “Finish” behavior. If the dog has not stepped into the Home Plate area when the cue is given the behavior would count.
- ◇ Judge may choose to have handler seated at the “Home Plate ”area.
- ◇ Handler’s leaving Home Plate will incur a “Foul” and they should position their dog back facing home plate and re-start the challenge.

The challenge is considered passed if the dog completes 7 different cued behaviors within the 40 seconds and the handler did not leave the Home Plate area.

**1E). Heeling with Distractions and Go Touch** - This challenge tests the dogs reaction to distractions and willingness to touch different object - To realize that just because an item is on the floor it doesn’t mean that it should be investigated, but if the handler instructs the dog to go touch something that they will – the dog will trust his handler and make contact with new / strange objects. This class designed to be set up similar to a baseball diamond – *in the center of one side of the ring “home plate” will be designated*

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*by marking with tape, chalk or outdoor paint a square approximately 4 x 4 feet. Exercises will be set up at the bases and pitcher's mound. In case of errors that would fail the team, the judge will announce "Foul". At that point the handlers should begin the challenge from the beginning. Time does not reset.*

- ◇ Large Hula Hoops will be used and placed on 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> base and the pitcher's mound. (Each base will be approximately 12' – 15' apart, with the pitcher's mound in the center.)
- ◇ A distraction item will be placed inside each hoop. Distraction item examples include toys, balls, water bottle, hat, food bowls empty or with food **securely** covered, box, or bag. This is not a complete list only a sample. Nothing containing glass or small enough that a dog could ingest.
- ◇ Three other objects that the dog will have to touch will be placed on the course. Touch objects should be normal everyday household type objects, nothing electrical plugged in, nothing small enough that a dog could ingest, no glass. Examples include: nail clippers, vacuum, chair, cone, brush, hairdryer, paper bag, box, etc. They may be in the infield and / or in the outfield area of the course. They must be at least three feet from any hoop.
- ◇ The team will start at Home Plate and move together (loosely heel) from touch object to touch object. Handler chooses the pace that the team moves. **TIME WILL START** when the team leaves Home Plate.
- ◇ The handler will choose the path to the objects and the order that they will be attempted. The handler must stop at least an arm's length away from the touch object. The handler must get the dog to come in contact (touch) the obstacle. How - is completely up to the handler and dog. Creativity is always appropriate – maybe the dog will back into/onto the item. The touch may be with any body part. Handler may not touch the item, nor may they physically push their dog into the item.
- ◇ After touching all three objects the team will move together (loosely heel) back to Home Plate.
- ◇ Dog may not step into any of the "bases" containing the distraction items. One foot touching the hoop would be considered stepping into.
- ◇ "Fouls" – Will be incurred: If the dog steps into a hoop; If the team fails to move together (dog leaves handler more than arm's length); Handler is less than arm's length from touch object. If a Foul occurs the team must go back and start from Home Plate.
- ◇ **TIME ENDS** when the team enters Home Plate

This challenge will be considered Passed if the dog touches all three objects, does not touch any of the "bases", handler stays at least arm's length from touch object, and the team returns to Home Plate within the 40 second time limit.

**1F). Table / Around / In** - This challenge requires that the dog goes out and onto an agility style table, sit or down; circle a cone; and sit or down in a hoop or marked target area.

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This class is designed to be set up similar to a baseball diamond – *in the center of one side of the ring “home plate” will be designated by marking with tape, chalk or outdoor paint a square approximately 4 x 4 feet. Exercises will be set up at the “bases”. In case of errors that would fail the team, the judge will announce “Foul”. At that point the handlers should begin the challenge from the beginning. Time does not reset.*

Ring set up includes:

The 3 objects will be set up in a baseball diamond shape approximately 12’ – 15’ from each other. They may be set in any order.

The pause table will have two heights; 8” for dogs that jump 8” or less, and 16” for dogs that jump 12” or 16”.

Each of the 3 objects: Table, Cone, Hoop, will have a marker of some type at a 3’ distance. This is the handler’s line; they may not go any closer to the object.

- ◇ This challenge begins with the team in heel position at Home Plate
- ◇ **TIME WILL START** when the team leaves “Home Plate”. The handler will go with their dog on a loose leash to the first object in a counter clock-wise direction. The team will proceed through the course without further instruction from the judge.
- ◇ At the Table, the handler will halt behind the 3’ mark. They will send the dog to the table where the dog must either sit or down – judge’s predetermined position (same for all dogs). When the dog is positioned, the handler will call and resume loose leash walking with the dog on the left in the counter clock-wise direction to the next object.
- ◇ At the Cone, the handler will halt behind the 3’ mark. They will send the dog around the cone in either direction. The dog should return to handler’s left side and will then continue with a loose leash in a counter clock-wise direction to the next object.
- ◇ At the Hoop, the handler will halt behind the 3’ mark. They will send their dog into the hoop and the dog must sit or down – judge’s predetermined position. The dog must have at least two feet completely within the hoop. When the dog is positioned, the handler will call and resume loose leash walking with the dog on the left in the counter clock-wise direction to the next object.
- ◇ *At any time hysterical, desperate gesturing by the handler will be ignored by the judge and a source of entertainment for the gallery.)*
- ◇ Once all three objects are completed, the team will return to the Home Plate area.
- ◇ **TIME STOPS** when the dog and handler are completely in the Plate area.
- ◇ Retry – Unlimited retries allowed within the time limit.
- ◇ “Fouls” – Will be incurred if the handler crosses the 3’ mark; the team must return to the Home Plate area and restart. Time does not reset.

This challenge will be considered Passed if: the dog goes out to the table, assumes the correct position, goes out around the cone, assumes the correct position within the hoop, the handler does not cross the 3’ mark, and the team gets back to Home Plate before the 40 second time limit.

## **GRAB BAG GAME Level 2**

Game 2 consists of 6 different variable challenges. The judge will select 3 challenges from the list of 6, and the variables, and the order that they will be performed for each trial. Game 2 challenges must be played off leash.

These challenges are designed to be set up similar to a baseball diamond – *in the center of one side of the ring “home plate” will be designated by marking with tape, chalk or outdoor paint a square approximately 4 x 4 feet. Exercises will be set up at the bases and pitcher’s mound. In case of errors that would fail the team, the judge will announce “Foul”. At that point the handlers should begin the challenge from the beginning. Time does not reset.*

### Challenges:

- 2A. Go Out / Around / Over / Through
- 2B. Long Way to Front
- 2C. Heeling with Distractions / Go Touch
- 2D. Heeling with Stays / Recall
- 2E. Go Table, Jump – Jump / Tunnel
- 2F. Running Bases

**2A). Go Out / Around / Over / Through** – This challenge is that you can send your dog out and go around an object, over a jump or through a tunnel. There will be two objects on the course. They may be the same or they may be different type objects. The judge will select the objects for the course.

- ◇ There will be two objects set approximately 15 – 20’ feet apart. One object at 1<sup>st</sup> base, the second object at 3<sup>rd</sup>. 1<sup>st</sup> and 3<sup>rd</sup> base should be approximately 12’ - 15’ from home plate.
- ◇ Objects to be circled could be cones, chairs, posts or similar objects. A tunnel, or hoops set between posts could be used to go through. Bar jumps, tire jumps, may be used for jump objects. All objects must be stable and constructed in such a manner as to be safe for dogs of all sizes.
- ◇ The dog and handler team will start at Home Plate.
- ◇ Handler may not leave Home Plate while their dog is working (they need not look like stone statues and may move side to side while directing their dog to the correct object – *(but again, hopping up and down, rolling on the floor, waving arms wildly, and other excessive begging should be laughed at.)*)
- ◇ Handler’s leaving Home Plate will incur a “Foul” and they should call their dog back to home plate and re-start the challenge.



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- ◇ The dog must leave the handler and go out and around / over or through the objects. Jump heights will be 4", 8" 12" or 16" if a jump is used. A jump must be jumped, not circled.
- ◇ Dog does not need to return to the handler before completing the second object.
- ◇ Objects may be completed in any order.
- ◇ **TIME STARTS** when the judge gives permission to begin. **TIME ENDS** when the dog returns to Home Plate after completing the two objects.

The challenge will be considered Passed if the dog completes the two objects within the 40 second limit and the handler did not leave the Home Plate area.

**2B). Long Way to Front** – This challenge demonstrates that the dog is paying attention to the handler's cues, and not just the environmental cues and repeating a memorized (pattern trained) exercise.

- ◇ This challenge begins with the team in heel position at the "pitcher's mound" facing "Home Plate". The handler will leave the dog on a stay - may be any position – and walk to "Home Plate" (approximately 12' -15'). Once there, they may not leave that area while their dog is working (*they need not look like stone statues and may move side to side while directing their dog– (but again hopping up and down, rolling on the floor, waving arms wildly, and other excessive begging should be laughed at.)*)
- ◇ When the handler turns to face the dog, **THE TIME BEGINS**.
- ◇ Hand signals and verbal cues are allowed, as are repeated commands.
- ◇ The handler will then instruct the dog to perform 10 different cued behaviors. Only behaviors which are performed "on cue" will be counted. (*so if your dog starts to scratch and you say "scratch" it wouldn't count as the dog started the behavior without being cued, but a good try!*) Repeated behaviors are not counted, but can be used to control the dog, or to get a secondary behavior. For example, the handler gets the dog to perform a drop on recall, and then asks the dog to drop so that he can roll over. The drop is not counted twice, but the handler gets credit for the roll over.
- ◇ Once the dog steps over the "home plate" line the challenge and **TIME END**. The handler is allowed to use "go out" or "get back" behaviors to prevent the dog from crossing the finish line prior to completing 10 cued behaviors.
- ◇ Cueing "Front" while the dog is still in "play" and the dog steps over the line while fronting, the front behavior will still count as it was cued before the dog entered Home Plate. Same for the "Finish" behavior. If the dog has not stepped into the Home Plate area when the cue is given the behavior would count.
- ◇ Judge may choose to have handler seated at "Home Plate".
- ◇ Handler's leaving Home Plate will incur a "Foul" and they should call their dog back to home plate and re-start the challenge.

The challenge is considered passed if the dog completes 10 different cued behaviors within the 40 seconds and the handler did not leave the Home Plate area.

**2C). Heeling with Distractions and Go Touch** - This challenge tests the dogs reaction to distractions and willingness to touch different object - To realize that just because an item is on the floor it doesn't mean that it should be investigated, but if the handler instructs the dog to go touch something that they will – the dog will trust his handler and make contact with new / strange objects.

- ◇ Large Hula Hoops will be used and placed on 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> base and the pitcher's mound. (Each base will be approximately 15' – 20' apart, with the pitcher's mound in the center.)
- ◇ Distraction item examples include toys, balls, water bottle, hat, food bowls empty or with food **securely** covered, box, or bag. This is not a complete list only a sample. Nothing containing glass or small enough that a dog could ingest
- ◇ Three other objects that the dog will have to touch will be placed on the course. Touch objects should be normal everyday household type objects, nothing electrical plugged in, nothing small enough that a dog could ingest, no glass. Examples include: nail clippers, vacuum, chair, cone, brush, hairdryer, paper bag, box, etc. They may be in the infield and / or in the outfield area of the course. They must be at least two feet from any hoop.
- ◇ The team will start at Home Plate and move together (loosely heel) from touch object to touch object. Handler chooses the pace that the team moves. **TIME WILL START** when the team leaves Home Plate.
- ◇ The handler will choose the path to the objects and the order that they will be attempted. The handler must stop at least an arm's length away from the touch object. The handler must get the dog to come in contact (touch) the obstacle. How - is completely up to the handler and dog. Creativity is always appropriate – maybe the dog will back into/onto the item. The touch may be with any body part. Handler may not touch the item, nor may they physically push their dog into the item.
- ◇ After touching all three objects the team will move together (loosely heel) back to Home Plate.
- ◇ Dog may not step into any of the “bases” containing the distraction items. One foot touching the hoop would be considered stepping into.
- ◇ “Fouls” – Will be incurred: If the dog steps into a hoop; If the team fails to move together (dog leaves handler more than arm's length); Handler less than arm's length from touch object.
- ◇ **TIME ENDS** when the team enters Home Plate

This challenge will be considered Passed if the dog touches all three objects, does not touch any of the “bases”, handler stays at least arm's length from touch object, and the team returns to Home Plate within the 40 second time limit.

**2D). Heeling with Stays / Recall** - The challenge tests that the dog can stay with the handler while moving with distractions. Judge will determine items used and stay positions of sit or down - may be a combination.

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- ◇ The course will be set with a small table, or chair set inside the hoop at 1<sup>st</sup>, & 3<sup>rd</sup> base. (Approximately 15' – 20" apart).
- ◇ The team will begin at Home Plate. **TIME WILL START** when they leave Home Plate.
- ◇ The team will proceed together (loosely heel) up to first base where the handler will have their dog sit (or down) and stay.
- ◇ Dog may not step into the base.
- ◇ The handler will proceed up to the table or chair where they will find a bag and 2 – 3 small items that must be placed into the bag (**think grocery shopping**).
- ◇ Handler will return to heel position with the bag and the team will move together to 2<sup>nd</sup> base. There the handler will leave the dog on a stay (sit or down) inside the base. At least 2 feet must be inside the base. The handler will then proceed to the 3<sup>rd</sup> base table or chair and unload the bag. The items and bag remain on the table / chair.
- ◇ The handler will then go the Home Plate and call the dog. They may not call the dog until they are in Home Plate.
- ◇ The dog must come and sit inside home plate with the handler. **TIME STOPS** when the dog sits.
- ◇ “Fouls” – Will be incurred: If a dog steps into the first or third base; If the dog changes position at the first stop or 2<sup>nd</sup> base; If the dog does not have at least 2 feet inside 2<sup>nd</sup> base; If the team fails to move together (dog leaves handler more than arm's length).
- ◇ A variation of the bag and 2 items could be used. It could be a small box with items, a dog food dish that the handler puts several biscuits in. Should be items easily carried.

The following dog would go to in reverse order. They would go to 3<sup>rd</sup> base first to fill their bag, then leave the dog at 2<sup>nd</sup> base, unload the bag at 1<sup>st</sup> base.

The challenge would be considered successful if the team moved together during the heeling sections, and handler took the items from the first base area, and the dog stayed inside 2<sup>nd</sup> base in the position left, and the handler left items at the third base area, and the dog came and sat inside Home Base within the 40 seconds.

**2E). Go Table / Jump / Jump** - This challenge requires that the dog leave the handler go out to the table, sit or down, and take the directed jump.

Ring set up includes:

An agility type pause table set at 2<sup>nd</sup> base – approximately 20' away from Home Plate. The pause table will have two heights; 4" for dogs that jump 8" or less, and 12" for dogs that jump 10" or 16".

Two jumps\* set approximately 15' - 20' apart: 1<sup>st</sup> base and 3<sup>rd</sup> base. Any combination of bar jump, high jump or agility style jump constructed to be stable and safe

for all dogs may be used. (A 6' - 9' tunnel may replace either or both jumps). \*See jump height table in the obedience rules.

- ◇ This challenge begins with the team in heel position at Home Plate - opposite the pause table.
- ◇ On order from the judge to “send your dog”, **TIME WILL START** and the handler will send their dog across the ring to the table where the dog must either sit or down – judge’s predetermined position.
- ◇ When the dog is positioned, the handler will call/send the dog over either the right or the left jump – handler’s choice.
- ◇ The dog should go straight to the jump, over it and return to front position.
- ◇ Without instruction from the judge, the team return to original starting position and perform the same sequence again EXCEPT if the dog “sat” on the table the first time then it must “down” on the table the second time (or vice versa). If the dog was sent to the right side jump the first time then the dog must be sent to the left side jump the second time (or vice versa).
- ◇ **TIME STOPS** when the dog sits in the front position the second time after completing both jumps (or tunnel).
- ◇ Handler may not leave Home Plate. (*Hysterical, desperate gesturing by the handler at Home Plate will be ignored by the judge and a source of entertainment for the gallery.*)
- ◇ Retry – Unlimited retries allowed within the time limit. If the dog takes the incorrect jump, the team will have to begin from Home Plate, resending the dog to the table and then the correct jump.
- ◇ “Fouls” – Will be incurred if the handler leaves Home Plate; If the dog takes the incorrect jump.

This challenge will be considered Passed if: the dog goes out to the table, assumes the correct position, takes the correct jump, goes out a second time, assumes the correct second position, takes the correct second jump, the handler does not leave Home Plate, and the dog gets back to Home Plate and sits before the 40 seconds is up.

**2F). Running Bases** – This exercise requires that the dog leave the handler and go to the directed base and sit.

- ◇ Ring Set-up: The steward will lay 4 large hula hoops in the following locations 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base and pitchers mound. Each base should be approximately 12' – 15' apart.
- ◇ The judge or steward will have a container that has 4 small identical objects inside. *Maybe ping-pong balls in a cloth sack?* These objects will be marked 1, 2, 3, P. The handler without looking will reach into the container and draw (1) object and hand it to the judge who will announce it publicly, then the handler will draw out a second object and hand it to the judge who will announce it publicly.
- ◇ That is the order that the handler will send his dog. For example if the handler picked 2 on his first draw and 1 on his second draw, the handler would be required to send his dog from home base to 2<sup>nd</sup> base and sit, then to 1<sup>st</sup> base and sit and then call the

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dog home and sit inside Home Plate. If a handler drew 2 and then “P” the handler would be required to send their dog out in a straight line past Pitchers mound to 2<sup>nd</sup> base and sit, then call their dog back to Pitchers mound and sit then back to home and sit.

- ◇ The dog and handler begin in home base.
- ◇ **TIME STARTS** when the handler gives the first cue.
- ◇ At least two of the dog’s feet must be inside the base when sitting.
- ◇ All four must be inside the Home Plate area when sitting to **STOP THE TIME**.
- ◇ The team cannot attempt the second base drawn before completing the first base in his sequence.
- ◇ The handler is allowed freedom of movement inside home base. (*but again, hopping up and down, rolling on the floor, waving arms wildly, and other excessive begging should be laughed at.*)
- ◇ “Fouls” – Will be incurred if the handler leaves Home Plate; dog sits in incorrect base.

This challenge will be considered Passed if: the dog goes to the correct base and sits with at least 2 feet inside the base, moves to the next base and sits with at least 2 feet inside the base, returns to Home Plate and sits with all 4 feet inside Home Plate within the 40 second time limit, and the handler does not leave Home Plate.

## Grab Bag Game Level 3

Game 3 consists of 7 different variable challenges. The judge will select 3 challenges from the list of 7, and the variables, and the order that they will be performed for each trial. All challenges must be performed off-leash.

Challenges:

- 3A. Take It There
- 3B. Dropped My Keys
- 3C. Grab Tag
- 3D. Verbal Cue
- 3E. Freestyle
- 3F. Distracted Stays
- 3G. Judge’s Game

**3A). Take It There** – This exercise involves interaction between the dog, an object, and a target area. The dog must place something into, or onto a target area.

- ◇ The target area may be marked off with tape, cones, a hoop on the ground, or some other visible means to identify the area. The target area must be at least the size of large hula hoop.

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- ◇ The handler area will be an area approximately 4' x 4', marked with some visible means, such as chalk, tape, cones.
- ◇ The handler will provide the item that the dog will get into the target area. It may be something that the dog could roll, carry, or drag into the target area.
- ◇ The object will be placed by the judge or steward approximately 15' -20' from the handler area.
- ◇ The Handler, object and the target area should each be approximately 15' – 20' apart. (Think triangle)
- ◇ **TIME STARTS** at the handler's first cue to send the dog after the object.
- ◇ The handler directs the dog to go to the object and take it to target area.
- ◇ May use as many cues / commands as needed to accomplish the challenge.
- ◇ The handler must stay in the Handler area. (They need not look like stone statues and may move side to side while directing their dog to the correct object – *(but hopping up and down, rolling on the floor, waving arms wildly, and other excessive begging should be laughed at.)*)
- ◇ **TIME STOPS** when the dog steps at least 2 feet into the target area while carrying the object, or gets the object into the target area.

The challenge will be considered passed if within the 40 second time: the dog steps in the target area with the object or any part of the object is touching the target area.

**3B). Dropped My Keys Retrieve** - This exercise involves bringing back in the correct order the owners keys and purse/wallet.

- ◇ Each handler will bring 3 metal keys on a key ring (key ring may have attachments) and either a purse or a wallet (*toy dog owners can be creative in finding or making a purse or wallet small enough for their dogs and yes they can use little keys. Bigger dog owners – if you come into the ring with 3 tiny luggage keys all the other competitors will mock you and ridicule your lack of training ability*)
- ◇ The team will set up at one end of the ring in the Handler area (an area approximately 4' square, marked with some visible means, such as chalk, tape, cones) with their back facing the judge (*no peeking*).
- ◇ The judge or steward will place both the key ring and the purse/wallet at the other end of the ring (20 – 30' away) approximately 12 feet apart
- ◇ When ready the judge will instruct the team that “they may look now”. After the team has pivoted in place (right or left – handler's choice) the judge will ask the team which item they will retrieve first. The handler tells the judge either purse/wallet or keys at which point the judge will ask the team if they are ready and command “send your dog” and the 40 second **TIME BEGINS**.
- ◇ The dog needs to retrieve the item specified by the handler. If the dog attempts to pick up or picks up the item not asked for by the handler the handler may tell the dog to drop it / leave it, etc. As long as the dog does not bring the incorrect item more than half way to the handler there will be no failure at that point.
- ◇ The dog may carry the items in any manner as long as they are returned to their owner in working condition.

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- ◇ The handler must stay in their area while their dog is working (they need not look like stone statues and may move side to side while directing their dog to the correct object – *(but hopping up and down, rolling on the floor, waving arms wildly, and other excessive begging should be laughed at.)*)
- ◇ The dog must return to a front close enough for the handler to take the correct object. The dog does not have to hold the item until taken by the handler.
- ◇ After the first item is brought to the owner in the Handler Area, the dog is sent out to bring the second item back.
- ◇ The dog must again return to a front close enough for the handler to take the correct object.
- ◇ **TIME STOPS** when the dog sits in front.

The challenge will be considered passed if the dog brings the items in the correct order and brings them close enough for the handler to take from the dog or pick up if on the ground.

**3C). Service Dog Grab Tag** – This exercise involves retrieving two different items and placing them in a container next to the handler, then going out to touch a target and return to handler to stop the clock.

- ◇ As the handler is coming into the ring the steward will place a target (1 foot x 1 foot target - no more than 2” high) approximately 6 feet to the right or left (wherever the judge indicates) of the handler’s area.
- ◇ The handler will come to the ring with 5 objects in a container which s/he will hand to the steward. The five objects are handler’s choice and need not be the same but they do need to consist mostly of the following materials (one of each) wood, plastic, metal, paper, and leather or cloth.
- ◇ The container is anything the handler chooses to use that will hold the objects.
- ◇ The dog and handler will place themselves in heel position inside handler area (The handler area will be an area approximately 4’ x 4’, marked with some visible means, such as chalk, tape, cones.)
- ◇ The judge (or steward) will place 2 objects approximately 10 feet from the Handler Area. *(with about 1 foot of space between each object – they do not need to be placed in a line – think scent articles)* and bring the container back to the handler who will place it on the ground inside the Handler Area to the right of the handler. (The container may not be moved again by the handler until after the exercise is complete.)
- ◇ When the team is ready the judge will give the signal to “go” and **TIME WILL START.**
- ◇ The team will have 40 seconds for the dog to retrieve the 2 items and place them in the container then run to the target - “touch it” with any paw and return to the handler area.
- ◇ The handler is not allowed to touch any of the retrieve items; the dog must place all items in the container by him/her self.

- ◇ The dog must have all 4 paws inside the Handler Area (though not in any specific place or position) to **STOP THE TIME**.
- ◇ The handler is allowed freedom of movement inside of the Handler Area but may not step outside the area.
- ◇ There is no penalty for dogs that bring back more than one object at a time.
- ◇ *(Hysterical, desperate gesturing by the handler in the Handler Area will be ignored by the judge and a source of entertainment for the gallery.)*

The challenge will be considered passed if the dog gets the items into the container, touches the “target” and has all four paws inside the Handler Area within the 40 seconds, and the handler has not left the Handler Area.

**3D). Verbal Cue Recognition** – This exercise tests the dogs recognition of verbal only cues.

- ◇ A chair will be set approximately 10 foot away, facing the Handler Area
- ◇ The dog and handler will place themselves in heel position inside the Handler Area facing the chair. (The Handler Area will be an area approximately 4’ square, marked with some visible means, such as chalk, tape, cones.)
- ◇ When the team is ready the judge will command “Stand Your Dog and Leave”.  
**TIME STARTS.**
- ◇ The handler will use a verbal only cue to stand their dog and to stay.
- ◇ The handler will walk to the chair where s/he turns and sits in chair facing the dog.
- ◇ The judge will give either one of the following set of commands. The judge will give the order either with hand signals or on a sign held by the judge.

<u>Set 1</u>	<u>Set 2</u>
Sit	Down
Down	Sit
Come / Front	Come / Front
Call dog to heel	Call dog to heel
Down	Down

- ◇ The judge must use Set 1 for half of the competitors and Set 2 for the other half, the judge may do this anyway that is easy for him/her to keep track of. *(The purpose of this exercise is to test the dog’s training to understand verbal cues. To avoid a dog that is actually “pattern trained” the order of the first 2 commands will be unknown by the handler.)*



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- ◇ The handler may NOT USE ANY HAND SIGNALS – HAND GESTURES – OR HAND MOTIONS. Verbals only!!!! Multiple cues allowed. *(ladies and gents sit on those hands or grab the side of the chair! Judges, neck stretching is gonna happen – cause humans are humans, I would only worry about assessing a penalty if the rear-end comes out of the chair or the head goes forward past the knees. – Besides this has the potential of also being entertaining for the gallery ☺)*
- ◇ The dog must not move out of the Handler Area during the first two exercises. At least two feet must remain inside the Handler Area.
- ◇ Retries – If the Handler uses a hand cue for the initial stand / stay, and realizes it as they walk away they may go back to the dog and start again. Time does not reset. If the dog does the wrong behavior on their “SET”, they can “retry”. They must start at the beginning of the “Set” with the dog in the Handler Area and standing. Once seated the Handler may not leave the chair to retry. All cues must be VERBAL. The handler would cue the dog to get into the Handler Area if it had left, to stand, then the first exercise on the set.
- ◇ The dog must come close enough on the FRONT that the handler could touch the dog *(not that they can reach out their hands at that point )*.
- ◇ The HEEL position will be counted if the dog ends up on the handler’s left side within reach of the handler and within 90 degrees of facing the same direction as the handler. *(Dog may be facing straight at handler / 90 degrees from facing the same direction as the handler and still pass. Facing more to the back than the front when time ends is a fail)*
- ◇ **TIME STOPS** when the dog completes the last down.

The challenge will be considered Passed if the dog completes the exercises in the correct order within the 40 second time limit and the handler uses verbal cues only.

**3E). Distracted Stays** – A Variety of stays can be found in this 40 second stay challenge.

- ◇ The judge will decide position – sit, stand, or down and the distraction which should be an everyday type situation/distraction. Judge will take into account the distraction being used when determining handler distance from dog.
- ◇ The dog and handler’s position and the distraction will be the same for the entire class.
- ◇ Possible distractions: Handler leaves dog at a run goes about 10’ then continues to walk across and around the ring; handler leaves dog, picks up a leash and attaches it to the collar; handler leaves dog and ball rolls across the floor, or toy squeaked, food dish sat on floor; petted by the judge.
- ◇ Distraction may not be a sudden loud noise, or sudden movement.
- ◇ Judges in designing this class will indicate when **time starts and stops**.

The challenge will be considered a Pass if the dog maintains position left in and does not move out of the spot left for 40 seconds. Minor shifting of position should not be considered changing of position.

**3F). Freestyle** – Handler will choose the exercises they will perform. 30 possible points – must earn 20 points to Pass. Time limit is 40 seconds.

- ◇ When the handler checks in with the ring steward they will turn in a piece of paper with 6 moves they intend to perform during this exercise, numbered in the order they intend to perform them.
- ◇ These moves may be anything that does not endanger the dog, handler or spectator and that can be performed within the confines of the ring.
- ◇ The team will begin in the Home / Handler area. The team must leave the Home Area to **START TIME** and begin their performance.
- ◇ The Home/Handler area will be an area approximately 4' x 4', marked with some visible means, such as chalk, tape, cones.
- ◇ The team must return to the Home Area. **TIME WILL STOP** when the team crosses into the Home Area.
- ◇ The handler may use (1) prop that is small enough for them to carry (not drag) with (1) hand and that doesn't leave pieces of itself all over the floor while being moved.
- ◇ The list must be neatly hand-printed or typed. Please make the descriptions short but complete. For example a list might include:
  - 1) leg weaves - 4 times
  - 2) spin right while in front of handler - 2 times
  - 3) circle a cane held by handler - 3 times
  - 4) back up side by side with handler 3 feet
  - 5) bow from a front position
  - 6) leap through handlers arms

The performance will be judged on the following criteria:

Difficulty – 12 points possible

Execution – 12 points possible

Entertainment – 6 points possible

- ◇ Difficulty means – how difficult are these moves to teach the “average” dog?
- ◇ Execution means – how well did the team perform these moves? (as in Canine Musical Freestyle heel position is not strictly judged and is in fact only a general place near the handler)
- ◇ Entertainment – was it fun to watch?

*Let me give you 2 examples of extremes. Let's look at the 6 example behaviors, generally those behaviors would be somewhat difficult for the average dog and handler so I would give a high mark in difficulty (2 points each for 1,2,3,4 & 6 and 1 point for 5). It is easy to understand Execution – if the dog did the behaviors well give high scores and if not so well give lower scores. On Entertainment value – was it fun to watch? Was there a nice flow from one move to the other or did the person stop and restart for each move – which*

*would be boring for an audience to watch. The above 6 moves have the potential to receive a high score assuming the execution and transitions from move to move were done well.*

*Let's look at a second example.*

- 1) sit*
- 2) down*
- 3) roll-over*
- 4) sit-up, beg*
- 5) high fives*
- 6) spin*

*This set has very little difficulty and would receive low marks in that category, probably only 6 (1 point for each behavior – maybe only 5 - ½ point for the sit and down each). Now let's imagine that our team performed flawlessly, you could award 12 points, but the entertainment value I imagine was yawn time 1-3 points. So this exhibitor would receive from 21 (a generous judge) to 18 ½ points (a more critical judge). I imagine that if the dog had done excellent in the first 3 exercises the judge would lean towards the 21 points and if they just barely squeaked by or didn't qualify in the first 3 then would award the 18 ½ point non-qualifying score.*

***YES!** This is open to very subjective judgment calls, there is no way around it. It is only a dog sport.*

**3G). Judge's Game –** Judge's may design a game of their choosing. If this game is being used the description will be included in the trial premium. The degree of difficulty should be similar to the other games at this level.