

ARIZONA STATE 4-H DOG SHOW RULES



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This publication has been approved by the Arizona State 4-H Dog Show Committee and is designed to establish uniform rules and procedures for the Arizona State 4-H Dog Show. It should be noted that when no guideline or rule exists, the judges and Arizona State Dog Show Grievance Committee's decisions are final.

General Rules

Sportsmanship

As participants in the Arizona 4-H Dog program, members represent 4-H to the public. We expect our members to act in a responsible, ethical and sportsman like manner at all times while participating in 4-H sponsored events. We expect parents and leaders to conduct themselves in a manner reflecting the standards of the Arizona 4-H program. Any exhibitor, family member, or leader not displaying the appropriate behavior may be asked to leave the show grounds.

Differently-abled Youth

Differently-abled youth may request special accommodations by indicating their needs on enrollment forms and entry forms. Leaders and show superintendents will work closely with the differently-abled member's leader and county office to ensure proper accommodations are made. A member requiring assistance may receive help from another 4-H member, certified leader, or judge.

Member Eligibility

- 1) Members must be 9 years old on January 1 of the current 4-H year in order to participate in the Dog Project.
- 2) The Arizona 4-H year begins October 1 and ends September 30
- 3) A member's age as of January 1 of the current 4-H year is the member's age all year, and does not change with the member's birthday.
- 4) In order to participate in the Arizona State 4-H Dog Show members must be enrolled in the Dog project in the Arizona 4-H program and must meet county requirements in which they are enrolled.

Dog Eligibility

- 1) Dog Project Leaders shall determine and approve participation of members and dogs in their project.
- 2) Dogs must be 1 year to participate in agility and will jump one height lower than their measured jump height until 18 months old. Older dogs, 7 years and up will jump one height lower than their measured jump height.
- 3) Dogs must be current on age appropriate vaccinations, and have a current rabies certificate from a licensed vet or clinic.
- 4) There shall be no discrimination of a dog's breed, or purebred/mixed breed status.
- 5) No dog shall be eligible to practice or compete if it is taped, bandaged, injured, or ill, or if it has anything attached to it for medical purposes, unless there is written confirmation from a licensed veterinarian that the dog is able to work without further damage. Subject to approval by the Arizona State 4-H Dog Show Committee.
- 6) Any abuse of dogs on practice or show grounds, or in the ring, will result in dismissal from the State 4-H Dog Show.
- 7) Female dogs, in season, are not allowed on the show grounds.

Dress Code

- 1) For practices and non-competitive events, please wear clothing appropriate to the activity. All clothing shall be neat, clean acceptable in repair and appearance, and shall be worn within the decency and good taste as appropriate for 4-H events. Flat, close-toe, non-slip, shoes are required for all events. General 4-H and club logos are acceptable.
- 2) For competitions, dress shall be appropriate to the event.
 - a. Showmanship dress is “business” or “business casual” style, suits, dresses, skirts, blouses, slacks and shirt with tie for boys. Members may also wear standard 4-H show dress of slacks or jeans with a plain white or any 4-H long sleeve shirt and green tie. Shoes may be tennis shoes, or nonslip dress shoes.
 - b. Obedience should be clean, neat and conservative. 4-H dress, or clean, neat jeans or shorts and shirt.
 - c. Rally dress is similar to Obedience dress.
 - d. Agility dress is casual, athletic.
3. The following are NOT allowed:
 - e. Flip flops, open sandals, any backless, slip on shoes, loose shoes or bare feet.
 - f. All shorts with an inseam of less than 3 inches.
 - g. All tank tops with a strap less than 1 inch.
 - h. Articles of clothing displaying profanity, inappropriate slogans or promoting anything inappropriate.
 - i. Items of clothing exposing bare midriffs, backs, chests, undergarments or see-through clothing.
 - j. See the JOLT 4-H Dress Code on the 4-H website if more information is required.

Safety

- 1) All dogs must be kept on leash, or crated, unless actively working in a ring, or working on off-leash in assigned area.
- 2) Owner has sole responsibility for their dog and is liable if the dog damages anyone or anything.
- 3) While at the Arizona State 4-H Dog Show, members must always maintain control of their dogs.
- 4) When practicing or showing keep dogs within the assigned area.

Show & Competition Policies

1. The Arizona State 4-H Dog Show Committee is responsible for the show. Any dog project leader within the state may join the committee.
2. No alcoholic beverages or tobacco of any kind are allowed during 4-H events.
3. Dogs not entered into the show are not allowed on the show grounds.
4. No dogs shall be allowed in the show rings before or during the show except for those being currently judged.
5. All waste clean up for the member’s dog is the responsibility of the handler and should be cleaned up using bleach or per the venue requirements.
6. Foul-language will not be permitted by handlers, family members or spectators at any time during the show.
7. The show secretary will record the show places and file them with the Arizona State 4-H Office.

8. The 4-H member is ultimately responsible for entering the correct classes. If the member enters the wrong class and does not correct the error prior to the class start time, they will be disqualified from the class, and may be allowed to enter the correct class at the discretion of the show superintendent.
9. A dog may not be trained or shown at the same level in any class by two different members, except when the members live in the same home. Note: Showmanship is excluded and only one family member at the same class level may show the dog in Showmanship.
10. As a common courtesy to exhibitors, please keep food, dogs and other distractions away from the competition rings.
11. There shall be no training or practicing within 50 feet of the ring.
12. Ribbons and Awards - The American System of Awards will be used at the Arizona State 4-H Dog show. Ribbons will be awarded for places 1st, 2nd, 3rd, 4th, and 5th and then participation ribbons will be awarded.
13. Ties - In case of a tie for any prize in any class, each dog/handler shall be tested again by individually performing the following:
 - a. Showmanship –the judge may select another pattern, ask additional questions from the appropriate level, or any reasonable request chosen by the judge and approved by the show superintendent.
 - b. Obedience – Repeat the heeling exercise again. If a tie still exists, the judge may select any other exercise from the class.
 - c. Rally– The shortest time is the tie breaker
 - d. Agility - The shortest time is the tie breaker
14. Problems or general questions may be addressed to the Arizona State 4-H Dog Show Grievance Committee at any time during the show day. All grievances must be submitted by using the Show Grievance Form. The Arizona State Dog Show Grievance Committee will consist of a minimum of 3 dog project leaders from different counties and up to 3 senior 4-H members who have been pre-selected by their county 4-H agent to serve on this committee.
15. The judges' decisions are final. The judge is not required to explain his/her scoring and need not enter into any discussion with any exhibitor, family member or leader regarding their decision.
16. Any exhibitor, family member or leader not displaying courtesy may result in being asked to leave the show.
17. Parents may not coach, intervene or assist any member during the Arizona State 4-H Dog Show. This will result in a disqualification.
18. To help dogs feel more comfortable and prevent issues, the following rules apply to all Arizona State 4-H Show Dog Events: Handlers should ensure their dog does not go within 5 feet of another dog when space is available and members should keep the safe distance from all kenneled dogs. Dogs wearing a red bandana around their neck should be allowed extra space.
19. No electronic training or pinch collars, harnesses or head collars are allowed.
20. Special Circumstances for entrants such as: Dog Allergies, Differently-Abled or Service Dogs must be noted on the top of the entry form and the handler must remind the ring steward for accommodations.
21. The Canine Good Citizen Test (CGC) must be administered and passed prior to attendance to the Arizona State 4-H Dog Show. This may be administered by a CGC Facilitator or by the 4-H county dog program.

Showmanship Guidelines

Showmanship gives member the opportunity to demonstrate their handling skills as well as their knowledge to the best of their ability. This is exemplified by a handler working as a team with their dog, so the dog appears posed, alert and under control, while the handler appears confident and in control. The purpose of showmanship is to test the member's knowledge about dogs, responsible dog ownership and anatomy. Judging is based on the 4-H member's knowledge of and ability to groom and show a dog by breed standards to whatever breed the child decides the dog most closely resembles. Conformation is NOT evaluated.

Guidelines

- 1) Proper Showmanship lead and collar shall be used. Collar and Lead should be breed appropriate, slip-style.
- 2) Handlers may use bait in Showmanship. Must be used discreetly. There must be no deliberate baiting near other dogs. If bait is dropped and not immediately picked up, or is used to distract other dogs, the handler will have points deducted. Squeaky toys and clickers are not allowed.
- 3) Handlers should follow appropriate dress code for Showmanship. Neatness of attire should be considered by the judge. However, expensive clothing should not be counted higher than clean, neat clothing of lesser quality.
- 4) The dog should be well groomed prior to entering into the show ring. Use of a brush or comb to replace a muffed coat is acceptable if done discreetly.
- 5) No consideration shall be given to the breed of dog. Handler should know the breed/crossbreed and show the dog to that breed standard.
- 6) Judging will be done based on the Showmanship score sheet.
- 7) Rude or un-sportsman like conduct is to be penalized.
- 8) Judges may excuse any dog that is out of control, injured, or aggressive.
- 9) Ring Size at an outdoor show should be 40'x 50'. Footing should be clean and level, any grass should be cut short. Ring size at an indoor show should be 35'x 50', with firm, nonslip footing.
- 10) Ties in showmanship will be broken with additional knowledge questions.
- 11) Judges will ask questions in a discreet manner to keep competition fair.

Description of Classes

Novice – Any Member in their 1st or 2nd year of 4-H, and who has not shown in outside competitions (conformation or showmanship).

Open – Any member in the 3rd year or above, or who has shown in outside competitions (conformation or showmanship) for more than one year.

****Note – The dog's experience is not considered in class eligibility, only the handler's age and experience. Ex: An experienced handler with a new dog is still in Open.**

Junior – age 9 – 10 (by Jan 1st of the 4-H year) No Open class is offered at the Junior level.

Intermediate – age 11-13 (by Jan 1st of the 4-H year)

Senior – Age 14-19 (by Jan 1st of the 4-H year)

Explanation of Usual Ring Procedures

Gaiting:

Gaiting is usually done around the perimeter of the ring with dogs on the left side of the handler. A judge may ask for variations such as diagonals, centerlines or reversing. The dog is to be kept between the handler and the judge at all times. During group gaiting, the handler will be judged on the ability to present the dog to its best advantage at a trot. Make sure to keep space between handlers. Passing is not allowed except at the judge's request. The judge may split the class in order to safely gait all dogs. All exhibitors will return to the ring for final examination and awards.

Stacking:

Stacking dogs should be done when the class stops gaiting around the ring. It should be maintained while the judge is doing individual examinations, unless the judge gives the order to relax.

A table may be used for breeds normally shown in the AKC ring on a table, but it is not required. Handlers may kneel on one knee, or stand, depending on the size of the dog. Deductions can be made for handlers who are not able to move gracefully around the dog when required. The handler should make an effort to always keep the dog between themselves and the judge.

Individual Examinations:

Individual examinations will be conducted for each handler. The judge may touch the dog, ask to show the dogs' bite (as appropriate for the breed) and move around the dog to examine all sides.

Knowledge:

The judge will ask questions of each handler. Handlers should be prepared to answer general dog knowledge, as well as breed specific knowledge. Questions will vary by judge. Questions should be determined by the show committee prior to the show, with or without input from the judge. Judges will use standard show questions by class as provided by the Arizona State Dog Committee. Questions will be taken from the AKC Website, 4-H Dog Curriculum and the Arizona State Dog Show Rules.

Grooming:

Dogs in showmanship should be free of ticks, mites and fleas. Dogs should be clean and combed. Ears and teeth should be cleaned, nails neat and trimmed. No bows or other decorations unless allowed by the breed to keep hair out of eyes (ie: Maltese)

Individual Gaiting Patterns:

The following patterns can be used in 4-H:

- 1) Straight Out & Back – either single or in pairs.
- 2) "L"
- 3) "T"
- 4) Triangle – Standard or Reverse (Reverse may be used in Open classes only)

In some patterns it may be necessary to switch the lead from one hand to another to keep the dog between handler and judge. Changes should be graceful and performed at corners, and only as necessary. When pattern is complete, handler should stop dog a few feet back from the judge, without touching the dog.

Obedience

Obedience is an event where members will demonstrate their dog's training. Handlers will follow the judge's pattern commands, either on or off lead, depending on class level. Commands such as Heel, Sit, Stay, Stand, Down, and several others are used to determine scores. As the handler/dog team advances through the levels, more complicated and difficult exercises are required. Focus should be on how quickly and accurately the dog complies with the handler's command. Members will begin the 4-H year at the suitable level, but can move up at any time by leader recommendation.

*Class placement is based on the combined experience of the dog/handler team. If members are taking outside obedience classes, class placement will be at leaders discretion.

*Service Dogs will complete some exercises differently depending on the Service Dog Organization in which they are being trained.

*Dogs with allergies to grass may perform some exercises on a mat.

Commands

- 1) **Heel On Lead:** Dog walks on handler's left side in whatever direction the judge commands. Dog will sit automatically when handler halts. The pattern will be the same for each handler in the class, and will include a change of pace (fast or slow), left and right turns and about turns.
- 2) **Figure 8:** The figure 8 is a pattern of a figure 8 around two posts (people) about 8' apart. The handler shall enter the figure on a loose leash, and halt until the judge is ready. The judge will ask if the handler is ready, and give the "Forward" command, The handler will give the heel command, and walk briskly around the pattern on a loose leash. When doing the figure 8 off lead, the dog should maintain heel position.
- 3) **Stand For Examination:** Handler will stand the dog in a comfortable position, give the dog a "Stay" command and walk to the end of the leash or for off-lead the handler will walk away from the dog. The judge will examine the dog to determine if the dog remains in position. When instructed, handler will return to the dog by walking to the right of the dog, and circling around to stand with the dog on the handler's left side.
- 4) **Recall & Finish:** Dog is in a sit position. When instructed, the handler gives a "stay" command and moves to the end of the leash. On the judge's command, the handler will call the dog with a "Come" or "Front" command. The dog should come briskly and sit in front of the handler. The handler's hands should remain by their side or folded in front or behind. There should be no tugging on the leash, bending over, or any other double command. Upon the command to "Finish", the dog should move to the heel position and sit. The dog may Finish in any manner appropriate, as long as he moves briskly and ends in the heel position. (Guide Dogs are the exception. They will Come and Finish in one movement, without stopping)
- 5) **Long Sit:** In the long sit, all dogs in the class are in the ring together (if more than 6 dogs, the judge may split the class). On order from the judge, the handlers shall sit their dogs. On further command to "Leave Your

Dog”, the handlers give the command to stay, go the distance appropriate for the class and line up facing their dogs. After one or three minutes, the judge commands “Return to your dog”, and the handlers walk back to the dogs and circle around the back to the dogs’ right side.

- 6) **Long Down:** In the long down, all dogs in the class are in the ring together (if more than 6 dogs, the judge may split the class). On order from the judge, the handlers shall down their dogs. On further command to “Leave Your Dog”, the handlers give the command to stay, go the distance appropriate for the class and line up facing their dogs. After three minutes, the judge commands “Return to your dog”, and the handler’s walk back to the dogs and circle around the back to the dogs’ right side.
- 7) **Heel Off Lead:** Dog walks on handlers left side in the direction the judge commands. Dog will sit automatically when handler halts. The pattern will be the same for each handler in the class, and will include a change of pace (fast or slow) and left, right and about turns. Patter shall be the same as Heel on Lead, but performed off lead. Dog must remain in heel position. No double commands allowed.
- 8) **Drop on Recall:** Dog is in a sit position. When instructed, the handler gives a “stay” command and moves to the end of the ring. On the judge’s command, the handler will call the dog with a “Come” or “Front” command. At some point during the recall, the judge will indicate to the handler. At this point the handler should down their dog in the middle of the ring. On the judge’s command, the handler will call the dog with a “Come” or “Front” command again. The dog should come briskly and sit in front of the handler. The handler’s hands should remain by their side or folded in front or behind. There should be no bending over, or any other double command. Upon the command to “Finish”, the dog should move to the heel position and sit. The dog may finish in any manner appropriate, as long as he moves briskly and ends in the heel position.
- 9) **Moving Stand and Exam:** The principal features of the “moving stand and exam” are that the dog heels, stands and stays as the handler moves away, accepts the examination without shyness or resentment, and returns to the handler on command.
- 10) **Moving Down:** The principal features of this command are that the dog heels, executes a prompt response to the handler’s command to Down, and remains in the down position until called or signaled to come, and to come briskly on command.
- 11) **Dumbbell Recall:** This exercise is performed like the Novice recall, but with the dog holding a dumbbell. The dog must promptly take-hold and deliver the dumbbell when commanded.
- 12) **Recall Over Broad Jump:** The principal features of this exercise are that the dog stays until directed to jump, clears the jump on a single command or signal, and immediately returns to sit in front of the handler.

****Note: A dog that breaks either the sit or down should be pulled to the member’s side and held quietly, so as not to disturb the other dogs. Point deduction will be at the judge’s discretion.**

Explanation of Classes

Pre-Novice A – 1st year, no training experience for handler or dog.

Pre-Novice B – 2nd 4-H year or 3rd and above, with a new dog.

Novice A – 3rd year or above. This class is off lead optional. Bonus 10 points allowed for Off Lead, at judges discretion.

Novice B – 4th year or above and this class is off lead.

Graduate Novice A – No training for dog at Graduate Level. This Class is Off Lead.

Graduate Novice B –This class is Off Lead and for teams who have previously competed in Graduate Novice A.

Open – This class is Off Lead and for teams who have previously competed in Graduate Novice B.

Brace – an exhibitor handles a pair of dogs at the same time, in unison and performs the exercises based on the class entered: Pre-Novice A or B, Novice A or B or Graduate Novice A or B. The exhibitor will enter under the class of the least experienced dog.

Description of Classes

Pre-Novice Obedience

The following are obedience exercises normally included in Pre-Novice Obedience classes:

- Heel On Lead
- Figure 8
- Stand For Examination
- Recall and Finish
- Long Sit (1 minute and handler will stand at the end of a 6 foot lead)
- Long Down (3 minutes and handler will stand at the end of a 6 foot lead)

Novice Obedience

The following are obedience exercises normally included in Novice Obedience classes:

- Heel On Lead
- Figure 8
- Stand For Examination
- Heel Off Lead (Optional for Novice A, Required for Novice B)
- Recall and Finish
- Long Sit (1 minute. Handler will drop the lead and walk to the other end of the ring.)
- Long Down (3 minutes. Handler will drop the lead and walk to the other end of the ring.)

Grad Novice A Obedience

The following are obedience exercises normally included in Grad Novice A Obedience classes:

- Heel Off Lead
- Stand For Examination (Will be done off lead)
- Figure 8 (will be done off lead)
- Drop On Recall
- Long Sit (3 minutes, handler will drop the lead and walk out of the ring and out of sight)
- Long Down (5 minutes, handler will drop the lead and walk out of the ring and out of sight)

Grad Novice B Obedience:

The following are obedience exercises normally included in Grad Novice B Obedience classes:

- Open Heel Free
- Moving Stand and Exam

- Moving Down
- Dumbbell Recall
- Recall Over Broad Jump
- Long Down (5 minutes, handler will drop the lead and walk out of the ring and out of sight)

Open and Utility classes:

Refer to the AKC obedience regulations for specific exercise directions for Open and Utility classes.

Rally

Rally requires teamwork between dog and handler. The dog and handler team move through the course at their own pace, although in the case of a tie, shortest time will be the tie breaker. Rally was designed with the traditional pet owner in mind, but it can still be very challenging for those who enjoy higher levels of competition. A rally course includes 10 to 20 stations, depending on the level. The course is designed using AKC Rally Signs, which show a command, and a brief directional diagram. The team moves from station to station, in order, performing the commands as shown. Scoring is based on performance of each station, basic heel position and timing, as well as communication between handler and dog. Communication from the handler to the dog is encouraged and perfect heel position is not required, but there should be a sense of teamwork and enthusiasm as they go through the course.

*Class placement is based on the combined experience of the dog/handler team. If members are taking outside rally classes, class placement will be at leaders discretion.

Class Descriptions

Novice A (all ages) – 1st or 2nd year members, not competing in Outside Rally/Obedience competitions. Exhibitors at this level may use verbal and physical encouragement without touching the dog.

Novice B – 3rd year or above members, or 1st year dog. Exhibitors at this level may use verbal and physical encouragement without touching the dog.

Advanced A - 3rd year or above, or having received 3 qualifying blue scores (70 out of 100) or by leader recommendation. This class is off lead optional. Bonus 10 points allowed for Off Lead at the judges discretion. Verbal encouragement and discreet physical encouragement is allowed.

Advanced B - Having earned 3 qualifying scores in Advanced A, or by leader recommendation. This class is Off Lead. 1 jump is used at this level. Verbal encouragement and discreet physical encouragement is allowed

Excellent - having received 3 qualifying scores at Advanced B. This class is Off Lead. Two jumps are used for this class. Verbal encouragement is allowed. Physical encouragement is limited to hand signals only.

- 1) Rally signs may be any color, but should be printed from the AKC Rally-O kit.
- 2) Signs are to be numbered to make it easy to find the next station while navigating the course.
- 3) Signs are to be placed on the handler's right side, movements to be performed next to, just in front of, or just behind the signs.
- 4) Judges are to arrive early enough prior to the event's beginning to set up the course.

- 5) A copy of the courses should be posted by the ring in order for handlers to have an understanding of what to expect and/or copies will be available for each exhibitor.
- 6) Handlers are allowed a walk through prior to their classes, and should have access to question the judge about maneuvers.
- 7) All teams begin with a score of 130. Points are to be deducted based on the Rally Score Sheet.
- 8) Teams that receive 3 qualifying blue scores are moved up to the next level of competition.
- 9) Runs are timed, and in the event of a tie, shortest time will be the tie-breaker.
- 10) Novice A and B will have 10-15 stations. Advanced A and B will have 12-17 stations. Excellent will have 15-20 stations.
- 11) All Dogs must be kept on a leash except when in the Rally ring. Dogs must be taken in and out of the ring on lead.
- 12) Rally Leads are 6' long and made of leather or nylon. Collars must be plain, well fitting slip collars of chain, nylon or leather, or flat buckle collars of the same materials.
- 13) Baiting of dogs with food, toys or other items is not allowed in the ring.
- 14) Eliminating in the ring by any dog is not cause for dismissal, but will be penalized by 10pts.
- 15) Double handling is not allowed and will result in dismissal.
- 16) Ring size at an indoor show should be 35'x 50', with firm, nonslip footing.
- 17) Ring Size at an outdoor show should be 40'x 50'. Footing should be clean and level, any grass should be cut short.

Jumps

- Jumps are used at Advanced B level and above. It may be a Broad Jump, High Jump or Bar Jump. Color and decorations allowed, however nothing may hang from the jumps.
- Jumps must be set appropriately for each dogs' height
- The Broad Jump consists of 3 telescoping hurdles, each approx. 8" wide. The highest hurdle should be about 5" tall.
- The High Jump consists of two uprights and solid boards of varying widths that combine to make each jump's required height.
- The Bar Jump also has 2 uprights, constructed to support a single striped bar, which is set at the required jump height.
- Dog under 18 months or over 7 years will jump on height lower than their measured jump height.
- Jump Heights: The dog's jump height shall be given on the entry form. Entries may be arranged according to jump height. Height of dog is measured at the withers
 - Dachshunds - 4"
 - Under 15" - 8"
 - 15" - under 20" - 12"
 - 20" - over - 16"

Resource for Rally-O "Doodle By Design" by Ruth Ann McCauley and the AKC website.

Agility

In agility, a dog demonstrates its agile nature and versatility by following cues from the handler through a timed obstacle course. It's an activity that strengthens the bond between dog and handler and provides fun and exercise for both. Agility is scored using both time and points, with point deductions taken for mistakes at each obstacle. Agility is an off-lead sport and members must qualify in order to compete.

Class Descriptions

Beginner – 1st year competing in agility and the course design will consist of tunnels and jumps only.

Novice – 2nd year competing in agility and is a standard class. The course design may include the following equipment: Dog walk, A-Frame, Pause Table, Tunnels, Jumps or Tire Jump. No Weave Poles, or Teeter may be used at this level.

Open – 3rd year competing in agility and is a standard class. The course design may include the following equipment: Dog walk, A-Frame, Pause Table, Tunnels, Jumps, or Teeter may be used at this level. No Weave Poles may be used at this level.

Excellent – 4th year competing in agility and is a standard class. The course design may include the following equipment: Dog walk, A-Frame, Pause Table, Tunnels, Jumps, Teeter, or one set of six Weave Poles may be used at this level.

*Class placement is based on the combined experience of the dog/handler team. If members are taking outside agility classes, class placement will be at leaders discretion.

Agility Guidelines

1) General Guidelines

- a. Members must demonstrate off lead control, as fencing may not be available at all shows.
- b. Scoring is based on points deducted, then time.
- c. Dogs must be at least 1 year old in order to train and compete in agility.

2) Training

- a. To prevent dog injuries, individual dog/handler teams may be introduced to the obstacles and contact equipment during the first year, at the leaders discretion.
- b. Obese, injured or pregnant dogs will not be allowed to train or compete.

3) Competition

- a. All youth and dogs enter at their own risk.
- b. Either the judge or show superintendent has the right to make changes to the course for safety reasons.
- c. Elimination in the ring is not a non-qualifying event, however, 10 points will be deducted from final score.

- d. The judge or superintendent has the right to excuse a dog they feel is unfit, unsafe or out of control.
 - e. Dogs must touch contact zones on BOTH sides of equipment, with at least part of one paw.
 - f. Dogs must down on the pause table at all levels.
- 4) Participants
- a. All teams entered must have leader's permission, a signed agility proficiency form.
 - b. Slip leads or well-fitted flat buckle collars, to enter and exit ring, are acceptable.
 - c. Handlers may not touch the dog while running the course.
- 5) Courses
- a. Obstacles are to be numbered, with exception of the Gamblers class.
 - b. Bait and toys are not allowed in the ring.
 - c. Handlers are allowed to walk the course prior to the beginning of the class.
 - d. Obstacles should have 12'-18' between obstacles.
 - e. Obstacles should be in good repair and stand alone without extra support.
- 6) Jump Heights
- a. 4", 8", 12", 16" - use jump heights from Rally section.
 - b. Jump heights are determined by the dog's measurement at the withers. Leaders will measure all dogs and forward information to the Dog Show Secretary prior to the first show.
 - c. Any dog over 7 years old will jump one jump height lower than measured height.
- 7) Time
- a. Time will be measured to the nearest 100th second
 - b. Time will start and end when the dog crosses the start and finish line
 - c. Ties in scoring will be broken by fastest time.
- 8) Course Design
- a. Start line is 5' to 8' from first obstacle.
 - b. Pause table should be placed in the middle 3rd of the course.
 - c. The judge or the Dog Committee will design the course.
 - d. **Beginner** level: Jumpers and Tunnelers class only.
 - e. **Novice** level: Standard class with no weaves, teeter or chute. A-frame to be set at 42", simple M or S pattern.
 - f. **Open** level: Standard class with no weaves and the A - frame is set at 48".
 - g. **Excellent** level: Standard class with 6 weaves. A frame set at 54".
- 9) Equipment (Standard Class)
- a. Dog walk
 - b. A Frame
 - c. Teeter
 - d. Pause table
 - e. Open tunnel
 - f. Tire Jump

- g. Weave Poles (1 set of 6)
- h. Jumps – 4 minimum

Dog Quiz Bowl (Jeopardy type)

QUIZ BOWL RULES & REGULATIONS

1. Teams will consist of up to 4 members. Members may only be on one team. Any 4-H member enrolled in the current -year dog project may participate. Teams may consist of members from one or multiple counties.
2. Questions will be taken from:
 - Adopted 4-H Curriculum: Ohio State Dog Resource & Wiggles and Wags
 - AKC Website: Dog Breeds, Groups, etc.
 - Vet Science: Anatomy of the Dog
 - 4-H Show Events: Rally, Agility, Showmanship and Obedience
 - 4-H History and General Knowledge from the Arizona 4-H website.
4. Questions will be in categories with values ranging from 10 to 60 points.
5. All categories must be available to all teams.
6. Any participant receiving assistance or coaching of any kind during the competition will be disqualified.
7. No recording devices of any kind may be used during the competition. Cell phones must be TURNED OFF.
8. Transcribing contest questions by any means is prohibited. No writing, typing, recording, computer or phone use during the competition.
9. Verification of a question or answer is acceptable. Protests must be made prior to the reading of the next question and be done so in a courteous and respectful manner.
10. The judge(s) determine whether the question should be removed and replaced by another question.
11. Any participant or spectators abusing any of the rules will be subject to disqualification and /or dismissal from the competition room.
12. The judge(s) decision is final.

Procedures:

1. A coin flip will determine what team has control of the board and selects the first question.
2. The Facilitator will announce the Category and Value and read the questions.
3. Once a team has buzzed in, the team has 5 seconds to confer and start answering the question.
4. If the answer given means the same as the expected answer, points will be awarded. The team continues to have control of the board.

5. Once the buzzer has sounded the question will stop being read. If a question is INTERRUPTED during the reading, the facilitator will stop reading as soon as a buzzer is activated. The participant has three 5 seconds after being acknowledged to begin the answer. If the answer given is correct it will be accepted and points awarded.
6. If after 10 seconds no team buzzes, question will be thrown out. Same team remains in control of board.
7. If question is answered correctly, points will be awarded for the value of the question, that same team will still have control of the board to select the next question Category and Value.
8. If question is answered incorrectly, the other team will have a chance to hear the full question and answer for full value. Team will have the option to buzz in, to attempt to answer question. If the answer is correct, that team takes control of the board. If incorrect, control of board goes back to original team.
9. The first answer given by the participant will be accepted as the official answer.
10. Team captain will have 5 seconds to select the next question.
11. The 2 teams with the most points will compete for the finals round. In the event of a Tie Breaker, three (3) additional questions will be given to break the tie.

Officials:

1. Facilitator

- a. The facilitator will assume responsibility for reading questions, acknowledging participants to answer, informing the participants of the Category and Value and has authority to accept or reject the given answer.

2. Judge(s)

- a. A minimum of two (facilitator may be one of the two).
- b. The judge(s) will rule jointly in all cases in question. Judges should represent 2 or more counties.
- c. The judge(s) decision is final.

3. Timekeeper & Equipment Operator

- a. The timekeeper will monitor the time and designate when a response time has been exceeded. The timekeeper shall not be the facilitator.
- b. The equipment operator will be responsible at the beginning of the match to assure the equipment is working properly.
- c. Time allowed:
 - i. 5 seconds to start a response to a question after acknowledgement
 - ii. 10 seconds to complete an answer

4. Scorekeepers

- a. Two individuals shall keep score.
- b. The visual scorekeeper will record tallies on the whiteboard.
- c. The table scorekeeper (may also be the judge) will record tallies for the written record.
- d. The written record of scores must match the visual record.

Costume Contest

4-H members and their dogs will dress in costume. One representative from each county will judge based on the following categories: Most Original, Funniest, Best Dog/Handler Theme, Cutest, . In case of a tie, the county agent(s) will break the tie.

Freestyle Guidelines & Judging Rules

A team of dog(s) and handler(s) performs different movements in time with music. These movements can be dance steps, body positions, interpretive expressions, or any other move as long as they do not endanger the team in any way. The routine should be creative and entertaining. Props and treats are allowed.

Class Descriptions

SINGLES – Entry with 1 Junior handler and 1 dog

BRACE – Entry with 1 Junior handler and 2 dogs

PAIRS – Entry with 2 Junior handlers and 2 dogs

Guidelines

- 1) The dog must be 6 months or older to compete. However, for any routine with excessive jumping, the dog should be at least a year to prevent injury.
- 2) The routine may be performed either on or off leash.
 - a. On Leash and Off Leash entrants will be judged by the same criteria, except for the specific ‘tight leash’ and ‘dropping of the leash’ rules for On Leash competitors.
 - b. All On and Off leash competitors of each class(Singles, Brace, or Pairs) compete for placements together.
 - c. If the entry is in the Brace or Pairs, all members in the routine must be either “on” or “off” leash.
 - d. With On Leash entries, the leash must not be dropped more than 25%, or 1 point will be deducted.
- 3) Time
 - a. The routine should be under 3 minutes. For every ten seconds over, .2 is deducted.
 - b. The judging time of the routine will start when either the dog or handler begin to move (not when the music starts). The time will stop when both the dog and handler have stopped moving / the ending pose of the routine.
- 4) Music
 - a. Music in the public domain is acceptable and encouraged, as long as it is not offensive or sexually suggestive in language.
 - b. Exhibitors may obtain their music by creating it new, purchasing it, or receiving it free. Exhibitors and competitors do not need to hold music licenses for routines entered.
 - c. It is the handler’s responsibility to get a copy of the music to the stewards and to check with the stewards before the competition begins to make sure the music works. The steward should allow the competitor to have a music check before the event, to insure a proper volume level.
- 5) Ring
 - a. The Judges will sit along one long side of the ring apart from the audience and near announcer, music, and scoring desks.
 - b. The routine must start, continue, and finish within the confines of the ring area.
 - c. The Ring Size should be 40’ x 50’ at an outside show, or 35’ x 50’ inside, with firm footing.
- 6) Costumes
 - a. Handlers- The costume should be presentable and not offensive. Glitz, Sequins, etc. may be used.
 - b. Dogs CAN wear-
 - i. Decorative/Coordinated Neck Collar or Scarf.
 - ii. Decorative/Coordinated Buckle Collar (snap or regular).
 - iii. Non-chain Flat Decorative/Coordinated Martingale Collar.
 - iv. Un-decorated Harness, with no added adornments to it.

- v. Decorative/Coordinated Ankle Bands – on any number of the four legs, placed low near each foot, covering no more than 1 ½” of each ankle.
 - vi. Plain, unadorned paw covering with non-slip soles (boots) for the purpose of providing traction on surfaces, which the handler feels may cause slipping.
 - vii. Drop-Coated dogs may wear Decorative/Coordinated Hair Bands, Bows, or Barrettes, provided that they are specifically for tying the hair away from the eyes
 - c. Dogs CANNOT wear any other adornments, including glitter, paint, hair die, snoods, head halters, training tabs, or any kind of prong, choke, or slip collar.
- 7) Props
- a. They cannot be humans or other animals.
 - b. They must be able to be easily and quickly set up (and taken away afterwards) by the handler(s) only.
- 8) Ties
- a. Tied scores will be broken by Artistic Impression (A.I.) marks.
 - b. If there is still a tie, the team with the best costumes wins.
- 9) Pairs
- a. The handler and dog teams may switch partners with the other team at any time during the routine.

SCORING SYSTEM

TECHNICAL MERIT (TM) Score (50% of Total Score) (1.0 lowest/10.0 highest):

1. Content (amount, variety of moves, fullness of routine) – **3.0** points maximum.

Also includes:

- Different positions the dog is worked on in relation to the handler (within 360 degree radius of the handler).
- Different body positions/movements (with arms, legs, head, feet, etc. – handler and dog)
- Main moves and Transitional moves (moves used as transitions between the main moves).

2. Precise Execution of **All** movements by dog(s) and handler(s) – **2.0** points maximum.

Also includes:

- How “Precise”, synchronized, and together the handler(s) and dog(s) are throughout.
- How effective handler’s cues are, how quick and well dog responds.
- Consideration of mistakes and/or refusals.
- How well the handler disguises cues to the dog.

3. Flow of movements from one to another by dog(s) and handler(s)– **2.0** points maximum.

Also includes:

- Consideration of set-ups, starts and stops, and breaks in routine.
- Flow of main and transitional moves.
- Flow of the overall routine.

4. Difficulty of Routine (intricacy of steps, different paces, difficulty of handler(s) movements with dog(s) movements) – **2.0** points maximum.

Also includes:

- Difficult use of different handler and dog body positions/movements.
- Control of handler's body and movements with dog's movements.
- Complex and/or new, innovative moves and combinations.

5. Stepping in Time to the Music - staying with the beat – **1.0** point maximum.

Includes using the entire body, upper and lower (arms, legs, head, etc.).

TOTAL TECHNICAL MERIT (TM) Points Possible = 10.0

-AND-

ARTISTIC IMPRESSION (AI) Score (50% of Total Score) (1.0 lowest/10.0 highest):

1. Animation, Attitude, Attention, and Harmonious Interaction (Bonding) of dog(s) and handler(s) – **2.5** points maximum.

Also includes:

- Concentration, and readiness of handler(s) and dog(s) throughout.

2. Quality and Creativity of Choreography, layout of routine - **2.0** points maximum.

How creative and well all movements are arranged and laid out in the routine.

3. Use of 50% Ring Space - **1.5** points maximum.

How fully, completely, and balanced the 50% ring area is covered by the handler(s) and dog(s).

4. Coordination of Routine with Music, Musical Interpretation – 1.5 points maximum.

How well the routine matches the music and/or theme that is/are presented.

5. Costume Coordination with Music and Routine – 1.5 points maximum.

How well the handler's costume and the dog's adornment match and/or complement the music, theme, and routine presented.

6. Spectator Appeal - 1.0 points maximum.

How well the spectators appreciate, enjoy, and respond to the routine.

TOTAL ARTISTIC IMPRESSION (AI) Points Possible = 10.0

* Consideration is given to both handler(s) and the dog(s) on all scores.

* Some areas of scoring may affect other areas of scoring. For example: Execution may affect Flow; Difficulty may affect Execution; Content may affect Quality and Creativity of Choreography; Moving/Stepping in Time to Music/Theme may affect Flow and/or Execution.

Deductions

- 1) 1 point is deducted
 - a. If the dog eliminates in the ring
 - b. If 50% of the ring space is not used by the team
 - c. If an On-Leash team drops the leash for more than 25% of the time
- 2) .2 point is deducted
 - a. For every 10 seconds the team goes over the three minute limit
 - b. For every instance of physical manipulation of the dog, such as grabbing of collar, tight leash, pushing, pulling, tapping, holding, etc... unless the judge feels it is so extreme disqualification is required
- 3) .1-.3 point is deducted for excessive barking depending on the severity

Disqualifications

- 1) If the routine, costume, or music is offensive or sexually suggestive.
- 2) If the dog is wearing an adornment that is not listed as permitted above.
- 3) If the dog or handler leaves the ring
- 4) If any moves are decided by the judge to risk the safety of the dog(s) or handler(s)
- 5) Any intentional help from additional humans and dogs
- 6) Abusive behavior toward dog, referee, judge(s), or ring steward

Drill Team Guidelines

A drill team shall consist of 4-H exhibitors, their dogs, and 4-H obedience/showmanship training equipment. Handler and dog equal one unit. A 4-H member may participate on only one drill team in any given year. Selection of team members is up to the individual clubs. Each team should appoint/elect a captain. The captain will call the routines. Routines may be designed by the team. In planning a routine, consider the number and type of exercises being performed simultaneously. Remember, a busy routine makes it difficult for the judges to give credit for all the exercises. The length of time needed to develop a drill routine will vary and may be up to 5 minutes. Once the individual exercises are attained a drill team can perfect their routine with just a few practices.

1. Only regulation obedience and/or showmanship equipment (no props) will be allowed for use, with the dogs, in either drill team class.
2. Each drill team will be allowed two minutes prior to the start of their performance to set up equipment. An additional two minutes will be allowed at the end of the performance for removal of equipment.
3. Performance time will be up to 5 minutes, with each 30 seconds over 5 minutes reducing the score by one point.
4. Bait cannot be used in drill team competition.
5. Tie-scores in Drill Team will be broken by the judges.
6. A dog fouling in the ring will receive an automatic ten (10) point dock in score.

EXERCISES

Routines can utilize 50% of the ring in the limit of five minutes, it may be impossible to perform some obedience exercises as they would be done in individual competition, but the intent should be to closely approximate the regulation obedience exercises. Listed below are examples and answers to some of the most often asked questions.

Sit/stays and down/stays timing may be shortened because of the time limit of the drill routine. If a handler(s) hides behind someone or something for a short time in such a manner to indicate they are performing an out-of-sight sit/down stay, it would be scored as a completed exercise.

A jump or a retrieve that is performed over another dog, a leash, a person, etc. does count as an exercise.

On lead jumps, retrieving, or other activities not normally used in the obedience ring, may be performed and adds to the creativity, originality and interest of a routine.

In order to be considered a completed exercise the change of pace should include both slow and fast change of pace.

Sit/down stays or other exercises performed with the lead on but dropped to the ground are considered on lead exercises. If a leash is wrapped around a dog's neck, or laid on the back and does not touch the ground, it is considered an off leash exercise.

It is not necessary for all team members to perform all of the exercises. Some members may do a sit/stay while others are doing a down/stay or any other exercises.

A list of exercises being performed is not required, but is recommended for the convenience of the judges.

Judges Guidelines

Mission

The University of Arizona 4-H Youth Development Program provides quality youth education by building positive relationships and life skills. We develop competent, caring and actively engaged citizens who strengthen Arizona communities.

4-H provides opportunities to develop leadership, responsibility, sportsmanship, citizenship and life skills through "learning by doing".

What does a judge do?

Evaluates performance based on the Arizona State 4-H Dog Show Rules and provides positive feedback to participants. A judge communicates in a positive manner with praise for a job well done **and** provides critical feedback that encourages improvement.

As a judge you have been given the authority and opportunity to make a valued contribution to the Maricopa County 4-H Dog Project. You have a direct impact on the program by requiring high standards and modeling professionalism, confidence and preparedness. The quality of performance is directly related to the quality of judging. Thus, these influences must be kept uppermost in the judge's mind and actions.

- Be impartial, consistent and fair. Do not make concessions to one participant unless those concessions will be extended to all.
- Be friendly, honest and courteous while remaining unprejudiced and firm in your decisions.
- Decisions and scoring should not be affected by emotions or personal taste.
- Ensure every dog-handler team is scored against a theoretically "perfect performance".
- Scores should be precise and accurately reflect the performance.
- Show rules to be sent to judges 3 weeks prior to the event.

Steward Guidelines

Ring stewards are a vital key to a successful show. A good ring steward makes the work of the judge much easier by assisting with paperwork, making sure the ring is ready and keeping the exhibitors and classes moving. A copy of the Arizona State Dog Show Rules will be available at each ring for clarification. If an exhibitor has a grievance, it should be addressed to the AZ State Grievance Committee.

All Stewards

- Announce the class is about to begin.
- Make sure all exhibitors are present at ringside and notify judge of absences.
- Announce the order exhibitors will enter the ring.
- Ensure all exhibitors are wearing an armband on their left arm.
- Check the exhibitor's armband number matches paperwork.
- Check dogs have appropriate collars and leads.
- Ensure exhibitors are lined up and ready to enter the ring.
- When the judge is ready, tell exhibitors when to enter the ring.
- Assist the judge with score sheets and check calculations.
- Scores are confidential.
- Prepare ribbons and assist with awards as needed.
- Take all paperwork to Show Secretary for recording.
- If a dog eliminates in the ring, clean it up per venue guidelines.
- Make sure spectators are quiet during competitions.
- Ask judge if you have questions.
- Any other duties as assigned by the judge.

Obedience Steward

- Two stewards needed.
- Exhibitors enter the ring in numerical order.
- Collars must be a slip or flat buckle with nothing dangling.
- Leads must be 6 foot.
- Have the first exhibitor ready and the next one "on deck"
- Act as posts for figure 8 exercises. Posts must stand still & silent.
- Time for long sits and downs.
- Take the leash if appropriate for the class and hand it back after the exercise.
- Lead exhibitors away for long sits and downs for Grad A and Grad B classes.

Showmanship Steward

- One steward needed.
- Check to see if all dogs are wearing show leads.
- Exhibitors enter the ring in size order (Largest to smallest)
- Bring the table into the ring for small dogs to be examined.

Rally-O Steward

- One steward needed.
- Assist with course set up as needed.
- Gather exhibitors for judges' briefing.
- Have the class ready to walk through the course.
- Exhibitors enter the ring in numerical order.
- Have the first exhibitor ready and the next one "on deck".
- Collars must be a slip or flat buckle with nothing dangling.
- Leads must be 6 foot.
- Be aware of problems (sign down) on course and be ready for instructions.
- Assist with timing as needed.
- Take the leash, if appropriate for the class, and hand it back after the exercise.

Agility Ring Steward

- Ensures all "other" stewards are ready.
- All dogs are wearing slip style leads or a well-fitted flat buckle collar.
- Gather exhibitors for judges' briefing.
- Have the class ready to walk through the course.
- Have the first exhibitor ready and the next one "on deck"

Other Agility Stewards

- **Gate:** Make sure gate is closed and only exhibitor and dog is in the ring.
 - **Leash Runner:** Takes the leash from exhibitor and returns is after run.
 - **Scribe:** watches the judge & marks deductions on the score sheet.
 - **Timer:** times the run and assists the scribe by watching the judge.
 - **Course:** fluffs the chute, sets poles, adjusts heights as needed.
- **If exhibitors request to be judged out of order due to conflicts, direct them to the judge and make a note on paperwork as necessary.

Specialty Class Stewards

- Costume Contest
- Drill Team
- Free Style Contest

Special Circumstances

- Any dog-handler teams with special circumstances will be noted on the judge's sheet. It is the responsibility of the dog-handler team to remind the steward to the special circumstance prior to the start of the class.

Glossary

AKC – American Kennel Club

UKC – United Kennel Club

NADAC – North American Dog Agility Council

Showmanship – Maneuvering a dog in movement and at standstill in order to present the dog at its best.

Showmanship is made up of stacking, gaiting and overall presentation, along with canine knowledge.

Gaiting – moving a dog around a show ring at a gait, or pace, designed to show off its characteristic movement.

Stacking – standing a dog in a manner according to the AKC breed standards in order to show its body structure and physical breed characteristics.

Handler – the person who is working the dog in the show ring

Command – can be verbal or physical, signals given to dog to direct it to perform a movement.

Double commands – using both a verbal and a physical signal to direct the dog. i.e.: verbal command “sit” along with pointing a finger at the ground.

Double Handling – when a person outside of the show ring is also giving commands to the dog in the show ring, along with the handler. This can be grounds for dismissal from a class.

Baiting – offering treats or toys to lead the dog to a correct movement. Often used for stacking a dog during showmanship, and for training.

Heel – when the dog moves directly next to its handler, on the handler’s left side. The dog’s head & neck should be even with the handler’s leg.

Eliminating – urination or defecation, in many groups cause for dismissal or penalty if the dog eliminates while in the show ring.