



**2022**

**DYNAMIC DIVING DOGS**

**OFFICIAL RULEBOOK**

# DYNAMIC DIVING DOGS

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# **OFFICIAL RULEBOOK**

## **PART 1**

## **OVERVIEW**

### **SECTION 1**

### **MISSION STATEMENT**

**DYNAMIC DIVING DOGS PURPOSE IS TO SUPPORT A POSITIVE RELATIONSHIP BETWEEN PEOPLE AND THEIR DOGS BY PROMOTING THE FUN AND EXCITING SPORT OF DIVING DOGS.**

### **SECTION 2**

### **CODE OF GOOD SPORTSMANSHIP**

- **EXHIBITORS COMMIT THEMSELVES TO VALUES OF FAIR PLAY, HONESTY, COURTESY AND VIGOROUS COMPETITION, AS WELL AS WINNING AND LOSING WITH GRACE**
- **EXHIBITORS REFUSE TO COMPROMISE THEIR COMMITMENT AND OBLIGATION TO THE SPORT OF DOGS BY INJECTING PERSONAL ADVANTAGE OR CONSIDERATION INTO THEIR DECISIONS OR BEHAVIOR**
- **THE EXHIBITOR RESPECTS THE DYNAMIC DIVING DOG RULES, REGULATIONS, AND POLICIES GOVERNING THE SPORT OF DOGS**
- **EXHIBITORS FIND THAT VIGOROUS COMPETITION AND CIVILITY ARE NOT INCONSISTENT AND ARE ABLE TO APPRECIATE THE MERIT OF THEIR COMPETITION AND THE EFFORT OF THEIR FELLOW COMPETITORS**
- **EXHIBITORS WELCOME, ENCOURAGE, AND SUPPORT NEWCOMERS TO THE SPORT**
- **EXHIBITORS ALWAYS CONSIDER AS PARAMOUNT THE WELFARE OF THEIR DOG**
- **EXHIBITORS REFUSE TO EMBARRASS THE SPORT, OR THEMSELVES WHILE TAKING PART IN THE SPORT.**

### **SECTION 3**

### **RULES OF CONDUCT**

- **DYNAMIC DIVING DOGS RESERVES THE RIGHT TO REFUSE SERVICE TO ANYONE. DYNAMIC DIVING DOGS EVENTS ARE OPEN TO ALL PERSONS AND DOGS WITHOUT DISCRIMINATION (BASED ON RACE, RELIGION, GENDER, ETC.)**
- **EXHIBITORS, SPECTATORS, AND HOSTING FACILITIES ARE EXPECTED TO DISPLAY GOOD BEHAVIOR AND GOOD SPORTSMANSHIP ON AND OFF THE DOCK.**
- **DYNAMIC DIVING DOGS MEMBERS AND GUESTS WILL ADHERE TO THE CODE OF GOOD SPORTSMANSHIP DESCRIBED ABOVE AND ANY VIOLATIONS OF THIS CODE CAN RESULT IN A DISMISSAL FROM THE EVENT OR, IF DEEMED APPROPRIATE BY DYNAMIC DIVING DOGS, A SUSPENSION FROM FUTURE EVENTS.**
- **ANY PARTICIPANT SHOWING ABUSIVE BEHAVIOR TOWARDS THEIR DOG ON OR OFF THE DOCK WILL BE IMMEDIATELY DISMISSED FROM THE EVENT AND A MINIMUM OF 6 MONTH SUSPENSION FROM DYNAMIC DIVING DOGS WILL BE IMPOSED. REINSTATEMENT MUST BE BY APPLICATION ONCE NOTIFIED OF THE 6 MONTH SUSPENSION ENDING DATE. THE DECISION OF THE SANCTIONED FACILITY'S TRIAL COMMITTEE AND ITS JUDGES WILL BE**

FINAL.

- ANYONE SHOWING UN-SPORTSMANSHIP LIKE BEHAVIOR TOWARDS WORKERS, OR OTHER COMPETITORS IS IN VIOLATION OF THE CODE OF CONDUCT MENTIONED ABOVE AND WILL BE SUBJECT TO IMMEDIATE DISMISSAL FROM THE EVENT.

## **PART 2      HOLDING A DYNAMIC DIVING DOGS EVENT**

### **SECTION 1                      DYNAMIC DIVING DOGS LOGO**

THE OFFICIAL DYNAMIC DIVING DOGS LOGO IS COPYRIGHTED AND CANNOT BE USED WITHOUT PERMISSION. PERMISSION IS GRANTED FOR APPROVED LICENSED TRIALS AND APPROVED DYNAMIC DIVING DOGS MERCHANDISE BY THE DYNAMIC DIVING DOGS ORGANIZATION THROUGH APPLICATION ONLY.

### **SECTION 2                      TRIAL REQUIREMENTS**

#### **FACILITY:**

ONLY APPROVED FACILITIES ARE PERMITTED TO HOLD DYNAMIC DIVING DOGS EVENTS. EACH DYNAMIC DIVING DOGS FACILITY IS INDEPENDENTLY OWNED AND OPERATED. THEY WILL EACH HAVE RULES AND POLICIES FOR DEALING WITH COMPLAINTS AND ISSUES. AS LONG AS THOSE POLICIES DO NOT CONFLICT WITH DYNAMIC DIVING DOGS EVENTS RULES, THEN INDEPENDENT FACILITIES RULINGS WILL BE PARAMOUNT.

#### **EQUIPMENT:**

- **POOL:** THE WALLS OF THE POOL SHOULD ALLOW FOR A 4 FOOT WATER LEVEL (WITH A +/- 2" TOLERANCE DUE TO WATER LEVELS CHANGING THROUGHOUT THE DAY). THE POOL SHOULD BE AT LEAST 21' X 40' IN DIMENSIONS. THE WATER MUST BE CLEAN, FREE OF DEBRIS, AND CLEAR OF ALGAE. THE POOL MUST HAVE A SAFE, NON-SLIP EXIT RAMP FOR THE DOG TO EXIT THE WATER.
- **DOCK:** THE DOCK USED FOR COMPETITION MUST BE OF STURDY CONSTRUCTION. THE DOCK MUST BE 40 FEET LONG BY 7.5 FEET WIDE. THE DOCK MUST HAVE RAILING OR FENCING AROUND IT TO PREVENT DOGS FROM JUMPING OFF THE GROUND SIDES. THE SURFACE MUST HAVE ASTROTURF, OUTDOOR, STIFF CARPETING, RUBBER-LIKE OR AN APPROVED SURFACE THAT IS NON-SLIP WHEN WET TO MINIMIZE SLIPPING AND PROVIDE BETTER TRACTION FOR THE DOG. THE DOCK MUST SIT 2 FEET ABOVE THE SURFACE OF THE WATER. THIS IS MEASURED FROM WHERE THE BLUE & WHITE POOL VINYL MEET ON THE POOL.
- ALL POOLS MUST HAVE A MEASURING BANNER ON BOTH SIDES OF THE POOL. IT SHALL HAVE THE NUMERICAL NUMBER FOR FEET AND SLASHES EVERY 3" INCREMENTS.
- ANY REPORTS OF AN UNSAFE POOL OR DOCK MAY RESULT IN CANCELLATION OF A TRIAL IN PROGRESS OR FUTURE EVENTS UNTIL REPAIRS ARE MADE. ANY REPORT OF UNSAFE ISSUES MUST BE REPORTED DIRECTLY TO

[CREEKSIDELAGOON@GMAIL.COM](mailto:CREEKSIDELAGOON@GMAIL.COM) DYNAMIC DIVING DOGS WILL INSPECT THE FACILITY AND MAKE A DETERMINATION OF SAFETY.

- IF A FACILITY PLANS ON HOLDING ARC AIR AND FAST FETCH EVENTS, THEN THE APPROPRIATE RIGS TO HOLD THE RETRIEVE BUMPERS IS NECESSARY.
- THE AIR RETRIEVE RIG IS AN APPARATUS THAT CAN BE MOVED ALONG THE SIDE OF THE POOL. IT MUST BE ADJUSTABLE, SO THE BUMPER IS HANGING 2FT. OVER THE SURFACE OF THE DOCK AND CENTERED WITH THE WIDTH OF THE DOCK. ALL AIR RETRIEVES RIGS MUST BE APPROVED BY DYNAMIC DIVING DOGS PRIOR TO USE.
- THE FAST FETCH RIG IS AN EXTENDER THAT HOLDS THE APPROVED BUMPER BY HAVING THE STRAPS ATTACHED TO THE CLIPS AND HOLD THE BUMPER AT THE 40 FT MARK OF THE POOL. THE BUMPER WILL HANG AT THE SURFACE OF THE WATER.
- THE FACILITY IS PERMITTED TO HOLD UP TO 4 DYNAMIC DISTANCE SPLASHES PER DAY ALONG WITH EITHER 1 ARC AIR SPLASH OR 1 FAST FETCH SPLASH.
- ARC AIR AND FAST FETCH CANNOT BE HELD ON THE SAME DAY
- FACILITIES ARE PERMITTED TO OFFER "TRY ITS" AT THEIR EVENTS IF THEIR EVENT IS NOT FULL (MAXIMUM OF 180 DISTANCE AND 20 ARC AIR OR FAST FETCH PER DAY) TRY IT'S WILL BE LIMITED TO 3 MINUTES PER DOG.

## SECTION 3 GENERAL RULES

- THE RULES OF DYNAMIC DIVING DOGS MUST BE FOLLOWED AS PERTAINING TO THE EVENT OF DOCK DIVING
- ANY RULES IMPOSED BY THE FACILITY OVERSEE ALL OTHER ASPECTS OF THE EVENT SO LONG AS DYNAMIC DIVING DOGS RULES ARE NOT IN CONFLICT
- ALL PARTICIPANTS MUST SIGN A WAIVER AGREEING THAT THE DYNAMIC DIVING DOGS ORGANIZATION IS FREE OF ALL LIABILITY BEFORE PARTICIPATING IN A DYNAMIC DIVING DOGS EVENT. NO EXCEPTIONS.
- ALL DOGS MUST JUMP OFF THE DOCK OR RAMP ON THEIR OWN WITH NO HANDLER TOUCHING OR FORCING THE DOG TO JUMP. YOU CANNOT PHYSICALLY HELP YOUR DOG OFF THE DOCK OR RAMP.
- ANY INTENTIONAL CONTACT THAT AIDES THE DOG IN LEAVING THE DOCK OR RAMP WILL RESULT IN A NON SCORED SPLASH.
- HANDLERS SHALL NOT BLOCK A DOG SO THAT THEY HAVE NO CHOICE BUT TO JUMP OFF THE DOCK. HANDLERS WILL BE WARNED AND ANY FURTHER ATTEMPTS TO BLOCK THE DOG WILL RESULT IN A NON SCORED SPLASH.
- ALL DOGS MUST BE KEPT ON A 6 OR SHORTER FOOT LEAD. LONG LINES AND RETRACTABLE LEASHES ARE NOT PERMITTED IN THE COMPETITION AREA. NO DOGS SHALL BE OFF LEAD EXCEPT WHEN SECURELY ON THE DOCK OR IN THE WATER.
- DOGS SHOULD ALWAYS BE UNDER THE HANDLER'S CONTROL AND KEPT A SAFE DISTANCE FROM OTHER DOGS.
- IF A DOG FOULS THE DOCK, RAMP OR POOL (URINATING, DEFECATING, OR VOMITING) AT ANY TIME DURING THEIR SPLASH IT WILL RESULT IN A NON SCORED SPLASH.
- DOGS WILL BE PERMITTED TO WEAR SWIM TYPE SUITS, LIFE VESTS, AND/OR SWIM

- GOGGLES IF THEY ARE FITTED PROPERLY AND POSE NO RISK OF INJURY TO THE DOG.
- IF A DOG WEARS A COLLAR TO JUMP, THE COLLAR MUST BE A FITTED BUCKLE OR QUICK RELEASE TYPE COLLAR. NO CHAIN, CHOKE, PINCH, PRONG, ELECTRONIC, TRAINING OR HEAD HALTER TYPE COLLARS ARE PERMITTED TO BE WORN ON THE DOCK.
  - DOGS MAY NOT JUMP IN HARNESSES.
  - DOGS ARE NOT PERMITTED TO JUMP IF THEY HAVE ANY TYPE OF OPEN WOUND, STITCHES AND/OR STAPES, OR NEED BANDAGES FOR ANY REASON.
  - BITCHES IN SEASON ARE NOT PERMITTED ON THE DOCK OR IN THE COMPETITION AREA. THEY ARE PERMITTED ON THE GROUNDS SO LONG AS THEY ARE CRATED IN THE HANDLERS VEHICLE. INDIVIDUAL FACILITIES HAVE THE RIGHT TO BAN BITCHES IN SEASON FROM THE FACILITY AND GROUNDS IF THEY SO CHOOSE.
  - THE USE OF TRAINING AIDES IS NOT PERMITTED DURING EVENTS. NO ITEMS ARE ALLOWED TO BE PLACED ON THE DOCK SURFACE THAT WILL ENABLE THE DOG TO TARGET THE END OF THE DOCK.
  - HUMANS ARE NOT PERMITTED IN THE POOL DURING COMPETITION EXCEPT IN THE CASE OF EMERGENCY.
  - DOGS SHOWING SIGNS OF AGGRESSION TOWARDS PEOPLE AND/OR OTHER DOGS CAN RESULT IN DISMISSAL FROM THE EVENT AT THE DISCRETION OF THE EVENT COMMITTEE.
  - THE FACILITY HAS THE FINAL SAY IN ANY DECISIONS REGARDING AGGRESSIVE DOGS SO LONG AS THERE IS NO CONTACT MADE BY SAID DOG.
  - ANY DOG ON PERSON OR DOG ON DOG AGGRESSIVE CONTACT WILL RESULT IN IMMEDIATE DISMISSAL AND A REPORT (INCLUDING STATEMENTS FROM BOTH PARTIES INVOLVED AND ANY WITNESSES) MUST BE SUBMITTED TO DYNAMIC DIVING DOGS WITHIN 1 WEEK OF THE INCIDENT. UPON REVIEW, THE DOG MAY BE PLACED ON SUSPENSION OR BANNED FROM FUTURE EVENTS. A RULING WILL BE DETERMINED WITHIN 1 MONTH OF DYNAMIC DIVING DOGS RECEIVING THE REPORTS AND STATEMENTS.

## SECTION 4                      EVENT PROCEDURES

**DYNAMIC DIVING DOGS EVENTS ARE RUN AS OPEN SPLASH EVENTS.**

- THERE WILL BE NO SET SPLASH TIMES OTHER THAN A STARTING TIME FOR THE DAY, AND A STARTING TIME FOR EITHER ARC AIR OR FAST FETCH.
- EACH COMPETITOR WILL BE GIVEN A JUMP CARD AT REGISTRATION. THEY WILL TURN IN THEIR CARDS TO THE GATE STEWARD WHEN READY TO COMPETE BY ENTERING THEIR DOG INTO THE RUNNING ORDER POSTED ON THE GATE.
- A COMPETITOR CAN ONLY COMPETE IN THE NUMBER OF SPLASHES PAID FOR EACH DAY, UP TO 4 PER DAY (DISTANCE) PLUS 1 EITHER ARC AIR OR FAST FETCH.
- AT ALL DYNAMIC DIVING DOGS EVENTS, EACH COMPETITOR WILL BE GIVEN 4 MINUTES PER JUMP TO TAKE:
  - 1 OPTIONAL PRACTICE JUMP FIRST – HANDLER MUST TELL THE JUDGE UPON ENTERING THE DOCK THAT THE FIRST JUMP WILL BE A PRACTICE
  - 2 COMPETITION JUMPS – BEST OF THE 2 JUMPS COUNTS AS THE SCORED JUMP

- **REFUND POLICY:**  
 ENTRY FEES WILL NOT BE REFUNDED IF A DOG IS ABSENT, DISQUALIFIED, EXCUSED, OR BARRED FROM COMPETITION BY THE FACILITY.  
 ENTRY FEES WILL NOT BE REFUNDED IF A DOG REFUSED TO JUMP OR MISSES ALL AVAILABLE COMPETITION TIMES.  
 ENTRY FEES WILL ONLY BE REFUNDED FOR FEMALES IN HEAT OR AN INJURED DOG ONLY WITH A VETERINARY LETTER. THIS REQUEST MUST BE MADE WITHIN 7 DAYS OF THE COMPLETION OF THE EVENT. IN OTHER CIRCUMSTANCES, SUCH AS FAMILY EMERGENCIES, , REFUND MAY BE AWARDED FOR MISSED SPLASHES BY THE HOST CLUB'S DISCRETION.
- **INCLEMENT WEATHER (FOR OUTDOOR EVENTS ONLY)**  
 IF THE TRIAL HOST DECIDES THAT THE POOL MUST BE CLOSED AT ANY TIME FOR INCLEMENT WEATHER, ALL ACTIVITIES WILL IMMEDIATELY STOP. COMPETITION WILL RESUME ONCE IT IS DEEMED SAFE.  
 ONCE COMPETITION RESUMES, IF TIME TO COMPLETE THE EVENT IS LIMITED, TRY-ITS AND PRACTICE JUMPS WILL STOP SO THAT COMPETITIVE JUMPS CAN BE COMPLETED. IF THE EVENT IS UNABLE TO BE COMPLETED DUE TO WEATHER, REFUNDS OR CREDIT WILL BE OFFERED BY THE HOST CLUB.

## **SECTION 5 DOGS**

- ALL DOGS ENTERING A DYNAMIC DIVING DOGS EVENT MUST HAVE A DYNAMIC DIVING DOGS REGISTRATION NUMBER. A REGISTRATION FORM CAN BE DOWNLOADED FROM THE B & D CREEKSIDE ACTIVITY CENTER WEBSITE: [WWW.BNDCREEKSIDEACTIVITYCENTER.COM](http://WWW.BNDCREEKSIDEACTIVITYCENTER.COM) UNDER THE ARCMaster EVENT CENTER TAB. THERE IS A ONE TIME FEE OF \$15 PER DOG. ANY DOG, REGARDLESS OF SIZE, BREED OR MIX MAY PARTICIPATE.
- DOGS MUST BE VISIBLY IN GOOD HEALTH AND CONDITION TO COMPETE. DOGS THAT APPEAR TO BE LAME, INJURED, AND ILL OR DOGS WITH SUTURES, BANDAGES, ADHESIVE, OR ANY OTHER MATERIAL THAT IS INDICATIVE OF OR RELATED TO ANY SURGICAL OR MEDICAL PROCEDURE MAY NOT COMPETE. DURING THE TRIAL IF THE DOG SHOWS ANY SIGNS OF THE ABOVE, THEY WILL BE DISMISSED FROM THE TRIAL. REFUNDS OR CREDIT WILL BE AT THE SOLE DISCRETION OF THE FACILITY.
- DOGS MUST BE 1 YEAR OF AGE OR OLDER AT THE TIME OF THE EVENT TO COMPETE. ACOMPETING DOGS MUST BE CURRENT ON VACCINATIONS AND THE OWNER SHALL CARRY WRITTEN PROOF OF CURRENT RABIES VACCINATIONS.
- DOGS THAT ARE DEFORMED, AMPUTEE, DEAF OR BLIND MAY PARTICIPATE IN THE COMPETITION BUT MUST BE ABLE TO SAFELY PERFORM JUMPS & EXIT THE POOL.

## SECTION 6

## JUDGES

- BY ENTERING ANY DYNAMIC DIVING DOGS EVENT, THE OWNER AND HANDLER OF ANY DOG AGREE TO ACCEPT THE DECISION OF THE JUDGE AS FINAL.
- NO PERSON MAY INTERFERE WITH THE JUDGE IN ANY WAY WHILE HE/SHE IS JUDGING A SPLASH.
- JUDGES MUST BE RECOGNIZED BY THE DYNAMIC DIVING DOGS ORGANIZATION. IF YOU WISH TO BE RECOGNIZED AS A JUDGE BY THE DDD ORGANIZATION PLEASE EMAIL CREEKSIDE LAGOON AT [CREEKSIDGELAGOON@GMAIL.COM](mailto:CREEKSIDGELAGOON@GMAIL.COM)
- THE JUDGE WILL EYEBALL THE DISTANCE THAT THE BASE OF THE TAIL BREAKS THE WATER'S SURFACE. THE DISTANCE OF THE JUMP SCORED BY THE JUDGE IS FINAL.
- VIDEO REVIEWS OF JUMPS IS NOT PERMITTED. ONCE A JUDGE'S CALL IS MADE, IT IS FINAL.
- A DOG THAT IS OWNED OR CO-OWNED BY THE JUDGE MAY JUMP AS LONG AS THEIR DOG IS JUDGED BY A SEPARATE, RECOGNIZED DDD JUDGE. IF THERE IS NO OTHER CERTIFIED JUDGE PRESENT, THE JUDGE MAY JUDGE THEIR OWN DOG WITH A DIFFERENT HANDLER BUT **MUST** HAVE A WITNESS ALSO VERIFY THE SCORE.

## SECTION 7

## HANDLER(s)

- THERE MAY BE A MAXIMUM OF 2 HANDLERS ON THE DOCK DURING A SPLASH.
- THE MINIMUM AGE OF COMPETITORS IS 7 YEARS OLD. TO COMPETE ALONE ON THE DOCK, THE HANDLER MUST BE 10 YEARS OLD. THE PARENT OR LEGAL GUARDIAN MUST ALWAYS BE PRESENT WHILE THE YOUTH IS ON THE DOCK.
- DYNAMIC DIVING DOGS WILL TRY TO ACCOMMODATE ALL INDIVIDUALS WITH DISABILITIES. IF STRUCTURAL ACCOMMODATIONS FOR ACCESS TO THE DOCK CANNOT BE MADE, THEN REASONABLE MODIFICATIONS TO THE RULES WILL BE MADE. (I.E. IF A DOCK IS NOT ACCESSIBLE FOR INDIVIDUALS WITH MOBILITY IMPAIRMENTS OR WHO USE WHEELCHAIRS, THEY WILL BE ALLOWED TO THROW THE TOY FROM BESIDE THE POOL.)
- IN ADDITION TO 2 HANDLERS ALLOWED ON THE DOCK, DYNAMIC DIVING DOGS FULLY ENCOURAGES CHEERING AND ENCOURAGEMENT FROM BYSTANDERS. HOWEVER, ANY SUPPORT CAN **ONLY** BE IN THE FORM OF CHEERING, AND CALLING THE DOG'S NAME, WAVING ARMS, ETC. ADDITIONAL TOYS BEING THROWN OR USED AS LURES FROM OUTSIDE THE POOL IS **NOT** PERMITTED. NO OTHER PERSON MAY SPLASH OR OTHERWISE TOUCH THE POOL.
- A DOG HAS (4) FOUR MINUTES TO COMPLETE THE OPTIONAL PRACTICE AND THE 2 COMPETITION JUMPS. THE TIME BEGINS ONCE THE HANDLER AND DOG ARE BOTH ON THE DOCK. IF TIME ENDS BEFORE THE DOG IS IN A FORWARD JUMPING MOTION FOR THE FINAL JUMP, THE JUMP WILL NOT COUNT. THE FIRST COMPETITION JUMP WILL COUNT AS THE SCORED JUMP.
- IF AT ANY TIME DURING THEIR TURN EITHER THE DOG OR HANDLER LEAVES THE DOCK OR POOL THEIR TURN IS OVER (THIS INCLUDES A DOG JUMPING OUT OF THE POOL EITHER OVER THE SIDE OR OFF THE SIDE BY THE RAMP), THAT CONSTITUTES THE END OF THEIR TURN AND A NQ FOR THAT SPLASH.
- HANDLERS MAY COMPETE WITH MULTIPLE DOGS IN A SPLASH. AN INDIVIDUAL DOG MAY



BE ENTERED IN THE SPLASH ONLY ONCE.

- A THROWING OBJECT (TOY) MAY BE USED TO GET THE DOG TO JUMP. IT IS NOT REQUIRED. ANY OBJECT THAT IS THROWN MUST MEET THE FOLLOWING REQUIREMENTS:
  - A. THE ITEM MUST FLOAT.
  - B. THE ITEM CANNOT BE FOOD.
  - C. THE ITEM CANNOT HOLD NOR HAVE EVER BEEN USED TO HOLD FOOD.
  - D. IT CANNOT BE A LIVING OR DEAD ANIMAL, OR ANIMAL PARTS.
    - IT IS NOT REQUIRED THAT THE DOG RETRIEVE THE ITEM TO RECEIVE A QUALIFYING JUMP.
    - NO FOOD OR TREATS ARE ALLOWED ON THE DOCK AT ANY TIME.
    - A HANDLER MAY HAVE NO MORE THAN 2 TOYS ON THE DOCK DURING THE COMPETITION JUMP. IF THE DOG DOES NOT ENTER THE WATER AFTER 2 TOYS ARE THROWN THEN IT WILL BE CONSIDERED A NON JUMP.
    - IF THE HANDLER THROWS THE TOY OUT OF THE POOL IT CAN BE RETURNED TO THEM FOR THEM TO TRY AGAIN IF THE DOG HAS NOT JUMPED. IF THE HANDLER THROWS THE TOY OUT OF THE POOL A SECOND TIME DURING THE SAME TURN, THEN THE JUMP WILL BE CONSIDERED A NON JUMP.

## **SECTION 8                      DYNAMIC DISTANCE DIVISIONS, CLASSES, AND TITLES**

- A DYNAMIC DISTANCE SPLASH CONSISTS OF 1 OPTIONAL PRACTICE AND 2 JUMPS, THE BEST OF WHICH WILL COUNT AS THE SCORED JUMP. THE JUMPS WILL BE BACK-TO-BACK. A DOG MAY NOT JUMP MORE THAN 1 SPLASH AT A TIME. THERE MUST BE AT LEAST ONE OTHER DOG (OR 1 MINUTE) IN BETWEEN JUMPS AND THE DOG MUST COME OFF THE DOCK DURING THIS TIME.
- THE QUALIFYING JUMP WILL BE THE GREATER OF THE TWO JUMPS OF THE SPLASH. THIS SCORE WILL BE ENTERED INTO THE RECORDS AND WILL COUNT TOWARDS A TITLE. IT IS THE RESPONSIBILITY OF THE HANDLER TO MAKE SURE THEIR SCORE IS RECORDED CORRECTLY BEFORE LEAVING THE EVENT. ONCE THE EVENT IS OVER ALL RECORDED SCORES ARE CONSIDERED FINALIZED.
- IN AN EVENT IN WHICH A FACILITY OFFERS OPTIONAL FINALS, A TIE FOR FINAL PLACEMENT WILL BE DETERMINED BY THE HIGHER SCORE OF THE SECOND JUMP IN THE SAME SPLASH.
- THE DOG'S DISTANCE IS MEASURED FROM THE END OF THE DOCK TO THE POINT OF CONTACT WHERE THE BASE OF THE TAIL MEETS THE WATER'S SURFACE. THE BASE OF THE TAIL IS THE POINT WHERE THE DOG'S TAIL MEETS THE BODY.
- IF THE DOG ENTERS THE WATER FROM THE RAMP DURING THEIR COMPETITION JUMPS, IT WILL BE SCORED AS A NON-QUALIFYING JUMP "NQ".
- JUMPS ARE CONSIDERED OFFICIAL ONCE THE HANDLER RELEASES THE DOG TO JUMP. IF THE DOG JUMPS PRIOR TO OBVIOUSLY BEING RELEASED OR THE TOY BEING THROWN, THIS WILL BE CONSIDERED A "PRACTICE OR NON-JUMP" AND THE HANDLER MAY CONTINUE WITH COMPETITION JUMPS. IF A DOG REPEATS THIS BEHAVIOR IT WILL COUNT AS AN OFFICIAL JUMP AND BE SCORED ACCORDINGLY.
- A SANCTIONED FACILITY WILL AWARD EACH HANDLER/DOG TEAM WITH A

- QUALIFYING RIBBON FOR EACH QUALIFYING JUMP AFTER EACH SPLASH.
- EACH RIBBON WILL HAVE THE REQUIRED DYNAMIC DIVING DOGS LOGO. FOR ALL ROSETTE RIBBONS, THE DYNAMIC DIVING DOG LOGO WILL BE IN THE CENTER OF ROSETTE. ROSETTE RIBBONS ARE NOT REQUIRED FOR TITLES AND WILL BE OFFERED AT THE DISCRETION OF THE HOST CLUB.
- QUALIFYING JUMPS WILL ACCUMULATE WITHIN A DIVISION. QUALIFYING LEGS CAN BE EARNED IN MULTIPLE DIVISIONS IN EACH EVENT.

## DYNAMIC DISTANCE CLASS, DIVISIONS & TITLES:

TITLE	ABBREVIATION	REQUIRED # QUALIFYING DIVISION JUMPS
DYNAMIC DIVING DOG	DDD (DIVISION)	5
DYNAMIC DIVING DOG ADVANCED	DDD (DIVISION) A	25
DYNAMIC DIVING DOG EXCELLENT	DDD (DIVISION) X	60

ONCE THE EXCELLENT TITLE IS EARNED IN A DIVISION, A DOG CAN EARN ADDITIONAL EXCELLENT TITLES BY COMPLETING 25 MORE QUALIFYING LEGS IN THAT SAME DIVISION. THE NUMBER WILL BE ADDED AFTER THE A OR X IN THE TITLE ABBREVIATION. FOR EXAMPLE, A DOG HAS EARNED THEIR SECOND MASTER EXCELLENT TITLE, THE LISTING WILL BE DDDMX2.

### DYNAMIC DISTANCE DIVISIONS:

#### **REGULAR DIVISION (ALL DOGS OVER 16")**

NOVICE (N): 1 FT UP TO 9 FT 11 IN  
 JUNIOR (J): 10 FT UP TO 14 FT 11 IN  
 SENIOR (S): 15 FT UP TO 19 FT 11 IN  
 MASTER (M): 20 FT UP TO 23 FT 11 IN  
 ELITE (E): 24 FT UP TO 27 FT 11 IN  
 PREMIER (P): 28 FT AND ABOVE

#### **PERFORMANCE DIVISION (DOGS UP TO 15.99")**

NOVICE (PN): 1 FT UP TO 4 FT 11 IN  
 JUNIOR (PJ): 5 FT UP TO 8 FT 11 IN  
 SENIOR (PS): 9 FT UP TO 12 FT 11 IN  
 MASTER (PM): 13 FT UP TO 17 FT 11 IN  
 ELITE (PE): 18 FT AND UP

## **SECTION 9**

# **ARC AIR**

### **DIVISIONS, CLASSES, AND TITLES**

- THE OBJECT FOR THE ARC AIR EVENT MUST BE THE APPROVED DYNAMIC DIVING DOGS BUMPER AND HAVE BOTH ENDS TO ATTACH IT TO THE APPARATUS.
- THE DOG CAN START AT ANY DISTANCE ON THE DOCK.
- THE ARC AIR MINIMUM DISTANCE WILL START AT 6 FEET FOR REGULAR AND 4 FEET FOR PERFORMANCE. FOR COMPETITION JUMPS, THE BUMPER WILL MOVE OUT FROM THE FRONT OF THE DOCK AT 1-FOOT INTERVALS.
- THE HANDLER/DOG TEAM WILL BE SCORED WITH A GRAB (G) OR A MISS (M). A "GRAB" IS WHEN THE DOG GRABS OR COMPLETELY REMOVES THE BUMPER FROM THE APPARATUS. THE DOG IS NOT REQUIRED TO BRING THE BUMPER DOWN WITH THEIR MOUTH. THEY CAN GRAB THE BUMPER OR KNOCK IT LOSE FROM THE CLIPS. SO LONG AS THE BUMPER COMES COMPLETELY FREE FROM THE CLIPS THE DOG MOVES ON TO THE NEXT DISTANCE. A "MISS" IS WHEN THE BUMPER IS STILL ATTACHED TO THE APPARATUS THROUGHOUT THE TURN.
- ON A MISSED ATTEMPT, A DOGS ARC AIR TURN IS CONSIDERED ENDED ONCE THE DOG RETURNS TO THE EXIT RAMP. IF A TOUCHED TOY FALLS BEFORE THE DOG GETS ON THE EXIT RAMP, IT WILL COUNT AS A GRAB.
- EACH DOG GETS 2 CHANCES AT EACH DISTANCE UNTIL THEY HAVE TWO MISSES AT ONE DISTANCE OR 3 OVERALL MISSES. THE HANDLER/DOG TEAM WILL GET TWO (2) ATTEMPTS BACK-TO-BACK TO GRAB THE BUMPER.
- EACH HANDLER MAY CHOOSE THEIR STARTING ATTEMPT AT A DISTANCE NO LOWER THAN 2 FEET BELOW THEIR DOGS SEASON AVERAGE. 3 ARC AIR EVENTS ARE NECESSARY FOR AN AVERAGE TO BE DETERMINED. IF THERE IS NO AVERAGE, THE HANDLER MAY CHOOSE A STARTING POINT.
- EACH DOG WILL BE ALLOWED 1 PRACTICE JUMP IMMEDIATELY BEFORE THEIR START IN AN ARC AIR SPLASH. REGARDLESS OF WHETHER THE DOG GRABS THE BUMPER ON THE PRACTICE JUMP, IT WILL BE CONSIDERED THE PRACTICE JUMP AND THE NEXT JUMP WILL BE THE START OF THE DOG'S ARC AIR TURN.
- THE DOG AND HANDLER WILL COMPETE AND WILL STAY ON THE DOCK THROUGHOUT THE COMPETITION UNTIL THE DOG HAS COMPLETED ITS SPLASH. ONCE THE DOG HAS THE SPECIFIED MISSES, THE DOG IS FINISHED.
- THE HANDLER MAY CHOOSE TO TAKE ONE 30 SECOND BREAK DURING THEIR TURN. THIS BREAK MAY ONLY BE MADE AFTER A SUCCESSFUL GRAB. DURING THIS BREAK, THEY WILL STAY ON THE DOCK.
- EACH ARC AIR ATTEMPT WILL BE GIVEN 45 SECONDS.
  - IF A DOG DOES NOT JUMP AND TIMES OUT ON THEIR FIRST ATTEMPT THEN TIME IS ANNOUNCED AND THE NEXT ATTEMPT WILL BEGIN IMMEDIATELY.
  - IF A DOG DOES NOT JUMP, THIS WILL BE COUNTED AS A MISS.
- IF A DOG MISSES AND BEGINS TO SWIM AROUND UNDER THE BUMPER, THE CREW WILL IMMEDIATELY MOVE THE RIG OUT AWAY FROM OVER THE POOL. THE HANDLER MUST EITHER CALL THE DOG BACK OR THROW A TOY TO LURE THE DOG BACK.
- THE QUALIFYING SCORE WILL BE THE LAST CLEAN GRAB OR KNOCK DOWN THAT THE HANDLER/DOG TEAM HAD AT A GIVEN DISTANCE.

## ARC AIR CLASS, DIVISIONS & TITLES:

TITLE	ABBREVIATION	REQUIRED # QUALIFYING DIVISION JUMPS
ARC AIR DOG	AAD (DIVISION)	5
ARC AIR DOG ADVANCED	AAD (DIVISION) A	15
ARC AIR DOG EXCELLENT	AAD (DIVISION) X	25

ONCE THE EXCELLENT TITLE IS EARNED IN A DIVISION, A DOG CAN EARN ADDITIONAL EXCELLENT TITLES BY COMPLETING 10 MORE QUALIFYING LEGS IN THAT SAME DIVISION. THE NUMBER WILL BE ADDED AFTER THE A OR X IN THE TITLE ABBREVIATION. FOR EXAMPLE, A DOG HAS EARNED THEIR SECOND SENIOR EXCELLENT TITLE, THE LISTING WILL BE AADSX2.

### ARC AIR DISTANCE DIVISIONS:

#### **REGULAR DIVISION (ALL DOGS OVER 16")**

NOVICE (N): 6 FT TO 9 FT

JUNIOR (J): 10 FT TO 13 FT

SENIOR (S): 14 FT TO 17 FT

MASTER (M): 18 FT TO 21 FT

ELITE (E): 22 FT AND ABOVE

#### **PERFORMANCE DIVISION (DOGS UP TO 15.99")**

NOVICE (PN): 4 FT TO 6 FT

JUNIOR (PJ): 7 FT TO 9 FT

SENIOR (PS): 10 FT TO 12 FT

MASTER (PM): 13 FT TO 15 FT

ELITE (PE): 16 FT AND ABOVE

## SECTION 10

## FAST FETCH

- A FAST FETCH TURN CONSISTS OF A TIMED SWIM WHERE THE DOG ENTERS THE POOL BY EITHER JUMPING OFF THE DOCK OR GOING DOWN THE RAMP TO SWIM TO A BUMPER HELD AT THE 40 FOOT MARK DOWN THE POOL. THE DOG THEN GRABS THE BUMPER AND RETURNS TO THE RAMP.
- THE DOG DOES NOT NEED TO RETRIEVE THE BUMPER, BUT NEEDS TO REMOVE THE BUMPER FROM THE CLIPS.

- DURING EACH RUN, A DOG GETS 2 TURNS BACK-TO-BACK.
- TIME STARTS WHEN THE DOG CROSSES THE TEN FOOT LINE GOING OUT TO RETRIEVE THE BUMPER AND STOPS WHEN THE DOG CROSSES THE TEN FOOT LINE COMING BACK.
- THE HANDLER WILL SET THE DOG UP AND THE DOG'S BACK FEET MUST BE IN FRONT OF THE 10FT LINE ON THE DOCK (7FT FOR PERFORMANCE). IF ENTERING THE POOL VIA THE RAMP, THE DOG STARTS ON THE DOCK AT THE TOP OF THE RAMP.
- ONCE THE TOY IS IN POSITION AND READY, THE JUDGE WILL INDICATE TO THE HANDLER THAT THEY MAY START THEIR TURN.
- THE DOG HAS 30 SECONDS TO CROSS THE START LINE, IF A DOG DOES NOT MAKE AN ATTEMPT WITHIN THAT TIME THEN THAT WILL COUNT AS THEIR TURN.
- THE JUDGE WILL START THE TIMER AT THE EXACT MOMENT, BY THEIR JUDGEMENT, THAT THE DOG'S NOSE CROSSES THE 10 FOOT LINE.
- THE OFFICIAL TIME SHOULD BE WRITTEN AS XX.XX SECONDS AND JUDGED WITH A STOPWATCH OR ELECTRONIC TIMER IF AVAILABLE.
- AFTER THE 1ST RUN, THE TOY GETS REPLACED AND THE DOG GETS RESET AND REPEATS THE ENTIRE PROCESS.
- IT IS FULLY ACCEPTABLE FOR A 2<sup>ND</sup> HANDLER TO BE STANDING AT THE FAR END OF THE POOL, CHEERING FOR THE DOG. THEY MAY NOT WAVE A TOY OR LURE THE DOG WITH ANY OBJECT. DUE TO SAFETY ISSUES, THEY **MAY NOT** RUN OR WALK DOWN THE SIDE OF THE POOL ENCOURAGING THE DOG TO SWIM FASTER.

## **FAST FETCH CLASS, DIVISIONS & TITLES:**

<b>TITLE</b>	<b>ABBREVIATION</b>	<b>REQUIRED # QUALIFYING DIVISION JUMPS</b>
<b>FAST FETCH DOG</b>	<b>FFD (DIVISION)</b>	<b>5</b>
<b>FAST FETCH DOG ADVANCED</b>	<b>FFD (DIVISION) A</b>	<b>15</b>
<b>FAST FETCH DOG EXCELLENT</b>	<b>FFD (DIVISION) X</b>	<b>25</b>

ONCE THE EXCELLENT TITLE IS EARNED IN A DIVISION, A DOG CAN EARN ADDITIONAL EXCELLENT TITLES BY COMPLETING 15 MORE QUALIFYING LEGS IN THAT SAME DIVISION. FOR EXAMPLE, A DOG HAS EARNED THEIR SECOND ELITE PERFORMANCE EXCELLENT TITLE, THE LISTING WILL BE **FFPDEX2**.

**FAST FETCH DIVISIONS:**

**REGULAR DIVISION (ALL DOGS OVER 16")**

NOVICE (N): 20.00 SEC TO 39.99 SEC

JUNIOR (J): 17.00 SEC TO 19.99 SEC

SENIOR (S): 15.00 SEC TO 16.99 SEC

MASTER (M): 13.00 SEC TO 14.99 SEC

ELITE (E): UNDER 12.99 SEC

**PERFORMANCE DIVISION (DOGS UP TO 15.99")**

NOVICE (PN): 26.00 SEC TO 49.99 SEC

JUNIOR (PJ): 22.00 SEC TO 25.99 SEC

SENIOR (PS): 19.00 SEC TO 21.99 SEC

MASTER (PM): 17.00 SEC TO 18.99 SEC

ELITE (PE): UNDER 16.99 SEC