



Sport Dog Association events are open to all breeds including mixed breed or altered.

<https://sportdogassociation.com/>

Sport Dog Tournament and Supreme Tournament Rules

Sport Dog Tournament is open to all mixed and fixed dogs over 1 year of age for this event.

Sport Dog Tournament Includes: DASH (Sprint Race); DRAG PULL (Sled Weight Pull); BIGGEST BANG (Hardest Hitting)

To qualify for a Sport Dog Tournament Title all 3 events must have a qualifying score and ranking documented. All 3 scenarios must be completed in one event.

Each Scenario is worth maximum 10 points as a highest score and scores will decline depending on speed/ weight/Bang for each event for a combined for overall score between all 3 scenarios.

Points are calculated when competing in these 3 scenarios:

DASH-Speed/40yd/80yd

DRAG PULL-weight pulled/speed/form.

BIGGEST BANG/Hardest Hitting – Power/Drive/Tenacity – judged solely by decoy.

BIGGEST BANG will be the Tie Breaker! for the Sport Dog Tournament if DASH and DRAG PULL are tied.

Your dog will be scored on three event scenarios for a “Sport Dog Tournament” title. Sport Dog tournament “supreme” (SS) will be scored on a total of 5 event scenarios and Sport Supreme (SS). Both titles are recognized by ABA and AMA and will appear on there name as an official Title.

DASH:

Each dog gets 2 runs, both times are documented, and best time will go towards overall points for the Sport Dog Tournament

40 yard Dash (dogs under 16”)

80 yard Dash (over 16”)

40 yard Dash (for dogs under 16” ONLY)- Dogs will run against a stopwatch, one dog at a time, on a straight 40-yard (120 feet) course, you will run your dog two times to get a best time. Once your first run is completed the lineup will start over. One handler will hold the dog at the start line and the second handler will bait the dog past the finish line.

The stopwatch starts when an assistant judge near the start line fires a starter's pistol or yelling, "On your mark, get set, GO" BANG! If no starter's pistol is available the assistant judge will yell, "On your mark, get set, GO!" and throw his raised arm down after saying the word, "GO". The stopwatch will start on the word, "GO" and / or the assistant judge's arm signal. The assistant judge will watch the handler on the start line and disqualify him if he releases the dog before the gun or before the word, "GO". Anything may be used to get your dog down the field except nonliving food or previously alive. Whatever you use or need must be provided by solely b owner/handler that includes a decoy and any equipment.

80 yard Dash - Dogs will run against a stopwatch, one dog at a time, on a straight 80-yard (240 feet) course. same rules and procedure apply from the 40 yard Dash.

DRAG PULL:

Weight Pull 16Ft.- May be done with a sled, a cart, or a rail system. Each dog is given 5 turns in a row with the cart or sled. There is a 60-second time limit for each of the 5 pulls. Baiting is allowed. Handler may stand anywhere on the pull track but may not touch the dog. Leashes are not allowed. In the event of a tie for weight pulled, the fastest pull wins.

Every pull is started when the sled crosses the start line and time will end when the sled crosses the 16' finish line. Handlers will tell the judge and assistants how much weight to put on the sled or cart for each pull. The weight added to the sled or cart must go from lighter to heavier or can remain the same to attempt a faster pull time. Weight cannot be decreased once a pull has taken place. Whatever you use or need must be provided by solely b owner/handler that includes a decoy and any equipment.

BIGGEST BANG/Hardest Hitting:

15 yard Biggest Bang (dogs under 16")

30 yard Biggest Bang (dogs over 16")

15 Yard Biggest Bang (dogs under 16"):

Decoy may wear either a suit or a sleeve depending on the dog's training. The competition bite will be done from a distance of at least 15 yards. You will do this repeated a total of two times. Once you're finished with your first run the lineup will repeat giving you two sends. Each dog will start from the same spot, which must be marked on the field. On the judge's signal the decoy will prime (attract attention) of the dog (all dogs will be primed in the same manner) The dog is released on the decoy's direction. An object may be used per judge's discretion to "threaten" or distract the dog and must be continuously used throughout trial (example a clatter stick, padded baton or blank gun, shaker can/jug) The decoy may shout, scream, or use any traditional method to pressure the dog. The judge has the option of including gunfire in the Hardest Hitting bite. In this case the decoy would not carry a stick, but a starter's pistol and would fire one time immediately before impact. After impact the decoy will drive the dog very briefly, then lockup. The drive must include at least one stick threat with the padded baton or clatter stick if the decoy did not use gunfire. The dog must stick to his bite during the brief drive to complete this event. Dogs will be judged on impact, how hard they hit the decoy, i.e. how much pain they were able to inflict through the equipment. After each bite the decoy will give the judge a number to rank the dogs. No one else is to influence the decoy's ranking of how hard the dog hits him. This is judged solely by the decoy catching the dogs.

Contestants may attempt to out their dog after the decoy locks up. A successful out adds 1 point to the score. A successful out is defined as the dog not re-engaging and not leaving the protection field before the handler picks him up, i.e., the dog must be under control until it is picked up or recalled. Only one out command is allowed; it must come from

the dog's handler. The handler must be standing at the marked start point when he gives the out command. The dog has three seconds to obey the out command. After the dog outs, the handler may run to the dog to pick it up or recall.

30 Yard Biggest Bang (dogs over 16"):

The competition bite will be done from a distance of at least 30 yards. **Same rules apply as above.**

Sport Dog Supreme Tournament Rules (5 events)

DASH (Sprint Race); DRAG PULL (Sled Weight Pull); BANG (Hardest Hitting) required for 3 of the events.

Hosts may pick any 2 additional optional events for the Supreme Tournament:

Hang Time

Tug-O-War

Endurance Race

Wall Climb

Fastest Flee

****Open to suggestions but must be discussed with Sport Dog Association prior to event announcement****

Hang-time - This event must come after the above Sport Dog tournament events. The dog has a 3-minute time limit on the spring pole to complete this event. The clock starts when all four feet are off the ground. If the dog gets a single bite upon presentation of the tug toy and hangs on without re-biting for the full 3-minutes, it gets a perfect score of ten points. For every time it loses its grip and is forced to re-bite, it loses one point. The clock stops when (if) the dog loses its grip and starts again when all four feet are off the ground. If the dog loses its grip dog must immediately be presented with the tug and hoisted upward. The dog is disqualified after losing its grip four times, for safety reasons. Handler is allowed to pull dog off/down and reset for safety reasons (points will be subtracted accordingly) The Judge may disqualify a dog before it loses its grip four times if he believes the grips are not solid (for the safety of the dog). Owner is allowed provide a different toy/tug for hang time if it can be safely hoisted up without disconnecting and must be tested prior to dog biting the item.

Tug of War- Dogs will tug from behind an upright plywood or comparable barrier, with a hole drilled in it for the rope to pass through. Handlers must always have a leash on the dogs but not issue any corrections or have tension on the line. Two assistant judges will be always watching either dog during the pull. The assistant judges may disqualify a contestant for giving corrections. The rope is 30 feet long and is marked in the center and 10 feet from the center (length of pull is 10 feet for a win). A dog wins when it has pulled his opponent past the outer rope mark. Each pair of tugging dogs will go against each other only one time. A round robin elimination system will be used. A coin flip or other random method will determine which side of the barrier a dog will pull from. To complete this event a dog must grab the tug toy and pull backwards, i.e., it must tug against its opponent. It must grab the tug toy and begin pulling within 20 seconds of the start of the Tug of War or it automatically loses. There are no weight classes. The tug toy is provided by the owner and will need to be allowed to be safely secured to the rope.

If the tug toy falls off or comes undone that is counted as a loss.

Endurance Race: 6 or 12 Mile Endurance Test (length determined by host)

This test will also have a separate completion certificate SD6/S12.

This event should be done 12 to 24 hours before the Sport Dog Tournament and to be added or included to the Sport Dog Supreme Title. Prior approval will be required to authorize this event as well as dog owner/handler will need to sign a waiver of dog's health/condition. We take health and conditioning of said dog seriously. Weather/demographics will all be considered before approving said event.

6 Mile Endurance Test:

Dog must run complete 6 mile run start to finish in 1 hours' time. Handler may be on foot, bike, roller blades, motorized small all-terrain vehicle, etc. Upon completion of 4 miles dog will rest for 5 minutes and judge will inspect the dog's feet and overall condition. If dog passes inspection dog and handler can complete the last 2 miles.

12 Mile Endurance Test:

Dog must run complete 12 mile run start to finish in 2 hours' time. Handler may be on foot, bike, roller blades, motorized small all-terrain vehicle, etc. Upon completion of 5 miles and 10 miles dog will rest for 5 minutes and judge will inspect the dog's feet and overall condition. If dog passes inspection dog and handler can complete the last 2 miles.

Wall Climb: Please reach out to Sport Dog Association if this is an event you'd like to provide.

Fastest Flee: More information to come.

At no time is live or previously live bait allowed to be used for any Sport Dog event.

*****HANDLER MEETING WILL ALWAYS TAKE PLACE PRIOR TO EVENT, ALL DOG HANDLERS ENTERED ARE REQUIRED TO TAKE PART, TO INSURE UNDERSTANDING OF PROCEDURE, RULES AND MOST IMPORTANTLY SAFETY FOR YOUR DOG, DECOY, JUDGE AND BI-STANDERS*****

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