

KADAN KENNELS COMPETITION RULES

Here you will find our general dock diving rules and specific rules and regulations for each of the disciplines offered at our competitive events.

General

1. A team can consist of 2 handlers and one dog. Both handlers are allowed on the dock.
2. Dogs must be at least 9 months old in order to compete.
3. All breeds or mixes of breeds of dogs, are allowed to compete.
4. A team may use any type of toy to throw for their dog, as long as the toy floats. No food is permitted on the dock.
5. All dogs must be on-leash except while they are on the dock.
6. All members of the Team (dog excluded) must sign a waiver prior to competing in any of our events.
7. Open division is for all dogs over 17' tall. Lap division is for all dogs 17' or less at the withers. Veteran division is for all dogs over 8 years of age.
8. Junior handlers must be between 8 and 16 years of age. However, if there is an adult member of the team on the dock, a Junior handler of 5 years of age or older will be permitted. For the purposes of being classified as a Junior Team, the Junior member of the Team must be the thrower.
9. No person is permitted in the pool without the express permission of Kadan Kennels and or their agents
10. It is strictly prohibited to push, pull or physically place your dog on the dock or in the pool, violation of this could lead to you being expelled from the venue, without reimbursement. The dog must enter the pool of their own accord.
11. In Jumping and Catching, a Team will be permitted a maximum of 3 minutes on the dock, in order to complete their practice jump, if desired, and their two official jumps in each discipline.

12. Kadan Kennels reserves the right to excuse any Team for failing to conduct themselves in a good sportsmanship like manner without any reimbursement of entry fees. This includes being abusive to their dog, anyone else's dog, other competitors, judges and staff.
13. Should the judge/or staff determine that your dog is unfit for competition, they reserve the right to excuse you from the competition.
14. Please ensure you bathroom your dog prior to entering the dock, as accidents on the dock/ and or pool, could result in your disqualification from the event and a cleaning fee charged. Please remember to stoop and scoop.
15. An entry may be cancelled up to the closing date and a full refund will be provided. Following the closing date, an entry can be cancelled with a valid vet/medical certificate, but a cancellation fee will be applied.

Jumping

1. It is up to the Team to decide where on the dock they would like to place their dog.
2. The Team is allowed to take one practice jump before their two back-to-back official jumps. The greatest distance from their two official jumps will be the recorded score for their Jumping distance.
3. The Team must declare to the Judges if they are taking a practice jump before they start their turn.
4. The distance will be calculated based on where the base of the dog's tail enters the water from the end of the dock.
5. The Team will be permitted a maximum of 3 minutes on the dock, in order to complete their practice jump, if desired, and their two official jumps.
6. Dogs will be ranked according to their distance, in the respective divisions.
7. In the event of a tie, the tie will be broken by the second greatest distance. Should there still be a tie, a 1 jump jump off will occur.

Catching

1. The dog must catch the bumper/toy successfully before the toy enters the water. In order to be considered for a placement, the dog must successfully catch the bumper/toy on at least one of the jumps.
2. The Team will be permitted a maximum of 3 minutes on the dock, in order to complete their practice catch, if desired, and their two official catches.
3. The thrower is not allowed to hand-off the bumper/toy to the dog. The bumper/toy must be THROWN in order to count.
4. The Team's score will be calculated as follows: if the dog successfully catches the bumper/toy, the measurement of where the base of the dog's tail enters the water will be their score. If the dog catches both throws, their final score will be a combination of both jumps/catches.

Grabbing

1. The Rig with the bumper suspended from it, will be placed at the dog's starting distance, as determined by the Team.
2. The Team is permitted to take a practice jump at the beginning of their turn, to help determine their starting distance.
3. It is up to the Team to decide where on the dock they would like to place their dog for their take-off position.
4. With each successful grabbing, the rig and bumper will be moved out at 1' increments, until the dog has two consecutive misses or three overall misses, whereupon their turn will be terminated. Meaning you jump until you are out. Their last successful grabbing will be their recorded result.
5. With each successful grabbing, the Team will be permitted a 20 second break on the dock, before attempting the next distance.
6. The Team is permitted two tries at each distance. Two consecutive misses or three overall misses will result in your turn ending.
7. In the interest of dog safety, no Team will be permitted to go any more than 8 feet from their starting distance. For example, if you start at 8', the maximum distance

you can grab at, would be 16' feet, regardless if you have any misses. Therefore, it is important to determine a good starting distance. If the Judges deem that your dog's safety is an issue prior to the maximum distance, you may be asked to stop.

8. If there is a tie, the dog with the least number of misses will be the winner. If there is a need for a second tie-breaker, the dog with the most successful first attempts will be the winner.
9. If you voluntarily pull your dog at a successful grabbing, that round will not be considered a successful grabbing round for titling purposes.
10. Dogs will be ranked according to their distance grabbed, in the respective divisions.

Speed Swimming

1. Speed Swimming will be scored manually based on the dog's total swim time from the time the back feet leave the dock and stop when the nose crosses the 35' line for Open/Vet and 28' for Lap.
2. Each Speed Swimming heat will consist of 2 back to back swims. Each dog will have 3 minutes total on the dock for each heat, which will begin when they set foot on the top of the dock.
3. The dog must stand with their front paws anywhere in front of the 2' mark. Should the dog's front paws go behind the 2' line, their swim will not be counted. There will be a line judge.
4. The timer will begin when the dog leaves the dock, and will stop when the dog's nose has crossed their finish line (which is dependent on their height division).
5. If a dog hesitates or stops, the handler can decide to reset the dog. The handler must return the dog in front of the 2' line and let the judge know they are ready.

6. **Toy Options:**

A. The handler can choose to throw their toy past the determined finish line. The dog does not need to retrieve the toy but their nose must pass the 28' line for lap or 35' line for open/vet.

B. The handler may choose to use a toy that has been attached to a rope to lure the dog past the finish line. The toy on the lure will be a bumper provided by the facility. A facility staff member will be responsible for throwing the lure.

7. Tie breaker will be based on the 2nd jump in that heat.

Ramp Swimming (This discipline is only open to dogs that are NOT jumping off the dock.)

1. This is a timed swimming event from the ramp.
2. The Team will be on the ramp and will either throw a bumper/toy passed the 35' mark and/or have a member of their Team at the end of the pool, to call the dog to them.
3. Time will start as soon as the dog leaves the ramp and will stop when the dog's nose crosses the 35' mark.
4. Team members are welcome to verbally encourage their dog to swim faster from either the ramp, or the end of the pool.
5. Dogs will be ranked according to their speed in seconds, in the respective divisions.
6. This discipline is only open to dogs that are NOT jumping off the dock.