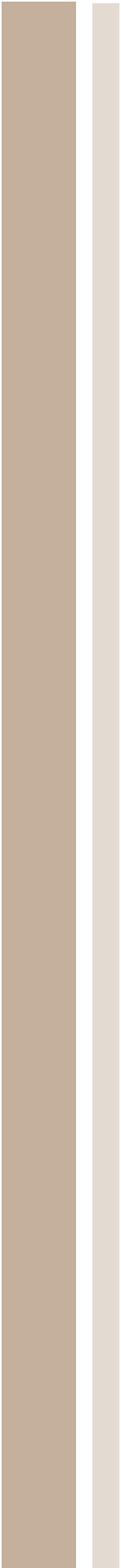


# **Rodeo Dog Company®**

## **Rules and Judging Guidelines**






The purpose of Rodeo Dog is to form a bond (team) with your dog and compete in a fun and safe environment. The dog enjoys moving around barrels and the owner finds it challenging to decide the best way to work the dog. The team may start at an easy level which is on leash and works their way to harder and more challenging levels; this requires more training and more bonding within the team.

Rodeo Dog results in well-rounded and conditioned dogs, demonstrating training and good teamwork. Rodeo Dog does not discriminate against any dog or handler because of a disability; accommodations can be made. Good teamwork can develop with any dog and handler team. Rodeo Dog improves handling skills that can be incorporated for agility use.

Rodeo Dog is a sporting event. All levels of handling skills are welcome. Rodeo Dog can be experienced as a simple bonding event or it can be a very competitive event. All dogs and handlers are welcome. This will be a unique experience for you!

Rodeo Dog trials are held by clubs that are Rodeo Dog approved. The show allows the team to compete and earn qualifying scores towards titles. To earn a title, the dog must be registered with Rodeo Dog. Clubs that want to hold a trial must be licensed by Rodeo Dog. All licensed clubs must have prior approval from Rodeo Dog before they hold a trial.

A licensed club does not have to hold all of the events that Rodeo Dog has, but it must have all of the dimension requirements in the class that it is holding. It must also have the Specials, Seniors, and Junior Classes accessible at the event. The club must follow the rules for Rodeo Dog including the barrel sizing and spacing. The club must have a suitable space for the event. The club must have distinctive marks for the center square in Clover and start/finish line and distance line from the barrels in Straight Line. The club must use official score sheets and a score tally sheet must be signed by the judge and sent to Rodeo Dog for titling purposes.



# Rules

- ◆ Dogs must be registered with Rodeo Dog Company in order to earn titles. They may register at the show, if the hosting club allows. Registration is a one-time fee of \$20 per dog. All dogs are welcome! Dog's registration numbers and titles will be emailed to the owner of the dog.
- ◆ For Specials/Seniors any accommodations can and will be made for dog or handler. We want this to be a fun and enriching experience for both dog and handler.
- ◆ All dogs run either on buckle collars or no collars. The collar must not have anything hanging from it for safety.
- ◆ A choke collar, prong collar, electric collar, any kind of halter, harness, or halties are not permitted while running. If running on leash, the leash must be made of material or leather, a chain leash is not permitted while running.
- ◆ Dogs may have their hair tied up in any manner for visibility.
- ◆ Treats and toys are allowed outside of the ring and in the ring during practice, but are not allowed in the ring during a show. Please be mindful to the dog and handler that are in the ring.
- ◆ We follow the honor system regarding your dog's measurements. If unsure of your dog's height, they can be measured to be placed in the correct class upon request of the owner.
- ◆ Dogs must be at least 6 months of age to compete for safety. A dog that is 6-12 months old can only compete in the Beginner Class on leash.
- ◆ Your team may earn all of your legs to your title under one judge. A dog may enter the day of the show if the hosting club allows.
- ◆ Dogs must be on leash at all times unless they are being judged in the ring. If a dog is repeatedly running loose while another dog is being judged in the ring, the loose dog will be asked to leave without a refund.
- ◆ There will be no aggressive dogs permitted in this sport. If a dog repeatedly shows signs of aggression, it will be asked to leave without a refund.
- ◆ We want to keep this a fun sport so no over-correcting of your dog will be allowed. If you are caught repeatedly over-correcting your dog, you will be asked to leave without a refund.
- ◆ No touching of the dog unless the dog is in harms' way. No touching of the barrels.
- ◆ You must clean up after your dog. If caught not cleaning up after your dog, you will be asked to leave without a refund. Dogs that foul in the ring will be disqualified for that run.

# Rules

- ◆ It will be up to the hosting club if they allow female dogs in heat to run. If they do, they will be scheduled to run after the last run of the show.
- ◆ Injured or sick dogs that have a vet excuse will get a full refund.
- ◆ No spectators will be allowed in the ring when a dog is being judged.
- ◆ Three legs in a class to earn a title and move up to the next class. Additional titles can be earned in a lower class if the handler decides to stay in that level with the dog. Example: A handler decides that the dog isn't ready to be off leash, or if the dog can't be off leash for any reason, the dog may earn the Beginner Title, and then go on to earn the Beginner Title 2, Beginner Title 3, etc. If the dog is in a higher class and the handler decides that the dog needs to go back to a lower level, that is fine and the dog can go on to earn multiples titles in the lower class as well.

# Clover

## Clover

The dog goes around the barrel with the barrel on their left. They then return to the center square. The dog will go to the second barrel and return to the center. They continue in this pattern until they have gone around all of the barrels in a clockwise direction. The dog and handler must both touch the center square between each barrel run. In Haltar and Performance Champion, the handler will remain in the center square while dog run around barrels.

## Levels for Clover

**Beginner:** This class is for a beginner dog or handler. The handler can have the dog on leash and help the dog around the course. You may make 3 mistakes and still qualify. 3 barrels

**Performance:** This class is for a beginner dog that can be trusted off leash. The handler may run around the barrels with the dog. You may make 2 mistakes and still qualify. 3 barrels

**Haltar:** This class is for a dog that has achieved the Performance Title. In this class the handler has to send the dog around the barrel without leaving the center square. You may make 1 mistake and still qualify. 4 barrels

**Performance Champ:** This class is for a dog that has achieved the Haltar Title. This class is similar to Haltar except the center's square size is decreased and you can not make any mistakes to qualify. 4 barrels

You must have 3 legs in a class to earn a title and move up to the next class. However, additional titles can be earned in a lower class if the handler decides to stay in that level with the dog.

**Example:** A handler decides that the dog isn't ready to be off leash, or if the dog cannot be off leash for any reason, the dog may earn the Beginner Title, and then go on to earn the Beginner Title II, Beginner Title III, etc. This applies to all levels.

For dogs who would like to remain in Performance Levels and Higher:

**Champion Level Titles -** You can now also earn Champion Level Titles in every level except Beginner. You must earn 10 titles in Clover and 10 titles in Straight Line at that level to earn the Champion Level Title.

# Straight Line

## Straight Line

The dog will be on the handler's left, they will weave through the barrels. When the dog makes it around the last barrel, the handler brings the dog to their right side and goes to the finish line. In Grand Champion the dog will run around a cone after the last barrel and then repeat the weaving on the right side on the way to the finish line.

## Levels for Straight Line

**Beginner:** This class is for a beginner dog or handler. The handler can have the dog on leash and help the dog around the course. You may make 3 mistakes and still qualify.

**Performance:** This class is for a beginner dog that can be trusted off leash. The handler may run around the barrels with the dog. You may make 2 mistakes and still qualify.

**Haltar:** This class is for a dog that has achieved the Performance Title. In this class the handler has to send the dog around the barrels. There will be a line beside the line of barrels that the handler must not cross. You may make 1 mistake and still qualify.

**Performance Champ:** This class is for a dog that has achieved the Haltar Title. This class is similar to Haltar except the distance between the barrels is increased. There will be a line beside the barrels that the handler must not cross. You can not have any mistakes in this class to qualify.

You must have 3 legs in a class to earn a title and move up to the next class. However, additional titles can be earned in a lower class if the handler decides to stay in that level with the dog.

**Example:** A handler decides that the dog isn't ready to be off leash, or if the dog can not be off leash for any reason, the dog may earn the Beginner Title, and then go on to earn the Beginner Title II, Beginner Title III, etc. This applies to all levels.

For dogs who would like to remain in Performance Levels and Higher:

**Champion Level Titles** - You can now also earn Champion Level Titles in every level except Beginner. You must earn 10 titles in Straight Line and 10 titles in Clover at that level to earn the Champion Level Title.

Revised 10/22/2021

## Advanced Titles/Mistakes

### 10 legs for the Master Performance Champ CL

In Clover you must complete the course as you would in Performance Champ going in a clockwise direction. After you have completed the last barrel, you then start with the first barrel and go counter-clockwise with the barrel still on the dog's left side.

### 10 legs for Master Performance Champ SL

In the Straight Line you must complete the course as you would in the Performance Champ except the line beside the barrels is increased. After you complete the last barrel, you will send your dog around a cone and then go back through the barrels, weaving with your dog on your right and then cross the finish line.

### Grand Champion

In order to earn the Grand Champion Title you must qualify in both the Master Performance Champ Clover and Master Performance Champ Straight Line on the same day of the same show. You must do this 20 times before being awarded the Grand Champion Title.

### Mistakes

In Clover, if a team makes a mistake they must return to the center square and fix the mistake before moving on.

In Straight Line, if a team makes a mistake they must return to the start/finish line before moving on. If they do not fix the mistake the team will be disqualified. If disqualified, the team may finish the run if they wish.

# Scoring

**BEGINNER** - THE TEAM MUST HAVE A SCORE OF 85 OR ABOVE TO QUALIFY. THE TEAM MAY MAKE 3 MISTAKES IN THIS LEVEL BUT MUST FIX THEM TO QUALIFY. IF THE MISTAKES ARE LEFT UNFIXED THE TEAM WILL BE DISQUALIFIED. THEY MAY CONTINUE TO FINISH THE RUN IF THEY WISH.

**PERFORMANCE** - THE TEAM MUST HAVE A SCORE OF 90 OR ABOVE TO QUALIFY. THE TEAM MAY MAKE 2 MISTAKES IN THIS LEVEL BUT MUST FIX THEM TO QUALIFY. IF THE MISTAKES ARE LEFT UNFIXED THE TEAM WILL BE DISQUALIFIED. THEY MAY CONTINUE TO FINISH THE RUN IF THEY WISH.

**HALTAR** - THE TEAM MUST HAVE A SCORE OF 95 OR ABOVE TO QUALIFY. THE TEAM MAY MAKE 1 MISTAKE IN THIS LEVEL BUT MUST FIX IT TO QUALIFY. IF THE MISTAKE IS LEFT UNFIXED THE TEAM WILL BE DISQUALIFIED. THEY MAY CONTINUE TO FINISH THE RUN IF THEY WISH.

**PERFORMANCE CHAMP** - THE TEAM MUST HAVE A SCORE OF 100 TO QUALIFY. THE TEAM MAY NOT HAVE ANY MISTAKES IN THIS LEVEL TO QUALIFY. IF THE TEAM MAKES A MISTAKE THEY MAY STILL CONTINUE TO FINISH THE RUN IF THEY WISH.

**DEDUCTIONS** -POINTS WILL BE TAKEN OFF FOR THE FOLLOWING MISTAKES: (THESE MISTAKES MUST BE FIXED OR YOU WILL GET AN ELIMINATION.)

## CLOVER

- 5 GOING AROUND THE BARREL THE WRONG WAY
- 5 JUMPING ON THE BARREL INSTEAD OF GOING AROUND
- 5 NOT COMING INTO THE MIDDLE SQUARE AFTER GOING AROUND THE BARREL (DOG OR HANDLER)
- 5 GOING AROUND THE BARRELS CLOCKWISE
- 5 DOING PATTERN IN COUNTER-CLOCKWISE DIRECTION
- 5 DOG SPINNING INSTEAD OF GOING TO A BARREL

## STRAIGHT LINE

- 5 GOING IN OR OUT OF THE BARRELS THE WRONG WAY
- 5 JUMPING ON THE BARREL INSTEAD OF WEAVING
- 5 NOT WEAVING THROUGH THE BARRELS
- 5 WEAVING BACK THROUGH THE BARRELS AT THE END WHEN DOG SHOULD BE COMING BACK IN A STRAIGHT LINE
- 5 DOG SPINNING INSTEAD OF GOING TO A BARREL
- 5 DOG SPINNING ON THE WAY BACK TO THE FINISH LINE
- 5 DOG CROSSING TO THE HANDLER'S LEFT SIDE ON WAY BACK TO FINISH (EXCEPT IN MASTER)

## ELIMINATIONS

- DOG FOULS IN THE RING
- DOG DOES NOT FINISH THE COURSE CORRECTLY
- UNSPORTSMANSHIP IN THE TEAM
- DOUBLE HANDLING
- FOUL LANGUAGE
- AGGRESSION IN THE DOG
- TOUCHING OR PICKING UP DOG
- FOOD OR TREATS IN RING
- CARRYING THE LEASH



# Sizing and Classes

Dogs that measure 12" and under will be considered "small", dogs that measure between 13" - 18" will be considered "medium", and dogs that measure over 18" will be considered "large".

Specials/Seniors are for any dog or handler that has any kind of impairment that makes it harder for them to compete/will be considered dogs over the age of 9, for all sizes. Accommodations can be made. This is an optional class, you do not have to enter this if you think you or your dog is able to compete in other classes. Instated 8/1/2019\*

Junior is for a Junior Handler that is of school age. They will earn the same titles but will be judged as a junior.

\* As of 8/1/2019 there will no longer be a Special and a Senior class; these have been combined as Special/Senior. Accommodations can be made for this group as you originally would a Senior or Special.

\* Anyone that has competed in the past for Specials or Seniors and earned legs and/or titles, those legs and/or titles will transfer over to the Special/Senior legs and/or titles.

## CLOVER DISTANCES AND SQUARE SIZING

BEGINNER LEVEL SQUARE IS 3 FEET X 3 FEET WITH THE DISTANCE FROM SQUARE TO BARRELS BEING 18 FEET FOR SMALL DOGS, 20 FEET FOR MEDIUM DOGS AND 22 FEET FOR LARGE DOGS. HALTAR AND PERFORMANCE CHAMP SQUARE IS 2' X 2'.

## STRAIGHT LINE DISTANCES

START LINE FOR ALL LEVELS IS 3 FEET FROM THE FIRST BARREL. HALTAR AND PERFORMANCE CHAMP HANDLERS MUST BE 2 FEET FROM THE BARRELS. GRAND CHAMPION HANDLERS MUST BE 3 FEET FROM THE BARRELS AND 3 FEET FROM THE CONE.

DISTANCE BETWEEN THE BARRELS FOR ALL STRAIGHT LINE LEVELS IS 4 FEET BETWEEN EACH BARREL WITH THE EXCEPTION OF PERFORMANCE CHAMP AND GRAND CHAMPION WHERE THE DISTANCE BETWEEN EACH BARREL IS INCREASED TO 5 FEET.

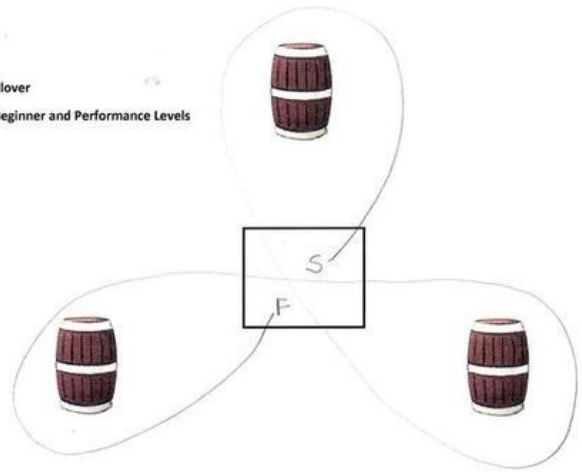
## RING DIMENSIONS

APPROXIMATE RING SIZE IS 50 FEET X 40 FEET. RING SIZES MAY VARY BUT THE BARRELS NEED TO BE 3 FEET FROM ANY BARRIER.

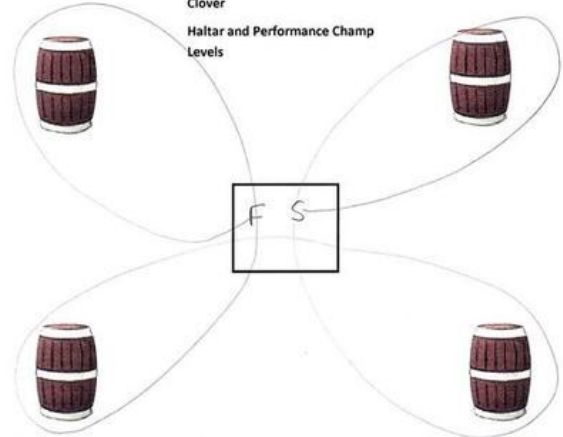
APPROXIMATE BARREL SIZE IS 20 INCHES IN DIAMETER. AGAIN, THIS MAY VARY.

# Course Maps

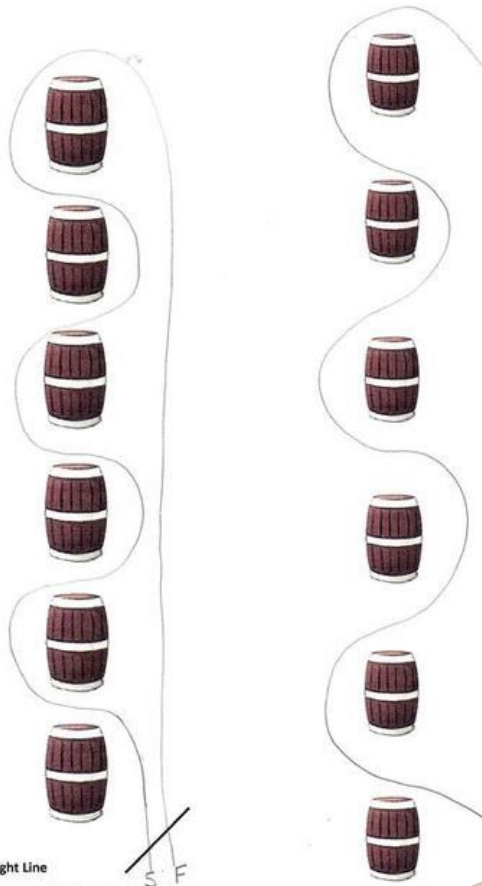
Clover  
Beginner and Performance Levels



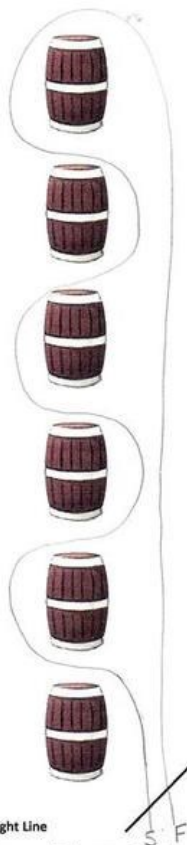
Clover  
Halter and Performance Champ Levels



Straight Line  
Halter and Performance  
Champ Levels



Straight Line  
Beginner and Performance Levels



## Round Up

### Round Up

This game is played on the Clover pattern. A tunnel is placed between barrel #1 and #2 in a "U" shape. Another tunnel is placed between barrel #3 and #1 in a "U" shape.

Tunnel length is 10 - 18 feet. Spacing is 16 feet, 18 feet, and 20 feet from square and openings. Tunnels should be approximately 4 feet from barrels.

For safety reasons, no beginner levels in Round Up.

The dog and owner start in the square as if they are starting the regular Clover. The dog goes around the first barrel and returns to the center square. The dog must then go in the tunnel opening that is by barrel #2 (counter-clockwise pattern, same as going around the barrel), the dog goes through the tunnel and exits at the end of the tunnel by barrel #1. The dog must go back to the center square. The dog then goes around barrel #2, back to the center square, then around barrel #3, back to the center square. Then the dog will go to the second tunnel at the end of barrel #1, go through the tunnel and exit at the end of the tunnel by barrel #3. The dog then goes back to the center square. The time will stop and the game is over.

#### Halter

The dog and owner start in the square as if they are starting the regular Clover. The dog goes around the first barrel as is done in Clover then returns to the center square. The handler sends the dog in the tunnel opening that is by barrel #1. The dog goes through the tunnel and exits out of the tunnel by barrel #2, then the dog goes back to the center square. The dog then goes around barrel #2 then back to the center square. The dog goes around barrel #3 then back to the center square. Then the dog will go to the second tunnel at the end by barrel #3. The dog goes through the tunnel and exits out of the tunnel by barrel #1, then the dog goes back to the center square, the time will stop and the game is done. In Halter level the owner must stay in the center square. The dog must come back and touch the center square after coming back each time. In the Halter level you can make 1 mistake and still qualify.

#### Performance Champ

This is performed the same as Halter except the center square gets smaller and there can not be any mistakes.

All rules from original Clover and Straight Line for all levels (except Beginner) apply to new games.

You must have 3 legs in a class to earn a title and move up to the next class. However, additional titles can be earned in a lower class if the handler decides to stay in that level with the dog.

Example: A handler decides that the dog isn't ready to advance to the next level. The dog may earn the Performance Title, and then go on to earn the Performance Title 2, Performance Title 3, etc.

**For dogs who would like to remain in Performance Levels and higher \***

#### \*Champion Level Titles

You can now earn Champion Level Titles in every level except Beginner. You must earn 10 Titles in Round Up and 10 Titles in Lock, Stock, & Barrel in that level. Example: You earned 10 Performance Titles in Round Up and 10 Performance Titles Lock, Stock, & Barrel...You have now earned your Champion Performance Level LSB & RU Title!

### Lock, Stock, & Barrel

This game is played on the Straight Line pattern. A tunnel is placed after the last barrel in a "U" shape.

Tunnel is 3-4 feet from last barrel and openings for barrels are 4 feet from each other. For safety reasons, there is no beginner level in Lock, Stock, & Barrel.

The dog and owner start behind the starting line as if they are starting the regular Straight Line. The dog does the barrels the same way and regular Straight Line. After the last barrel, the dog will go into the tunnel farthest away from the barrels. The dog will exit the tunnel at the other end and the handler must get the dog on their right side and go to the finish line like they would in regular Straight Line. The time stops when the dog crosses the line. The owner must also cross the line in order to qualify.

#### Halter

The dog and owner start behind the line as if they are starting the regular Straight Line. The dog goes through the barrels as if doing Straight Line. After the last barrel, the dog will go into the tunnel closest to the handler. The dog will exit the tunnel and the handler must get the dog on their right side and go to the finish line, like they would in regular Straight Line. The time stops when the dog crosses the line. The owner must also cross the line in order to qualify. In Halter you may make 1 mistake and still qualify. If you do make a mistake you must fix it by starting over on the Straight line. In the Halter level you must direct the dog into the tunnel. Similar to Halter Straight Line, you have to stay behind the line that will be 2 feet from the barrels.

#### Performance Champ

This is performed the same as Halter with the distance from the barrels gets increased. In the Performance Champ there can be no mistakes.

All rules from original Clover and Straight Line for all levels (except Beginner) apply to new games.

You must have 3 legs in a class to earn a title and move up to the next class. However, additional titles can be earned in a lower class if the handler decides to stay in that level with the dog.

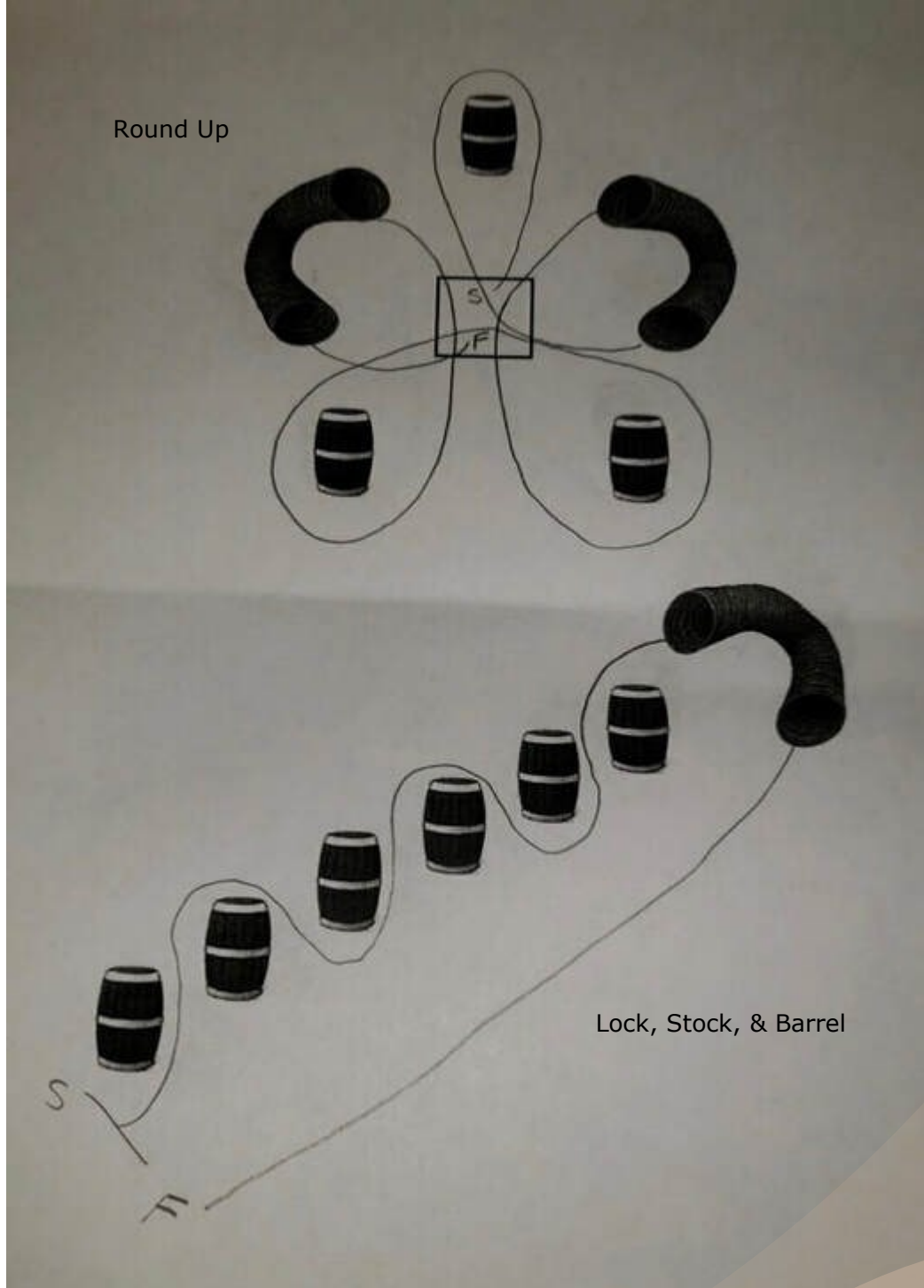
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# Course Maps



### *TEAM SPORT*

### *BREAK THE BARRIER*

**TEAMS WILL CONSIST OF 3 DOGS AND 3 HANDLERS ON A TEAM. THE TEAM WILL BE JUDGED AGAINST THE OTHER TEAMS IN THAT SHOW. THIS WILL BE DONE ON A STRAIGHT LINE COURSE. EACH TEAM WILL BE JUDGED SEPARATELY AND THE WINNER WILL BE DETERMINED BY FAULTS/TIME.**

**THE FIRST DOG/HANDLER WILL GET READY BEHIND THE LINE AND WAIT FOR THE FAMOUS "GIDDY UP" FROM THE JUDGE. THAT DOG/HANDLER WILL THEN PERFORM THE STRAIGHT LINE COURSE. THE SECOND DOG/HANDLER MUST GET READY FOR THE FIRST DOG/HANDLER TO CROSS OVER THE LINE. AS SOON AS THE FIRST DOG/HANDLER CROSSES THE LINE THE SECOND DOG/HANDLER TEAM GOES AND THEY PERFORM THE STRAIGHT LINE. THIS WILL CONTINUE UNTIL ALL OF THE DOGS/HANDLERS CROSS THE FINISH LINE. AS SOON AS THE LAST DOG/HANDLER CROSSES THE FINISH LINE THE TIME WILL STOP.**

**DIFFERENT FROM ORIGINAL STRAIGHT LINE, IF ANY OF THESE TEAMS MAKE A MISTAKE THEY WILL NOT FIX THEIR MISTAKE. FOR EACH MISTAKE THAT IS MADE A 5 POINT DEDUCTION WILL BE TAKEN OFF OF THEIR SCORE. TEAMS WILL START WITH A SCORE OF 100. THE TEAM MUST SCORE AT LEAST AN 85 TO QUALIFY.**

**FIRST PLACE WILL BE DETERMINED BY THE SCORE MINUS THE FAULTS. SO, YOU CAN HAVE A TEAM THAT PERFORMS PERFECTLY BUT ISN'T FAST STILL BEAT A FAST TEAM THAT MAKES MISTAKES.**

**THE POINTS YOU EARN WILL BE DETERMINED BY HOW MANY TEAMS ARE ENTERED. ONCE THE TEAM EARNS 25 POINTS THAT TEAM WILL EARN A TEAM TITLE. ADVANCED TEAM TITLE CAN BE EARNED WITH 50 POINTS.**

## Break the Barrier

### *FREQUENTLY ASKED QUESTIONS:*

**CAN BREAK THE BARRIER BE ON LEASH? YES, BUT ANY FORM OF DRAGGING THE DOG ON THE LEASH TO HURRY THE DOG WILL BE A FAULT. WE WANT THIS TO BE FUN FOR THE DOG, TOO!**

**CAN A TEAM CONSIST OF DIFFERENT SIZED DOGS? YES, YOUR TEAM CAN CONSIST OF DIFFERENT SIZED DOGS.**

**CAN YOU AND YOUR DOG BE ON DIFFERENT TEAMS? YES, YOU AND YOUR DOG MAY BE ON DIFFERENT TEAMS AS LONG AS IT IS AT DIFFERENT SHOWS.**

**WHEN A TEAM REACHED THE TITLE POINTS DOES THE MEMBERS ON THE TEAM GET THE TITLE REGARDLESS OF WHAT MEMBERS ARE ON THE TEAM? YES, THE TEAM TITLES ARE STILL INDIVIDUAL TITLES. EXAMPLE: ELAINE, MARY, AND COLLEEN SHOW A LOT AS A TEAM. MARY HAS GONE TO ANOTHER TEAM AT A SHOW THAT ELAINE AND COLLEEN ARE NOT ENTERED IN. SHE HAS EARNED MORE POINTS THAN THEY HAVE. SO, SHE CAN GET HER TITLE EVEN THOUGH HER TEAM MATES HAVEN'T EARNED ENOUGH POINTS FOR THEIRS.**

# of Teams	1st Place	2nd Place	3rd Place
1	1	0	0
2	3	0	0
3	5	1	0
4	10	2	0
5	10	3	1
6	12	5	2
7	13	5	3
8	15	10	5