



LIETASH

CANINE ACADEMY



Agility FUN Match – Sunday, Sept 20, 2009 *Rescheduled August FUN Match from Hurricane Bill*

PARTICIPANTS THAT REGISTERED FOR THE POSTPONED AUG 23 FUN MATCH DATE PLEASE EMAIL/CALL TO CONFIRM YOUR ENTRY FOR THE RESCHEDULED DATE – A NEW ENTRY FORM IS NOT REQUIRED

Closing Date: Sept 12th, 2009

Outside, On Grass - Lietash “Grass Roots Farm” - South Rawdon, NS
Rain or Shine – with the exception of Hurricanes

Schedule of Events

- 8:00am Measuring
- 8:15am Judge’s Briefing
- 8:30am First Event

Judges: Hayley Warner & Steve Dahr

Hayley Warner (Intermediate & Expert Jumpers & ALL Snookers runs)
Steve Dahr (Puppy Play, Beginner Jumpers and ALL Gamblers runs)

Hayley & Steve have graciously offered to both be present for Beginner Snooker & Gambler briefings and help Beginners with their plans or strategies for each.
Please bring a stop watch for your walk through and strategy planning!

Running Order
Puppy Play – 3-6 months; 7-11 months
For dogs 12 months and older;
Jumpers - Beginner, Intermediate, Expert
Snooker - Beginner, Intermediate, Expert
Gamblers - Beginner, Intermediate, Expert

IMPORTANT: The Lietash “Grass Roots Farm” is a working farm and home to many cows, pigs, llamas, sheep, ducks, chickens, turkeys, and peacocks, not to mention the “vacationing” geese, loons, beavers and their respective offspring. For the safety of ALL, please make sure dogs are kept under control and away from the farm animals and wildlife.

www.lietash.com

GENERAL INFORMATION & GUIDELINES

*It is the responsibility of each handler to be aware of the following
Agility FUN Match General Information & Guidelines*

This Agility FUN Match is being organized to simulate the environment of an Agility association of Canada (AAC) sanctioned agility trial. With the exception of the Puppy Play runs, AAC rules and guidelines will be followed whenever applicable and possible. If you are new to agility and not familiar with the AAC please visit their website www.aac.ca and once on the home page click on RULES on the right hand side and scroll down to the bottom to see the Complete AAC rule book. Bitches in season, dogs recovering from injuries or showing signs of aggression will NOT be permitted to run. Handlers should show respect for all volunteers, judges and other competitors. In the spirit of sportsmanship and fairness to others, the disregard of these guidelines will be grounds to dismiss both dog and handler from the Agility FUN Match.

Entries can be emailed (please contact Amy for the registration in **word doc** format), mailed or hand delivered to;

Amy Slaunwhite
52 Swan Cres
Halifax, NS
B3M 1T6

Ph#: (902) 441-2123
Email: amy@furryfriends.ca

NO late entries will be accepted. Closing Date: Sept 12th, 2009

Payment

Payments can be made **in cash** on the day of the FUN Match. **Please have exact change** to help process your entry a.s.a.p. on the day of the FUN Match.

Cheques may be **post-dated up to the closing date**, and will be cashed immediately following the closing date. NSF checks are subject to a \$20 service charge and all fees must be paid prior to your acceptance in the FUN Match.

Pre-registration is required in order to guarantee a spot in the running order!

No entries will be withdrawn after the closing date, with the following exceptions:

- 1) Dogs that have been injured after the closing date or bitches in season – a vet certificate is required for refund
- 2) Extenuating circumstances will be evaluated on an individual bases.

Confirmation Letters will be sent via e-mail unless otherwise requested **within 3 days of closing date.**

Entering Multiple Classes

Do you have a dog that is in between classes? Handlers can choose to enter the same dog in two classes for each run i.e. entering both Beginner & Intermediate OR Intermediate & Expert. Please make sure you are available to volunteer during at least two other classes during the day.

GENERAL INFORMATION & GUIDELINES

Treats & Toys

Handlers will have the option to use treat & toys in the ring with the following conditions.

1. Food rewards must be securely contained to avoid being accidentally dropped or lost while running. In the event the food treats are accidentally spilled on course, the handler is responsible to stop and pick the treats up. Any time it takes to clean up a treat spill will be included in your maximum course time.
2. Food rewards should be feed directly to your dog to avoid dropping/losing treats in the grass
3. Toy rewards should be securely contained as to not accidentally be dropped and tripped on by either dog or handler.

Collars & Restraints

For safety reasons and to encourage and evaluate off leash control, all dogs must run “naked.” This means collars; harnesses and all other restraint system must be removed prior to your dog beginning their run.

Handler Assistants

Participants will have the option of having a handler assistant run along or be strategically placed on the course during their run. A handler assistant may be useful to carry, place or throw rewards to your dog. Assistants can also help with certain trouble spots that many new or beginner dogs and handlers experience like helping ease down a Teeter or restrain a dog before a tunnel or chute. In order to keep the match running as efficiently as possible handlers and any assistants should have developed a clear plan of handling prior to their run and may be subject to a shorter maximum allowable time on course.

Obstacle Familiarization

There will be **no** obstacle familiarization offered however at least 1 warm-up area with two jumps will be provided. The warm-up area is for use with dogs that are about to run.

Ring Ready

In order to run a more efficient trial, handlers are responsible to check-in at the gate for each event, and be on-deck, ready for your turn. Failure to do so may cause you to lose your turn.

Fencing

There will a six-foot tall chain-link fence around the performance ring.

GENERAL INFORMATION & GUIDELINES

Run Descriptions

Puppy Play - for puppies 3-11 months old. Puppy Play course will include;

- 12 obstacles max
- A-Frame (puppy size - 2' peak);
- Dog Walk (regulation length, set at 3'high);
- Jumps;
 - **3-6 months** = bars on ground
 - **7-11 months** = handlers can opt to include 6" or 10" jump bars for puppies than measure greater than 12" at the withers if applicable and appropriate.

Certificates for puppies will be awarded for **Fastest** and most **Enthusiastic** runs!

AAC Games - for dogs 12 months and older, will follow AAC Games Rules whenever or wherever possible.

- Beginners = Dogs with no trialing experience
- Intermediate = Dogs with some trial experience
- Expert = Dogs with at least 1 year trial experience

Jumpers: This game tests the dog's natural jumping ability and is a great run for beginner or "green" dogs and handlers as the only obstacles included are jumps and tunnels (including a possible chute or collapsible tunnel.) More info on page 3-18 of the AAC Rule book.

Snooker: This game is designed to test the dog and handlers versatility while working against the clock. More info on page 3-11 of the AAC Rule book.

Gamblers: This game is designed to test the handlers' strategy as well as the dog's ability to work at a distance from the handler. More info on page 3-7 of the AAC Rule book.

Certificates for dogs will be awarded for **Fastest** runs with a gold star for **Flawless** runs!

*If you would like to run a dog 12 months or older with no jump bars, or have other special circumstances, please contact Fun Match secretary Amy Slaunwhite
amy@furryfriends.ca*

GENERAL INFORMATION & GUIDELINES

Volunteering & Volunteer Description

All participants are expected to volunteer. Please indicate on your entry form which volunteer position you would prefer. A Fun Match it is a great time to help out with volunteer positions that you may have previously been hesitant to try.

Course Builder/ Ring Crew

Course Builders should be ready to start building as soon as the previous class is finished. The judge or “lead” course builder will provide the ring crew with a copy of the course. Working together with other course builders and the judge there are a variety of tasks that must be preformed to successfully build a run. These tasks can include but are not limited to picking up the numbered cones and keeping them in order, taking down jump bars and moving all equipment as required by the course layout. Typically there are 4-5 course builders and there is no issue for each to find a job within their capabilities. Once a course has been built most crew will have a ~ 5 minute break to gather a chair and decide where they will sit to ring crew. Ring crew should be as invisible as possible to the teams running but appropriately positioned for direct access to jumps, tire jump and chute. Often a judge will advise where they would prefer ring crew to be positioned. Once dog/handler teams begin to run, it is the responsibility of the ring crew to make sure all jump heights are identical and appropriate as advised by the Gate Keeper. It is also the responsibility of Ring Crew to straighten chute, adjust tunnel ends and sandbags if necessary. Ring crew should move as quickly as possible when performing their functions to help keep the trial running on time. Pay attention to the dog on course in case they knock a bar and be ready to re-set it as soon as the dog crosses the finish line. If a dog approaches you while ring crewing do NOT make direct eye contact, or acknowledge the dog’s presence in any way. If necessary you can stand up and turn your back to the dog.

Gate Keeper

Volunteers should have a loud, clear voice that can easily be heard some distance from the ring entrance. The Gate Keeper has a BIG part in helping the agility match run as efficiently as possible with two main roles

1. The Gate Keeper makes sure dogs that there are at least three dogs ready at the line at all times 1) in the ring 2) on deck 3) in the hole. The Gate Keeper should also find out from the judge at what point you can send in the next dog to the start line. Note: some competitors may ask for more space for their dog and the Gate Keeper can help them by being as accommodating as possible.
2. Inform the ring crew when it’s time to change jump heights and what they’re being changed to. When the last dog of a certain height class goes in the ring, call out, "**Last dog at this height.**" When the last dog in a height class finishes the course, alert the ring crew to move jump heights accordingly. Be firm and assertive, but polite and helpful. Remember that competitors are nervous and tense. Get them in the ring as smoothly and calmly as possible.

GENERAL INFORMATION & GUIDELINES

Volunteer Descriptions cont'd

Leash Runner

Responsible for taking dogs collars and leashes from start line to finish line. The leash runner should be as invisible as possible to the handler and dog at the start. Be aware that some handlers may request extra space for their dog. Wait until dog and handler have left the start line before moving in to pick up the collar/leash. Then drop the collar/leash off at the designated area at the finish line.

Scribe

The scribe records the faults/points on each dog's scribe sheet as indicated by the judge. Most importantly the Scribe must watch the Judge at all times during the run. Do not get distracted by watching the dog and handler, unless a dog is eliminated and the judge allows the scribe to observe the rest of the run.

While handlers are walking the course the scribe may be asked to check the scribe sheets against the running order and make any necessary updates. It is also a good habit to listen for the name of the dog as given by the Gate Keeper or competitor to ensure that you have the correct scribe sheet for that dog. Before the class begins, talk with the judge to get an understanding of his/her hand signals. The Scribe then let's the Timer know when they are ready, so they can let the dog on line begin its run. When the dog finishes the run, the Scribe must get the time from the timer and write it down on the scribe sheet, just as the timer indicates. Repeat the time to the timer to double-check the accuracy.

Timer

The timer will time the dog's run. Time starts when dog crosses the start line and stops when the dog crosses the finish line or obstacle as indicated by the judge. The timer should make sure they are familiar with how to use the timing systems either electronic or by stop watch. Before starting the time, the Timer should check with judge and scribe. If both are ready, let the competitor know they can begin. Ensure time starts as dog passes the first obstacle or the start/finish line. If timer does not start, whistle to let the judge know a restart is required. At the end of the run, communicate the time to Scribe. Ensure scribe has repeated the time back before resetting the timing systems or stop watch.

Scribe/Time Assistant - Provide assistance to the Scribe in handling the scribe sheets and passing them to the scoring volunteers. There may be times when the Ring Crew could use an extra hand. Please watch for this and jump in to help wherever you can.

GENERAL INFORMATION & GUIDELINES

Dog-Friendly Accommodations

Downsview Motel - 1 Riverside Dr, Lower Sackville - Phone: 902-865-4343

Esquire Motel – 771 Bedford Highway - Phone: 800-565-3367

Directions

From Highway 102

- Take exit **4B** to merge onto **Bedford Hwy/NS-1** toward **HWY 101/Windsor** and follow instructions **From Highway 101**

From Highway 101

- Travel along the **HWY 101 West** (towards Windsor)
- Take exit **3** on **HWY 101** towards **HWY 1** (Mount Uniacke)
- At the stop sign facing the Irving Gas Station, turn **Left** onto **Evangeline Trail/HWY 1**
- Travel along **HWY 1** ~ 7-10 minutes, shortly after you pass the **Lakelands Convenience** store, you will see a sign for South Rawdon (both are on your right)
- Turn **right** at **South Rawdon Rd**
- Travel on South Rawdon Road ~ 7-10 minutes and look for Lietash Agility signs.
- Turn right onto gravel road there will be large pig pens on either side of the gravel road. Please drive **SLOWLY** past all the farm animals.
- At the first fork on the gravel road veer right and you should see the fenced in agility field.

Tips For Your First Agility Fun Match

Prepare for the match by ensuring you have items you'll need for you and your dog. Review the following lists and pack the items that are appropriate for your match location.

Bring for your dog	Bring for you
Water	Water or other beverage
Water dish	Snacks and lunch
Training treats and any favorite toys	Sunscreen
Crate/kennel or x-pen	Insect repellent
Blankets or pet bed	Hat for shade or warmth
Collar & Leash	Camp chair
Doggie pickup bags	Comfortable shoes
Towel - if swimming at the lake	Shoes good for running on grass
Tent / Shade Shelters	Rain Gear: boots, pants and jacket
Shade Screens or Fans for cooling	

GENERAL INFORMATION & GUIDELINES

Tips For Your First Agility Fun Match

Plan to get to the match a little early. Give your dog a chance to walk around and get comfortable. Even if the match is in familiar surroundings, there will likely be strange dogs and people.

Find a location for setting up you and your dog's "camp". Bedding with a familiar scent, a favorite toy, along with water and a small treat, will help your dog feel comfortable.

Volunteer. Organizers always appreciate all the help they can get and now many hosting clubs require that all participants volunteer. Not only will volunteering give you a better understanding of agility as a whole, it is a great time to meet new people, and ask questions.

Before your run, walk your dog so he or she has a chance to limber up and become comfortable. Some dogs enjoy a quick game of tug or fetch before a run. Playing with your dog will help both of you relax. Practice some of the skills you'll need by taking advantage of the warm-up jumps. If your event uses a table, practice quick downs. Ensure your dog has a chance to "potty" before your run. Even during a fun match, accidents in the ring are taboo.

Feel anxious as you enter the ring is normal for many people. Deep breathing and calming thoughts should help; try not to communicate your nervousness to your dog. As soon as you start running the course, you'll become focused on your dog and the course, you won't even notice the spectators.

When you are done running, take a moment to praise, play with, and treat your dog. It does NOT matter if it was a smooth or bumpy run, either way you want to leave the dog feeling agility is fun. Savor the accomplishment of just running in the match; the important thing is that you and your partner participated.

Enjoy watching others' runs and other events. You can pick up handling tips by watching other handlers and dogs.



Name				
Address				
City			Prov	
Postal Code		Phone		
Email				
Dog's Name				
Breed			Birth Date	

LIETASH AGILITY FUN MATCH – REGISTRATION AGREEMENT

I (we) agree that the club holding this event has the right to refuse this entry for cause which the organizing committee shall deem to be sufficient. In consideration of the acceptance of this entry, the holding of this event and the opportunity to have the dog participate or be judged, I (we) agree to hold the organizing committee, the organization members which it represents, upon which the event is held and their employees, harmless from any claim for loss of injury which may be alleged to have been caused directly or indirectly to any person of thing by the act of this dog while in or upon the event premises or grounds or near any entrance thereto, and I (we) personally assume all responsibility and liability for any such claim; and I (we) further agree to hold the aforementioned parties harmless from any claim for loss of this dog by disappearance, theft, death or otherwise, and from any claim for damage or injury to the dog, whether such loss disappearance, theft, damage or injury, be caused by or alleged to be caused by the negligence of the parties aforementioned, or by the negligence of any other person, or any other cause or causes. I (we) hereby assume the sole responsibility for and agree to indemnify and same the aforementioned parties harmless from any and all loss and expenses (including legal fees) by reason of the liability imposes by the law upon any of the aforementioned parties for damage because of bodily injuries, including death at any time resulting there from sustained by any person or persons, including myself (ourselves) or on account of damage to property, arising out of or in consequence of my (our) participation in this event, howsoever such injuries, death or damage to property may be caused or may have be alleged to have be caused by negligence of the aforementioned parties or any of their employees or agents, or any other person.

I CERTIFY that I am the actual owner of the dog, or that I am the duly authorized agent of the actual owner of the dog enter hereon. In consideration of the acceptance of this entry, I (we) have read, understand and will abide by the Rules and Guidelines of the Agility FUN Match, in effect at the time of this entry, and by additional rules and regulations appearing in the Agility FUN Match Schedule for this event. I (we) certify and represent that the dog entered is not a hazard to persons or other dogs. This entry form is submitted for acceptance on the forgoing representation and General Agreement/disclaimer. I (we) agree to conduct myself (ourselves) in accordance with such Rules and Guidelines, respecting all other competitors, volunteers, judges and any spectators. Any issues/grievances should be brought to the attention of Amy Slaunwhite a.s.a.p.

SIGNATURE: _____ DATE: _____

Children under 18 must have this agreement signed by a PARENT/GUARDIAN

Jump Height - Please Check

6"	10"	16"	22"	26"
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Please see FUN Match Premium for IMPORTANT Jump height guidelines!

EVENT	CLASS			Fee
	3-6 mths	7-11 mths		
Sunday				
Puppy Play				\$5.00

To participate in Jumpers/Gamblers/Snooker runs dogs should be a min of 12 mths!
 Beginner = no trial experience
 Intermediate = some trial experience
 Expert = at least 1 year trial experience

Sunday	Beginner	Intermediate	Expert	Fee
Jumpers				\$7.00
Snooker				\$7.00
Gamblers				\$7.00

Junior Handlers receive a 50% discount: - _____
Total \$: _____

All Confirmations will be sent via email after August 17, 2009.
 No email? Please confirm by : Phone [] Canada Post []

VOLUNTEERS! All participants are expected to volunteer. If you do not specify what job you would like, one will be assigned to you. Please Check.

ANYWHERE!		Scribe	
Gate Keeper		Timer	
Course Builder & Ring Crew		Leash Runner - Scribe/Timers' Assistant	

Please make checks payable to:
 Amy Slaunwhite
 52 Swan Cres
 Halifax, NS
 B3M 1T6
 Contact Email: amy@furmyfriends.ca or Ph#: (902) 441-2123