

X-Treme AirDogs

Administrative Rules

These rules will apply at all XDS/XAD sanctioned events, competitions, and practices.

Link to share rules (view only):

https://docs.google.com/document/d/1dWryP8oaNeZV6aDak5jE5ZECg1heK2M00_FDJMisYoE/edit?usp=sharing

Table of Contents

- o **Definitions.....**
- o **Pool Sport Competitions.....**
 - o **Venue Rules**
 - o **On the Dock**
 - o **Registration**
 - **X-treme Air.....**
 - **Rules**
 - **Divisions**
 - **Finals**
 - **Dimensions**
 - **X-treme Hi-Jump**
 - **Rules**
 - **Divisions**
 - **Finals**
 - **Dimensions**
 - **X-treme Retrieve.....**
 - **Rules**
 - **Divisions**
 - **Finals**
 - **Dimensions**
- o **Judging.....**
 - **X-treme Air**
 - **X-treme Hi-Jump**
 - **X-treme Retrieve**
- o **Give It A Try.....**
 - **Rules**
- o **Ground Sport Competitions.....**
 - o **K9X**
 - **Chapter 1**
 - GENERAL RULES AND COURSE MEASUREMENTS
 - **Chapter 2**
 - COURSE DESCRIPTION
 - **Chapter 3**
 - REGISTERING AND STAGING
 - **Chapter 4**
 - RACING
 - **Chapter 5**

- SPRINT RACING SCORING AND POINTS
 - **Chapter 6**
 - DRAG RACING SCORING AND POINTS
- **X-Treme Disc**
 - **General Competition & Venue Rules**
 - **On The Field**
 - **Registration**
 - **Divisions Offered**
 - **Discs Allowed**
 - **Judging**
 - **Scoring**
 - **Specific Games- Rapid Disc**
 - **Tie Breaker**
 - **Finals**
- **Top Dog Points.....**
 - **Rules**
- **Points Championship.....**
 - **Points Awarded**
 - **Rules**
- **Titles.....**
 - **Rules and Qualifications**
- **Contact Information.....**
- **Closing Notes.....**

Definitions.....

- **1.1 Bubble:** A divisional ranking used to place teams into standings for the finals.
- **1.2 Bumper:** Any throwing toy used by the handler to get the dog into the pool. It must be throwable, floatable, not alive, and non-edible. **For events where a bumper is suspended above a pool, the bumper will have a string on either side attached to magnets for suspension, and must be easily visible (acceptable colors are orange or white with black stripes).*
- **1.3 Disqualification:** Occurs if a team breaks the XAD rules and is asked to leave the dock, the team will not be allowed a second jump. No refunds will be allowed. Some reasons for a DQ include pushing, shoving, or throwing the dog off the dock as well as harsh corrections including striking, whipping,

kicking, ear pinching, screaming, etc. This is up to the discretion of the XAD officials.

- **1.4 Dock:** The 40' structure the dogs use to launch themselves into the pool during competition. A 20' short dock may be used for Give-It-A-Try and practice events.
- **1.5 Dock Diving (sport):** One dog and one handler competing as a team in one of three events, of which are: X-treme Air, X-treme Hi-Jump, and X-treme Retrieve.
- **1.6 Finals:** The final wave of competition, the top dogs in each division compete against the other dogs in their division for rankings, awards, points, and prizes.
- **1.7 Give-It-A-Try (GIAT):** A program offered at NWC sanctioned events and Pack Training Sites, designed to help new dogs learn to dock dive.
- **1.8 Grab:** Result of a dog pulling or knocking the bumper off of the X-treme Hi-Jump apparatus.
- **1.9 Ground sport:** A category of sports that happen on the ground (and not in the pool), including activities such as K9X, Disc, Hero Dogs, etc.
- **1.10 Handler:** The human half of the dog-handler team. *To qualify as a Junior Handler, the handler must be between 7-15 years old at the time of competition, and must have parental consent to compete in any XAD event.
- **1.11 Jump:** Voluntary movement by the dog leaving the dock and landing in the water after the bumper has been thrown.
- **1.12 Leg:** A jump in a wave in a certain division, 5 "legs" in one division earns the team a title.
- **1.13 Miss:** In X-treme Hi-Jump, when a dog does not grab or knock the bumper off the apparatus. It is still considered a miss of the dog bumps or grazes the bumper but one or both strings remain attached.
- **1.14 No Score:** Result of a failure of the dog to complete a jump or grab correctly (Ex: dog refusing to jump, not retrieving a bumper, or missing a grab). May also be called a "miss" in X-treme Vertical or a "no time" (N/T) in X-Treme Retrieve or ground sports. This will not affect the team's second jump of a wave.
- **1.15 Pool:** The 40' body of water used for the dogs to land in. Must be a minimum of 4' deep. A short pool may be used for Give-It-A-Try and practice events.
- **1.16 Refunds:** If a dog or handler is injured or unable to compete in a wave they are registered for, refunds for entry fees may be given but it is up to the XAD secretary/registrar. Refunds will not be given for disqualified competitors. Refund requests may be required.
- **1.17 Sandbagging:** Purposefully holding your dog back from it's true potential.

- o **1.18 Staging Area:** The designated area for dogs, competitors, and immediate family members. Spectators are not allowed in these areas.
- o **1.19 Team:** One dog and one handler competing in a wave or event. A dog can compete with multiple handlers in an XAD event, but only the team with the highest score may compete in the finals (meaning the same dog may not compete in multiple finals with different handlers).
- o **1.20 Title:** Teams receive titles for achieving certain numbers of jumps or a certain status in the XAD series.
- o **1.21 Venue:** The event area, including staging areas, spectator areas, and competitor parking lots.
- o **1.22 Wave:** Synonym for “heat”, designated round of any of our given sports. A group of teams registered to compete in a given event. The best score of the wave will be counted in the bubble. A wave may contain multiple groups if the number of competitors is large enough.
- o **1.23 XAD Sport/Event:** Activities including XA (X-Treme Air,) XH(X-Treme Hi-Jump), XR (X-Treme Retrieve), K9X (Canine Cross), XD (X-Treme Disc)

Pool Sport Competitions

- **2.1** All dogs and handlers must abide by the XAD rules at all times as well as be courteous to all staff members, competitors, and other spectators. If these guidelines are not followed, individuals may be asked to leave the venue by XAD staff members.
- **2.2 *Note:** The XAD and its staff members reserve the right to use our discretion in making any disqualifications, judgment calls, refusal of service, or corrections necessary to provide accurate and fair competition operation and results.
- **2.3 Venue rules:**
 - o **2.3-1** Dogs competing in XAD events are to remain in the designated XAD venue and staging areas. Dogs may not be taken out into Fairgrounds, Expo Halls, or Private Property unless specified by the event management. Service dogs abide by service dog rules.
 - o **2.3-2** Absolutely no competitors or handlers are allowed on either XAD dock without a wristband.
 - o **2.3-3** Kennels, cages, pens, and shades can be set up in the staging area for dogs while they are not competing, but dogs must be supervised and provided adequate water and care.
 - o **2.3-4** When dogs are not kenneled, they must remain on leash until it is their turn to compete. Extendable leashes are not allowed, and all other leads must be kept at 4’ or shorter.
 - o **2.3-5** Handlers are required to clean up after their own dog

- **2.3-6** Spectators are not permitted in the staging area. Only handlers who have signed the XAD liability release and family of handlers are allowed in the staging area.
- **2.3-7** No bitches in heat will be allowed in the staging area or on the dock.
- **2.3-8** Absolutely no alcohol or drugs are allowed in the staging area.
- **2.4 On the Dock:**
 - **2.4-1** A “team” consists of one dog and one handler, only one handler team is allowed on the dock at a time during competition.
 - **2.4-1.a** Junior handlers 7-10 years old are allowed the option to have a parent or guardian assist in bringing the dog up on to the dock, and waiting on the exit ramp to assist in securing the dog and leading them down off the ramp after the jump is scored.
 - **2.4-1.b** The parent/guardian assistant may not be anywhere on the competition dock or touching the dog when the dog approaches the end of the dock to jump. Assistants may not give the dog verbal or visual commands. They may wait to help retrieve the dog on the exit ramp, on the other side of the closed door.
 - **2.4-1.c** The junior handler **MUST** throw the toy, if the toy is thrown by the assistant the team will be disqualified.
 - **2.4-2** For the purposes of this sport, a “bumper” is any floating, throwable, and non-edible toy or object used by the handler to throw for the dog. (food, rocks, or living things are not acceptable “bumpers”. Toys, dummies, and sticks are OK)
 - **2.4-3** No pinch collars, choke collars, muzzles, or electronic collars are allowed on the dock. These devices may be used in the staging area but must be removed once the dog approaches the entrance ramp to the dock.
 - **2.4-4** Dogs and competitors waiting in line must leave a space “buffer” of 4’ between each dog.
 - **2.4-5** Only one team may be on the dock or in the pool at a time. The previous competitor must have their dog out of the pool and on leash on the exit ramp before the next competitor releases their dog onto the dock.
 - **2.4-6** If a team takes more than 90 seconds for the dog to leave the dock, they will receive a no score for that run and be asked to leave the dock. This will not affect their second jump of that wave.
- **2.5 Registration:** Competitors can register online at k9xrcing.com, or on-site at any XAD event at the Registration Trailer. Prices will be discounted online and are typically \$3-5 more per event on-site.
 - **2.5-1** If handlers pre-register online, they must print a copy of the waves they are entered in as well as a confirmation of payment.
 - **2.5-2** To be eligible to compete, handlers must be present and registered for the wave they wish to compete in 30 MINUTES BEFORE the wave is scheduled to start. If handlers are late, they will be asked to register for the next available wave.
 - **2.5-3** All events, including GIAT are available for registration online.

- **2.5-4** Handlers MUST be present for the pre-wave handlers meeting to check in, if they do not check in they will be disqualified from the wave.
- **2.5-5** All refunds given are subject to the discretion of XAD staff.
- **2.6 X-treme Air:** The object is to get the longest jump possible. The jump is measured where the base of the dog's tail comes in contact with the water. There are two jumps allowed per team in a "wave", and if the wave is large enough (10+ competitors), it may be broken up into groups that will complete their two jumps before moving on to the next group in the wave. The team is allowed 40 feet of dock to complete their jump, and they can use as little or as much of the dock as they would like. Any technique can be used as long as the dog enters the water under his or her own power, and the handler remains on the dock.
 - **2.6-1** Handlers MUST be present for the pre-wave handlers meeting to check in, if they do not check in they will be disqualified from the wave.
 - **2.6-2** Each team is allowed 90 seconds on the dock per jump, if they can not complete the jump in this time they will receive a "no score" for that jump, but will still be allowed their second jump.
 - **2.6-3** If the dog jumps into the water and the handler has not yet thrown the bumper, the handler may call the dog back to the dock to attempt the jump again.
 - **2.6-4** If the handler falls in the pool at any time during the 90-second jump period, the team will receive a "no score".
 - **2.6-5** Bumping, pushing, throwing, etc. or harsh correcting of the dog will not be tolerated and the individual in question may be asked to leave the venue by discretion of the event staff.
 - **2.6-6** Once the bumper falls or is thrown into the pool at any time during the team's 90-second jump window (from the time they come up on the dock to the time they leave) the handler may not retrieve it. This includes situations such as the dog dropping the bumper into the pool, the handler accidentally dropping the bumper in the pool, the bumper getting knocked into the pool and etc.
 - **2.6-6** Only XAD staff and wranglers are allowed to move or touch the bumper after the handler has thrown it during a dog's 90-second jump window. E.g. Handlers/spectators are not allowed to move or touch the bumper to encourage a dog that isn't jumping, only XAD staff.
 - **2.6-5.a** No refunds will be given to individuals who have been asked to leave the XAD venue
 - **2.6-6** In the event of a technical difficulty, handlers will get a "re-jump". They get their choice of taking the re-jump immediately or at the end of their group.
 - **2.6-7** There are 5 divisions that dogs are placed in. These divisions are determined by distance jumped, not height or weight.

Novice	Amateur	Semi-Pro	Pro	XPro
0-9.9 ft	10-14.9 ft	15-19.9 ft	20-24.9ft	25+ ft

- **2.6-8 Finals:** The biggest jump of the whole event will be used to determine finals qualification. The second jump from the wave the best jump was completed in will break any ties to determine finals qualification. A bubble will be posted at the end of every day, and will list every competitor's largest jump throughout the duration of the event, and whether or not they are currently qualifying for finals. These standings are only temporary and change after every wave.
 - **2.6-8.a** The top six competitors of the event from the Novice, Amateur, and Semi-Pro divisions will qualify for the finals.
 - **2.6-8.b** The top 12 competitors over 20' will qualify for the Pro and XPro finals.
 - **2.6-8.c** ONLY the largest jump is used to determine the category of the team. No "sandbagging" or moving to a lower division will be allowed during a NWC event.
 - **2.6-8.c.1** A dog may only compete in one final, regardless of multiple handlers or divisions. The highest-ranking dog/handler combination will be automatically put into the finals.
 - **2.6-8.c.2** Handler substitutions are **not** allowed in the finals. The dog-handler team that completed the qualifying jump must compete in the finals.
 - **2.6-8.c.3** If the participant is not eligible in the points championships, their rankings start over at the next NWC event. See the championship rules section for more information.
- **2.6-9 Dimensions:** 40' dock, 40' pool, the dock is 20-24" above water level.
- **2.6-10 Notes:** Mighty Dog awards are given to the biggest jumping "lapdogs" of the weekend, separate of their performance or participation in the finals. The NWC does not currently have separate divisions with finals for competitors based on dog size because we have not encountered the need for these yet. ***XAD is a constantly evolving sport, and we reserve the right to create new divisions on a trial basis or permanently.*** Suggestions and comments may be submitted to mike@northwestchallenge.com.

The X-Treme Hi-Jump section is under construction, please be patient with us while we finish updating our rules, thanks!

XAD staff

- **2.7 X-treme Hi-Jump:** The goal of this event is to make the highest grab. Each team is allowed two attempts at each increasing height, if the bumper is grabbed on the first attempt, the team will automatically advance to the next height. A "grab" is defined as either the dog pulling or knocking the bumper completely off the

apparatus. After two consecutive misses or a total of 10 jumps, the team is out and their highest qualifying jump will be used in placings.

- o **2.7-1** Handlers MUST be present for the pre-wave handlers meeting to check in and provide their starting height to the registration trainer at least 30 min before the start of the XH wave, if they do not check in they will be disqualified from the wave.
- o **2.7-2** Heights will increase by 2” increments during competition with all ties being settled by:

1. GRAB AT FIRST ATTEMPT VS. SECOND ATTEMPT: at the tied height the team that grabbed on the 1st attempt will place higher.

2. FEWEST MISSES: after 1 if still tied the team with the least number of misses throughout the competition will place higher.

3. HIGHEST START: after 1 and 2 the team that started at the higher height will place higher.

3. FEWEST JUMPS: after 1, 2 and 3 if still tied the team that has used the fewest of their 10 allotted jumps.

- **IF THEY ARE THE LAST TWO DOGS COMPETING:** The bumper would be lowered 1" from the missed height and both dogs would try again (they would each get 1 try at this height), if dog1 grabs and dog2 does not, dog1 would win. If they both miss, the bumper goes down another inch. If they both grab the bumper, it would go back up an inch and they would have another attempt. Last dog standing wins.
- o **2.7-3** The height of the jump is measured from the surface of the dock to the bottom of the bumper.
- o **2.7-4** As we move up in height, the “fresh” dogs will enter the running order at the end unless otherwise directed by XAD staff.
- o **2.7-5** The team is only allowed half the dock for this competition. Teams cannot start behind the 20’ mark.
- o **2.7-6** Handlers may “pass” to an appropriate height for their dog or at any time during the competition to conserve energy with no penalty to their scores. They may pass at any time during the competition. It is the responsibility of the handler to let the judge and wrangler know if they are passing at any time.
 - Example: A dog could grab 5’10” and then pass at 6’ and jump again at 6’2”. A dog could also pass it’s second attempt at a given height and take it’s next jump at the next height up, however only one attempt would be allowed at this height. A miss at this point in the competition for the dog would result in the team going out of the competition.
- o **2.7-7** If a team passes to any height and then does not make any grabs, they will not place in the competition.
- o **2.7-8** The team’s highest jump of the event will be used to determine their qualification for the finals, or final placings. If two groups or waves of XH are

run during a single event, the jump data will be compiled into a single group and then placed into finals placings for the entire participant group.

- o **2.7-9** If the dog has not left the dock after 60 seconds the team will receive a “no score”, but the team will still get their second jump.
- o **2.7-10** Handlers may not shake or touch the XH apparatus, but they may watch the XH bumper as it is being put into place or ask the wrangler or judge to move the arm so that the dog can get sight of the bumper. ifa it is the team’s first jump in the competition.
- o **2.7-11 X-Treme Hi-Jump Divisions:**

Semi-Pro	Pro	XPro
Best grab at 5’8” or lower	Best grab 5’10” to 6’4”	Best grab at 6’6” or higher

* Dogs that begin in the Semi-Pro division and reach 5’10” will automatically be moved up to the Pro division for their next jumps.

* Dogs that begin in the Pro division and reach 6’6” will automatically be moved up to the XPro division for their next jumps.

- o **2.7-13 Dimensions:**
 - **2.7-12.a** XH apparatus suspends a bumper 8’ out from the dock. The bumper will be suspended by magnets.
 - o **2.7-14 Finals:** TBD by the XAD head judge according to the official XAD scoring and tiebreaker guide.
- **2.8 X-treme Retrieve:** Teams competing in extreme retrieve try to have the fastest “retrieve”, meaning the dog has to grab a bumper at the end of the pool and bring it back to the finish line. The event functions like a single participant drag race, the team begins anywhere behind the 20’ line and listens for the start tone for the cue to go. A “false start” occurs when a team crosses the line before the “go signal” flashes, and results in a “no time”.
 - o **2.8-1** Handlers MUST be present for the pre-wave handlers meeting to check in, if they do not check in they will be disqualified from the wave.
 - o **2.8-2** To get a time, the dog must grab the bumper suspended at the end of the pool and carry it across the finish line.
 - o **2.8-3** If a dog is released by the handler and does not jump off the dock, the handler may go to the end of the dock and encourage the dog to go, or bring them back to the starting line.
 - o **2.8-4** If the dog has not left the dock after 30 seconds the team will receive a “no time”, but will still get their second jump.
 - o **2.8-5** The reaction time, the split time, and the final time are displayed, but only the final time is used to determine the places.
 - o **2.8-6 Finals:** The fastest time of the whole event will be used to determine finals qualification. A bubble will be posted at the end of every day, and will list every competitor’s fastest time throughout the duration of the event, and whether or not they are currently qualifying for finals. These standings are only temporary and change after every wave.
 - o **2.8-7 Dimensions:**

- **2.8-7.a** Bumper suspended 2-4” above the water using magnets and no more than 8-12” away from the end of the pool. The finish line is located at the 8’ mark of the pool (at the end of the exit ramp).

○ **2.8-8 Divisions**

Semi-Pro	Pro	XPro
19+ sec (Over 30 sec will be a N/T)	18.99 - 16 sec	15.99 sec and under

- **Judging**.....
 - **3.1** The XAD electronic judging system and an official certified judge will judge dog distance in all NWC sanctioned events. The head judge will settle any and all disputes exclusively. No competitors or unauthorized personnel will be allowed in authorized, staff only areas (Judges Tower, Registration Trailer, and any other designated areas).
 - **3.2 X-treme Air:** Dog distance will be determined by a measurement taken at the base of the dog’s tail, and where that point makes contact with the water. In the event of a technical difficulty, the competitor will get one re-jump either immediately after the technical difficulty or at the end of the wave they are in.
 - **3.2 X-treme Hi-Jump:** Dog height will be determined by highest bumper grab achieved. A “grab” is defined as the bumper coming completely off the apparatus, whether or not the dog has the bumper in it’s mouth.
 - **3.3 X-treme Retrieve:** Dog speed is recorded by the XAD timing device. Reaction time, split time, and final time are measured, but only final time is used for judging. If a “False Start” (either the dog or the handler trips the timing device prematurely) occurs that team’s turn is over. The dog must retrieve the bumper from the end of the pool and have the bumper in their mouth when they cross the finish line for the time to count, and will be stopped when the dog’s shoulder passes the finish line. The Head Judge will control the secondary timer when necessary.
 - **3.3 Contesting Scores:** Hardcopies of all wave results will be kept and displayed until the end of the finals, if there is a problem, miscalculation, or error, it must be addressed before the end of the event and updated in the computer. If it is not addressed by the conclusion of the event, all data currently in the computer becomes official, and cannot be contested.
- **Give It A Try**.....
 - **4.1** The goal of the Give It A Try pool is to teach young or inexperienced dogs or handlers how to do the pool sports in a smaller and less stressful situation as well as teach new handlers how to be successful long-term dock divers.

- **4.2** Every handler on the GIAT dock must have a wrist band and have signed the liability release before they can participate (limited to NWC sanctioned competitions, see Pack Training Sites section for pack rules).
 - **4.2-3** A wrist band will allow all-day unlimited practice in the GIAT pool, and the competition pool as time allows, for the day the band was purchased. If the handler would like a second day of practice an additional fee must be paid.
- **4.3** No handlers are permitted in the pool under any circumstances. XAD trainers will be present to help at all times.
- **4.4** Handlers are not permitted to practice without a XAD staff member present.
 - **4.4-1** Training will not be available during the last day of the scheduled event and may be closed during official XAD competitions or demonstrations.
 - **4.4-2** XAD reserves the right to close the GIAT dock at any time.
 - **4.4-3** XAD reserves the right to refuse service to anyone.
- **4.5** Dogs must be kept on leash at all times when not on the training dock.
- **4.6** Dogs must have a standard leash (no extendable leashes) and pinch collars, choke chains, muzzles, and e-collars cannot be used on the dock but are permitted in the staging areas.
- **4.7** Handlers must leave a 4' space buffer between each dog while waiting in line or in the staging areas.
- **4.8** Handlers are responsible for cleaning up their own dog's waste
- **4.9** Dogs competing in XAD events are to remain in the designated XAD venue and staging areas. Dogs may not be taken out into Fairgrounds, Expo Halls, or Private Property unless specified by the event management. Service dogs must provide proof of service.
- **4.10** Participants may be asked by staff members to leave the dock or the venue if they are in violation of any of the rules above, or are endangering the safety of themselves, their dogs, other participants, or spectators.
 - **4.10-1 On the Dock:** Each team will have 3 minutes (or until the dog leaves the dock, whichever comes first) to get their dog to jump into the pool before they must rotate and let the next team go. XAD staff will help to build confidence and trust in the team by using various techniques. The dog must go into the pool under his or her own power, no pushing, shoving, throwing, or harsh corrections will be tolerated. If the aforementioned occurs the handler will get one warning and then be asked to leave the dock for the day.

Ground Sport Competitions

- **K9X (Canine Cross)**

CHAPTER 1: GENERAL RULES AND COURSE MEASUREMENTS

RACE SEASON

- a) The K9X Race Season begins September 15th and ends on Labor Day annually.

TEAM RESPONSIBILITY – COMPETITION GENERAL RULES

- a) A “Team” consists of one dog and one handler.
- b) Each Team will earn Ranking and Championship points throughout the season.
- c) It is each Handler’s responsibility to know and adhere to the Rules of Conduct and Course Rules.
 - a. Race Marshals reserve the right to disqualify and/or dismiss ANY Team that is determined to be behaving badly.
 - i. Being rude to any Race Worker or fellow competitor will NOT be tolerated.
- d) A Handler MUST be at least 8 years of age to compete.
 - a. No person under 8 years of age can be within the Competition boundary (they must remain within the “Spectator Zone”).
 - b. A dog must be at least 6 months old to compete or practice on the course.
- e) A Handler will NOT force a dog into the start box, push a dog off the start, or in any way treat their dog poorly.
 - a. A Handler MUST keep their dog on a 4 foot leash and away from other dogs. Handlers MUST be able to maintain control of their dogs at all times.
 - b. Aggressive dogs WILL NOT BE ALLOWED to compete in head-to-head racing (Drag Race). They may be allowed to compete in Sprint Racing if the Handler has complete recall control. It is the Handler’s responsibility to know their dog. The Race Venue is NOT a place to *test* their dog’s social skills. K9X puts the safety of their competitors, spectators and dogs FIRST.
- f) A dog can enter the Sprint Race with more than one Handler, but only one Team (the highest qualifying score) may race in the Drag Race.
- g) A Handler may compete with several dogs at an event (each will be considered a separate Team).
- h) Teams MUST have an Annual XAD/K9X Membership in order to:
 - a. Be Ranked throughout the season.
 - b. Receive a World Cup Championship Invitation (held on Labor Day).
 - c. Be eligible to choose a Race Number.
 - i. Race numbers are offered to Handlers. One race number per Handler (if they race several dogs, all dogs will be under the Handler’s Race Number).
 - ii. Race Numbers will be carried season-to-season UNLESS membership is NOT renewed. If, after a complete season, a

race number HAS NOT BEEN RENEWED through XAD/K9X Membership, it will go up for bid after the World Cup Championship. *For example, John and Zippy have raced under the number of 21 for 2 seasons, but do not renew their membership at any time during their 3rd race season. Number 21 will become available to a new team the following season (4th season).*

- iii. K9X Race Numbers may be picked by a team as soon as they are RANKED for the first time (3 Races in one season are required to receive an official ranking).
- iv. Race Numbers WILL NOT be relinquished if –
 - 1. A Team only competes in one annual event (as long as the membership requirement is up-to-date).
 - 2. A Team suffers an illness or injury and has received, through written petition, an exemption from the rules.

CHAPTER 2: COURSE DESCRIPTION

- a) The K9X course will is a minimum of 80 feet.
- b) Immediately behind the Start House shall be a 10 foot buffer where ONLY Race Workers and the Team(s) that are next to race are allowed to occupy.
- c) The Course lanes will be built on top of a rubber mat or over natural terrain (grass or dirt).
 - a. Natural Terrain courses will be built only on even terrain with no holes or abrupt or square edge dips.
- d) There will be a minimum 30 foot run-out area measured from the finish line back (the bumper). A longer run-out is always encouraged as long as the lanes remain segregated and the run-out area is fenced.
- e) From the front edge of the Start House to the first jump is 20 feet.
- f) From the second to the third jump is 20 feet.
- g) From the third jump to the bumper is 36 inches.
 - a. The bumper will be set no higher than 30 inches off the ground.
 - b. A lower bumper (set 25 inches off the ground may be used for smaller dogs – under 20" from withers to ground – or for dogs over 10 years of age. HANDLERS MUST REQUEST THE LOWER BUMPER AT THE HANDER'S MEETING.
- h) Jumps are set at 16 inches from ground to top of bar.
- i) All jumps will be made of PVC and will be set on bar cups (so bars will come off if hit).
- j) All metal or barrier legs that are within the race course area will be padded for safety.

CHAPTER 3: REGISTERING AND STAGING

- a) Only Registered Race Teams will be allowed on the K9X Course.
 - 1 Some events may allow practice. Those wishing only to practice MUST sign up and receive the same identification card or wrist band that competitors have or wear.
 - 2 Depending on the size and type of event, competitors will receive one of two Sprint Race qualifying cards.
 - i. 2 Run Competitor Cards – you will present this card to the Time Keeper before running. Your card will be put in the order received. If other Teams are in front of you, you will be told what Team you follow.
 - ii. Heats – we will run several Heats at large events. You may register for as many Heat as
- b) Teams must keep dogs 10 feet away from the race course boundary unless actively racing.
- c) One team on course at one time during the Sprint Races.
- d) Race Start Official will call the Team next up to the Start Box Staging area.
 - 1 DRAG RACE STARTS – The Start Official will call one Team to the Start Box at a time.
 - i. The second Team will be called when the first dog has entered the Start Box.

CHAPTER 4: RACING

- a) **Sprint Racing – Starts with Electronic Timing**
 - 1 Team in Starting Box may ask for a toy “MARK”. Finish Line Judge can call dog by name and show him/her the toy (bumper).
 - 2 The Finish Line Judge will raise the Orange Flag when the bumper is loaded and course is ready.
 - i. The Team in the Starting Box has 10 seconds from the time the Orange Flag is raised to release his or her dog.
 1. Time will start as soon as the dog breaks the electronic timing beam and stops when dog pulls bumper off at the finish line.
 2. Team will lose a run if dog is not released within the 10 second start window.
 - 3 **World Records**
 - i. A World Record time will ONLY be recognized with Electronic Timing (as opposed to a record being broken using stop watches - Manual Timing).
- b) **Sprint Racing – Manually Timed Start**
 - 1 Team in Starting Box may ask for a toy “MARK”. Finish Line Judge can call dog by name and show him/her the toy (bumper).

- 2 The Finish Line Judge will raise the Orange Flag when the bumper is loaded and course is ready.
- 3 The Race Start Official plus an additional Race Official will be at the Start House. Each will have a stop watch. Team's time will be average between the two stopwatch times.
- 4 The Race Start Official will ask the team if they are ready. If Team signals "YES", the Start Official will begin cadence. If Team signals "NO" the Start Official will wait 30 seconds for the Team's "YES" signal. After 30 seconds cadence will begin regardless of Team's readiness.
 - i. Start Cadence will be manual (by the Start Official) and will adhere to:
 1. "Team Ready. Set. Go."
- 5 Time will stop when dog pulls bumper from finish line apparatus.

c) Running the Course

- 1 A Team will receive a time penalty of one-half a second if
 - i. If the dog "barges" one or more jumps.
 1. A "barge" will be called if dog makes no effort to jump over hurdle and, instead, runs through them.
 - ii. If the dog goes under one or more jumps.
- 2 A Team will receive a Run Disqualification if the dog does not make a bumper GRAB.
 - i. Dog must pull bumper from apparatus with his or her mouth and touch all four paws on the ground with bumper in the mouth to count as a GRAB.
- 3 A Team will receive a Run Disqualification if
 - i. Handler crosses the start line after releasing the dog and before the dog pulls bumper from apparatus (this action will stop and restart the electronic timing system if being used).
 - ii. The dog attempts to cross-lane (jump into the other lane).
 - iii. The dog does not pull the bumper from the apparatus.

d) Double Handling

- 1 Teams may use two handlers per dog. Only one Handler can be in the Start Box with the dog. A second Handler is allowed to be near the Finish Line but NOT ON THE COURSE. Finish Line Handler may call the dog by name and point, but not touch the bumper.
- 2 A Handler may set their dog in the Start Box and walk to the finish line area (but may not go on to course) and call their dog by name.

e) DRAG RACING

- 1 The Top 16 Sprint Dogs will be invited to race in the Showcase head-to-head Drag Race.
 - i. The Top 16 will have a window of opportunity to "CHECK IN" or "OPT OUT".

- ii. If you know your dog is not suited for head-to-head racing and will not be competing in the Drag Race, please let the Race Official or Event Administrator.
- iii. Drag Race Bracket
 1. The Top 16 Fastest Sprint Dogs will go head-to-head with the slowest qualifying time matched against the fastest (Sweet 16, 16th qualifier goes against 1st qualifier, 15th against 2nd, 14th against 3rd, etc.).
 2. Teams with the fastest qualifying time will always start their Drag Race run in Lane 1.
 3. Teams will run once in each lane. If one Team wins both runs, they will advance to the next run. If each Team wins one run, a third run will decide the Team that advances.
 4. When the Race is down to the Final 4 Teams, the Teams that lose their bracket will go head-to-head to decide 3rd Place. Consolation Run (3rd and 4th Place) will run before the Championship Run.

CHAPTER 5: SPRINT RACING SCORING AND POINTS

K9X Sprint Divisions – Electronically Timed Race Course

<2.799 Pro Division

2.800 – 3.299 Semi-Pro Division

3.300 and Over Amateur Division

K9X Sprint Divisions – Manually Timed Race Course

<3.400 Pro Division

3.400 – 3.999 Semi-Pro Division

4.000 and Over Amateur Division

K9X Sprint Point Scale

Place	Pro	Semi-Pro	Amateur
1	120	85	60
2	115	80	55
3	112	77	52
4	100	75	50
5	98	73	48
6	96	71	46
7	94	69	44
8	92	67	42
9	90	65	40
10+	88	63	38

CHAPTER 6: DRAG RACING SCORING AND POINTS

- a) Sweet 16 Bracket will pair Teams fastest verses slowest.
- b) Each Team that wins their match up in the Sweet 16 will advance to the Elite 8.
- c) Each Team that wins their match up in the Elite 8 will advance to the Final 4.
- d) Winners of the Final 4 match-ups will advance to the Championship Round. The losers will advance to the Consolation Round (to determine 3rd and 4th place overall).
- e) Large events may recognize Divisions if they have enough participants to fill two or 3 additional Brackets (32 to 48 Teams).
- f) Any Team making the Drag Race Bracket will be asked to “CHECK IN’ and “CONFIRM” they are racing. We will give a minimum of 30 minutes prior to Finals to Check-In. If a Team fails to meet the Check-in Deadline, the next fastest team will be moved into the Bracket.

DRAG RACE DIVISIONS

Pro (Top 16 Fastest Sprint Times)

Semi Pro (17-32 Fastest Sprint Times)

Amateur (33-48 Fastest Sprint Times)

DRAG RACE POINT SCALE

Place	Pro	Semi-Pro	Amateur
1	85	60	35
2	80	55	30
3	77	52	27
4	74	49	24
5	65	40	15
6	65	40	15
7	65	40	15
8	65	40	15
9	60	35	10
10	60	35	10
11	60	35	10
12	60	35	10
13	60	35	10
14	60	35	10
15	60	35	10
16	60	35	10

- **X-Treme Rapid Disc**

- 1. GENERAL COMPETITION

- 1.1 All dogs and handlers must abide by the XAD rules at all times as well as be courteous to all staff members, competitors, and other spectators. If these guidelines are not followed, individuals may be asked to leave the venue by XAD staff members.
- 1.2 *Note: The XAD and its staff members reserve the right to use our discretion in making any disqualifications, judgment calls, refusal of service, or corrections necessary to provide accurate and fair competition operation and results.
- 1.3 Venue rules:
 - 1.3-1 Dogs competing in XAD events are to remain in the designated XAD venue and staging areas. Dogs may not be taken out into Fairgrounds, Expo Halls, or Private Property unless specified by the event management. Service dogs abide by service dog rules.
 - 1.3-2 Handlers are responsible for the safety and well being of their dogs during events and while on the property. Please supervise your dog(s) at all times. Dog(s) must be on leash at all times, unless actively competing.
 - 1.3-3 Kennels, cages, pens, and shades can be set up only in the staging area, for dogs while they are not competing, but dogs must be supervised and provided adequate water and care.
 - 1.3-4 When dogs are not kenneled, they must remain on leash until it is their turn to compete. Extendable leashes are not allowed, all other leads must be kept at 4' or shorter.
 - 1.3-5 Handlers are required to clean up after their own dog.
 - 1.3-6 Spectators are not permitted in the staging area. Only handlers who have signed the liability release and family of handlers are allowed in the staging area.
 - 1.3-7 No bitches in heat will be allowed in the staging area or on the field.
 - 1.3-8 Absolutely no alcohol or drugs are allowed.
 - 1.3-9 Disqualification will be at the sole discretion of the head judge.
 - 1.3-10 Any animal abuse will not be tolerated.
 - 1.3-11 Aggressive canines will be asked to leave the grounds.
 - 1.3-12 Abusive language or behavior, unsportsmanlike behavior will not be tolerated.
 -

- 2. ON THE FIELD:

- 2.1 A “team” consists of one dog and one handler, only one handler team is allowed on the field at a time during competition. The previous competitor must have their dog on leash and exiting field before the next competitor releases their dog.
- 2.0-1.a Junior handlers 7-14 years old are allowed the option to have a parent or guardian assist in bringing the dog to the field, and waiting on the edge of field to assist in securing the dog. The junior handler MUST throw the disc, if the disc is thrown by the assistant the team will be disqualified.
- 2.0-2 No pinch collars, choke collars, bandanas, muzzles, or electronic collars are allowed on the field. These devices may be used in the staging area but must be removed once the dog approaches the field.
- 2.0-3 Dogs and competitors waiting “on deck/in the hole” must be leashed and leave a 4 foot “buffer” space between each dog. Only one dog off leash in the competition area at a time, no exceptions.
- 2.0-4 Field Interruptions during play - teams will have a choice; resume immediately, once field is clear, from where time stopped OR re-do whole routine/event at end of team line up.
- 2.0-5 Nature Breaks - Please Potty your dogs before your round! Time will NOT stop for nature breaks, you will be responsible for cleanup immediately after your round.
- 2.5 REGISTRATION: Competitors can register online at www.xtremedogsports.com , or on-site at any XAD event at the Registration Trailer. Prices will be discounted at pre-registration periods.
 - 2.5-1 If handlers pre-register online, they must print a copy of the events/waves they are entered in as well as a confirmation of payment.
 - 2.5-2 To be eligible to compete, handlers must be present and registered for the event/ wave they wish to compete in 30 MINUTES BEFORE the wave/event is scheduled to start. If handlers are late, they will be asked to register for the next available wave. Handlers MUST be present for the pre-wave/event handlers meeting to check in, if they do not check in they will be disqualified from the wave/event.
 - 2.5-3 All refunds given are subject to the discretion of XAD staff.
 - 2.5-4 REGISTRATION MISC:
 - 2.5-A Dogs must be 12 months to compete in any disc sport. Excessive vaulting/extreme air, twisting, buckling, poor landing may result in point deductions, or disqualification. Please play safe.
 - 2.5-B Handler may enter and qualify with unlimited number of dogs

- 3.0 GENERAL DIVISIONS OFFERED IN ALL DISC SPORTS: Give it a Try, Amateur, Pro & Master
 - Give it a Try: Anyone may try to sport with the guidance of a qualified instructor. No score awarded.
 - Amateur: is reserved for new and beginner teams to the sport. You may not enter Amateur after placing in pro level at any XAD event.
 - Pro: Any team may enter in Pro Level- Open registration.
 - Golden: Dogs 9 years and older only.
- 4.0 DISCS ALLOWED: All "DOG FRIENDLY" discs are allowed. Fabric, rubber and K9 discs from Skyhoundz, Hero Disc and Discovering the World that are manufactured specially for canines are accepted. Hard rigid plastic discs and heavy disc are not allowed. Disc approval is at the sole discretion of the head judge. Small pup size discs are allowed. XAD official branded (Hero Discs) must be used during XAD Championship rounds, they will be available for purchase.
- 5.0 JUDGING: The XAD timing system and an official judge(s) will judge disc dog events in all XAD sanctioned events. The head judge will settle any and all disputes exclusively. No competitors or unauthorized personnel will be allowed in authorized, staff only areas (Judges Tower, Registration Trailer, and any other designated areas). Contesting Scores: Hardcopies of all wave/event results will be kept and displayed until the end of the finals, if there is a problem, miscalculation, or error, it must be addressed before the end of the event and updated in the computer. If it is not addressed by the conclusion of the event, all data currently in the computer becomes official, and cannot be contested.
- 6.0 SCORING: All scoring is subject to Head Judge's final approval, discretion, denial. Teams placing in Top Six (Novice and Expert) in each event/wave in a series will earn a place in the finals, and will compete again during finals. Finals will start with a clean score card. If multiple waves/rounds are offered for one challenge, your higher score is your final score.

- **7.0 Specific Disc Games:**

- 7.1-3 RAPID Disc:
 - One attempt to each end of the field, alternating directions with each throw.
 - *Attempts made in same direction will not be scored
 - Teams have time limit of 60Secs, up to 6 discs allowed, with a 5sec countdown to "time", as long as the disc leaves the handler's hand as "T" in time is called, the throw counts.
 - Toss is scored if released before TIME is called, but caught after time called.
 - Catches made in the zones are scored per each zone, see field map.
 - Dog and Handler starts in the marked throw box - released on "go" to move freely around the field.

- Handler must throw from throw box. Foot faults will result in a zero score for that toss
- The handler may leave the throw box to retrieve discs, but must throw from box.
- Leading paw will be scored for that zone
- Catches made out of bounds will be not scored.
- 7.1-4 Tiebreaker; If both teams have same score - second best score breaks tie.
- 7.1-5 FINALS: Top 8 teams from Amateur and Pro division, and top 4 teams from X-Tremely Golden, (20 teams total) will compete in Finals. (Cumulative from all qualifiers). Team’s highest score is used to determine finals.
 - **Amateur:**
 - Division includes participants scoring 29 points and below, participants scoring more than 29 points will be moved to Pro.
 - **Pro:** Any team may enter in Pro Level- Open registration.
 - Division includes participants scoring 30 points or more.
 - **X-Tremely Golden:**
 - For Dogs 10 years and over.

Top Dog Points.....

“Top dog” refers to a compilation of your scores from 4 out of the 5 following sports: XA, XH, XR, K9X and Rapid Disc. Your best 3 scores will be used to calculate your Top Dog ranking with our XAD algorithm. You must compete in a minimum of 4 out of 5 sports to enter Top Dog, if you compete in all 5 your top 3 highest point values for the coordinating scores will be chosen automatically.

Please be patient with us, this section is under construction!

Thanks, XAD Staff

Season Points Championship.....

- **5.1** The XAD keeps track of points earned by each team; points are earned by placing in a XAD final. To be eligible for the points championship, handlers must compete in at least 75% of the rounds of the series. Whoever has the most points at the end of the season wins!
 - **5.1-1** Teams must have a XDS **“Racing License”** to begin accumulating points for the Points Championship.

- o **5.1-2** Teams can only earn points at electronically judged events and competitions.

5.2

Place in Finals	Points	Applicable Divisions
1 st	10	Pro., Semi., Am., Nov.
2 nd	9	Pro., Semi., Am., Nov.
3 rd	8	Pro., Semi., Am., Nov.
4 th	7	Pro., Semi., Am., Nov.
5 th	6	Pro., Semi., Am., Nov.
6 th	5	Pro., Semi., Am., Nov.
7 th	4	Pro only
8 th	4	Pro only
9 th	4	Pro only
10 th	4	Pro only
11 th	4	Pro only
12 th	4	Pro only

Titles.....

Contact Information

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Closing Notes...

- o XAD reserves the right to make any changes to rules, regulations, services, events, or other materials to benefit the sport.
- o XAD is intended to be a recreational activity only, good sportsmanship and common sense are to be used at all times.
- o XAD and it's entities reserve the right to refuse service to anyone.
- o XAD owns all intellectual properties and withholds the right to use materials such as pictures, videos, likenesses, etc. Outside organizations and individuals must have permission to use any logos, names, photos, or properties of Meadowview Productions Inc. Xtreme Dog Sports, DogTown and X-Treme AirDogs.