

DUELING DOGS™

OVERVIEW

Dueling Dogs™
is a wholly owned subsidiary of:
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Dueling Dogs™ Rules and Policies, version 4/6/2018 shall become effective April 6, 2018, and remain in effect until such time as the Dueling Dogs™ Ownership Office releases a newer version.

General Rules and Policies for Dueling Dogs™

Dueling Dogs™ is the organizing of a competition of Canines and their Handlers to duel between 2 Teams consisting each of, one handler and one dog, racing down a platform into a body of water to retrieve an object and determine which Team is the fastest.

The retrieval time and the reaction time for the individual Teams, and individual Handlers is recorded and tracked. In addition, the retrieval time for the individual dog is also tracked.

Annual Membership Fees

- Annual Membership fees are \$35 per team, valid from January 1st, to Dec 31st, this year.

Registration for an Event:

- Teams can either pre-register for the event or register onsite on a first come first accepted basis.
- Dogs must be at least six (6) months old to compete for insurance requirements.
- Handlers must be at least seven (7) years old to compete. Handlers must restrain and control their dog(s) at all times to maintain a safe competition environment for all competition teams, spectators, and participants at the event.

- Registration will be accepted via Pre-Registration which will be open online and will be on a first come first accepted basis for up to one hundred twenty (120) Teams per duel slots per qualifying round or preset quantity by Dueling Dogs™ at time of posting.
- Teams can also register on-site for competition, only if there are Duel slots available.
- Regular competition events, the Pre-Registration cost for Dueling Dogs™ will be \$20/per single entry/duel (One qualifying run)
- Regular competition events, the Onsite Registration cost for Dueling Dogs™ will be \$25/per single entry/duel (One qualifying run)
- Regular competition events, the Onsite Registration cut off will be 15 minutes before each of the scheduled rounds unless the onsite administrator determines otherwise.
- The entry fee is non-refundable, even if the dog refuses to jump into the water or the team fails to arrive for their scheduled Duel slot. This also will apply to teams that fail to attend the mandatory roll call before each round.
- All Teams who access the dock, whether for competition or practice shall fill out the Registration Form and the Waiver in their entirety as well as pay the full non-refundable entry fee.
- Cancellation Policy:
 - If the first round of the event HAS NOT started upon cancellation notification, Dueling Dogs™ will reimburse all pre-registered teams their entry fees less a 5% processing fee within 30 days of the cancellation day.
 - If the event has started and is required to be cancelled prior to finals completion due to circumstances beyond Dueling Dogs™ control, the Finals awards will be based on qualifying rankings from that event.
 - Switching of handlers and dogs is not allowed once a team has registered for a specific round of competition.

Buy Back In (BBI)

- BBI provides the opportunity for a Team to buy back into the current qualifying round for a second duel opportunity subject to availability. The Team must have competed in a previous duel in that round in order to exercise the BBI option.
- The Team must notify the Duel Referee that they are opting for a BBI before exiting the dock following their duel run.
- The Buy Back in option (BBI) will be \$15/per single run and subject to availability based on the number of available duel slots designated for that round.
- Remuneration for the BBI must be remitted to the Administration desk on site within 15 minutes of completion of the BBI duel or all Scores for the Team for that event will be recorded as DQ, “NO EXCEPTIONS”.

Qualifying Rounds:

- The number of Qualifying days to be scheduled at an event will be determined at the time of opening the event for Pre-Registration.
- The number of Qualifying duels per round will be determined at the time of opening the event for Pre-Registration.
- Prior to the start of each of the Qualifying rounds, there will be a Mandatory Duel role call meeting 15 minutes before the scheduled round for all teams registered to compete in that round.

- A Team that False Starts during a Qualifying duel will NOT receive a score for that duel and will not get another chance during that round unless they opt in utilizing the BBI option for that round.
- A Team may not Duel the same Team twice in any one qualifying round and it is the responsibility of the Team to notify the Administration if such a seeding should occur prior to the duel taking place. In the event the duplicated duel should be run, both Teams times will be recorded as DQ for that duel with no refunds.
- A Handler may qualify for multiple finals with different dogs. However, a Handler may not compete in the same class finals with more than one dog.
- A Dog may qualify for multiple class finals with different Handlers. However, a Dog may not compete in the same class finals round with more than one Handler.
- In the case of a Handler qualifying with more than 1 dog in the same class finals round the Handler can choose which qualifying dog they will take to that class finals round. The available spot will be passed down to the next available alternate.

Finals Rounds:

- The fastest top 16 teams from (based on performance) within each Class from the combined times from all the qualifying rounds, will advance to the Dueling Dogs™ finals rounds. The fastest run from the entire weekend (excluding Dialed in Duels) for each team will be used for seeding the Floating Bubble Finals.
- Dueling Dogs™ Class descriptions for Finals will be calculated under a Floating Bubble format to determine Class Finals seeding as follows:
 - Class 1 - up to the top 25% of the fastest times from Qualifying rounds at that event
 - Class 2 - up to the next top 25% of the fastest times from Qualifying rounds at that event
 - Class 3 - up to the next top 25% of the fastest times from Qualifying rounds at that event
 - Class 4 - up to the next top 25% of the fastest times from Qualifying rounds at that event
- Finals will be run under an Elimination format in that the fastest time from a Duel advances to the next round until we have a single winner per Class.
- Qualified Teams will be seeded in their respective final based on performance as follows: within each Class the fastest timed team duels' the slowest timed team, then the next fastest timed team duels' the next slowest timed team, and so on for first round elimination duels in each Class. (i.e.: 1 vs 16; 2 vs 15; 3 vs 14 etc.)
- In the event that a Finals round does not contain 16 teams, byes will be awarded to the highest seeded teams based on number of dogs in that finals round (e.g., with 14 teams, seed 1 & 2 receive byes).
- The Fastest Team will continue to advance, with the slowest Team from the duel being eliminated until we have a single winner per Class.
- If both teams False Start neither team advances into the next round, except in the case of the Semi-Final and/or Final round. In only those cases, the duel will be re-run to determine a winner.
- Unless otherwise posted online at the time an event is opened for preregistration, each Class final will have the following awards for the Top 3 Placements:
 - 1st place \$250, and Award
 - 2nd place \$150 and Award
 - 3rd place- Award

- Up to the Top 8 Teams from each Class Finals will receive an invite to the current year World Championships. In the case that any of the top 8 teams do not receive a time during the finals rounds, they will not be awarded an invitation, and that invitation will not be passed on to an alternate team.

Rules of Competition:

- Each Team has a separate starting block, which is a two (2) foot wide box between the twenty (20) and twenty-two, (22) foot marks on the platform, indicated by one (1) line at the twenty (20) foot mark and one (1) line at the twenty-two (22) foot mark.
- The total distance from the twenty (20) foot mark on the platform to the object hanging from the extender will always be fifty-eight (58) feet to the center of the retrieval object.
- The object will hang 2" from the bottom of the object off the surface of the water.
- The distance from the platform surface to the surface of the water will always be twenty-four (24) inches.
- There will always be a clear or opaque divider both on the platform and in the water separating the teams.
- At the start of timing cue, the dog must have at least one front paw touching the starting block (i.e., paws can alternate as long as one paw remains in contact with the starting block).
- The dog's back paws may also be in the starting block but are not required to be in the starting block.
- The handler may hold or restrain the dog until the green light or starters cue.
- The handler's body (including hands, feet, and knees) may be in and / or on the starting block but are not required to be in the starting block.
- No part of the dog or handler may be forward of the twenty (20) foot mark after the team is set in the Starting Box and the Duel Referee has given a cue to the Timing Judge that they are ready.
- One second will be the maximum reaction time any handler can use during a duel. If the reaction time is more than one second, the team will receive a DQ.
- Once the red light illuminates there will be no willful distractions permitted between competing teams. This can include, for example: verbal counting the lights, foot stomping or any other forms of distraction which will be determined by the dock referee. These actions can result in disqualification.

Competition Flow:

- The Team listed first in the Duel running order will have lane 1, (always right lane looking down the platform to the body of water) as their designated lane. The other Team will have lane 2 (left lane).
- For each Duel, the Duel Referee will cue the lane 1 Team to enter the platform and then the lane 2 Team to enter the platform. Each Team will have up to 15 seconds to mark or identify the retrieval object from the time they arrive on the platform surface.
- Once the first Team is set in the Starting Box, and upon returning to the starting box area, the other Team will then have "up to" 5 seconds to be set, and at that time the Duel Referee will signal to the Timing Judge(s) to initiate the starting cue/lights. In the event of electronic failure, manual stopwatch timing and cadence will be utilized. One watch per lane.
- In the case that there are an odd number of teams competing within a given qualifying round, the odd team will run against a randomly selected "Bonus" Team and that random Bonus team's time will count for event standings and rankings.

Apparatus / Equipment:

- A five (5) foot perimeter made with portable fencing or barricade should surround the object retrieval apparatuses at the end of the pool. Only event personnel may enter to reset and assist with signaling or marking of the object.
- Separate duplicated object hanging devices will be extended from the end of the pool or body of water (one in each lane).
- At the Starting Box, each lane will contain its own start line sensors with a beam at four (4) inches and twelve (12) inches directly in line with the front edge of the 20' line. **The Starting Box will be a 3-foot box (20-23 inches).**
- A clear plastic wall or curtain shall be drawn from the 24' mark on the platform to the zero (0) mark on the platform as a lane separation or dividing device.
- A minimum of twenty-four (24) inch wide clear blinder shall extend from the end of the platform as an additional separation for the lane extensions.
- A clear or opaque barrier measuring a minimum of eight (8) inches high off the surface of the water and a depth of a minimum of 24 inches under the water running the entire length of the competition body of water shall be secured as a lane separation device in the body of water.

Penalties:

- At any time after both Teams are set in the starting box, if a team false starts in any Duel that is their Duel. NO RE-SETTING.
- At any time after both Teams are set in the starting box, if a dog crosses lanes during a Duel, the dog that crossed out of their lane will receive a DQ for that run. If the Dock Referee determines interference with the other Team was endured, the remaining Team will get a re-run against a "Bonus" Team.
- At any time after both Teams are set in the starting box, if a dog crosses over lanes during a Duel and snatches the other Team's bumper, that Team will receive a DQ for that Run, and the remaining Team will get a re-run against a "Bonus" Team.
- If a dog crosses over a 2nd time during an event, that team will receive a DQ for all runs for that event.
- At any time after both Teams are set in the starting box, if a dog crosses lanes and displays dog aggression towards the other team (Dock Referee's discretion), then that team shall receive a DQ for that run and all previous runs from that event and be disqualified from the entire Dueling Dogs™ competition for that event. (A subsequent second occurrence at any time after that should mean the dog will not be permitted to compete in Dueling Dogs™ for 1-year from the time of the second incident.)
- If a dog jumps in the water prior to the set command that is their run and a DQ unless in the case of a Semi Final or Final Run. The duel will be re-run in that case.

Tie-Breaking:

- Qualifying & Finals Rounds: In the case of a tied duel time, the Team with the best reaction time will be awarded the higher standing/placement.
- In the case of a tied reaction time for that round, the Team with the next best fastest reaction time shall be awarded the higher standing/placement.

Rankings:

- Rankings are based seasonally, and the season shall be tied to the Calendar year ending December 31st.

Team Duel Times

- All Dueling Dogs™ duels of Competition times will be tracked and may be considered for Rankings specific to Dueling Dogs™ and may be used for invites to the Dueling Dogs™ World Championships based on season end rankings.
- Rankings will be based on a team's top 5 recorded times for a season.
- In the event of a tie within rankings, ties will attempt to be broken by the averaging of the handler's best reaction time of their top five (5) recorded times that are being used for rankings purposes.

Handler Reaction Time Rankings

- All Dueling Dogs™ rounds of Competition "handler reaction times" will be recorded and tracked and may be considered for Rankings specific to Dueling Dogs™ competition and may be used for Annual and historical Dueling Dogs™ awards and/or rankings.
- Rankings will be based on an averaging of an individual Handler's top ten (10) recorded reaction times across all dogs that handler has teamed with for a season.

Rules of Conduct

- Competitors, Officials and event personnel shall at all times be expected to conduct themselves in a manner consistent with the values, objectives and positive image representative of Dueling Dogs™.
- All competitors, officials, event personnel and support personnel present on the grounds of an event during event hours are subject to the jurisdiction of the Rules and Policies.
- The act of participation in a Dueling Dogs™ event as a competitor, official, or support person signifies understanding of the Rules and Policies and an agreement to abide by the Rules and Policies described herein.
- All competitors acknowledge through their entry to a Dueling Dogs™ event that their participation in a sanctioned or affiliated event is a privilege and not a right.
- In addition, Dueling Dogs™ maintains jurisdiction over misconduct that may occur off the grounds of the event or outside event hours, provided that the misconduct is reasonably related to the event or the handler or dog involved in the event. This paragraph shall be interpreted as broadly as is necessary to regulate such off-grounds misconduct as social media abuse, abuse of motel rooms by persons attending the event and / or abuse of a dog entered in the event, including but not limited to, any action or activity that is perceived or deemed detrimental to Dueling Dogs™.
- Smoking is not permitted within the competition area (this is exclusive of the kenneling area).

Rights, Responsibilities and Authority

- Dueling Dogs™ reserves the right and privilege to determine all manners in which its events shall be sanctioned and conducted. This includes the entitlement to constitute and enforce rules and policies as well as impose penalties and sanctions on individuals, groups of individuals, clubs or organizations, which demonstrate conduct that is deemed contrary to the best interests of

Dueling Dogs™. Further, Dueling Dogs LLC reserves the right to deny registration or participation to any person(s) or organization(s) they believe, in its opinion, will not promote the best interests of Dueling Dogs™, or reserves the rights to have Event Managers make discretionary decisions regarding rules and procedures at events.

- Dueling Dogs™ reserves the right to modify/alter the standard equipment and at any time for safety purposes.

Health / Injuries

- Dogs in heat will not be allowed on the dock or within the competition venue. If a dog is found to be in heat, it is the responsibility of the handler to immediately remove the dog from the competition area and bleach down all areas where the dog was present.
- Should a dog appear to be injured or ill, the dog's handler will be asked to cease competition until such time as the dog regains health. Examples of injury shall include visible limping, bandages, stitches, and open wounds (a "hot spot" is not considered an open wound).
- Any competing Team may notify the Dock Referee, Timing Judge, or the Event Manager of a possible injury or illness. The final decision on the competition status of a dog shall rest solely with the Event Manager and/or the Dock Referee.
- Should a dog be known to have had a recent injury or be exhibiting bandage wraps, a letter from an accredited veterinarian, on appropriate letterhead, must be presented to the Judge no less than thirty (30) minutes prior to team's first round of competition for the event, stating that the dog is healthy and able to compete, which shall allow the dog to compete.
- Handlers are prohibited from jumping into the pool, regardless of the situation. The ONLY exception is if the wrangler needs assistance in getting a dog out of the pool. Jumping into the pool will result in disqualification from that event.
- Crating: All competing dogs must be crated or held by the handler or an assistant of the handler on a maximum length of a four (4) foot lead at all times while on site at an event.
- Dogs must remain within the competitor's crating area at all times when not competing unless pre-approved permission has been granted by the event staff. Excluding entering and exiting the event/venue and taking the dog to urinate/defecate.
- Tie outs are not permitted.

Collars:

- Collars Flat buckle collars, Martingale (material only, no-chain) type collars and harnesses may be worn on the dock.
- Choke collars, prong collars or electronic collars (including electronic collar receivers & transmitters), gentle leaders, halti-collars, or any other collar other than either a flat buckle-type or (material only) Martingale type collar or harness, are not allowed. Any collars of this nature must be removed prior to competing on the dock at any time, including during practice.

Leashes:

- Dogs must be kept on a slip lead or standard leash that is four (4) feet long or SHORTER at all times while on the competition grounds. It is recommended that a two (2) foot lead be used for entering and exiting the platform or while in the competition area.
- All other leashes/leads, including retractable leads (i.e. Flexi Leads), are strictly prohibited in all areas of the competition venue.

- No dog shall be allowed off-leash in any part of the competition area, including the exercise area, except for; on the platform or in the water itself. THERE ARE NO EXCEPTIONS TO THIS RULE.
- At no time during competition or practice shall more than one dog be off leash at the same time unless they are on the platform or in the competition lanes. THERE ARE NO EXCEPTIONS TO THIS RULE.

Vests:

- Dog vests and personal floatation devices are permitted.

Prohibited Use of Training Devices during Competition:

- Electronic collar transmitters are NOT allowed on the platform.
- Food and Dog treats are not permitted on the platform or within the competition staging/line up area.

Breeds

- Dueling Dogs™ events are open to all breeds including mixedbreeds.
- It shall be the responsibility of the handler to make sure that their dog's breed is listed correctly within their team profile.
- All breeds compete together within normal competition waves & finals (unless otherwise specified).

DIALED IN DUELS

New for the 2018 year is the Dialed in Duels. Below are rules specific to this new event.

Rules of Competition:

- In Dialed in Duels, the handler chooses his/her "dial-in" time. A report may be provided with the average of a team's previous duels to help them choose a "dial-in" time. If not the handler will need to do the assessment and calculation to determine their preferred dialed in time.
- Seeding for Dialed in Duels is accomplished by discarding the fastest and slowest times for a team. The system calculates the standard deviation from the remaining times. The lower the standard deviation, the higher the seed.
- Handlers are responsible for their dial-in times. Teams will be provided a default dial-in time of 0.000. Handlers can change their dial-in times as often as they choose, but once a dial-in time is entered, it will remain in effect until it is changed again (i.e., across rounds and even events). A team may change its dial-in time up until the First Lane team in that duel, reaches the top of the dock surface. This is done via the handler's profile in the duelingdogsevents.com system (either on phone, tablet, computer).
- For any given duel, the starts will be staggered, depending on the "dial-in" times of the two teams.
- During a Dialed in Duel, no handler can cross the front of the 3' starting box until both dogs have left the dock. Any handler doing so will be disqualified.

- Teams must have a pre-determined number of timed runs to qualify for the Dialed in Duels as those times are used to calculate the seeding for the Dialed in Bracketing. This will be announced prior to the start of competition. Timed runs are those resulting in an official time for the team. If a team does not have the required minimum number of times they will not advance to the Dialed in Duels.
- In the event of a lane crossover, the non-offending dog will automatically advance as long as the non-offending dog does not false start or DQ. If the Dock Referee determines that the DQ was caused by the crossover the non-offending dog will advance.
- In Dialed in Duels, a dog may only compete with one handler, and a handler may only compete with one dog.
- One second will be the maximum reaction time any handler can use during a duel. If the reaction time is more than one second, the team will receive a DQ.
- Once the red light illuminates there will be no willful distractions permitted between competing teams. This can include, for example: verbal counting the lights, foot stomping or any other forms of distraction which will be determined by the dock referee. These actions can result in disqualification.

Die-Hard Duel BBI:

- Each handler will be afforded the opportunity only once to enter the Die-Hard Duel BBI round during the Dialed in Duels elimination rounds. Handlers must elect to BBI prior to leaving the dock following their elimination duel if they lost.
- The purpose of the Dialed in Duels Die Hard Duel is to give eliminated teams a second opportunity for a Die-Hard Duel round of competition and a chance to win a payout of a smaller prize purse.
- Teams that elect to enter the Dialed in Duels Die Hard Duel round will pay a separate fee (fee to be preset prior to the first round of the competition of the event).
- The winner of the Dialed in Duels Die Hard Duel wins 50% of the total Die-Hard Duel fees collected. The balance will be split with 25% to the House and 25% to the 2nd Place winner of the Main Dialed in Duels Final round.
- The Dialed in Duels Die Hard Duel will always be run and completed in its entirety prior to the Main Dialed in Duels Final round. This affords both teams in that Final round an opportunity to be rested and ready for the **“Winner Take All”** Final Duel.

Determining Winners:

- If both teams False Start neither team advances into the next round, except in the case of the Dialed in Duels Semi-Final and/or Final round. In only those cases, the duel will be re-run to determine a winner.
- If one team False Starts and the other team receives a time, the team with the time wins.
- If both teams receive a valid time, the team closest to its “dial-in” time wins.