
CHC Rules and Guidelines 3.0

January 2026



CANINE HOOPERS OF CANADA

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1. Introduction

Hoopers is an agility-style sport with low impact on your dog's joints and minimal risk for injury yet still challenging for the handler.

Courses consist of low-impact obstacles (hoops, barrels, gates, and short tunnels).

The purpose of Canine Hoopers of Canada competitions is to enable competitors to showcase their teamwork and challenge their skills. Courses should encourage the dog to run naturally, with teamwork challenges according to level of ability.

Hoopers Canada strives to protect the long-term well-being of the dog by maintaining flowing courses. There are no tight turns, wraps, stops or pull-throughs on hoops. As well, entries and exits both into and out of tunnels are straight. The use of barrels and gates also helps reduce stress on turns. The goal for hoopers is to handle from a distance, but there is always the option for handlers to run with their dog if they choose to do so. Hoopers Canada aims to be an inclusive dog sport, accessible to all dogs and handlers.

Handlers and their dogs aim to compete as a smooth functioning team. Handlers should conduct themselves in a sportsmanlike manner and it is the responsibility of the handler to ensure that their dog has received suitable training for the classes in which they are competing. The dog's health and welfare should be the number one priority at all times for the handler. Hoopers Canada promotes positive reinforcement and force-free training.

2. Eligibility for Entry

Dogs must be a minimum of 15 months to compete at a Canine Hoopers of Canada trial.

Any dog, whether purebred or mixed breed, that is fit, healthy and trained is eligible to enter a Canine Hoopers of Canada trial. Dogs must be registered with Canine Hoopers of Canada to be eligible to compete.

Bitches in season are allowed to compete but must wear protective panties during their run. They must also be kept away from the ring areas when not competing and on lead, except when in the ring.

All Canine Hoopers of Canada trials are open to everyone registered with Canine Hoopers of Canada who agrees to abide by all rules and regulations set forth by Canine Hoopers of Canada. Canine Hoopers of Canada reserves the right to refuse membership, trial permits and entry fees.

Competitors and all others attending Canine Hoopers of Canada trials are expected to behave in a civil and sportsmanlike manner towards other people and dogs. Failure to do so may lead to disciplinary procedures.

Judges have the authority to dismiss dogs and handlers from their rings. The judge's decision is final. Trial hosts have the authority to dismiss any dog or person from the trial venue, without a refund. The trial host's decision is final.

All dogs and persons entered at Canine Hoopers of Canada trials are entered at their own risk. While every care will be taken to ensure the health and safety of all competitors and spectators, Canine Hoopers of Canada and any subsequent trial hosts will not be held responsible for loss, damage or injury however caused to dogs, persons, or property while at its events.

3. Membership – Dog & Handlers

A dog must be registered with Canine Hoopers of Canada in order to enter a Canine Hoopers of Canada trial. A lifetime registration fee for each dog is CAD\$25. Each dog will receive an ID number and card to show the trial host for entry.

Handlers must also register with Canine Hoopers of Canada in order to compete at a Canine Hoopers of Canada trial. A lifetime registration fee for each handler is CAD\$25. Each handler receives an ID number.

All handlers registered with Canine Hoopers of Canada agree to abide by Canine Hoopers of Canada rules and regulations. Any handler not adhering to its rules and regulations may be subject to disciplinary procedures.

3.1 Divisions

CHC has 3 size divisions – small, medium, and large. Dogs must be measured to ensure they compete in the correct size division. Dogs are measured using the foreleg between wrist and elbow, otherwise known as the ulna. Measurement is from the carpal joint (wrist) up to the elbow. (See diagram below.)

Dogs must be a minimum of 15 months for their first measure. Dogs measuring on the borderline of two sizes require an additional measurement at 2 years.

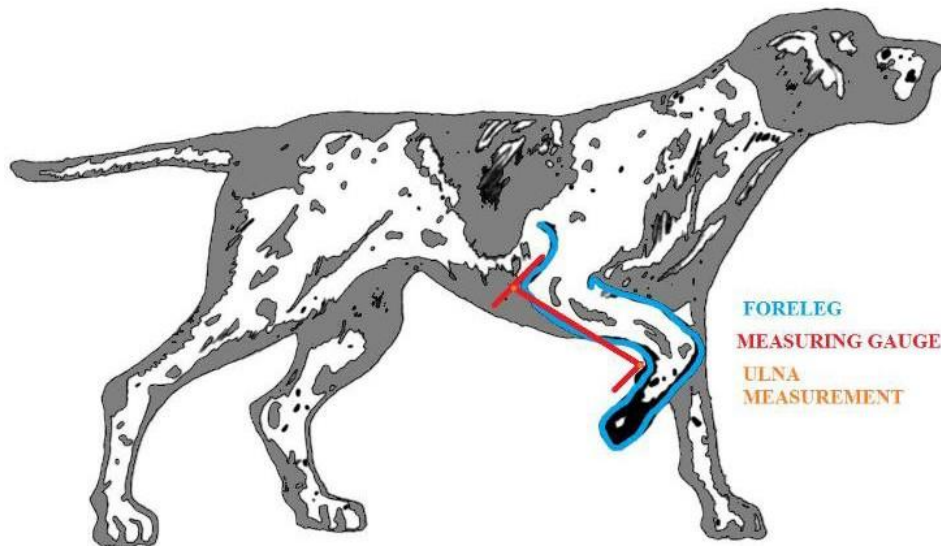
By following the guide and diagrams below, owners can measure their own dogs and add its measure to their application when registering with Canine Hoopers of Canada. However, if a size category seems questionable, a judge can ask for the dog to be re-measured.

Ulna Length

5 inches and under
5 to 7 inches
Over 7 inches

Size Division

Small
Medium
Large



3.2 – Categories

There are now two entry categories

1. **Regular:** Dogs continue to enter by rules for size: Small, medium or large

2. **NEW PREFERRED Category**

“For dogs that find completing full courses too demanding due to physical challenges. This includes veteran dogs and those with medical or other physical conditions. The Preferred category offers courses with shorter sequences”

Dogs that are veterans in agility are permitted but not obligated to run in the Preferred category. This will be at the owner’s discretion

Teams may switch from Regular to Preferred category at any time and in any level from Novice to Proficient.

Preferred courses have a maximum of **16 obstacles**, but all other aspects such as distance, bonuses, times and rules remain unchanged. Size measurements also remain the same: small, medium or large

Please note that once a dog has entered the Preferred category, they must continue to run in that category and no longer qualify for the Regular category

4. *Performance Levels*

There are 5 levels of competition:

- Beginner is now an optional INTRO class for dogs that may not have the distance or skills required for the Novice level. Dogs do not require a title in Beginner to move to Novice but must enter only one level for each class

All dogs must title in Novice to progress to the Intermediate level

- Novice (All dogs must title in Novice to progress thru the levels)
- Intermediate
- Advanced
- Proficient

Veterans/Preferred: Dogs older than 8 years are eligible to register and enter as **Preferred**. Handlers can choose to move their dogs into Veterans at any point following their 8th birthday. Once a dog moves into Veterans, they will remain in that category. **Please note: Preferred is for Novice level and higher**

4.1 *Level Progression*

To advance to the next level of competition, handlers must gain the required number of points at each level.

Beginners – 50 points in Beginners level in order to earn title (**Optional level**)

Novice – 75 points in Novice level in order to earn title and progress to the Intermediate level.

Intermediate – 100 points in Intermediate in order to earn title and progress to the Advanced level.

Advanced – 120 points in Advanced level in order to earn title and progress to the Proficient level.

Proficient – 120 points in Proficient level in order to earn title.

4.2 Earning Points

Points are earned by completing a clean run at competitions for a qualifying score known as a “Q”.

Extra points are earned by successfully attempting the bonus Challenge Lines (CL) or Distance Handling Box (DHB) on runs where a Q is obtained.

	<u>Points Awarded</u>
Clean run within standard course time (45 seconds)	10
Clean run. Over standard course time but within maximum course time (90 seconds)	5

5. Bonus Points

Bonus points can be earned during competitions by using a Distant Handling Box (DHB) or by using Challenge Lines (CL). All courses must contain a “bonus option” and a minimum of one bonus option is included in each course. The judge will decide whether to use DHBs or CLs for a course in any class.

Bonuses are optional; handlers are not required to attempt them. Handlers may always choose to run with their dogs and still achieve a qualifying score.

For handlers using mobility scooters, the handler’s lowest point of contact must remain within the box/behind the line.

<u>Bonus Area</u>	<u>Points</u>	
Distance Handling Box	5 or 10	For a section of the course
Distance Handling Area	15 or 20	For entire course
Challenge Lines	5, 10 or 15	2 or 3 challenge lines

5.1 Distance Handling Box (DHB)

Distance Handling Boxes are used to earn bonus points in two ways: 1) handlers remain in place for a specific section of a course (5 or 10 points) OR 2) handlers remain in place for the entire course (15 or 20 points).

Earning Bonus Points for a **specific section of the course** (5 or 10 points), enables the handler to attempt a section of the course from a distance without having to remain in the box for the entire course. In order to earn ‘bonus section points’ the handler must be completely inside the box before their dog starts to negotiate a bonus section and must remain inside that box until that bonus section is completed successfully.

When designing the course, the judge determines which section of the course will be worth 5 or 10 points when handled from the DHB. The judge must outline this in their briefing. The DHB must also be shown on the course map.

Handlers can earn 15 or 20 points for **remaining in the DHB for the entire course**. They must be inside the DHB before the dog negotiates the first obstacle and must remain inside that box until the dog has completed the last obstacle on the course. If the handler leaves the box at any point before the dog has successfully completed the last obstacle, then those bonus points will not be awarded.

The DHB extra points are awarded for clean runs only.

5.2 Distance Handling Box: Shapes and Sizes

Distance Handling Boxes can be square, rectangular or circular (DHA). Measurements vary by level.

Beginners level: 16' x 16' (square), 12'X20' (rectangle) Circle not an option in this level

Novice level: 13'X13' (square), 10'X16' (rectangle) or 14.6'. diameter (DHA)

Intermediate Level: 10'X10' (square), 11.5' diameter (DHA)

Advanced Level: 8'X8' (square), 9' diameter (DHA)

Proficient level: 6.5'X6.5' (square), 7' diameter (DHA)

5.3 Challenge Lines (CL)

Challenge lines are permitted in Beginner, Novice and Intermediate levels only. Lines are used to split up the ring area.

A course may offer 2 or 3 Challenge Lines at the judge's discretion, depending on course design.

5, 10 or 15 bonus points can be awarded, depending on the number and difficulty of CLs.

Challenge Lines cross the entire ring, either horizontally or vertically, giving the handler full freedom of movement across whichever CL they choose to remain behind. Remain behind the line for the entire course to earn bonus points. The direction of the start and finish positions determines the direction of the course and subsequently where the challenge lines are placed, beginning with the highest point line (furthest distance) to the lowest point line (least distance).

A handler is permitted to move from a higher value CL to a lower value CL during their run. However, they would only be awarded bonus points for the lower value CL.

Challenge Line points are awarded for clean runs only.

6. Placings

At Canine Hoopers of Canada competitions, placings are determined by highest points, least faults and then fastest time. Teams are recognized for the First, Second and Third placements in each class.

7. Classes

There are 3 main classes and an optional Challenge Class

Hoopers (H) – courses designed using mainly hoops. Barrels or gates are permitted in all levels. Points gained in Hoopers (H) classes count for progression in this class only.

Parkour (P) – courses designed by using a combination of hoops, barrels, tunnels, and gates. Points gained in Parkour (P) classes count for progression in this class only.

Tungo (TG) – courses designed by using mainly barrels and tunnels. Gates and hoops may also be used in the higher level courses. Points gained in Tungo (T) classes count for progression in this class only.

The judge will decide whether to use DHBs or CLs for a course in any class. (Note: CL may only be used in Beginner, Novice and Intermediate).

Competitors attend a briefing and have time to walk the course before each class begins (5 to 7 minutes).

7.1 NEW CHC CHALLENGE CLASS (CH): A distance handling only class, with one distance challenge.

Running with your dog is not permitted for the CHC Challenge Class

Novice and Intermediate use the same course with the required distance challenge for each level.

Advanced and Proficient use the same course with the required distance challenge for each level.

Times: Clean run points: Standard course time: 45 sec = 10 points. Maximum course time: 90 sec. = 5 points (run must be clean with no faults)

Points: Maximum bonus points (20 for DHB/DHA) minus deductions for faults = handler's final score. Note: Handler must remain in the handling area. Stepping out of the handler area results in elimination and no score for the run

Example: Begin with 20 points. Dog runs clean. Handler remains in DHB/DHA and time is under 45 seconds. (20 + 10 clean run points) = 30 total points

OR: Begin with 20 points. Dog crosses fault line. Handler remains in DHB/DHA. Score: minus 5 faults = 15 total points earned (no clean run points awarded)

Equipment: Judge's choice (Hoopers, Parkour or Tungo)

Note: Because courses are the same for both Novice and Intermediate, as well as for Advanced and Proficient (other than distance measurements), the first run counts if competitors choose to enter two classes. FEO cannot be entered in the lower class if the dog is running in the higher level (example: dog cannot enter FEO in Novice and then run Intermediate for points)

Faults: Challenge Class Only

5 faults

- Crossing Fault Line

10 faults:

- Missed Obstacle (Novice Only)
- off course obstacle
- take an obstacle in the wrong direction

Elimination:

- missed obstacle (Intermediate, Advanced, Proficient)
- Carrying something in the hand once in the ring, except for a mobility aid
- Feeding a dog entering or exiting in the ring
- Starting before told to do so, by the scribe/timer or judge
- Dogs running in the wrong level
- Hanging tag on collar

DHB/DHA – Novice/Intermediate, Advanced/Proficient

Challenge lines are not permitted in the Challenge Class

The Challenge Class will have its own title, separate from the three main classes (see Challenge Class Titles)

8. Equipment

CHC obstacles consist of hoops, barrels, gates, and tunnels.

8.1 Hoops

The “hoop” is made from hula hoops or PEX pipe material and is inserted into the base uprights. The hula hoop/PEX pipe is pushed in until it contacts the bottom of the hoop base.

Hoop upright can be made from other materials provided they are safe and have no sharp areas where a dog could injure themselves. Hoops should be weighted down to maintain their position outside in the elements. They should NOT be pegged or difficult to move, in case of impact.

Width between the supporting feet: 34 or 36 inches (86 to 91.5 cm)

Height of the hoop: 36 or 38 inches (91.5 or 96.5 cm)

Supporting feet: at least 12 inches (30.5 cm) in each direction

Uprights: 16 or 18 inches (40.6 to 45.7 cm) tall



Beginning **January 1st 2026**, for safety reasons, all trial hosts must use baseless hoops only for sanctioned trials

8.2 Barrels

Barrels used should be made of either a mesh material, cloth, or plastic material.

Barrels are 23 to 27 inches (58 to 68.5 cm) in diameter and at least 28 inches (71 cm) tall. Barrels may need to be weighed in windy weather for safety. Blue barrels (shown below) are a good example to use for Hooper classes; pop-up bins that are the same height and diameter could also be used. For competitions, **Provided barrels meet the CHC requirements, trial hosts are permitted to use both pop up and plastic barrels in the same course**

The colour of the barrel:

- Must be clearly visible to dogs (Dogs see bold yellows and blues best and have the most difficulty seeing reds)
- Must also contrast (to a dog) with its surroundings

If the colour of the barrel is not easily visible to dogs, contrast strips must be attached.

The barrels must not be securely held in place. To prevent them from rocking, or easily being moved, they can be stabilized with internal weights. Adding internal weights must not in any way compromise the safety of dogs.



8.3 Gates

Gates are made of a lightweight material that is damage-resistant and has no sharp edges. Aluminum, PVC, or safe synthetic materials are allowed.

A gate must be designed to:

- Allow eye contact between dogs and handlers
- Prevent dogs from going through it
- Avoid impeding the expected path of the dog
- Always maintain a secure and stable position
- Be difficult to knock over

Width: 3 to 4 ft (1 to 1.2 m)

Height: 3 to 4 ft (1 to 1.2 m)

Support Feet: 2 ft (.6 m)



8.4 Tunnels

The tunnel is made of a flexible material that is damage-resistant and has no sharp edges.

The colour of the tunnel (in the upper area or throughout):

- Must be clearly visible to dogs
- Must also contrast (to a dog) with its surroundings
- Must always be pulled out to full length

31.5-to-32-inch (80 cm) diameter tunnels are used and can be from 3 to 6.5 ft (1 to 2 m) in length.

Safety rules are paramount with tunnels; they must be secured at all times with tunnel bags.

Bottomless tunnels have nothing across the bottom and will need to be secured in outside elements.

Entrances to tunnels should be straight. A tunnel exit can be slightly curved to the next object, provided the view through the tunnel from the dog's angle is straight.



For sanctioned trials, the same style of tunnel must be used in a class.

9. Ring Layout

Beginner: minimum 60'X65', maximum 60'X80'

Novice: minimum 60'X65'

Intermediate: minimum 60'X80'

Advanced: minimum 60'X80'.

Proficient: minimum 80'X100'

The surface must be suitable for the safe running of dogs and handlers and must allow all obstacles to sit level. Ring area must have fencing or barrier, no less than 30 inches high and include entrance and exit pens.

9.1 Measuring A Course

Courses designed using computer software sometimes show gaps between obstacles. However, this can be confirmed at the competition with a suitable measuring device, such as a measuring wheel. Length of tunnels are not included in measuring gaps between obstacles, or when using a gate. Distances to and from barrels will be from the base of the barrel to the furthest side of the next barrel.

10. Course Layout

Minimum and maximum distance between obstacles is determined by level. Distance may be extended to the following obstacle to give dogs a smoother opportunity to line up for the next obstacle. The length of a tunnel is not counted in measuring between hoop-tunnel-hoop sequences. The width of a barrel is not included in the measuring of the course.

When measuring courses, judges should measure the dog's path between obstacles.

Canine Hoopers Canada's goal is courses that are smooth and flowing. Lines on Hoopers courses can make a curving turn rather than at right angles, particularly in the lower levels. Barrels and gates help dogs make a more acute turn without excessive stress and align them with the next obstacle. Minimum and maximum obstacles on course are determined by level. Pull-throughs, backsides, sharp turns and wraps on hoops are NOT permitted.

Obstacles are numbered and must be taken in the correct order. The placement of the number for an obstacle determines the direction in which it should be taken. When a number is placed in the center of an obstacle, competitors may take the obstacle in either direction. Barrel numbers are usually placed on the floor out to the side where the dog must pass. When this is not possible, numbers can be placed on top of the barrels providing it's clear which direction the dog must travel.

Depending on their design, courses may be more suited for using lines (beginner, novice, inter), a box, or a circle. Judges decide which portion of the course is to be the bonus portion. If using a Distance Handling Box, obstacles should not be located inside the area. However, the distance handling box can be placed close to the dog's path or allow a dog's path to cross part of the box.

10.1 Course Times

Standard course time is 45 seconds. Maximum course time is 90 seconds.

10.2 Number of Obstacles and Spacing

Spacing between obstacles ranges from a minimum of 16' to a maximum of 30' (depending on level) allowing extra space for turns.

Beginners

Number of Obstacles: 12 to 15

Recommended distance between obstacles: 16' to 18' allowing 20' for turns

Handler Area Size (DHB): 16'X16' (square); 12'X20' (rectangle)

Distance to furthest obstacle from DHB: between 20' and 25'

Maximum distance challenge using CL: 30'

Novice

Number of Obstacles: 15 to 20

Recommended distance between obstacles: 16' to 24' allowing extra space for turns

Handler Area Size (DHB): 13'X13' or 10'X16' or 14' 6" diameter DHA

Distance to furthest obstacle from DHB/DHA: 30' to 35'

Maximum distance challenge using CL: 45'

Intermediate

Number of Obstacles: 18 to 25

Recommended distance between obstacles: 18' to 26' allowing extra space for turns

Handler Area Size (DHB): 10'X10' or 11.5' diameter DHA

Distance to furthest obstacle from DHB or DHA: 40' to 45'

Maximum distance challenge using CL: 55'

Advanced

Number of Obstacles: 20 to 25

Distance between obstacles: 20' to 26'

Handler Area Size: DHB: 8'X8' square or 9' diameter DHA

Distance to furthest obstacle from DHB/ DHA: 50' to 55'

No CL permitted in this level

Proficient

Number of Obstacles: 20 to 25

Distance between obstacles: 25' to 30'

DHB: 6.5' X 6.5' square or 7' diameter DHA

Distance to the furthest obstacle from the DHB/DHA: 60' to 65'

CL not permitted in this level

11. Course Design

Judges are responsible for the design of their courses. When designing a course, the judge must at all times give total consideration to the safety of the dog and handler. Particular care should be taken to make sure the course is smooth and flows from one obstacle to another, and avoids wraps, sharp/tight turns or stops. This must include safe entry and exit angles to tunnels. When designing a course, good practice is to create a course with similar spacing throughout, to encourage a regular pace from the dog. If there are competitors with mobility issues entered, the judge will be informed in advance in order to make any course adjustments.

Barrels will be numbered according to the line the judge wishes the dog to take. If the judge allows a turn on either side of a barrel, the obstacle's number will be centered.

11.1 Start and Finish

The start and finish obstacle may be a **hoop or tunnel in Parkour, Tungo or Challenge courses**. It is acceptable that the start obstacle and the finish obstacle be the same hoop or tunnel. The Hoopers course must start and finish with a hoop.

Both the Start and the Finish areas should have enough space (at least 15 ft) from the ring edge, for a dog to safely begin and end its run.

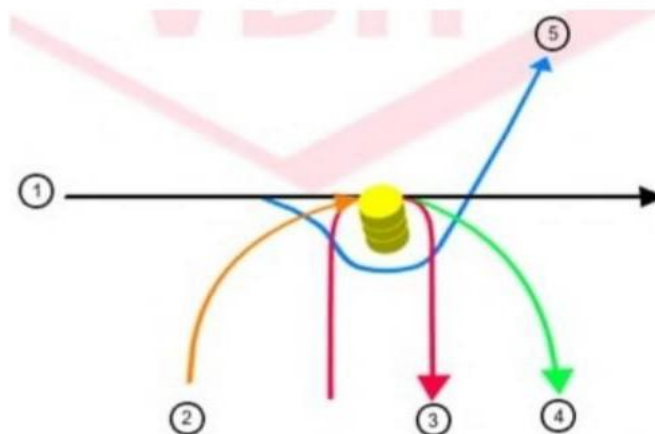
All courses must be numbered. Numbering is positioned on, or by, the obstacle to clearly show the handler the required route for each dog around a course.

11.2. Turns around a Barrel

Acceptable ways to use a barrel to allow for a smooth path:

- Using the barrel to go straight on e.g. #1
- Using the barrel to take a curved turn e.g. #1 to #4
- Using the barrel for a right or left turn e.g. #2 to #4
- Using the barrel for a complete turn (dog goes all the way round) e.g. #3

Note: The blue line (#5) would not be permitted for Beginner and Novice.



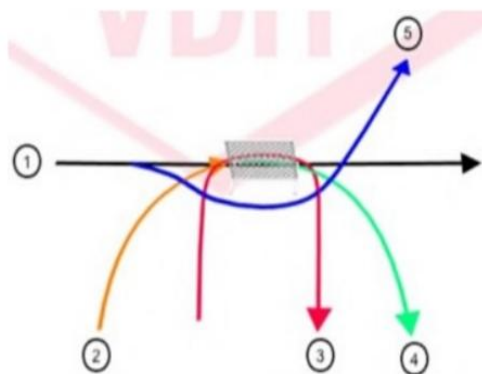
11.3 Accepted Ways to Use the Gate

- Using the gate to go straight on e.g. #1
- Using the gate to take a curved turn e.g. #1 to #4
- Using the gate for a right or left turn e.g. #2 to #4

Note: Using the gate for a complete turn (#3) or the blue line (#5) would not be permitted for Beginner Level courses

Use of gate for #3 is permitted in Novice but #5 is not permitted for Novice

Position of the gate: The gate is ideally placed so the handler is positioned level with its flat side



11.4 Obstacle Placement + Handling

The number of obstacles for each course depends on level (see section 10.2). Pull-throughs and wraps on hoops are not permitted. This includes wrapping the first obstacle. Dogs must start from the numbered side of the first obstacle and cannot be sent around from the wrong side. Courses can start and finish in the same place depending on circumstances. Start and Finish positions do not need to be at the ring edge but should be located beside a bonus area in lower levels.

Obstacles are numbered and must be taken in the correct order. The placement of the number for an obstacle determines the direction in which it should be taken and the expected line of travel of the dog. Where a number is placed in the centre of an obstacle, competitors may take the obstacle in either direction.

Dog must begin in a start position in front of the first hoop (dog cannot start from inside the handling box)

The judge's decision is final in all competitions.

Judges have the option of using an **assistant judge** to observe the handler at positions on the course where it may be difficult to assess the dog's movements, e.g. when the handler is in the Distance Handling Box or behind a bonus Challenge Line. This allows the judge to give full attention to correctly scoring the dog as it completes the course.

12. Scoring

Handler and dog teams must attempt the course in a sportsmanlike manner and must do their best to take every obstacle in the correct order.

12.1 Faults

Beginner Level

The fault line rule has been revised for the **Beginner Level**. For this level, the fault line rule no longer applies. As long as the dog successfully completes the obstacle, no fault will be given for crossing the fault line.

If the dog is unable to complete the obstacle after three attempts, they must proceed to the next obstacle. In this case, a missed obstacle fault will be assigned.

Novice, Intermediate, Advance, Proficient

- **Fault Line: (replaces refusal rules) 5 faults** for crossing a fault line (Run by) – [see map](#)

(Fault line penalty can only be called once per obstacle, however after 3 attempts the judge will request the team move on and only a missed obstacle fault will be called)

- **5 faults** if the dog crosses the fault line on the first or last obstacle (run is still timed)
- **Teams are not** faulted for retrying an obstacle. If a dog crosses the 'fault line', the handler may bring the dog back to retry, however after 3 attempts the judge will request the team move on and only a missed obstacle fault will be called

All Levels

- **5 faults** if a handler intentionally touches the dog during their run
- **5 faults** for displacing an obstacle or timer (unless the judge determines the cause was the dog's tail)
- **Time fault** Any fraction of a second over maximum course time will be added to the total number of faults as that fraction of time, e.g. 1.23 seconds = 1.23 faults.

Beginner + Novice only

- **10 faults** if the dog misses an obstacle – (scored as missed when the dog skips an obstacle and takes the next obstacle)
- **10 faults** Dog taking the wrong obstacle or wrong direction on the course (off-course)

12.2 Elimination

Teams will be eliminated (receive a non-qualifying score) on their run for:

- Missing/skipping 3 obstacles on the course (**Beginner + Novice only**)
- Carrying something in the hand once in the ring, except for a mobility aid
- Feeding a dog entering or exiting in the ring
- Starting before told to do so, by the scribe/timer or judge
- Dogs running in the wrong level
- Hanging tag on collar

Intermediate, Advanced + Proficient Only

- Dog taking the wrong obstacle or wrong direction on the course (off-course)
- Missing an obstacle

12.3 Dismissal

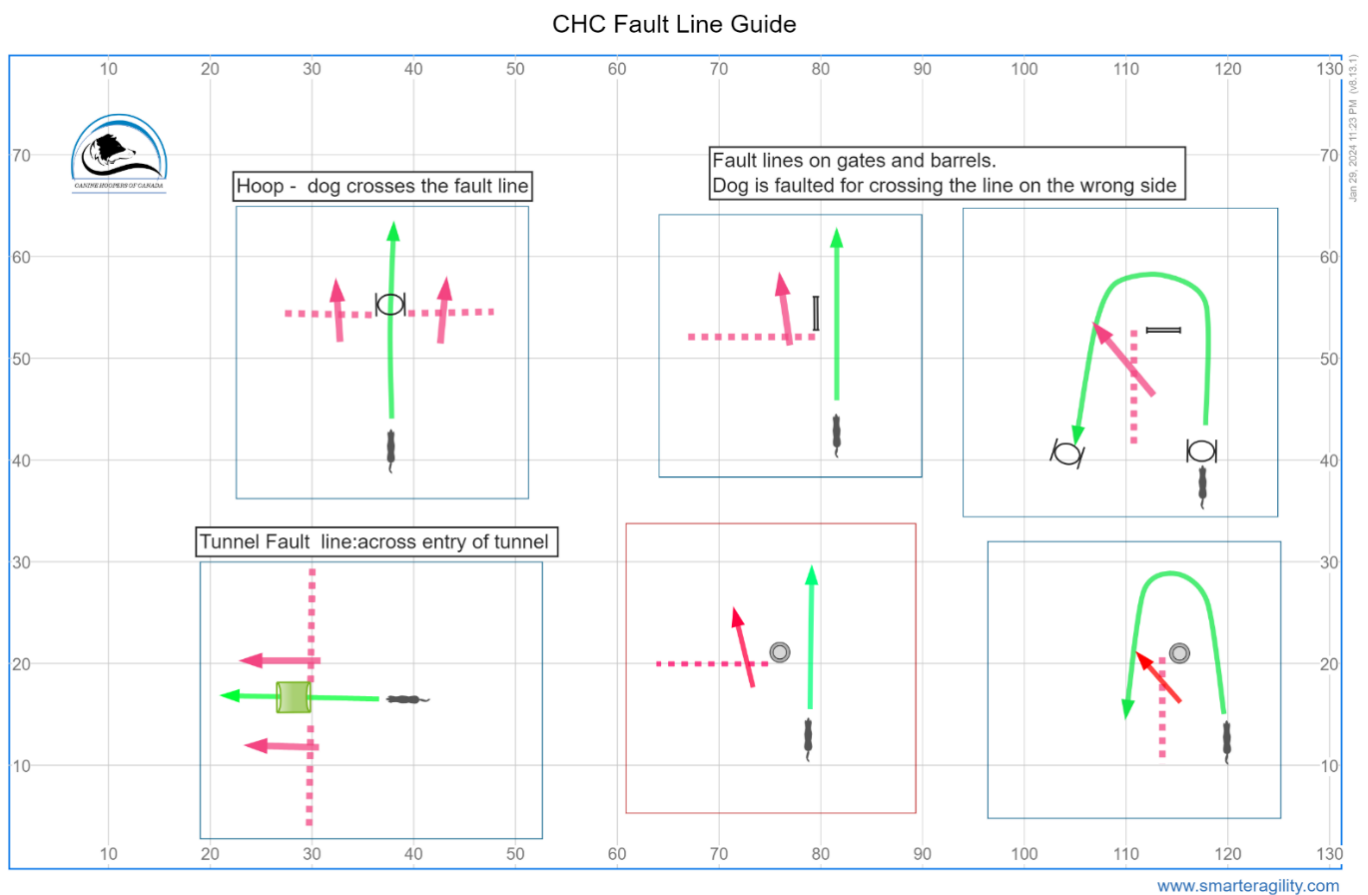
Teams will be dismissed from the ring and must leave immediately (receive no score) for:

- Dog fouling in the ring
 - Harsh handling – this MUST also be reported to the trial host immediately
 - Signs of aggression in the dog (this includes the dog biting the handler)
- Note: dogs who need space will be given adequate space before, during and after their run, allowing them to join in the fun.

12.4 Training in the Ring

- When the dog repeats or retakes one or more obstacles or when the handler directs the dog to repeat or retake one or more obstacles. No score will be recorded maximum course time will apply

Fault Line Map:



13. Judging

Judges must judge in accordance with CHC rules and regulations. The judge is responsible for the design of their course and must always give total consideration to the safety of the dog and handler, while also taking weather conditions into account.

Judges must submit course maps to CHC for approval, before sending them to the trial host. Course maps must be displayed and are either printed, posted, or emailed to all competitors. Judges must always observe the dog and handler while they are in the ring. It is the competitor's responsibility to be available for their class so judging can stay on schedule.

Judges have the option of using an **assistant judge** to observe the handler at positions on the course where it may be difficult to assess the dog's movements, e.g. when the handler is in the Distance Handling Box or behind a bonus Challenge Line. This allows the judge to give full attention to correctly scoring the dog as it completes the course.

A dog may be handled by a CHC-registered person other than the dog's registered handler and points will be given to that dog as if it had been the registered handler running the dog. A judge's dog can run in a class while they are judging provided the handler is a CHC member. A judge may also run their own dog if another certified CHC judge steps in to judge the run. Points will be given accordingly.

14. For Exhibition Only (FEO)

The handler must inform the scribe that the run is FEO when entering the ring and before beginning their run. The handler then has the maximum course time of 90 seconds in the ring. A silent toy may be used when running FEO. Training treats/small individual treats may NOT be taken into the ring.

A handler may choose to run FEO in any class including a class they have progressed beyond.

15. Awards

All qualifying runs are eligible for a Q ribbon. Placement ribbons will be awarded to the 1st, 2nd and 3rd places for each class. Title ribbons will be awarded for each title earned.

16. Titles

CHC Beginner Level Titles		
Earned under 2 judges		
BHDC	BPDC	BTDC
50 points Beginner Hoopers	50 points Beginner Parkour	50 points Beginner Tungo
CHC Beginner Collective Title = BHDC + BPDC + BTDC		

CHC Novice Level Titles		
Earned under 2 judges		
NHDC	NPDC	NTDC
75 points Novice Hoopers	75 points Novice Parkour	75 points Novice Tungo
CHC Novice Collective Title = NHDC + NPDC + NTDC		
CHC Intermediate Level Titles		
Earned under 2 judges		
IHDC	IPDC	ITDC
100 points Intermediate Hoopers	100 points Intermediate Parkour	100 points Intermediate Tungo
CHC Intermediate Collective Title = IHDC + IPDC + ITDC		

CHC Advanced Level Titles		
Earned under 2 judges		
AHDC	APDC	ATDC
120 points Advanced Hoopers	120 points Advanced Parkour	120 points Advanced Tungo
CHC Advanced Collective Title = AHDC + APDC + ATDC		

CHC Proficient Level Titles		
Earned under 2 judges		
PHDC	PPDC	PTDC
120 points Proficient Hoopers	120 points Proficient Parkour	120 points Proficient Tungo

Hoopers Trial Champion of Canada HTChC	PHDC + PPDC + PTDC
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Certificates will be awarded for each title via email. Hard copies can be ordered for a set price.

16.1 Challenge Class Titles

CHC Challenge Class		
Novice Challenge Dog of Canada	75 points Earned under 2 judges	NCHDC
Intermediate Challenge Dog of Canada	100 points Earned under 2 judges	ICHDC
Advanced Challenge Dog of Canada	120 points Earned under 2 judges	ACHDC
Proficient Challenge Dog of Canada	120 points Earned under 2 judges	PCHDC

CHC – Challenge Trial Champion CHC-CHaTch	NCHDC + ICHDC + ACHDC + PCHDC
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17. Hosting a CHC Event

Clubs and individuals can apply directly to Canine Hoopers of Canada for a permit to hold a sanctioned Canine Hoopers of Canada competition. Application forms are available from Canine Hoopers of Canada.

Trial host/club is responsible for and must provide:

- Trial premium
- Adequate toilet facilities
- Equipment to Canine Hoopers of Canada (CHC) regulations
- Suitable ring surface, fencing or barrier no less than 30" high and include entrance/exit pens or gates
- Timing devices
- Placement, qualifying and title ribbons with CHC name and logo
- Qualified Judges

Trial host/club must be fully insured.

In the event that the show is cancelled due to unforeseen circumstances, the host club will refund fees, less reasonably incurred expenses.

17.1 Trial Entries and Premiums

Trial hosts have the choice of offering entry online, by paper, email etc.

A copy of the trial premium will be provided to CHC upon request.

All premiums should include the following:

- Name and Logo of CHC
- Name of host Club or individual
- Date, time, venue address
- Details of how to enter
- Open and closing dates
- Entry fees
- List of classes and levels offered
- Description of classes offered
- Details of extra points
- Dog measuring reference
- Name of judge
- Reference to rules + guidelines
- Disclaimer

See CHC Trial Host handbook for details of hosting a trial

18. General Rules

- Competitors are responsible for ensuring their dogs are adequately trained to a safe standard for the nature of the competition entered
- Dogs suffering from a contagious disease or that have been in contact with any dog suffering from a contagious disease must not be brought to the trial venue
- It is the competitor's responsibility to be available for their class
- While competing, dogs can either have their collar removed or wear a close-fitting flat collar with nametags that are flush fitting. No hanging tags or similar may be attached to the collar. No choke, harnesses or head collars are permitted while competing
- All awards must be collected on the day of the trial
- All dogs must at all times, be kept under proper control in all areas of the trial venue
- Owners/handlers are responsible for cleanup after their dogs in all areas of the trial venue
- No person shall carry out any physical disciplining or excessive harsh verbal correction of a dog at any time during the trial
- A silent toy may be carried by the handler when running FEO only
- Competitors are expected to respect space from other dogs and handlers, especially in the case of reactive/sensitive dogs
- Competitors are expected to keep 6 ft (1.8 m) back from the ring boundary when the ring is in use
- Dogs are not allowed to lunge at the rings, other competitors, or their dogs
- Prior to course walking, judges may run a white dog or ask for a white dog to be run in order to check their lines etc. White dogs are not allowed to compete in the same class they run as a white dog
- Handlers must not make deliberate contact with any of the equipment during their run
- Handlers must not pass over or through any piece of equipment during their run
- Dogs and handlers may only enter the ring once instructed to do so
- Dogs may only enter the ring in order to complete their run and should not be in the ring at any other time
- Toys and any other handler belongings must be left outside the ring or in the exit pen and not within the ring boundary. (If placing in the exit pen, this should be done prior to entering the ring)
- Leashes must be left at the gate (for the leash runner). The leash cannot be left in the DHB or dropped at the start line. If the handler decides to keep the leash, then it must be secured in a pocket prior to the run starting. If the dog interacts with the leash once their run has started and prior to finishing their run, they will be eliminated.
- No food within the ring boundary

19. Contact CHC

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