



Canine Hoopers of Canada

Revisions and Changes Reflected in Official Rules & Guidelines 2.0

Effective Feb. 1, 2024

1. Introduction – Clarification: Hoopers Canada strives to protect the long-term well-being of the dog by maintaining flowing courses with no tight turns, wraps, stops or pull-throughs on hoops. Straight entries and exits into/out of the tunnel and using barrels/ gates to 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.

4.2 Earning points: Clarification: Fastest clean run in each size division, for that course – earns 5 bonus points

5.0 Bonus Points and 5.1 Distance Handling Box

:DHB – 5 or 10 points for a portion of the course. 15 or 20 points for the entire course

: Challenge Lines – 5, 10 or 15 points for the entire course (2 lines minimum, 3 lines max)

5.3 Challenge Lines: 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.

7. Classes: Hoopers: courses designed using mainly hoops. One barrel or gate is permitted in Beginner and Novice

Tungo: (1-2 gates are permitted)

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).

8.1 Hoops: 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

8.2 Baseless Hoops: 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.

9. Ring Layout

Beginner and Novice Rings: a minimum of 60 ft X 65 ft (18.2 X 19.8 m)

Ring area must have fencing or barrier, no less than 30 inches high (76.2 cm) and include entrance and exit pens.

10. Course Layout: Courses begin with a minimum of 15 ft (4.5 m) between obstacles.

10.2 Number of Obstacles and Spacing: Spacing between obstacles ranges from a minimum of 15 ft (4.5 m) to a maximum of 26 ft (8 m) allowing extra space for turn

Beginners

Number of Obstacles: 15 to 20

Recommended distance between obstacles: 15 to 22 ft (4.5 to 6.7 m) allowing extra space for turns

Handler Area Size (DHB): 16 x 16 ft (square); 12 x 20 ft (rectangle) or 18 ft diameter (circle)

Metric equivalent: 4.8 x 4.8 m (square); 3.6 x 6 m (rectangular) or 5.5 m diameter (circle)

Distance to furthest obstacle from DHB: 33 ft. (10 m)

Maximum distance challenge using CL: 40 ft (12 m)

Novice

Number of Obstacles: 15 to 20

Recommended distance between obstacles: 15 to 22 ft (4.5 to 6.7 m) allowing extra space for turns

Handler Area Size (DHB): 13 x 13 ft or 10 x 16 ft or 14' 6" diameter

Metric equivalent: 4 x 4 m (square); 3 x 5 m (rectangle) or 4.5 diameter (circle)

Distance to furthest obstacle from DHB: 40 ft. (12 m)

Maximum distance challenge using CL: 50 ft (15 m)

Intermediate

Number of Obstacles: 15 to 25

Recommended distance between obstacles 16 to 26 ft (5 to 8 m) allowing extra space for turns

Handler Area Size (DHB): 8 x 8 ft (2.5 x 2.5 m) or 10 x 10 ft (3 x 3 m) or 9 ft or 11' 6" (2.7 or 3.5 m) diameter

Distance to furthest obstacle from DHB: 50 ft. (15 m)

Maximum distance challenge using CL: 60 ft (18 m)

11.4 Obstacle Placing and Handling

Dog must begin in a start position behind the first hoop (handler cannot send from the DHB)

12.1 Faults

- **Fault Line: (will replace 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 to move on and only a missed obstacle fault will be called)

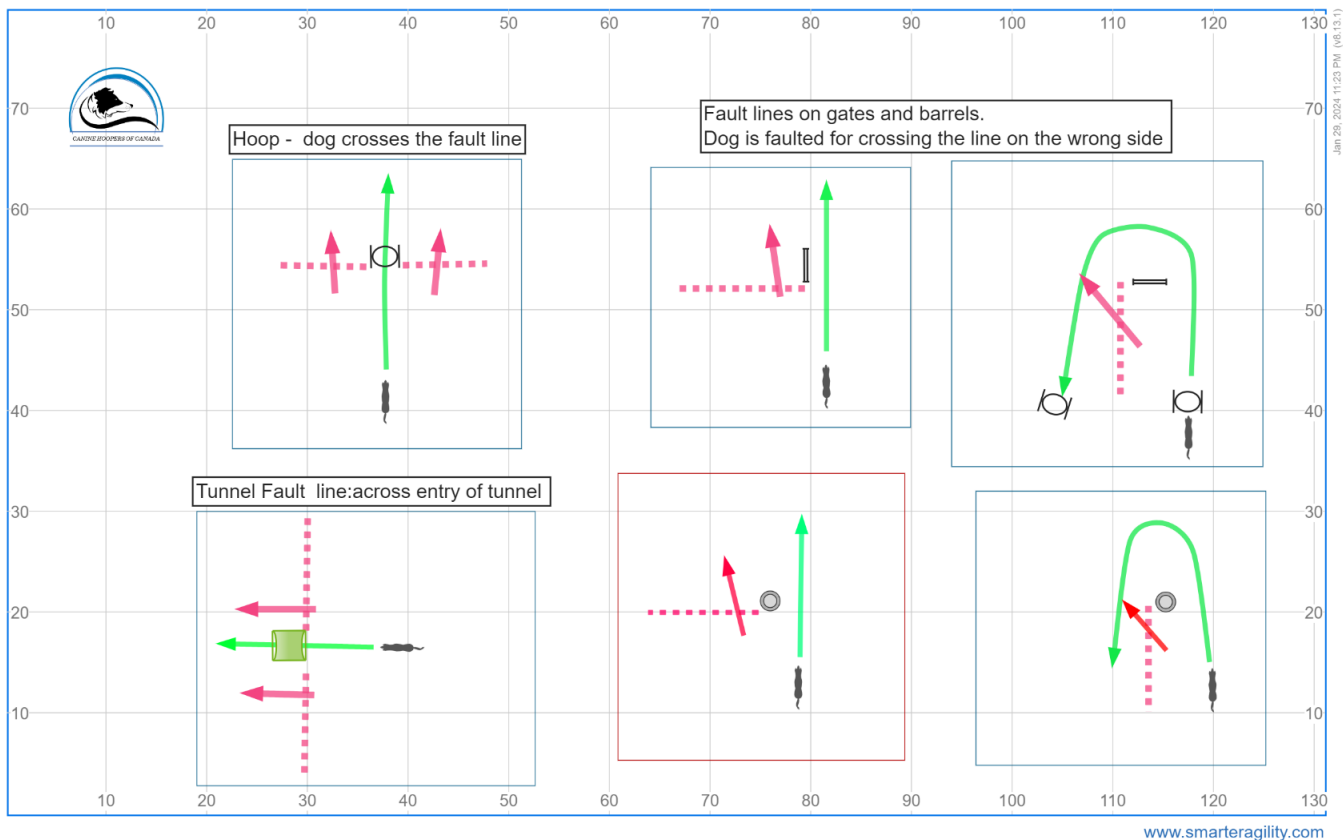
- **5 faults** if the dog crosses the fault line on the first or last obstacle. Teams will be given the standard course time as their time
- **5 faults** if a handler intentionally touches the dog during their run
- **5 faults** if the dog stops all motion (freezes) for 3 or more seconds
- **5 faults** for displacing an obstacle or timer (unless the judge determines the cause was the dog's tail).

NEW: the team is no longer 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

Beginner and 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)
- **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.

CHC Fault Line Guide



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

13. Judging

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.

17. Hosting an Event

Suitable ring surface and **fencing or barrier no less than 30" high** (76 cm) and include entrance and exit pens.

18. General Rules

- 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.

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