
CHC Rules and Guidelines 2.0

February 2024



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.

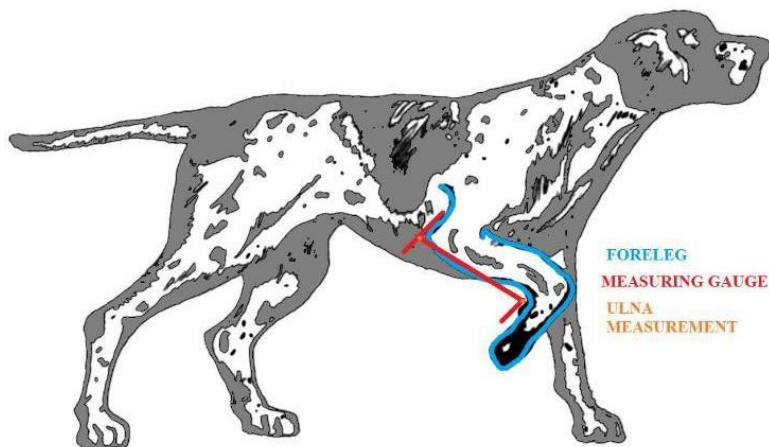
3.1 Size Divisions

CHC has 3 size divisions – small, medium, and large. Dogs must be measured to ensure they compete in the correct size category. 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 trial official can ask for the dog to be re-measured.

Ulna Length	Size Category
5 inches and under	Small
5 to 7 inches	Medium
Over 7 inches	Large



4. Performance Levels

There are 5 levels of competition:

- Beginners (starting point for all dogs new to CHC)
- Novice
- Intermediate
- Advanced
- Proficient

Veterans: Dogs older than 8 years are eligible to register and enter as Veterans. Handlers can choose to move their dogs into Veterans at any point following their 8th birthday. However CHC advises competitors not to move to Veterans until this change is appropriate for their dog's physical condition. For example, if a dog is still participating in other more physically demanding sports (e.g. flyball or agility), they are not eligible for Veterans. Courses are adjusted to suit the veteran dog in the higher levels, with a reduced number of obstacles (maximum of 18 obstacles). Once a dog moves into Veterans, they will remain in that category.

4.1 Level Progression

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

Beginners – 100 points in Beginners level in order to earn title and progress to the Novice level.

Novice – 200 points in Novice level in order to earn title and progress to the Intermediate level.

Intermediate – 300 points in Intermediate in order to earn title and progress to the Advanced level.

Advanced – 400 Points in Advanced level in order to earn title and progress to the Proficient level.

Proficient – 500 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
Fastest clean run for that course, in each size division	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.

Bonus Area	Points	
Distance Handling Box	5 or 10 15 or 20	For a section of the course 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 a circle. Measurements vary by level.

Beginners level: 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 (rectangle) or 5.5 m diameter (circle)

Novice level: 13 x 13 ft (square), 10 x 16 ft (rectangle) or 14’ 6” diameter (circle)

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

Intermediate, Advanced and Proficient levels Size is determined by the judge. Boxes must be a minimum of 8 x 8 ft (2.5 x 2.5 m) and maximum of 10 x 10 ft (3 x 3 m) for squares, or a 9 ft to 11’ 6” (2.7 to 3.5 m) diameter for circles.

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 the least faults, highest points and then fastest time. Teams are recognized for the First, Second and Third placements in each class.

7. Classes

There are 4 main class types.

Hoopers (H) – courses designed using mainly hoops. One barrel or gate is permitted in Beginner and Novice. 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 : (1-2 gates are permitted). Must have a hoop as a start and finish obstacle. Points gained in Tungo (T) classes count for progression in this class only.

Choice (C) – courses designed using two numbered courses and using any type of course (Hoopers, Parkour or Tungo – Judge's choice). Handlers have the option of which numbered course they want to run. Points gained in Choice (C) 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).

8. Equipment

CHC obstacles consist of hoops (based or baseless), barrels, gates, and tunnels.

8.1 Hoops

The hoop has two pieces: the base and the hoop

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

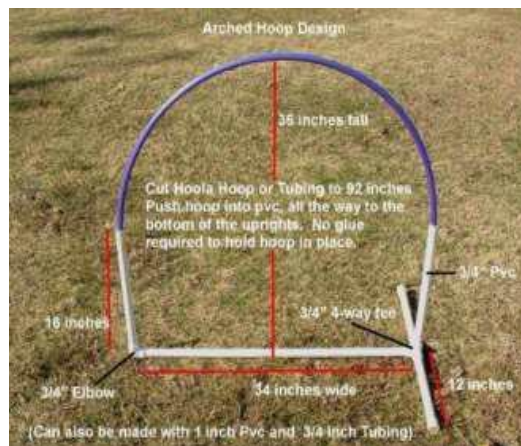
Base of the hoop: 34 or 36 inches (86 or 91.5 cm) wide

Support feet: extend at least 12 inches (30.5 cm) in each direction on one side or both sides

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

The base is made from PVC pipe, measuring from $\frac{3}{4}$ to 1 inch (1.9 to 2.5 cm). The “hoop” part 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 bases 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.**



8.2 Baseless Hoops

Baseless hoops are the same height and width, without a bar between the feet

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



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.

8.3 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, always use the same style of barrel in a class.

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.



8.4 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)



8.5 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.



9. Ring Layout

Beginners and Novice rings: a minimum of **60 ft X 65 ft (18.2 X 19.8 m)**

Intermediate, Advanced and Proficient levels: a minimum of 80 x 100 ft (24.4 x 30.5 m)

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 (76 cm)** 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

Courses begin with a minimum of 15 ft (4.5 m) between obstacles. This 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. Maximum distance between any obstacle is 26 ft (8 m) for all classes.

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. Courses start using a minimum of 15 obstacles and go up to a maximum of 25 obstacles. 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.

Courses will be adjusted to suit the **veteran dog** in the higher levels, with a maximum of 18 obstacles. Bonus Challenge Lines or Boxes may still be used if handlers so choose.

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 **15 ft (4.5 m)** to a maximum of 26 ft (8 m) allowing extra space for turns.

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)

Advanced and Proficient – TBA

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, a 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 obstacles for all courses must always be a hoop. It is acceptable for the Start and Finish obstacles to be the same hoop.

Both the Start and the Finish areas should have enough room (at least 15 ft/4.5 m) away from the ring edge, for a dog to safely begin and end its run.

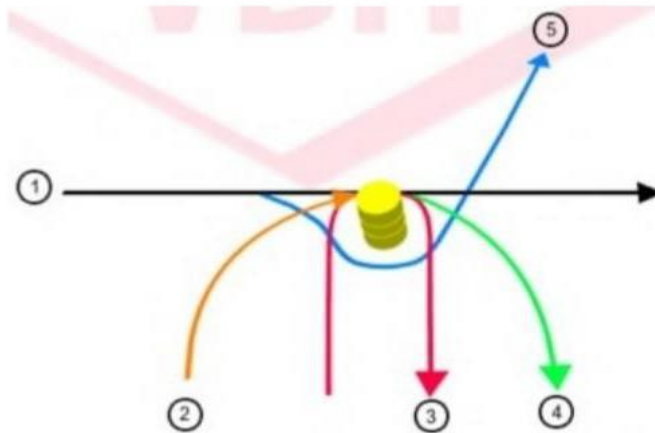
All courses must be numbered. Numbering is positioned on, or by, the obstacle to clearly show the handler the required route for each dog around a course.

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

The blue line (#5) would **not** be recommended for use in lower levels of competition.

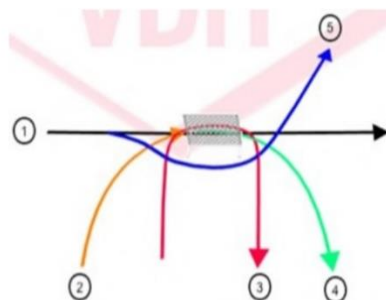


11.3 Accepted Ways to Use the Gate

- 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

Using the gate for a complete turn (#3) or the blue line (#5) would **not** be recommended for use in lower levels of competition.

Position of the gate: The gate is ideally placed so the handler would be in a position level with its flat side, and able to direct the dog **not** to take the obstacle (e.g. standing at position #1).



11.4 Obstacle Placement + Handling

Courses contain a minimum of 15 obstacles (Beginners and Novice) and a maximum of 25 obstacles (Intermediate, Advanced and Proficient). 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 (handler cannot send from the DHB)

The judge's decision is final in all competition.

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

- **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 a missed obstacle fault only will be scored)
- **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 a missed obstacle fault will be called

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)
- **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.

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:

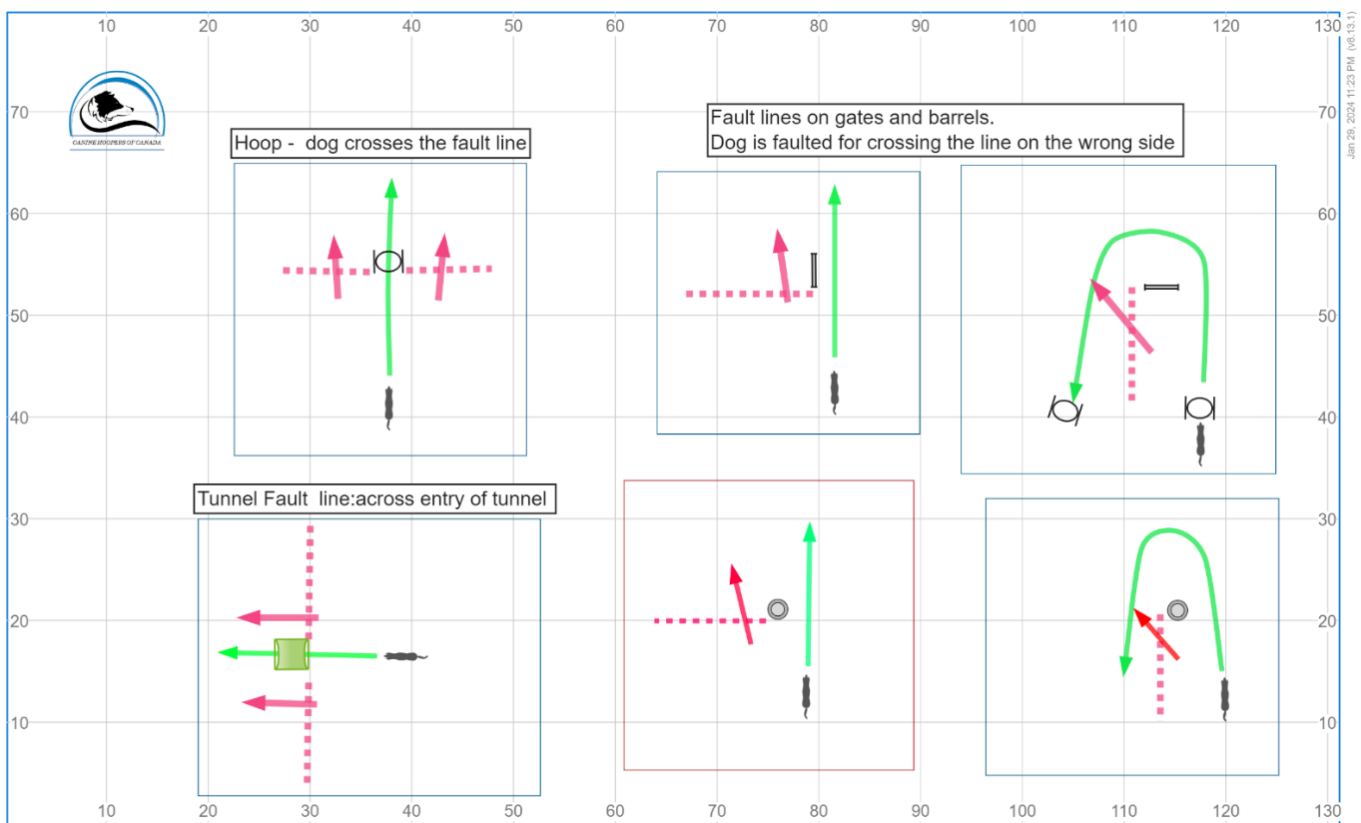
- Dog fouling in the ring
 - Harsh handling – this **MUST** also be reported to the trial host immediately
 - Signs of aggression in the dog (this includes the dog biting the handler)
- Note: dogs who need space will be given adequate space before, during and after their run, allowing them to join in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

CHC Fault Line Guide



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 to train 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

HOOPERS

Beginners Hoopers Dog of Canada (BHDC) – must earn 100 points in the Beginners Hoopers class

Novice Hoopers Dog of Canada (NHDC) – must earn 200 points in the Novice Hoopers class

Intermediate Hoopers Dog of Canada (IHDC) – must earn 300 points in the Intermediate Hoopers class

Advanced Hoopers Dog of Canada (AHDC) – must earn 400 points in the Advanced Hoopers class

Proficient Hoopers Dog of Canada (PHDC) – must earn 500 points in the Proficient Hoopers class

PARKOUR

Beginners Parkour Dog of Canada (BPDC) – must earn 100 points in the Beginners Parkour class

Novice Parkour Dog of Canada (NPDC) – must earn 200 points in the Novice Parkour class

Intermediate Parkour Dog of Canada (IPDC) – must earn 300 points in the Intermediate Parkour class

Advanced Parkour Dog of Canada (APDC) – must earn 400 points in the Advanced Parkour class

Proficient Parkour Dog of Canada (PPDC) – must earn 500 points in the Proficient Parkour class

TUNGO

Beginners Tungo Dog of Canada (BTDC) – must earn 100 points in the Beginners Tungo class

Novice Tungo Dog of Canada (NTDC) – must earn 200 points in the Novice Tungo class

Intermediate Tungo Dog of Canada (ITDC) – must earn 300 points in the Intermediate Tungo class

Advanced Tungo Dog of Canada (ATDC) – must earn 400 points in the Advanced Tungo class

Proficient Tungo Dog of Canada (PTDC) – must earn 500 points in the Proficient Tungo class

CHOICE

Beginners Choice Dog of Canada (BCDC) – must earn 100 points in the Beginners Choice class

Novice Choice Dog of Canada (NCDC) – must earn 200 points in the Novice Choice class.

Intermediate Choice Dog of Canada (ICDC) – must earn 300 points in the Intermediate Choice class

Advanced Choice Dog of Canada (ACDC) – must earn 400 points in the Advanced Choice class

Proficient Choice Dog of Canada (PCDC) – must earn 500 points in the Proficient Choice class

CHAMPION

Champion Hoopers Dog of Canada (CHDC) – Must earn a Proficient Hoopers title, Proficient Parkour title, Proficient Tungo title and Proficient Choice title

Certificates will be awarded for each title via email. Hard copies can be ordered for a set price.

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.

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

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** (76 cm) and include entrance/exit pens
- 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.

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

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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Website: www.caninehooperscanada.com



Learn more about Canine Hoopers of Canada by joining our FB group. Click the blue f icon

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