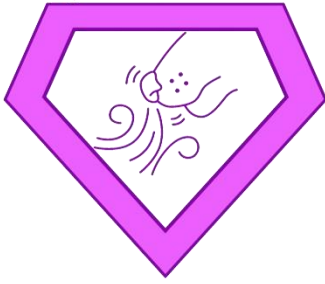


Super Sniffers



**Hoop
&
Seek**



Rules & Regulations

March 2024

Contents

About Hoop & Seek	3
Height Categories.....	3
Points	3
Progression	4
Prizes	4
General Guidelines	4
Teams	4
Hoops	5
Seek.....	5
Training mode.....	5
Element Criteria	6
Ruby Level.....	6
Element Marking	7
Hoops	7
Seek.....	8
Overall Winners.....	8
Course setting criteria for judges.....	9
Hoops	9
Seek.....	12
Cancelation Policy	13

About Hoop & Seek

Hoop & Seek is a 4 element trial combining the flowing courses of hoopers and the amazing nose of a dog.

The 4 elements consist of 2 different mixed hoopers courses, an area search and a line up style search.

These will be known as Hoop 1, Hoop 2, Seek 1 and Seek 2.

Everybody starts in Ruby level with a chance to progress to higher levels based on overall placed points.

Ruby level is aimed at beginners in both Hoopers and Scentwork so suitable for everybody including those just starting to compete.

The hoops section will be flowing courses with no tight turns, including on barrels. There will be a handler line to gain extra points if you wish.

At Ruby level the seek section will be surface or just below surface hides.

You can go into training mode at any time, just let the judge know.

Height Categories

The hoop elements are split by height.

Small = dogs measuring 430mm or under at the withers (in line with KC Agility small & medium)

Large = dogs measuring 431mm or over at the withers (in line with KC Agility intermediate & large)

Points

Points will be awarded as follows:

1st = 10 points

2nd = 8 points

3rd = 6 points

4th = 4 points

2 points will be awarded to those who gained a 1st place in an individual element but didn't get placed overall.

Progression

Points gained from the overall places will be added together at each level.

Progression	Level	Points
Ruby	1	40
Amber	2	40
Citrine	3	50
Emerald	4	50
Sapphire	5	60
Amethyst	6	60
Diamond	7	...

Once you have gained half the points in your current level you can enter the level above as well as the one you are currently in.

Prizes

Awards will be given 1st – 3rd in each individual element.

Rosettes will also be awarded to those coming 1st – 4th overall.

General Guidelines

Any harsh handling or dogs showing aggression to people or other dogs will not be tolerated at Hoop & Seek Trials. You may receive a warning and be asked to leave.

Bitches in season – unfortunately at this time we can not allow them to compete.

Teams

A team is a handler and dog pair.

Points are awarded to the individual dog. A dog can be handled by anyone.

A handler can work up to 2 dogs at any level.

Dogs should be a minimum of 15 months to take part in Hoop & Seek Trials.

A child 10 years or over can take part in Hoop & Seek Trials. They must be able to handle the dog unassisted in a safe manner. An appropriate adult must always be with the child but must take no part in the trial.

You are responsible for clearing up after your dog. Please keep our venues clean.

Dogs must on lead around the car park and element areas unless under test.

Please be mindful of other dogs around you, your dog may be friendly but others may not enjoy being close to you and yours. Make space for Yellow Dogs.

Hoops

The Hoops element of Hoop & Seek will consist of 2 different mixed courses containing a mixture of hoops, chutes, barrels, and a contact mat. No tunnels will be used.

No such thing as a WSB (Wrong Side of Barrel). The side the barrel should be taken should be on the dog's line.

Leads may be left at the edge of the ring but not in line with start or finish obstacle. They may be carried in a pocket but must not be worn around the body.

Toys and enclosed treat balls e.g. clams/lotus balls may be used to reward after the dog has passed through the last obstacle. The treat ball must be secure until the dog pushes it open and may only contain a substance which can be thinly smeared onto the fabric. Solid or crumbly treats cannot be used as they may fall out in the ring area.

A toy or treat ball maybe used to set the dog up on the start line but then must be secured in a pocket before the dog takes the first obstacle.

Training jackets/ skirts / bum bags / treat bags maybe worn under test but must be secure, so no treat balls or toys fall out whilst competing. No loose food is allowed in the ring at any time.

Electronic timing will be used, if your dog doesn't go through the start or finish obstacle you will be given the maximum course time of 45 seconds.

Do not take your dog back through the last obstacle to stop the timer as you will be eliminated. See Element Marking.

Seek

The odour used in the Seek elements of Hoop & Seek will be Gun Oil.

There will be 2 different areas of each Seek element to accommodate more than 1 dog being entered by the same person.

Ruby Level - No distraction odours or blank shells/carriers.

Amber Level - No distraction odours but blank shells/carriers may be used. Maximum of one blank shell/carrier per search.

Information on higher levels will become available once those levels are reached.

Dog may be worked on or off lead. Judge may dictate if an area needs to be on lead due to safety aspects.

Training mode

You may choose to run any element as a training round. No points will be gained for training rounds.

You can use the allocated maximum course time for training.

You may go into training mode at any time during your test, no points will be gained if you choose to go into training mode in hoops. In Seek, your finds will be counted until you choose to go into training mode and your time will be recorded as the maximum time for that element.

Element Criteria

Ruby Level

Element	Description
Hoop 1	<ul style="list-style-type: none"> • Mixed course – hoops, chutes, barrels and contact mat (no tunnels) • Between 15 & 20 obstacles • 4 - 6 m between obstacles – min 4 m on straight lines, 5-6m after turns from barrels or on a pinwheel circle • 45 second course time • 1 distance line - suitable for Ruby Level, should be achievable for those just starting out and have minimal distance handling skills.
Hoop 2	<ul style="list-style-type: none"> • Mixed course – hoops, chutes, barrels and contact mat (no tunnels) • Between 15 & 20 obstacles • 4 - 6 m between obstacles – min 4 m on straight lines, 5-6m after turns from barrels or on a pinwheel circle • 45 second course time • 1 distance line - suitable for Ruby Level, should be achievable for those just starting out and have minimal distance handling skills.
Seek 1	<ul style="list-style-type: none"> • Interior or Exterior area search • Odour is gun oil • 1 to 3 hides • Number of hides known • 6m x 5m area guideline (maximum) or variations of (7x4, 9x3.5, 10x3, 12x2.5 etc) • 3 minutes minimum search time (give consideration in relation of area size choice) • No distractions/blanks
Seek 2	<ul style="list-style-type: none"> • Selection search • Odour is gun oil • 6 receptacles • 1 hide • Number of hides known • You can go up the line and back down once • 2 minute search time • No distractions/blanks

Element Marking

Hoops

Each round starts with 15 points, therefore a clear round score 15 points.

Achieving the handling line will score 5 extra points, these points can only be gained if your run is clear.

5 points are deducted for each fault incurred.

No points awarded for an elimination.

5 refusal – dog goes past the plane of the obstacle and in order to do so would have to turn back on themselves. The dog must continue forward without reattempting the obstacle.

5 – refusal – if the dog is within a metre of the obstacle and then turns off, pulls away or spins, the dog must reattempt this obstacle as they have not gone past the plane of the obstacle.

5 refusal – taking a barrel on the side not as numbered on the course.

5 refusal – if the handler is between the dog and the barrel as the dog passes the barrel.

5 refusal – if the dog jumps up at a barrel or deliberately knocks a barrel over.

Contact Mat – the dog must enter between the two entrance poles and exit between the two exit poles and keep moving forward across the mat. Any deviation from the above will incur 5 refusal faults. Maximum of 5 refusal faults for this obstacle.

E – handler takes the dog back to redo an obstacle once they have passed the plane of said obstacle.

E – if the dog takes an obstacle in the wrong direction.

E – if the dog takes an obstacle in the wrong order.

E – if the handler doesn't bring a big enough bar of chocolate for the judge.

E – if the dog jumps over or onto the tunnel whilst going in the wrong direction.

E – fouling in the ring.

E – harsh handling

E – total of 3 refusals

E – carrying anything in the hand whilst under test (under test means the moment you leave your dog or cue the first obstacle), except for mobility aids.

E – starting before being told to do so (so that you know the judge is ready)

E – for running in anything other than a flat collar. e.g. harness/head collar with nothing attached except an identity tag.

E – handler deliberately making contact with the dog or the equipment during their test.

E – dropping food in the ring.

E – throwing or rewarding the dog with a toy or treat ball before they have passed through the last obstacle.

No faults for the dog knocking over or moving a hoop out of place.

No faults for dogs picking up line markers or numbers.

No faults if the dog takes another obstacle after they have taken the last obstacle of the course.

Seek

Each correct find will score 10 points.

A wrong alert will incur a 5 point deduction. Calling a wrong alert in the same place will not lead to further deductions.

There will be a 5 point deduction for dropping food or toys in the search area.

Finds will be scored as either correct with full marks, or a wrong alert and 5 points deducted.

The dog must be working the area, or the items at the time the handler calls a find.

Dogs are not judged on indication.

Humans are not judged on handling abilities.

Fouling a search area will result in disqualification from that search.

Dog or human causing damage to a search item or area will result in disqualification from that search.

If it is not clear to the judge where the dog has indicated a find, the handler is required to show the judge where. Indication is considered correct within 18cm of the hide.

If there is any external interference during a search the clock can be stopped, the search can continue once the external interference has been dealt with.

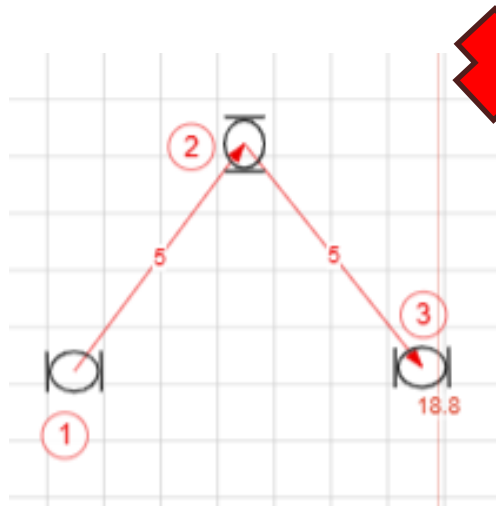
Overall Winners

Overall Winners are decided by adding the points together for each 4 elements, giving an overall total.

In the event of a tie, the least faults in the first Hoops element and least faults in the Area Search will determine the winner of the tie. If there is still a tie then it will be the time to 1st find in the Area Search.

Course setting criteria for judges

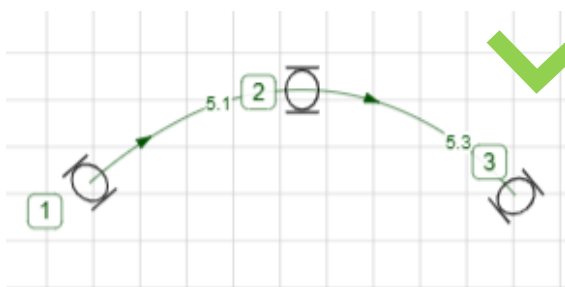
Hoops



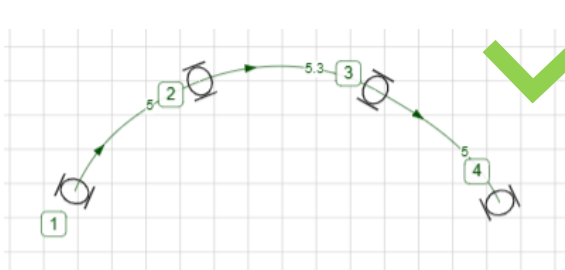
Don't do it!!

Stop, think!!

Look at the angles on this. Only crazy people would put this in a course.

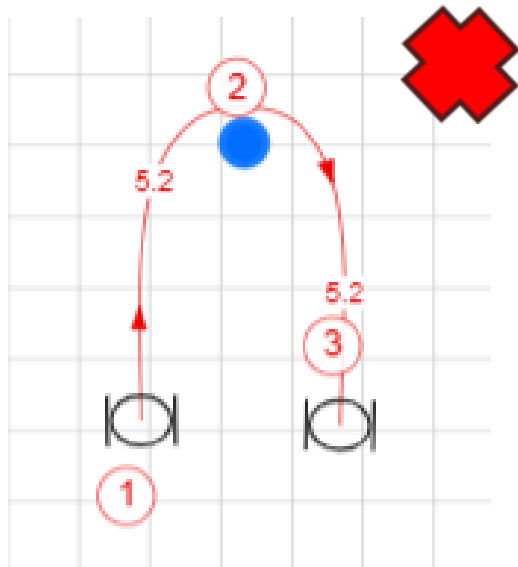


If you're looking at 3 consecutive hoops make sure they are well spaced and angled to ensure a smooth flowing arc.



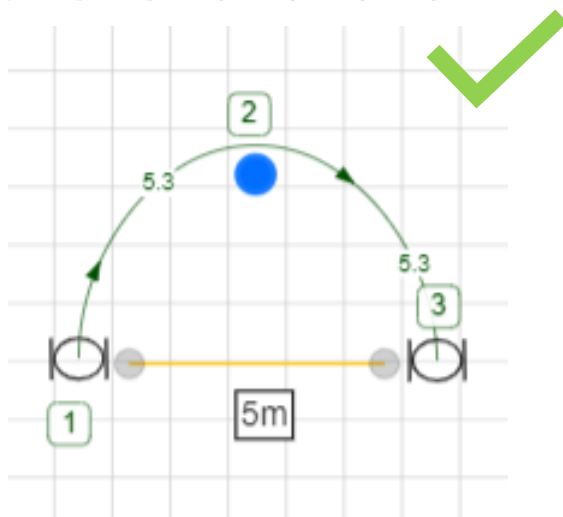
Even better....

Use four hoops to create that same arc.



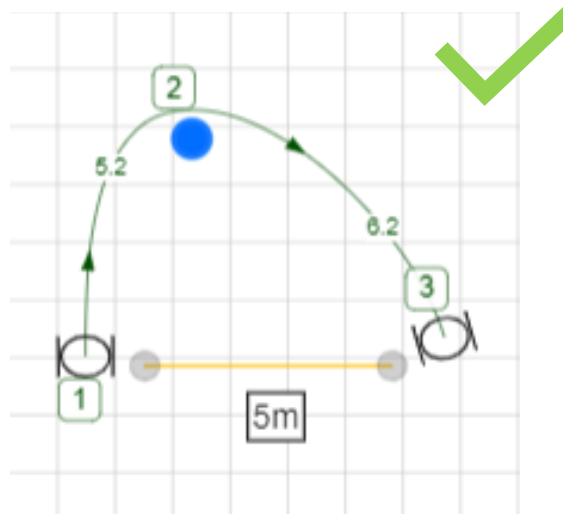
In a hoop and seek trial we do not allow tight turns on barrels.

Instead of dictating an angle measurement we will be using an easy guide of having a minimum of 5 mtrs between the entry and the exit obstacle after a barrel.

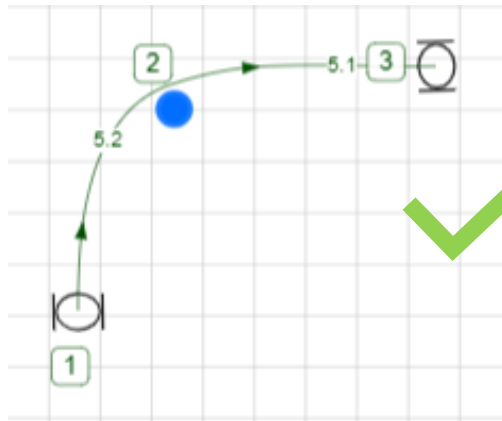


Instead of dictating an angle measurement we will be using an easy guide of having a minimum of 5 mtrs between the entry and the exit obstacle after a barrel.

Example a) an equidistance turn on a barrel with the 5 mtr distance guide.

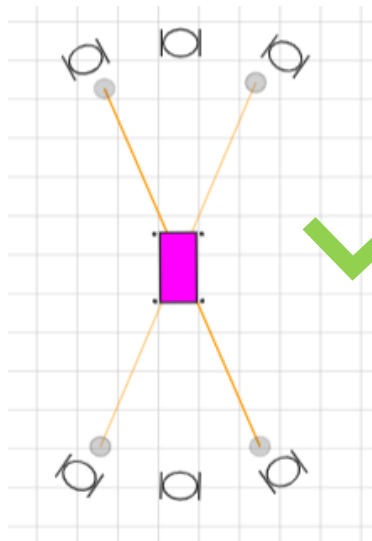


Example b) if the entry or exit obstacle is closer to the barrel then the subsequent or preceding obstacle must be placed wider to maintain the 5 mtr guide.

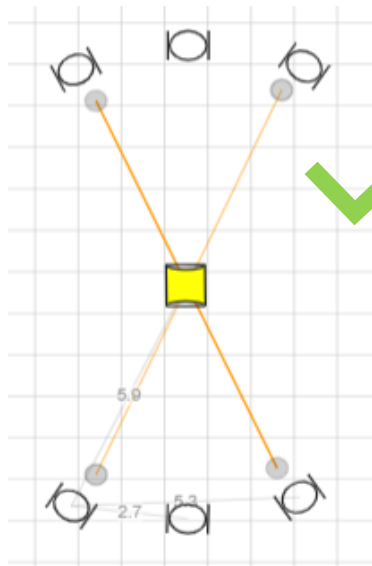


Example c)

Yep... you can do this, as it's over 5 mtrs.



Tango Mat – you must be able to the centre of the mat from the entry and exit obstacles.

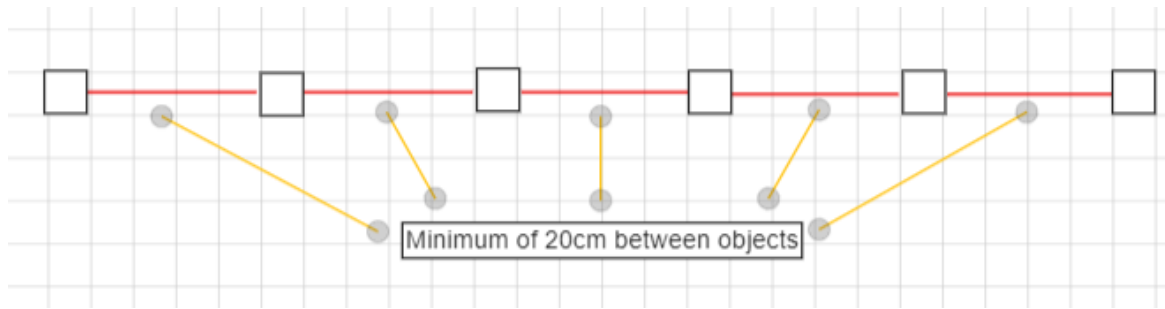


Chute – the same as the tango mat.

NOTE: the lower levels minimum distance is 4 mtrs and maximum is 6 mtrs.

The minimum 4 mtrs only applies for straight lines, the rest of the course must have a distance of 5 & 6 mtrs between obstacles.

Seek



The distance between items is a minimum of 20cm, but at Ruby Level shouldn't exceed 50cm.

An indication must be within 18 cm of the hide to be deemed a correct find.

Cancelation Policy

Each element is not available to book separately.

Refunds are not given for non-participation in an element.

Refunds are not given for bitches who come into/are in season within the show date.

Whilst refunds will not be given after entry is made, with the show organiser's consent, you may sell your place.

Full refunds, less the payments processors charge, will be given until the show closes for entries 2 weeks before the show date.

In the event a show is cancelled due to unforeseen circumstances i.e. extreme weather conditions, Super Hoopers/Super Sniffers will issue a full refund, less any reasonably incurred expenses.