



RULES & REGS

V1.2 - 08 January 2024

Hoopers is a fast growing dog sport and is growing around the world including Australia. It involves a course with various obstacles, including hoops, large tunnels and barrels which dogs navigate under the guidance of their handler. The goal of Hoopers Australia is to create a fun and low-impact competition for dogs of all ages and breeds that emphasizes teamwork and fun. We are not a competition for speed where the fastest dog wins. The Competition will encourage competitors to progress through a titling system allowing them to progress through three titles with a bonus class for those wishing to compete with distance handling for the ultimate challenge.

TITLES

Hoopers Australia Beginner 4 Clear rounds to progress into next Class.

Hoopers Australia Intermediate 8 Clear rounds to progress into the next Class.

Hoopers Australia Advanced 12 Clear Rounds

Hoopers Australia Go the Distance Level 1 - 3 5 clear rounds per level

NFC - Not for competition entries will be available at all levels no qualifying cards or rosettes will be issued.

Hoopers Australia Veteran Beginner 4 Clear rounds to progress into next Class.

Hoopers Australia Veteran Intermediate 8 Clear rounds to progress into the next Class.

Hoopers Australia Veteran Advanced 12 Clear Rounds

MEMBERSHIP

All memberships will be complimentary until 30 June 2023. Effective 01/07/24 a \$10 per dog annual membership will apply for any dogs wishing to enter Hoopers Australia competitions under any affiliate.

No human membership is required.

Hoopers Australia will retain and manage all entry data and results, to manage the titling process - no additional fees will apply to competitors. (Full title application procedures will be available in the Rules & Regs V2 to be released prior to 30/06/22.)

AFFILIATES

Any approved (by Hoopers Australia) affiliate may run Hoopers Australia trials. We encourage all clubs and organizations to join the fun!

ELIGIBILITY

Dogs must be 6 months old to be able to enter their first trial as beginners. Any dog over 10 years old is eligible to run in the veterans class (this does not affect previous titles held).

EQUIPMENT

Hoops to be made from PVC pipe as the base with a T section on 1 side to make the Hoop stable. The top of the hoop is to be flexible plastic (e.g. reticulation pipe, hula hoop). When required a hoop may be pegged down only on the T section of the hoop, not in the path of the dog or handler. The hoop is to have a minimum height of 92cm from top of hoop to ground and wider than 80cm as the gap for dogs to move through. Baseless Hoops may be used if they comply with the minimum size requirements.

Barrels must be a solid object and can be made of plastic such as feed barrels or material garden bags. Collapsible/Hard barrels must have a solid/covered top that can be sealed. Width 55-70cm and height 80cm - 1m. Barrels are to be either weighed down with sandbags or a peg. No handles/straps on the outside.

Tunnel(s) to measure 80cm diameter and 1-3m in length. Weighted down with sandbags or secured. Items used to secure the tunnel should not obstruct the opening of the tunnel and should not pose a risk to the handler or dog.

JUDGES

Judges must always be kind and supportive of all handlers and dogs and all times.

Judges must always judge according to these rules and regulations.

Judges should submit course design 14 days prior to the club holding the event for approval.

A Judge must always watch the dog while the dog is in the ring.

Judges may offer the handler a re-run at their discretion if there is a distraction outside of the ring out of the handler's control. eg loose dog, person/dog too close to ring or obstacle malfunction.

The judge is responsible for the design of their course and at all times must ensure that it is safe and suitable for the competition. (See course rules for more information)

A judge must place themselves in the ring where they are able to see the dog at all times and not obstruct or distract the dog or handler during their run.

Judges are able to run their own dogs in the trials provided there is another judge at the trial to judge them. The Judge reserves the right to run their dog at any time during the event.

STEWARD

One Steward to be provided per ring.

Steward must be provided, a chair and table with some sweet treats in a closed container :)

Steward must be respectful of running dogs when calling the next handler on the run sheet.

Steward will be provided with the running order and the course designs. Record all results.

Stewards to assist with water or sand if the ring becomes contaminated.

HANDLERS

Handlers must not move any piece of equipment and must not interfere with the course layout at any time. If there is a concern, approach your ring judge during course walking time.

All handlers are to be kind, supportive and respectful to Judges, Stewards and other Competitors. Bullying of any nature as deemed “bullying” by the organizers, will result in offenders being asked to leave the event immediately with no refund available. The trials are a safe, fun place for competitors of all abilities.

Handlers will have the option of two attempts at each course. These must be run back to back, unless the judge exercises discretion.

Junior Handlers must be over 8 yrs of age with a parent/guardian present outside of the ring. Junior handlers must have full control over their dog at all times.

TOY/FOOD REWARDS

Beginners only - may run with ONE small piece of food (must fit within fist) or a toy in their hand, during the execution of the course. Food may only be fed to dog, after the completion of the last obstacle. Dogs can be fed with one piece of food directly into their mouth before the dog has gone through the first hoop. A Toy cannot be thrown ahead of the dog at the end of a run for the dog to target. The Handler must always have the toy in his/her hand.

Intermediate, Advanced Classes & Go the Distance course - NO toys or food to be in hands for the duration of the run. You may use a treat from the hand directly into the dog's mouth, before the start line and again after your dog's run. You may enter the ring playing with a toy. The toy must be out of sight for the duration of the run or given to a person outside of the ring. Once the dog has gone past the last obstacle the toy can be presented. The Toy must not be used as a target for the dog to get before the last obstacle.

Treat bags are not to be worn in the ring. All food/toys must be secured on person during the course. Dropped food/toy will result in disqualification.

Leads to be removed and secured on person or placed to the side of the ring so as not to provide a trip hazard.

RING

A ring must be fully fenced with a single gate access.

Ring size beginners a minimum of 30m x 30m.

Waiting handlers or spectators are to keep a 3m space between them and the ring. Dogs should not be lunging or barking while waiting their turn. If the waiting dog is deemed a distraction, the Steward may ask the handler to wait further back to enable the dog in the ring a fair chance.

The ring floor must be suitable and safe, for fast dogs such as grass or compacted sand for the dog and handler to run on. Keeping clear of hazards such as tree roots, holes, rocks, and sprinklers.

ENTRIES

All Entries and Payments must be entered online using the preferred Hoopers Australia provider.. Entries will close seven days prior to the event. Refunds are only available prior to entries closing.

Cash/Cheque entries may be used with agreement between competitors and the host trial organizers, who will be responsible for entries being entered online for results being updated. Competitors are all encouraged to use online entry systems.

COURSE DESIGN

All Courses must be clearly numbered using numbered cones or number cards that will not obstruct the handler or dog during their run.

Location of Barrel numbers

- either on top or directly in front of the barrel indicates any direction of dog/handler choice.
 - To the left of the barrel the dog must take the left side.
 - To the right of the barrel the dog must take the right side.

Courses must be flowing with no sharp turns that are not on a barrel. Straight Tunnels (no bend) should only be used in a course and have a straight entry from the previous obstacle and may have a straight or slightly curved path on exit.

Hoops and tunnels are only to be taken from the front side, not back sides.

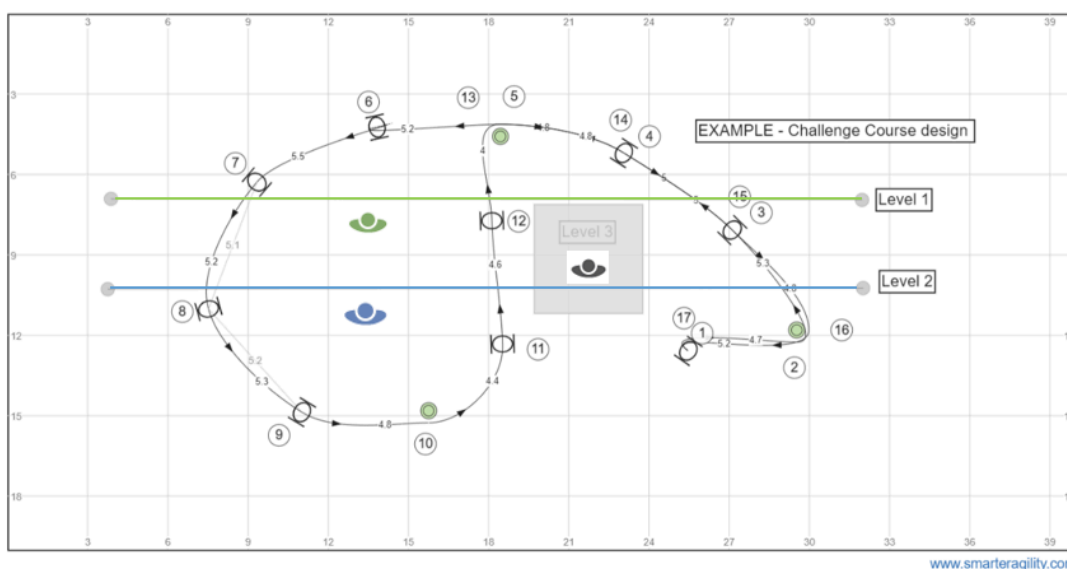
Beginners: Course must contain a min of 12 obstacles and no more than 19. Course must contain a combination of Hoops, Barrels and optional Tunnel. Spacing of 4-6m between hoops and barrels and 5-6m Spacing for Tunnels. **Veteran courses are to be a portion of the same course with no more than 14 obstacles.**

Intermediate: Course must contain a min of 15 obstacles with a max of 21. Course must contain a combination of Hoops, Barrels and Tunnel(s). Spacing of 4-6m between hoops and barrels and 5-6m Spacing for Tunnels. **Veteran courses are to be a portion of the same course with no more than 17 obstacles.**

Advanced: Course must contain a min of 20 obstacles with a max of 26. Course must contain a combination of Hoops, Barrels and Tunnel(s). Spacing of 5-8 between hoops and barrels and 5-8m Spacing for Tunnels. **Veteran courses are to be a portion of the same course with no more than 22 obstacles.**

Go the Distance Course: Course must contain a min of 12 obstacles and no more than 19. Course must contain a combination of hoops, barrels and optional tunnel(s). Spacing of 4-6m between hoops and barrels and 5-6m Spacing for Tunnels. Challenge of distance clearly marked with tape or spray paint. The Course will remain the same for each Level with only the distance line moving between each level to enable more of a distance challenge. Distance for Level 1 max to be 3m from the furthest obstacle, Level 2 maximum distance 5m from the furthest obstacle and Level 3 maximum distance 7m from furthest obstacle or 3x3m box placed on the course. (See pic for examples). **There is no veteran class in Go the Distance.**

Example Go the Distance course: Level 1 handler to stand behind green line with the distance challenge being 4-7 and 13-15. Level 2 handler to be behind the Blue Line with the distance challenge 3-7 and 12-15. Level 3 to be a box located anywhere on the course at the judge's choice with the box space being between 2-3 meters.



CLEAR ROUND/DQ

To have a PASS in the class, your dog must successfully take all obstacles on the correct side and in correct order.

Clear round rosettes and pass cards (electronic) are available for all successful runs.

The handler must not touch their dog after the first obstacle. If the dog happens to run into the handler this will be no issue.

Disconnection eg. Zoomies, excessive ground sniffing, leaving the course will result in disqualification.

If “zoomies” occur before the first hoop the handler will have time at the judge’s discretion to reconnect with the dog to start the run. Failure to do so may result in disqualification.

Should your dog pee or poo at any time within the fenced area it will result in disqualification. You will be given the opportunity to run your dog at the end of the running order but not eligible for a pass. Should the dog soil in the ring, water only and sand where required will be used. Handler to remove poo. Steward to cover contaminated area(s) with sand or water.

If a dog dislodges a piece of equipment during a run, that affects the course, this will be a disqualification. If the piece of equipment was only slightly moved this will be accepted. This will be at the judges discretion.

CODE OF CONDUCT/GENERAL RULES

HAVE FUN WITH YOUR DOGS.

Be supportive to handlers, judges, stewards, spectators and dogs.

Runs will not be timed therefore no placings issued.

No abuse / bullying of any sort.

Bitches in season are not eligible to be run.

Dogs at all times must be kept on lead and kept under control. The only time the dog should be off lead is in the ring. Give other dogs space. Nuisance dogs may be asked to leave the trial at the discretion of the trial organizers.

Dogs are only permitted inside the ring wearing a flat collar with no dangling tags (and lead to be removed prior to start line). Collar may be removed for the run. Harnesses can be worn outside the ring but the dog must not run in it. Dogs at any hoopers event MUST NOT wear a prong collar, E-collar or Check chains - if sighted they will be asked to remove the collar and to be replaced with a flat collar.

Trial organizers retain the right to refuse and refund entries without reason.

Hoopers Australia retains the right to update and/or amend rules at any time.