



Itemized Changes Contained in Official Rulebook Version 2.0

Changes to the Rules

- **Clarified Awards, Ribbons and High in Trial Awards - Page 16**

Trial Awards & Ribbons

All **Classic** and **Variable Trials** shall provide the following awards for each level, except where noted:

- **1st-4th place for each Class and Game.** For the Novice level trials, placements will be awarded separately to Novice A & Novice B competitors;
 - **High in Trial Eligibility:** Competitor must be entered in a minimum of four (4) classes. Competitors with the highest number of Q's, points and fastest times will be eligible. High in Trial awards to given out per level (e.g. in a Novice/Intermediate level trial, there would be a Novice High in Trial dog and an Intermediate High in Trial dog).
 - **2nd-4th Place Overall per level of trial.** Judged highest points, highest Q's, fastest time and no faults.
 - If no HiT is offered, only 1st-4th place for each Class and Game will be offered
 - **High Rescue Dog Trial:** Judged fastest time with at least 2 Classes with no faults. This is an award based on the overall trial, regardless of whether it is a single or multi-level trial.
 - **High Champion of Record:** Judged fastest time with at least 2 Classes with no faults (proof must be sent in of Championship. e.g. conformation, obedience, agility, etc.). This is an award based on the overall trial, regardless of whether it is a single or multi-level trial.
 - **Qualifying Ribbons:** For each competitor who Q'd in each Class.
 - ***Please Note:*** Affiliates may opt to forgo awarding HiT, HiT Champion and HiT Rescue ribbons in those trials where less than 25 dogs are entered, or less than 125 runs occur. ***This language must be included in the Premium.***
- **Added Section Regarding False Alerts - Page 20**

False Alerts

This is defined as a dog incorrectly indicating where the hide is or the handler incorrectly reading or cueing their dog and then calling, "Alert" away from the hide. In the Classes, Go the Distance Game and Scenting Sweepstakes Game, calling a false alert will earn a team a (10) point deduction and immediately end the search. The Judge will respond with a "Sorry, No" and will indicate to the team where the correct hide is, so that the dog may be rewarded. In the Team



Spirit Game, LudicrousSpeed Game and Heap O' Hides Game, competitors are allowed 3 false alerts, which will count as a (5) point deduction each. If a fourth false alert is called, the search will end and the team will not Q.

- **Clarified Language for Disqualifications - Page 21**

- **Disqualifications**

- Should a dog or a competitor earn a disqualification, their search will end immediately and they will earn (0) points for that run. The following count as disqualifications:

- Eliminating in the search area
 - Dog aggressive or threatening to humans during search
 - Competitor harshly verbally or physically reprimanding a dog
 - Unsportsmanlike conduct to Judge, other competitors, spectators or trial workers
 - Double-handling

- **Added Section Competitor Excusing Dog - Page 22**

- **Competitor Excusing Dog**

- Competitors may decide to excuse their dog from a search due to stress, illness or lack of focus. In this situation, the team will be assessed (0) points for this particular search. Competitors may opt to continue running in other Classes and Games they have signed up for in that trial, should they feel it is in the best interest of their dog.

- **Clarified Definition of Disqualification - Page 25**

- Disqualification:** Should a dog or a competitor earn a disqualification, their search will be ended immediately and they will earn (0) points for that run. This includes: eliminating in the search area, dog aggressive or threatening to humans during search, competitor harshly verbally or physically reprimanding a dog, unsportsmanlike conduct to Judge, other competitors, spectators or trial workers, and double-handling.

- **Clarified Definition of False Alert - Page 26**

- False Alert:** This is defined as a dog incorrectly indicating where the hide is or the handler incorrectly reading or cueing their dog and then calling, "Alert" away from the hide. In the Classes, Go the Distance Game and Scenting Sweepstakes Game, calling a false alert will earn a team a (10) point deduction and immediately end the search. The Judge will respond with a "Sorry, No" and will indicate to the team where the correct hide is, so that the dog may be rewarded. In the Team Spirit Game, LudicrousSpeed Game and Heap O' Hides Game, competitors are allowed 3 false alerts, which will count as a (5) point deduction each. If a fourth false alert is called, the search will end and the team will not Q.

- **Clarified Definition of FEO - Page 26**



FEO: For Exhibition Only. Dogs who will run in the Classes and Games but will not earn Q's toward a title.

- **Clarified Definition of FLO** - Page 26

FLO: For Legs Only. Dogs who will run in the Classes and Games and earn Q's toward a title, but are not be eligible for placements.

- **Clarified Definition of Titling Run** - Page 27

Titling Run: Dogs who will run in a given Class or Game and all Q's earned will count toward a title.