



Rules for Public Qualifying

- **Incredible Diving Dog**
- **Incredible Fetch It!**
- **Incredible Freestyle Flying Disc**

Registration

1. Registration times and locations may vary by event, and will be announced for each event at least two weeks prior.
2. The field is limited to 20 dogs for Diving Dog, 8 for Fetch It, and 15 for Freestyle Flying Disc. Sponsor reserves the right to expand the field at its discretion.
3. First come, first served for registration.
4. No more than 2 dogs per entrant/family are permitted, and only 1 dog per entrant/family may actually qualify for a respective competition.
5. You will be issued a numbered card or other notation upon entering the line – this designates your place in line only and is not a confirmation of registration.
6. Dog handler or owner, and no one else, must receive numbered card and remain in line – no substitutions or line holders.
7. No holding places in line for those not yet present.
8. You must be present in line when registration begins or your number is forfeited.
9. Should you need to leave the line temporarily for any reason, take your card with you and notify those immediately before and after you in line.
10. Please fill out necessary forms and waivers at registration.
11. All owners must be prepared to provide current vaccination certificates as may be required.

Diving Dog - Qualifying Competition Rules

1. Promoters and Sponsor will provide best efforts to allow an open dock prior to the start for practice.
2. Practice for all entrants is random order: 1 jump per turn on the dock, then rotate back in line.
3. Every dog gets at least 1 practice jump who wants it.
4. Dock/stage closes five minutes before qualifying starts.
5. For the qualifying, each competitor gets 2 jumps consecutively, at no more than 60 seconds per jump.
6. Jump in the order of sign up.
7. Top 10 after this may receive a 3rd jump.
8. Best of 3 jumps determines place.
9. Distance is measured where the furthest body extremity is upon entering the water (usually the nose).
10. Minimally, the top 2 jumpers make it in, and proceed directly to competitor sign up, lunch, meeting and practice.

Freestyle Flying Disc – Qualifying Competition Rules

1. All handlers as a group, without dogs, will be allotted warm up time to throw and toss flying discs on the field prior to qualifying.
2. Perform in the order of sign up.
3. Each competitor will be allotted two (2) minutes to perform a routine, plus two long distance bonus throws at the end of the routine. Time starts with the first throw.
4. Judging is based on: Handler Skills (50 points max), Dog Skills (50 points max) and Bonus Throws (2 points max).
5. Competitors should bring their clean, non-expetive music to the sound booth on a mobile device, CD, thumb drive, or other electronic means.
6. Minimally, the top 2 performers make it in, and proceed directly to competitor sign up, lunch and meeting.

Fetch It! – Qualifying Competition Rules

1. Promoters and Sponsor will provide best efforts to allow an open dock prior to the start for warm-up and dock acclimation.
2. Practice for all entrants is random order: 1 jump per turn on the dock, then rotate back in line.
3. If a practice session occurs, every dog gets at least 1 practice jump who wants it.
4. Dock/stage closes five minutes before qualifying starts.
5. For the qualifying, the first jump distance is 19', increasing by 1' increments.
6. Competitors may pass at 19' and 20', but must enter the competition at 21', and clear each distance thereafter, in order to qualify.
7. Each competitor gets 2 jump attempts consecutively at each distance during their turn.
8. Competitors should complete their first jump attempt within 90 seconds of entering the stage and proceed directly to their second jump if they don't complete the first.
9. Dogs must either grab the bumper or otherwise dislodge the bumper from its suspended position in order for it to be a successful completion of that respective distance.
10. If a competitor successfully completes a distance, they leave the stage & pool and return back in line to await the next distance.
11. If a competitor misses the bumper at a distance for two consecutive jumps, they are eliminated from the competition.
12. Minimally, the top 1 jumper makes it in, and proceeds directly to competitor sign up, lunch, meeting and practice.