



**THE BARN DOG  
ASSOCIATION  
OF CANADA**

Rules and Regulations – V3 (2026)



January 2026

# THE BARN DOG ASSOCIATION OF CANADA

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## PHILOSOPHY

The Barn Dog Games Association was formed to give all dogs a chance to test their ability to locate rodent type Critters in a barn like setting, and give handlers an activity to learn and play with their dogs in challenging and interesting ways. All non-aggressive dogs and handlers are welcome.

## HISTORY OF BARN DOG GAMES

Rat and other vermin hunting dogs have long been a critical to the health of farm and agricultural settings.

Though many of the terrier breeds were bred to "go to ground" after their prey, there were other dogs bred specifically to deal with critters like rats and mice that are found above ground, often in barns and livestock buildings. These types of critters can be carriers of disease for livestock and humans alike, can contaminate feed and water supplies, and can cause untold damage to property. One of the favorite places for nesting in the barn is within the stacks of straw or hay bales, and so that is where these vermin hunting dogs could often be found.

While the "business" of ratting and vermin extinction can be left to dogs who take on that critical role on farms around the world; the Barn Dog Games have been developed as a FUN way to teach and test ANY dog's ability to find and indicate a pre-determined location of tame critters without harming them.

Critters (rats/mice/gerbils) for the "Games" are kept secure in unbreakable PVC nests that are hidden in various locations in a straw setting that simulates a barn. One or more dogs is brought into the area with their handler, and they must find the "HOT" Nests that contain the critter and indicate to their handler which Nest is the "HOT" one.

To make the Barn Dog Games even more challenging there are also empty Nests and Nests with only critter bedding in them, called "Cold" Nests, placed around the course. These "Cold" nests may throw the dog off the scent of the correct Nests; and part of the challenge of the sport is teaching the dogs NOT to indicate on an incorrect Nest.

The Nests are opaque, and so the handler will have to rely on the dog to give the correct indication for the correct Nest/s.

Gerbils and other critters that are used in Barn Dog type games have actually been found to have longer lifespans than those who do not have the same opportunities to experience the excitement of the games; and critters can frequently be seen coming to the end of the tube to sniff the dog's nose and say hello when the dog has found the correct nest.

To keep things moving and dynamic, and to make the "Barn Dog Games" more challenging, the dog/s will have only a limited amount of time to locate all of the nests containing critters on the course. In some classes the dogs will lose points if they incorrect "Cold" nest, and in other games the dog may even be "ELIMINATED".

In addition to a "Standard" titling category, there are also many varied "Barn Dog Games" to play with the dogs. Each Game has different parameters/rules etc, but if the dogs and handlers successfully perform in any of the "Games" courses they will earn points toward TOP GAMES DOG titles, TOP DOG IN BREED distinctions, and VERSATILITY Awards.

One of the unique challenges of some of the Barn Dog games will require the handler to pull the dog OFF a scent to be able to do a different task first. While the main purpose of Barn Dog is certainly to locate Critters, it is also important that the dog is working WITH, and at the direction of the handler.

This sport is an evolving one. We look forward to evolving with it!



## BARN DOG STANDARD STREAM

### *Pre-Novice Barn Dog (PRE-NBD)*

To be eligible the dog must not have attained any Barn Dog Title, and be over 4 months of age.

To earn a PRE-NBD Title, a dog must earn 1 Qualifying score at this level. A Pre-Novice title is not required to enter Novice Barn Dog.

### *Novice Barn Dog (NBD)*

To be eligible the dog must not have attained a qualifying leg in the Merit Barn Dog level, and be over 6 months of age.

Dogs who have not attained a Novice Barn Dog title are eligible to enter the "A" division of the Novice Barn Dog class. Dogs who have attained a Novice Barn Dog title but have not earned a qualifying score in the Merit level may continue to enter the Novice Barn Dog level; but must enter in the "B" division. If a dog has earned a Qualifying score in Merit they are no longer eligible to compete in Novice.

To earn a NBD title, a dog must earn 3 Qualifying scores at this level. For the purposes of Aggregate Yearly Awards, only 3 qualifying scores in Novice A, and 3 qualifying Scores in Novice B, will be counted.

### *Merit Barn Dog (MBD)*

To be eligible the dog must have attained a Novice Barn Dog title, but not have attained a qualifying leg in the Expert Barn Dog level, and be over 9 months of age.

Dogs who have not attained a Merit Barn Dog title are eligible to enter the "A" division of the Merit Barn Dog class. Dogs who have attained a Merit Barn Dog title, but have not earned a qualifying score in the Expert level may continue to enter the Merit Barn Dog level, but must enter in the "B" division. If a dog has earned a Qualifying score in Expert they are no longer eligible to compete in Merit.

To earn a MBD title, a dog must earn 10 Qualifying scores at this level. For the purposes of Aggregate Yearly Awards, only 10 qualifying scores in Merit A, and 10 qualifying Scores in Merit B, will be counted.

### *Expert Barn Dog (EXBD)*

To be eligible the dog must have attained a Merit Barn Dog Title, and be over 12 months of age.

Dogs who have not attained an Expert Barn Dog title are eligible to enter the "A" division of the Expert Barn Dog class. Dogs who have attained an Expert Barn Dog title may continue to enter the Expert Barn Dog level, but must enter in the "B" division.

To earn an EXBD title, a dog must earn 25 Qualifying scores at this level. For the purposes of Aggregate Yearly Awards, only 25 qualifying scores in Expert A. There will be no limit to the number of qualifying scores that will be counted in Expert B for Aggregate Awards.



## BARN DOG STANDARD STREAM CLASS DESCRIPTIONS

### *Pre-Novice Barn Dog (PRE-NBD) – 1 Minute Class*

This level will test the dog's interest in Hot Nests and ability to do a Bale Chute. For this level there will be one OR two Critters placed in the SAME opaque Nest (critters must have space to move around easily). This Hot Nest will be positioned in clear view, attached to a board on the ground to prevent movement. There will be two other Cold Nests, and a Short Bale Chute, attached in a similar fashion to other boards on the ground. The three tubes will be positioned as shown in the map in Addendum A.

The dog will be released from the start box and must navigate the Bale Chute and locate the Hot Nest within 1 minute. These elements can be completed in any order. The handler will indicate that the dog has found the correct nest by declaring "HOT". The time will end when the judge indicates that the dog has completed the required elements, or the time limit for the class has been reached.

If the handler has indicated the correct Hot Nest, and it is under time, and the dog has also navigated the Bale Chute, it will have earned a Qualifying score. If the handler indicates an incorrect Cold Nest, or has any Faults, the dog will not qualify in that round. This is a Pass/No Pass qualifying class only (not for placement).

### *Novice Barn Dog (NBD) – 2 Minute Class*

Find two Hot Nests and navigate a Short Bale Chute and Low Scale-a-Bale in two minutes. In addition to the 2 Hot Nests there will also be 3 Cold Nests. The dog will be released from the start box and must navigate the Bale Chute and the Scale-a-Bale and locate the two Hot Nests within 2 minutes. These elements can be completed in any order. The handler will indicate that the dog has found each correct nest by declaring "HOT". When the handler indicates a correct Hot Nest, the Critter Carrier will it out of the ring so that the dog can continue searching. The time will end when the dog has completed the required elements or the time limit for the class has been reached. If the handler has indicated the correct Hot Nests, and it is under time, and the dog has also navigated the Bale Chute, and Scale-a-Bale, it will be considered a Qualifying score. If the handler indicates an incorrect Cold Nest, or has any Faults, the dog will not qualify in that round.

### *Merit Barn Dog (MBD) – 3 Minute Class*

Find three Hot Nests and navigate a Medium Bale Chute and High Scale-a-Bale in three minutes. In addition to the 3 Hot Nests there will also be 4 Cold Nests. The dog will be released from the start box and must navigate the Bale Chute and the Scale-a-Bale, and locate the three Hot Nests within 3 minutes. These elements can be completed in any order. The handler will indicate that the dog has found the correct nest by declaring "HOT". When the handler indicates a correct Hot Nest, the Critter Carrier will it out of the ring so that the dog can continue searching. The time will end when the dog has completed the required elements or the time limit for the class has been reached. If the handler has indicated the correct Nests, and it is under time, and the dog has also navigated the Bale Chute, and Scale a Bale, it will be considered a Qualifying score. If the handler indicates an incorrect Nest (Bedding or Void) or has any Faults the dog will not qualify in that round.

### *Expert Barn Dog (EXBD) – 4 Minute Class*

Find 4 - 5 Hot Nests and navigate a Long Bale Chute and a High Scale a Bale in in four minutes. In addition to the 4 - 5 Hot Nests there will also be 5 Cold Nests. The dog will be released from the start box and must navigate the Bale Chute and the Scale a Bale, and locate the 4 - 5 Hot Nests within 4 minutes. The handler will indicate that the dog has found the correct nest by declaring "HOT". When the handler indicates a correct Hot Nest, the Critter Carrier will it out of the ring so that the dog can continue searching When the handler wants to end the time and the run they will indicate that to the judge and timer by stating "CRITTERS CLEAR". The time will end when the dog has completed the required elements, or the time limit for the class has been reached.



If the handler has indicated all of the correct nests, and is under time, and the dog has also navigated the Bale Chute, and Scale a Bale, it will be considered a Qualifying score. If the handler indicates an incorrect Nest (Bedding or Void) or has Faults or has not found all of the Hot Nests on the Course, the dog will not qualify in that round.

## OVERVIEW OF STANDARD STREAM QUALIFYING PRE-REQUISITES

|                 | Pre-Novice | Novice    | Merit     | Expert    |
|-----------------|------------|-----------|-----------|-----------|
| Time            | 1 Minute   | 2 Minutes | 3 Minutes | 4 Minutes |
| Hot Nest        | 1          | 2         | 3         | 4 to 5    |
| Cold Nest       | 2          | 3         | 4         | 5         |
| Scale           | NO         | LOW       | HIGH      | HIGH      |
| Bale Chute      | SHORT      | SHORT     | MEDIUM    | LONG      |
| Queues to Title | 1          | 3         | 10        | 25        |

## PRIZES AND AWARDS

In the STANDARD STREAM: Any Club holding an official Barn Dog Competition trial must offer a qualifying ribbon or rosette to each dog that receives a qualifying score and a ribbon or rosette to the dogs placing 1st through 3rd in each Class.

Qualifying score ribbons shall be a bi-coloured Flat Ribbon. It shall be two inches (2 in.) wide with (one inch (1 in.) Purple and one inch (1 in.) Yellow). It shall be nine inches (9 in.) long. The ribbon shall bear the words "Barn Dog Official Event" and the Barn Dog logo, as well as the words "Qualifying Score". The hosting club may also have their name and /or logo on the Ribbon.

Placement flat ribbons shall be the same size, and bear the same printing/logo, with the words First, Second, or Third instead of Qualifying Score. Placement Ribbons will be the following colours: First (Red), Second (Blue), Third (Green).

In the GAMES Stream, there are no qualifying ribbons, but each dog's accumulated points for each game played will be posted and / or announced. Clubs may choose to offer 1<sup>st</sup> – 3<sup>rd</sup> in the Games classes, but ONLY for those dogs who earned the maximum number of points possible in that game. For instance in a 75-point game, all those who earned 75 points would be eligible for 1<sup>st</sup> – 3<sup>rd</sup> placement.

Certificates will be available from the Barn Dog Association, for any dog who attains any Barn Dog Title. Host Clubs are also encouraged to offer Rosettes for significant achievements at their events.

### **EXHIBITION ONLY**

Any dog may enter FEO at any level in any Titling class. Scores will not count toward Queues or Titles or Placements. Host clubs may set their own FEO Fees. Judge fees must be paid for FEO runs, but Barn Dog fees do not need to be paid by the Host Club. All rules for FEO runs are the same, but running FEO may allow a dog an opportunity to practice at a level they are not Qualified for.





## BARN DOG GAME STREAM CATEGORIES

In addition to the STANDARD Stream for Barn Dog, competitors can also earn Barn Dog points and Awards by competing in Barn Dog GAMES classes. Barn Dog Games are OPEN TO DOGS OF ALL LEVELS (there are NO separated levels in BARN DOG GAMES – all dogs compete together). Clubs may offer any combination of Standard and Games classes at their events.

## BARN DOG GAME AWARDS

### *Novice Dog Got Game (NDGG)*

To earn an NDGG Award, a dog must earn 1,500 Points (total) in Barn Dog Game classes. At least 3 different games must be used in the total number of points.

### *Merit Dog Got Game (MDGG)*

To earn an MDGG Award, a dog must earn 5,000 Points (total) in Barn Dog Game classes. At least 4 different games must be used in the total number of points.

### *Expert Dog Got Game (EXDGG)*

To earn an EXDGG Award, a dog must earn 10,000 Points (total) in Barn Dog Game classes. At least 5 different games must be used in the total number of points.

## BARN DOG TITLING AND GAME AWARD REQUIREMENTS BY LEVEL

| TITLE                         | BARN DOG   |        |       |        | BARN DOG<br>GAMES |
|-------------------------------|------------|--------|-------|--------|-------------------|
|                               | Pre-Novice | Novice | Merit | Expert | Game<br>Points    |
| Pre-Novice Barn Dog (PRE-NBD) | 1          |        |       |        |                   |
| Novice Barn Dog (NBD)         |            | 3      |       |        |                   |
| Merit Barn Dog (MBD)          |            |        | 10    |        |                   |
| Expert Barn Dog (EXBD)        |            |        |       | 25     |                   |
| Novice Dog Got Game (NDGG)    |            |        |       |        | 1,500             |
| Merit Dog Got Game (MDGG)     |            |        |       |        | 5,000             |
| Expert Dog Got Game (EXDGG)   |            |        |       |        | 10,000            |

## TRACKING TITLES AND AWARDS

The Barn Dog Association of Canada will track all eligible scores on its website, and that information will be made available to owners, so that they can determine which levels to enter etc.

The website will also track Overall TOP dogs in each Breed/Mixed Breed Categories both historically and year to year. Each Breed will also show Top Dogs in both Titling and Games, as well as the FIRST dog to earn each Title in that breed.



## VERSATILITY AWARDS

*Versatility Awards recognize dogs who perform in the sport consistently over time, in a variety of different Barn Dog and Barn Dog Game classes.*

### *VERSATILITY Barn Dog – BRONZE AWARD (VBD-B)*

- 20 Expert Barn Dog Legs + 7,500 Barn Dog Got Game Points

### *VERSATILITY Barn Dog – SILVER AWARD (VBD-S)*

- 35 Expert Barn Dog Legs + 15,000 Barn Dog Got Game Points

### *VERSATILITY Barn Dog – GOLD AWARD (VBD-G)*

- 50 Expert Barn Dog Legs + 30,000 Barn Dog Got Game Points

| VERSATILITY AWARD TABLE               |  |  |  | Expert<br>Legs | Game<br>Points |
|---------------------------------------|--|--|--|----------------|----------------|
| VERSATILITY Barn Dog - BRONZE (VBD-B) |  |  |  | 20             | 7,500          |
| VERSATILITY Barn Dog - SILVER (VBD-S) |  |  |  | 35             | 15,000         |
| VERSATILITY Barn Dog - GOLD (VBD-G)   |  |  |  | 50             | 30,000         |

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## BARN DOG GAME DESCRIPTIONS

### TREASURE HUNT (1 MINUTE)

#### 1) COURSE

- LAYOUT: The Judge will determine the layout of the course, but must use no more than  $\frac{1}{2}$  of the course area for the Nest placement ("In Play" area). Judges must indicate the "In Play" area to handlers during the briefing. (There is no penalty for dog/handler being in the "Not in Play" area).
- CHUTE: There will be one short Chute anywhere on the course.
- NESTS: There will be 5 hidden Nests (1 Hot Nest – 2 Empty – 2 Litter) in the "In Play" area.

#### 2) PERFORMANCE

- Dogs will start the time when they leave the Start Box.
- Dogs must do the Chute and find the Hot Nest within the time allowed (1 minute) (either order).
- No Scale-a-Bale required.
- The time will stop as soon as the Handler indicates the CORRECT Nest with the word "HOT" AND has performed the Chute, OR when the time limit has expired.

#### 3) PERFORMANCE

- If the handler indicates a Cold Nest rather than the correct Hot Nest, the Cold Nest will not be removed, and the score will indicate "NEST FAULT", the dog must REDO the Chute for the run to continue. If the dog has not yet done the Chute they need to go with their dog back into the Start Box, and then immediately continue to hunt (time does not stop).

#### 4) POINTS

*If class requirements are met, with no eliminating faults, points / placings will be earned:*

Under (or =) 40 seconds = 50 points

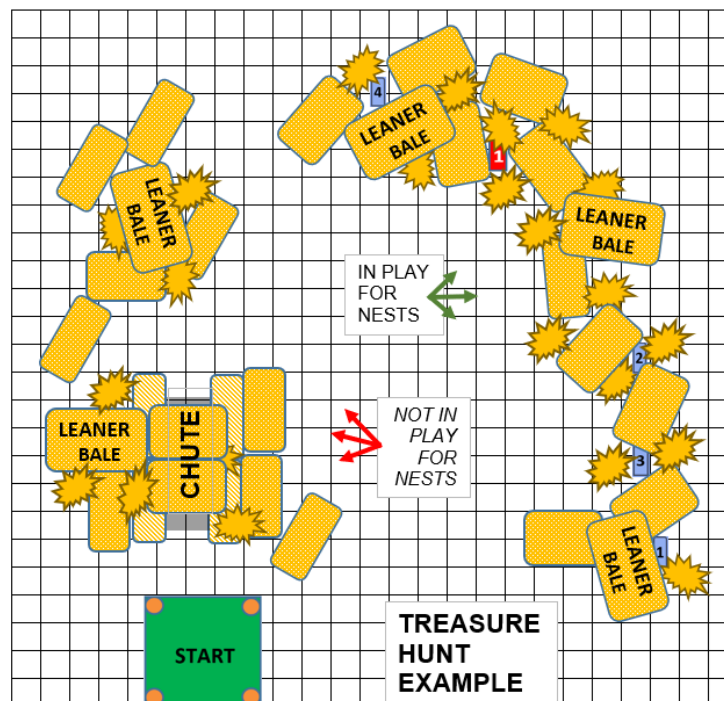
Under (or =) 60 seconds = 10 points

Under (or =) 50 seconds = 25 points

Over 60 seconds = 0 points

*\*For each NEST FAULT, the score will go down one point value (ex, 45 seconds = 25 points. But with a NEST FAULT= 10 points)*

#### 5) SAMPLE COURSE





## SCALE-ABLE (1 MINUTE)

### 1) COURSE

- LAYOUT: The Judge will determine the layout of the course, but must use no more than  $\frac{1}{4}$  of the course area for the Nest placement ("End Zone")
- OPENING: 4 Scale-a-Bale sections (numbered with cones to designate the order and direction). Scale-a-Bales can be either 1 or 2 levels or any combination of 1 and 2 levels.
- CLOSING: An End Zone within 15' of final Scale.
- NESTS: There will be 5 hidden Nests (1 Hot Nest – 2 Empty – 2 Litter) in the End Zone.

### 2) PERFORMANCE

- Dogs will start the time when they leave the Start Box.
- Dogs must do all the designated Scale-a-Bale sections in correct order/direction, and THEN find the Hot Nest, all within the time allowed (1 minute).
- No Bale Chute required.
- The time will stop as soon as the Handler indicates the CORRECT Nest with the word "HOT" after completing the required elements OR when the time limit has expired.

### 3) FAULTS

- Dogs MUST touch the ground with all four feet before and after each Scale-a-Bale section, or the Judge will indicate "FAULT" and the dog will have to redo the Scale to move on.
- If the dog does a designated Scale-a-Bale section out of order, or misses a designated Scale-a-Bale section, the judge will indicate "FAULT" and the dog will have to correct the mistake (do the correct Scale-a-Bale section) before continuing on (corrected Scale mistakes do not incur faults)
- If the handler does NOT correct the mistake, it will be scored as an "OTHER FAULT" on the scoresheet and the run will score 0 points.
- If the Handler indicates a Cold Nest instead of a Hot Nest, the Judge will indicate "NEST FAULT" and the dog will have to redo the final Scale to continue the search for the correct Hot Nest.
- If the dog indicates the Hot Nest prior finishing the Scale-a-Bale sections, but the handler can call the dog off the Hot Nest to finish the Scale-a-Bale sections, and then re-indicate the Hot Nest, there will be no faults.

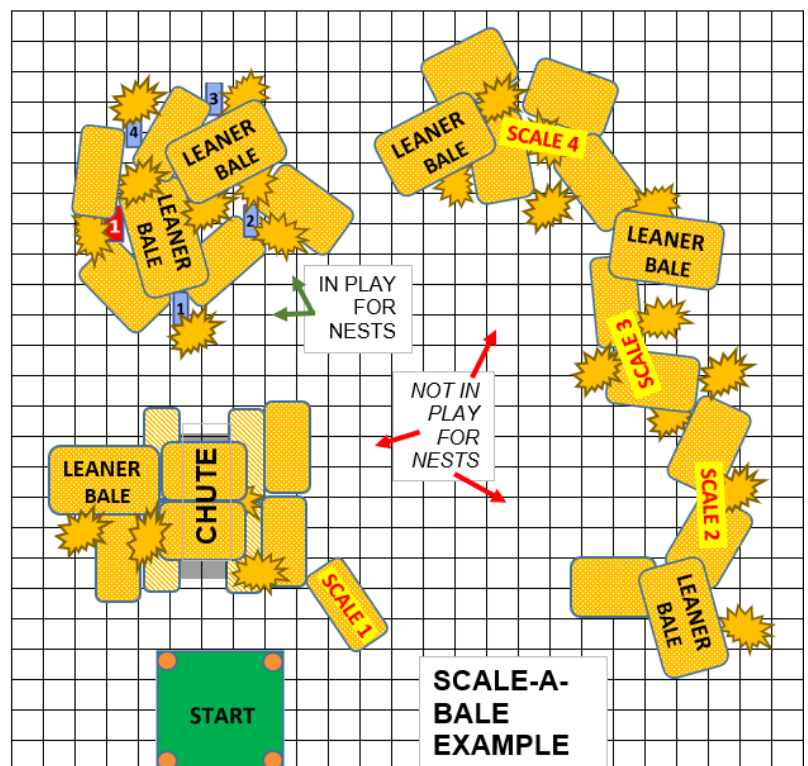
### 4) POINTS

*If class requirements are met, with no eliminating faults, points / placings will be earned:*

- Under (or =) 40 seconds = 50 points
- Under (or =) 50 seconds = 25 points
- Under (or =) 60 seconds = 10 points
- Over 60 seconds = 0 points

*\*For each NEST FAULT, the score will go down one point value (ex, 45 seconds = 25 points. But with a NEST FAULT= 10 points)*

### 5) SAMPLE COURSE





## TEAM – PAIRS (1.5 MINUTES)

### 1) COURSE

- LAYOUT: The Judge will determine the layout of the course. but must use no more than  $\frac{1}{2}$  of the course area for the Nest placement.
- NESTS: There will be 4 hidden Nests (2 Hot Nests – 2 Empty) on course.
- CHUTE: There will be one Short or Medium Bale Chute on the Course.
- START BOXES: There will be two Start Boxes, one on each side of the Course.

### 2) PERFORMANCE

- There will be two dogs in this class. Class will start when each dog/handler are in their Start Box.
- The first dog will start the time when they leave their Start Box.
- Dog 1 must find one Hot Nest and return to their Start Box.
- Dog 2 must then find one Hot Nest and return to their Start Box.
- EITHER Dog may then stop the clock by navigating the Bale Chute.
- Time Stops when the Bale Chute is completed (Dog and Handler do not have to return to Start Box).
- The Bale Chute will stop the time whenever it is performed.
- No Scale-a-Bale required.

### 3) FAULTS

- If a dog does not perform the Bale Chute within time allowed the score will indicate “OTHER FAULT” and the run will score 0 points.
- If a dog goes through the Bale Chute before 2 Hot Nests have been found the score will indicate “OTHER FAULT” and the run will score 0 points.
- If the Handler indicates a Cold Nest instead of a Hot Nest, the Judge will indicate “NEST FAULT” and that dog will have to return to the Start Box and the other dog will continue on the course. Not designated as an “Other” fault.

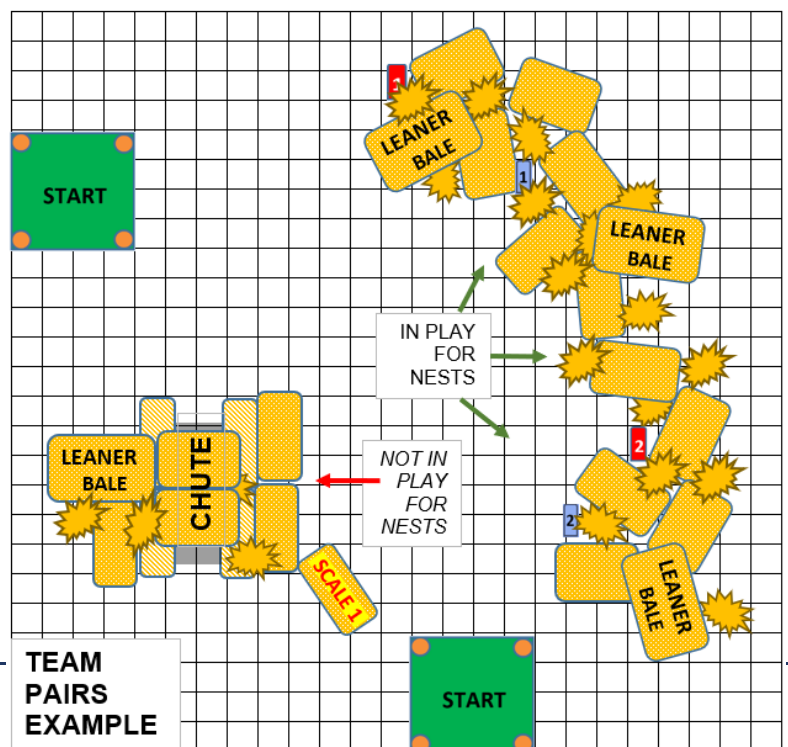
### 4) POINTS

*If class requirements are met, with no eliminating faults, points / placings will be earned:*

- Under (or =) 60 sec = 75 points
- Under (or =) 75 sec = 50 points
- Under (or =) 90 sec = 25 points
- Over 90 seconds = 0 points

*\*For each NEST FAULT, the score will go down one point value (ex, 45 seconds = 25 points. But with a NEST FAULT= 10 points)*

### 5) SAMPLE COURSE







## OVER-UNDER (2 MINUTES)

### 1) COURSE

- LAYOUT: The Judge will determine the layout of the course, but must use no more than  $\frac{1}{4}$  of the course area for the Nest placement ("End Zone")
- OPENING: Course of 3 Short/Medium Bale Chutes WITH 3 Small/Medium Scale-a-Bale sections. The Scale-A-Bale and Bale Chutes can be attached or separate (numbered with cones to designate the order and direction). Scale-a-Bale sections can be any combination of 1 or 2 levels.
- CLOSING: An End Zone bale area, within 15 feet of the final Scale-a-Bale or Bale Chute section.
- NESTS: There will be 5 hidden Nests (2 Hot Nests – 1 Empty – 2 Litter) in the End Zone.

### 2) PERFORMANCE

- Dogs will start the time when they leave the Start Box.
- Dogs must do all the designated Scale-a-Bale and Bale Chute sections in the correct order AND direction, and THEN find the two Hot Nests within the time allowed (2 minutes).
- The time will stop as soon as the Handler indicates the CORRECT final Nest with the word "HOT" after completing the required elements OR when the time limit has expired.

### 3) FAULTS

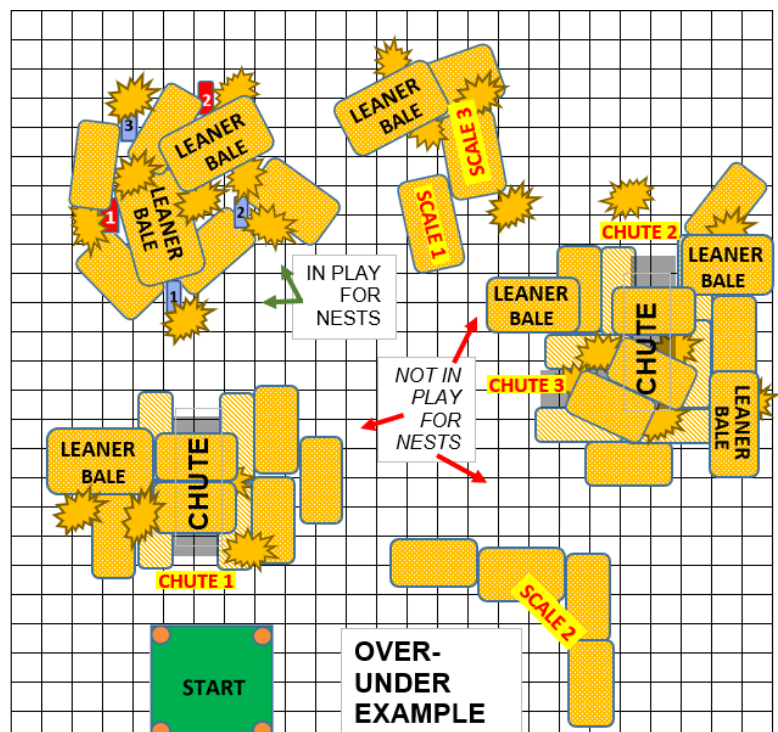
- Dogs MUST touch the ground with all four feet before and after each Scale-a-Bale section, or the Judge will indicate "FAULT" and the dog will have to redo the Scale to move on.
- If the dog does a designated element out of order, or misses a designated element, the judge will indicate "FAULT" and the dog will have to go back and do the correct element before continuing. Corrected Scale mistakes do not incur faults.
- If the handler does NOT correct the mistake, it will be scored as an "OTHER FAULT" on the score sheet and the run will score 0 points.
- If the dog indicates a Hot Nest before finishing the other elements, but the handler can call the dog off, finishes the required elements, and re-indicates the Hot Nest, there will be no faults.
- If the handler indicates a Cold Nest rather than the correct Hot Nest, the score will reflect "NEST FAULT" but the run will continue. The Cold Nest will not be removed and the dog/handler must redo the last element of the course (either Bale Chute or Scale) in order to continue. If the dog has not yet done a Chute or Scale they need to return to the Start Box to continue to search. (Time continues)

### 4) POINTS

*If class requirements are met, with no eliminating faults, points / placings will be earned:*

- 2 nests under 90 seconds = 75 points
- 2 nests under 120 seconds = 50 points
- 1 nest under 120 seconds = 25 points

*\*For each NEST FAULT, the score will go down one point value*



### 5) SAMPLE COURSE



## DISTANCE DOGS (2 MINUTES)

### 1) COURSE

- LAYOUT: The Judge will determine the layout of the course.
- HANDLER ZONE: There will be a area on course (including the Start Box) designated with tape or string or surveyors tape or other "line" options. The Handler Zone must allow the handler to work no less that 10 feet and no more than 20 feet from each Hot Nest.
- NESTS: There will be 5 hidden Nests (3 Hot Nest – 1 Empty – 2 Litter) on course. The Nests will be in secured locations so that they can not be displaced by dogs working without their handlers.

### 2) PERFORMANCE

- Dogs will start the time when they leave the Start Box.
- Handlers must remain IN the HANDLER ZONE and behind the HANDLER ZONE lines while the dog is searching for the Hot Nests.
- As soon as the Handler indicates a correct Nest with the word "HOT" the handler can leave the HANDLER ZONE to secure the Nest. The Handler will take the Nest back into the Handler Zone where it can be passes off to the Critter Carrier, who will remove it from the Ring.
- As soon as the Dog and Handler are back in the Handler Zone the Handler can send the dog back out to search for another Hot Nest. Note: The Handler and/or Dog do NOT have to go back to the Start Box, as long as they are in the Handler Zone they can begin to search again.
- No Scale a Bale or Bale Chute Required.
- The time will stop as soon as the Handler and Dog have indicated the final correct HOT nest, OR when the time limit has expired.

### 3) FAULTS

- If the Handler indicates a Cold Nest instead of a Hot Nest, it will be scored as "NEST FAULT" on the scoresheet. The Judge will indicate "NEST FAULT". The Cold Nest will not be removed, and the dog and Handler will BOTH have back to go back into the Handler Zone to continue searching. (Time continues)
- If the Handler steps out of the Handler Zone before they have indicated "HOT" and the judges has confirmed that it is a HOT nest the Handler will be eliminated, and the run will end.

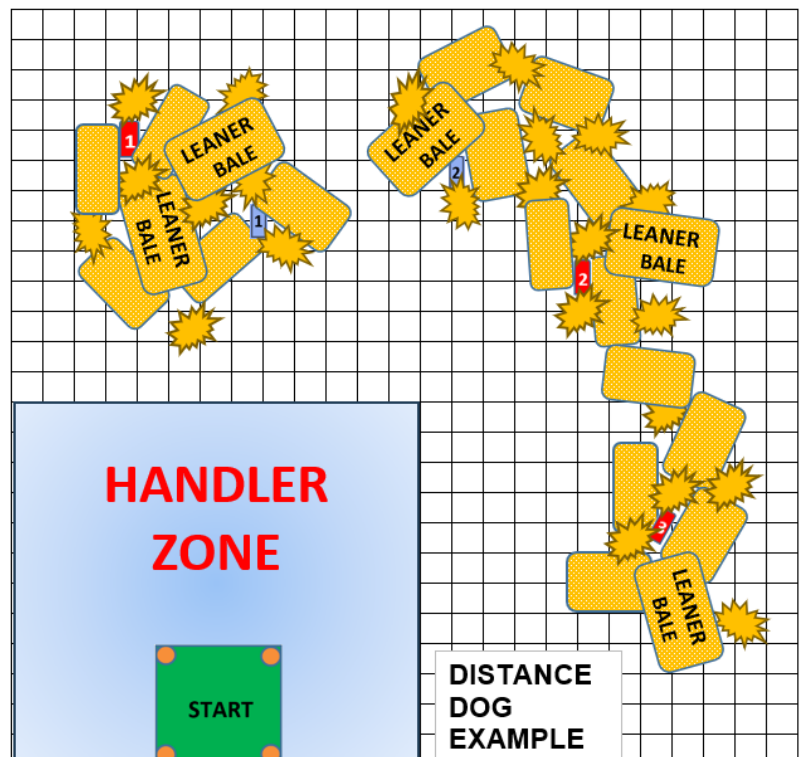
### 4) POINTS

*If class requirements are met, with no eliminating faults, points / placings will be earned:*

- 3 nests = 75 points
- 2 nests = 50 points
- 1 nest = 25 points

*\*For each NEST FAULT, the score will go down one point value (ex, 80 seconds = 50 points. But with a NEST FAULT= 25 points)*

### 5) SAMPLE COURSE





## TEAM – ZONED OUT (2.5 MINUTES)

### 1) COURSE

- a) LAYOUT: The Judge will determine the layout of the course, divided into three ZONES.
  - i) ZONE 1: No special requirements
  - ii) ZONE 2: Contains at least one Scale-a-Bale element (Medium or High)
  - iii) ZONE 3: Contains at least one Bale Chute element (Medium or Long).
- b) NESTS: Nest will be distributed in each Zone as follows:
  - i) ZONE 1: There will be 2 hidden Nests (1 Hot Nest – 1 Empty)
  - ii) ZONE 2: There will be 2 hidden Nests (1 Hot Nest – 1 Litter)
  - iii) ZONE 3: There will be 3 hidden Nests (1 Hot Nest – 1 Empty – 1 Litter)
- c) START BOXES: There will be two Start Boxes, one on each side of the Course.

### 2) PERFORMANCE

- a) There will be two dogs in this class. Class will start when each dog/handler are in their Start Box.
- b) The first dog will start the time when they leave their Start Box.
- c) Dog 1 complete Zone1 by finding the Hot Nest IN THAT ZONE and returning to their Start Box.
- d) Dog 2 then completes Zone2 by doing the Scale and finding the Hot Nest IN THAT ZONE and returning to their Start Box.
- e) EITHER Dog may complete Zone 3, by competing the Chute and finding the Hot Nest in that Zone.
- f) Time Stops when Zone 3 is completed (Dog and Handler do not have to return to Start Box).

### 3) FAULTS

- a) If the dog does a designated element out of order, or misses as element, the judge will indicate “FAULT” and the dog will have to do the correct element before continuing. If the handler corrects the mistake it will not be listed as a Fault.
- b) If the handler does NOT correct the mistake, it will be scored as an “OTHER FAULT” and the run will score 0 points
- c) If the dog indicates a Hot Nest when they are supposed to be doing another element, the handler must call the dog off and continue with the correct element. There will be no fault.
- d) If a handler indicates a Cold Nest rather than the correct Hot Nest, the score will reflect “NEST FAULT” but the run will continue. The Cold Nest will not be removed and the dog/handler must redo the last element of the course (either Bale Chute or Scale) in order to continue. If the dog has not yet done a Chute or Scale they need to return to the Start Box to continue to search. (Time continues)

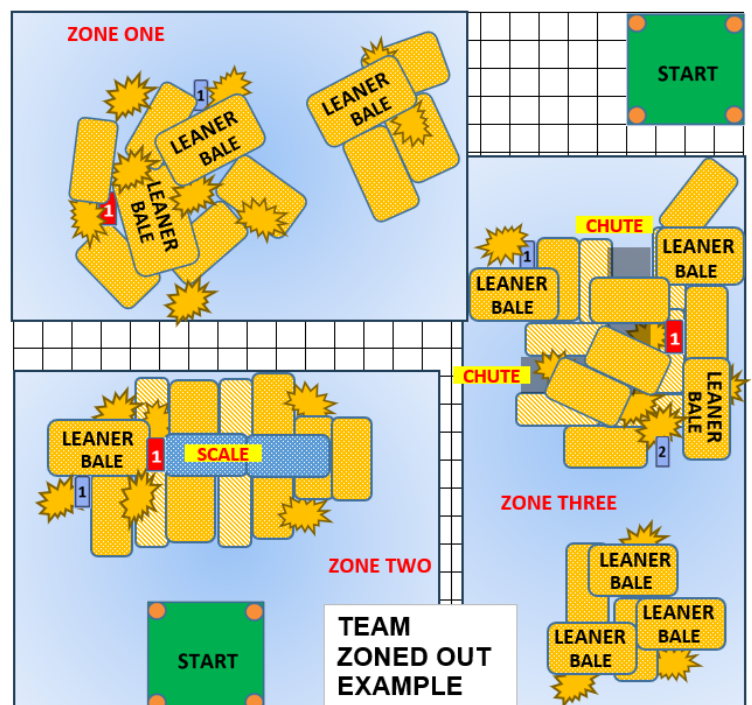
### 4) POINTS

*If class requirements are met, with no eliminating faults, points / placings will be earned:*

- Zone 3 Complete = 75 points
- Zone 2 Complete = 50 points
- Zone 1 Complete = 25 points

*\*For each NEST FAULT, the score will go down one point value (ex, 90 sec = 75 points. But NEST FAULT = 50 points))*

### 5) SAMPLE COURSE







## DOUBLE DOWN (3 MINUTES)

### 1) COURSE

- LAYOUT: There will be 3 Bale Chutes on Course (Short, Medium, or Long) (numbered with cones to designate the order and direction).
- NESTS: There will be 7 hidden Nests (4 Hot Nests – 1 Empty – 2 Litter) on course.

### 2) PERFORMANCE

- Dogs will start the time when they leave the Start Box.
- Dog must begin by finding one of the 4 Hot Nests on course. When the dog has found the 1<sup>st</sup> Hot Nest, the Handler will indicate with the word “HOT”, and the Critter Carrier will remove the Hot Nest from the Ring, while Dog and Handler carry on.
- After finding any Hot Nest. the dog must then perform the 1<sup>st</sup> Bale Chute (in the direction designated by the judge) in order to start to search for the next Hot Nest.
- Once they have successfully navigated the first Bale Chute they can try to locate the 2<sup>nd</sup> Hot Nest.
- Once they have located the 2<sup>nd</sup> Hot Nest the dog has to do the 2<sup>nd</sup> Bale Chute, and then find the 3<sup>rd</sup> Hot Nest, followed by the 3<sup>rd</sup> Bale Chute and then the Final (4<sup>th</sup>) Hot Nest.
- No Scale a Bale is Required.
- The time will stop as soon as the Handler and Dog have completed the required elements and indicated the final Hot Nest with the word “HOT”, OR when the time limit has expired.

### 3) FAULTS

- If the dog does a designated Chute out of order, the judge will indicate “FAULT” and the dog will have to go back and do the correct Chute before continuing. If the handler corrects the mistake it will not be listed as a Fault.
- If the handler does NOT correct the mistake, it will be scored as an “OTHER FAULT” on the scoresheet, and the run will score 0 points
- If the dog indicates a Hot Nest before doing the required Bale Chute, the handler cannot call “HOT”, and the Nest will not be removed until the Handler can direct the dog to finish the required Bale Chute. Then the handler can call “HOT” on the Nest and carry on.
- If the handler indicates a Cold Nest, the score will reflect “NEST FAULT” but the run will continue. The Cold Nest will not be removed, and the dog/handler must redo the last Bale Chute in order to continue. If the dog has not yet done a chute they need to return to the start box to continue to search.

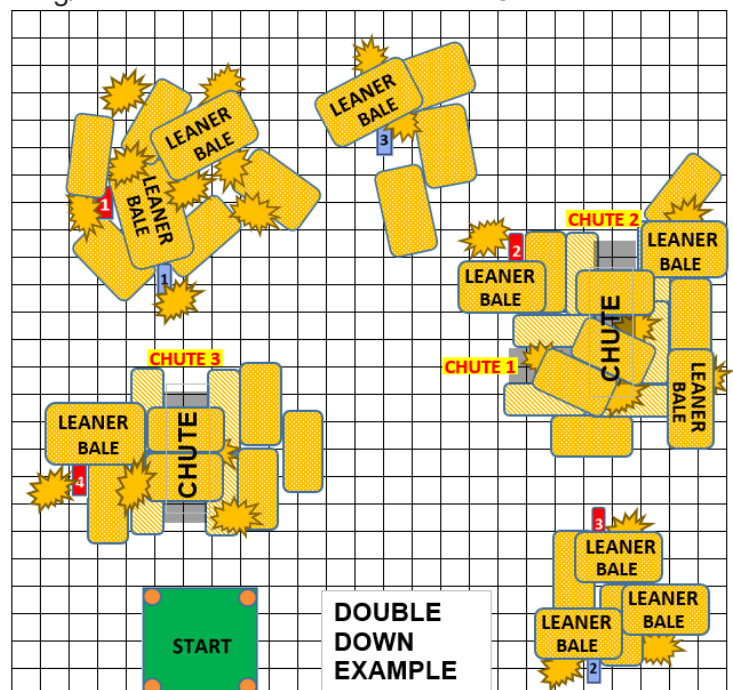
### 4) POINTS

Points will be allocated based on how many nests the dog finds in the time allowed. In the case of a tie the dog with the fastest time will win.

- 4 Nests = 100 points
- 3 Nests = 75 points
- 2 Nests = 50 points
- 1 Nests = 25 points
- 0 Nest = 0 points

*\*For each Nest Fault, the score will go down one score value (ex, 3 Correct Nests = 75 points. But with a NEST FAULT = 50 points)*

### 5) SAMPLE COURSE





## GAMBLERS (3 MINUTES)

### 1) COURSE

- LAYOUT: There will be ONLY one MEDIUM or LONG Bale Chute on Course.
- NESTS: There will be 7 OR 8 hidden Nests (4-5 Hot Nests - 1 Empty – 2 Litter) on course.

### 2) PERFORMANCE

- Dogs will start the time when they leave the Start Box.
- Dogs must find as many Hot Nests as they can within the time allowed (3 minutes). The handler will not know whether there are 4 or 5 Hot Nests on the course.
- No Scale-a-Bale required.
- The Bale Chute will be considered completed when all 4 feet of the dog exit the Bale Chute from a different exit than they went in.
- The time will stop when the time limit has expired or as soon as the dog completes the Bale Chute. This applies whether or not the Handler intended the dog to go through the Bale Chute, and regardless of how many Hot Nests have been located.
- Handlers may send their dog through the Bale Chute at any time to end the run.

### 3) FAULTS

- If the handler indicates a Cold Nest rather than the correct Hot Nest, the Cold Nest will not be removed and score will indicate "NEST FAULT". The dog/handler must go back to the Start Box in order to continue (Time will not stop).
- If the dog has NOT COMPLETED the Bale Chute **PRIOR** to the time expiring (regardless of the # of Hot Nests found) the score will indicate "OTHER FAULT" and the run will score 0 points.
- If the handler BLOCKS the Bale Chute to prevent the dog from entering, the score will indicate "OTHER FAULT" and the run will score 0 points.

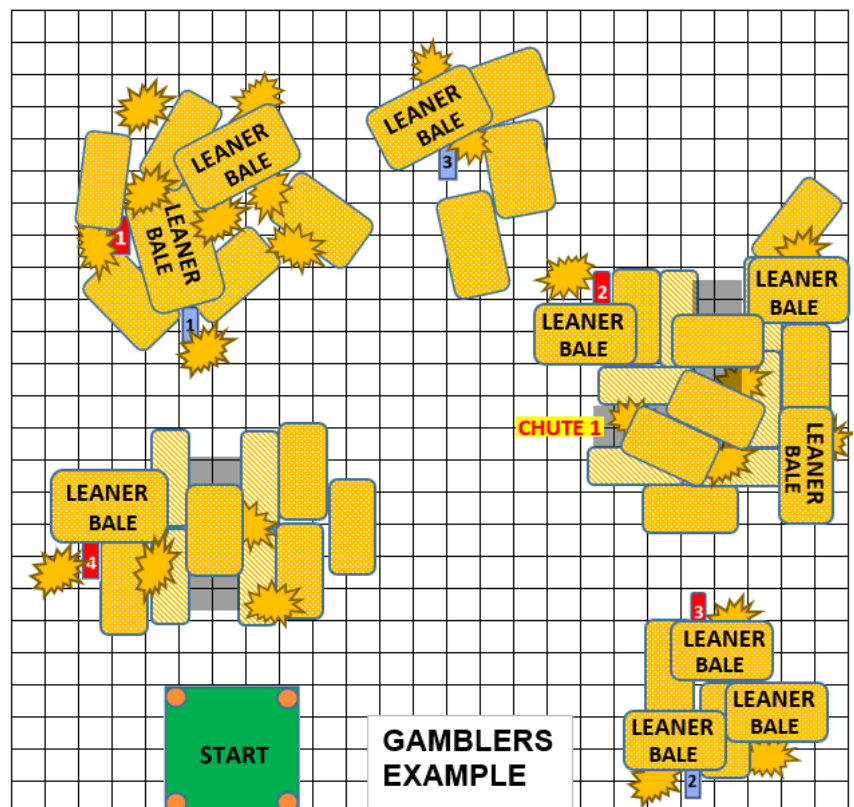
### 4) POINTS

The dog does NOT need to find all Hot Nests in order to earn points, but they do need to complete the Bale Chute to stop the time. Points are allocated based on how many nests the dog does find in the time allowed.

- Found ALL Nests = 100 points
- Missed 1 Nest = 75 points
- Missed 2 Nests = 50 points
- Missed 3 Nests = 25 points
- Missed 4-5 Nests = 0 points
- In the case of a tie the fastest time will win.

*\*For each Nest Fault, the score will go down one score value (ex, ALL Correct Nests = 100 points. But with a NEST FAULT = 75 points)*

### 5) SAMPLE COURSE





## TEAM – PHASE 3 (3 MINUTES)

### 1) COURSE

- LAYOUT: The Judge will determine the layout of the course, which will include one Med-Long Chute, one Med-High Scale, and two Start Boxes on opposite sides of the Course.
- NESTS: There will be 8 hidden Nests (6 Hot Nests – 2 Litter) on course.

### 2) PERFORMANCE

- There will be two dogs in this class. Class will start when each dog/handler are in their Start Box.
- The first dog will start the time when they leave their Start Box. In Phase 1 the first dog must locate one Hot Nest and then return to their Start Box.
- When the first dog and handler are both back in their designated Start Box, the second dog and handler must locate one Hot Nest to complete Phase 1 and then return to their Start Box.
- For Phase 2 the first dog must then both navigate the designated Scale, and locate 1 Hot Nest (either order), and then return to their Start Box.
- The second dog must also then navigate the designated Scale and locate 1 hot Nest (either order), and then return to their Start Box, to complete Phase 2.
- The 3<sup>rd</sup> and final Phase requires the first dog to navigate the Bale Chute and locate 1 Hot Nest (either order) and then return to the start box.
- To compete Phase 3, the second dog must then also navigate the Chute and locate the final Hot Nest (either order) which will stop the time.

### 3) FAULTS

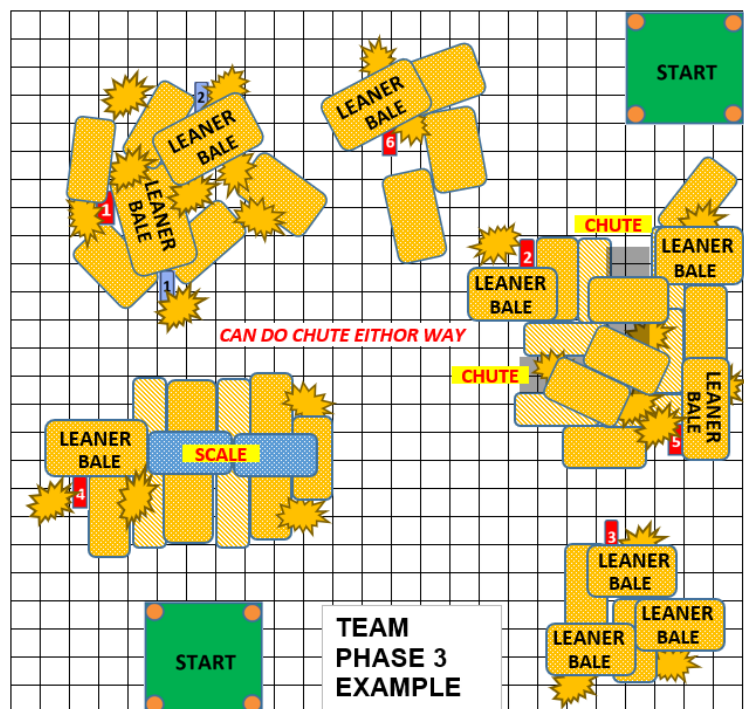
- If a dog does a Chute or Scale out of order, the judge will indicate “FAULT” and the dog will have to go back and do the correct Chute or Scale before continuing. If the handler corrects the mistake it will not be listed as a Fault.
- If the handler does NOT correct the mistake, it will be scored as an “OTHER FAULT” on the score sheet, and the run will score 0 points.
- If a handler indicates a Cold Nest, the score will reflect “NEST FAULT” but the run will continue. The Cold Nest will not be removed, and the dog/handler must return to the Start Box order to continue. (Time will not stop).

### 4) POINTS

The dogs do NOT need to find all Hot Nests in order to earn points. Points are allocated based on how many nests the dog does find in the time allowed.

- 6 Nests = 100 points
- 5 Nests = 75 points
- 3 – 4 Nests = 50 points
- 1 – 2 Nests = 25 points
- 0 Nests = 0 points
- *\*For each Nest Fault, the score will go down one score value (ex, 6 Correct Nests = 100 points. But with a NEST FAULT = 75 points)*

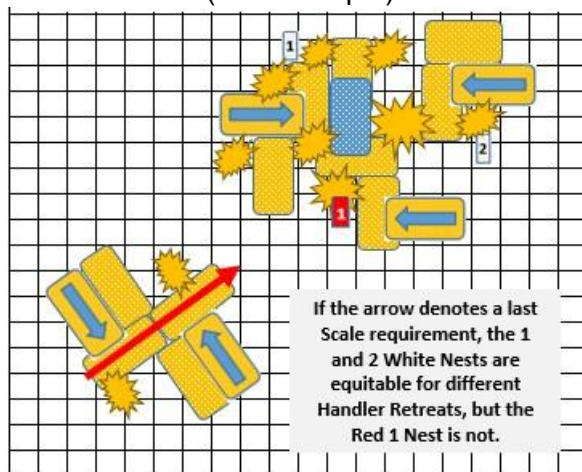
### 5) SAMPLE COURSE





## GENERAL RULES

- In order for handlers to be able to control their dogs more easily when they make a find, dogs MAY wear a close-fitting leather or nylon collar on course, as long as there is nothing attached to the collar (like a tag) that could catch anywhere on course.
- The leash must be on the dog when they enter or leave the Competition Ring.
- Any dog who shows any aggression toward another dog or person may be excused from the Trial.
- Courses will be equitable for all handler retreats.
- Numbered Cone Courses will not be the same for all Retreats in a clas.
- The Hot Nest location, though different from Retreat to Retreat, will be a similar distance and of similar difficulty for each Retreat (see Example)



## HANDLER / DOG FAULTS

### GENERAL ELIMINATION FAULTS

- 1) Handlers who touch their dog in the ring to direct them.
- 2) A handler who steps ON a bale (unless they are in the process of Hot Nest Removal and have indicated "HOT" to the judge). Handlers ARE permitted to step OVER bales.
- 3) A Handler who leaves the Start Box before the Dog.
- 4) A Handler bowling or otherwise impelling their dog out of the Start Box.
- 5) Any Handler or Dog who is overly rough with a Hot Nest.
- 6) Any Dog who is aggressive toward another dog or person on the trial site (may also face further action depending on the nature and degree of the infraction).
- 7) Dog Fouling in the Ring.
- 8) Having a Communication Device in the Handler Retreat or in the Competition Ring.
- 9) Having a Timing Device in the Competition Ring.
- 10) Any sort of Unsportsmanlike behaviour by the Handler.
- 11) Any outside interference.
- 12) Toys/Food/Training Aids in the Competition Ring. This includes leashes carried on Course.

## BALE BOARDS

- Bale Boards are used between layers of straw to ensure stability at the top of Bale Chutes.





- Bale Boards must be at least 1/2" thick to ensure they are strong enough to accommodate both bales and dog.
- No corners of a Board may be left exposed on the course.
- As Bale Boards would simulate wood floors, or hayloft boards in a Barn, they do not have to be covered, but MAY have matting or rug attached, or be painted.
- If Bale Boards are not covered they must be sanded to eliminate the possibility of splinters for course builders/judges/dogs.
- No hardware (screws/nails etc) may be used to attach matting or rug to a Bale Board.

## BALE CHUTES

- Bale Chutes must be at least 14" wide and at least 18" high. (18" is the height of an average Bale on it's side).
- A Short Bale Chute is a Chute in a straight configuration that is only 1 or 2 bales long.
- A Medium Bale Chute must be at least 10 feet long and consist of one or two bends.
- A Long Bale Chute must be at least 15 feet long and include two or three bends.
- Bale Chutes must always have at least two openings for the dog to traverse in or out.
- A Bale Chute is considered completed when all four of the dog's feet have exited the Chute from an opening other than the one the dog entered. (Entering and coming back out the same opening does not qualify as "completed")

## BEDDING

- FRESH BEDDING (from the day of the Trial) must be used for ALL HOT NESTS in all events and classes.
- COLD Nests may either be empty or contain Bedding.
- In Excellent Classes, the Cold Nests must use FRESH BEDDING.
- In Pre-Novice and Novice class the Cold Nests must be a combination of Empty and containing STALE bedding.
- In Merit / Games classes the Cold Nests must be a combination of Empty and containing either FRESH or STALE bedding.
- FRESH BEDDING is bedding that was removed from the Critter Habitat on the day of the event.
- STALE BEDDING is bedding that was removed from the Critter Habitat 2-3 days prior to the event.
- Host clubs must use consistent bedding throughout the event. If there are multiple Critter Habitats then bedding from all retreats must be mixed together to ensure consistency throughout the day.
- Ensure tubes with Critters are marked with their Habitat number so that they will go back into the correct Habitat.

## COMPETITION RING

- Ring Dimensions – Barn Dog Competition Rings must be a Minimum of 600 Sq Ft.
- Rings do not have to be square or Rectangular.
- Ring Dimensions and a map of the floor area must be sent to the Judge a minimum of 3 weeks prior to any event, along with numbers of bales on hand, number and sizes of bale board, and gate locations, in order to facilitate course design.
- There will be no food or toys allowed in the Competition Ring.



## CRITTER CARE

- CRITTER CARE MUST BE PARAMOUNT AT ALL TIMES!
- When not being used in the ring the Critters must be kept in clean, suitably large habitats, with food and water available at all times.
- Hot Nests must be handled with care at all times, and carried vertically to ensure stability.
- If a dog or handler mishandles or abuses a Hot Nest they may be excused from the Trial.
- Although the Critters are quite comfortable in their Nests, care should be taken to ensure that they get adequate rest during a competition day, and are not used for more than 2 classes in a row.
- If critters have been used in two classes they must be put back in their habitat to rest for at least one class before being used again.

## CRITTER CARRIER

- There will be a “Critter Carrier” person on hand, to take any Hot Nests that need to be cleared from the Competition Ring. When the handler has indicated a Hot Nest by calling out “HOT” The handler then has two choices:
  1. They can pick up the nest (horizontal only and) and hand it to the Critter Carrier.
  2. They can restrain their dog (verbally or physically) so that the Critter Carrier may pick up the nest and remove it from the trial area.

## HANDLER RETREAT

- The Handler Retreat must be located no closer than 40 feet from the ring and be situated so that the handlers cannot see into the ring area. Retreats are used to ensure that all competitors have a level playing field and no one will have the advantage of knowing where Hot Nests are placed.
- Once a handler and dog have competed they don't have to go back to the Handler Retreat.
- Retreats will only be used for a maximum of 9 dog/handler teams. If more than 9 dog/handler teams are entered in a class, the number of competitors will be divided evenly into separate Retreat groups, so that there are never more than 9 at a time.
- No communication devices (phones / tablets etc) are allowed in the Handler Retreat.
- Dog/Handler teams will be called out of the Handler Retreat and into the Competition Ring one at a time, as soon as the judge signals to the Steward that they are ready for the next dog.
- No communication devices are allowed in the Handler Retreat.
- Music/Radio may be played close to the retreat to help keep dogs quiet, and prevent noise from the ring from carrying into the Retreat.
- The host club must ensure that the Retreat numbers are listed on the scribe pages, so that the scribe can relate to the judge when a New Retreat Group is starting.

## NESTS

- Nest Design and Manufacture must be approved by the Barn Dog Association
- Hot Nests in the Competition Ring must be secure in their placement, so that an intense dog cannot dislodge them in a dangerous way.
- Nest MAY be secured to boards via Velcro or other strapping, so that they cannot be displaced when hidden in the course.
- Any Hot Nests must be carried horizontally, to ensure that the Critters inside are not jarred.
- Hot and Cold Nests must never be placed closer than 36" apart on Course.
- Nests should always be placed with Vent Holes facing away from the bales.





## SCALE-A-BALE

- To qualify as successfully Scaling a Bale, the dog must ascend a bale of straw with all four feet (jumping OVER a bale does not qualify as a “scale”)
- A Low Scale a Bale is one level (bale on the ground)
- A High Scale a Bale is a two or three level ascension.
- Scale-a-Bale sections must be secure to prevent toppling when being navigated by a dog.

## START BOX

- The dog and handler must begin in a start box.
- The start box will be designated by either cones or corner markers of some sort, or by a mat.
- The Start box shall be no smaller than 4 x 4 and no larger than 6 X 6, with no side being less than 4’.
- The start box can be circular, rectangular, or square.
- To start the run the dog will enter the start box on leash with the handler. The handler will take off the leash and put it in their pocket or in a designated leash spot. The handler may then direct the dog to start their run. The handler must not be touching the dog or collar when the dog is released from the start box.
- The judge or timer will indicate to the handler when the run may begin. The time will start when the dog begins to leave the box (one foot out of the box). The dog MUST leave the box before the handler. If the Handler leaves the box first they can be Faulted (from a Warning to ELIMINATION)
- If the dog hesitates or returns to the box after the time has started, the time will not be reset.

## TIMING

- Time will begin when the Dog steps out of the Start Box.
- Timing is a critical component of the scoring of each run in Barn Dog competitions. It is expected that only experienced volunteers be put into the position of timing.
- When the time is up the Timer will immediately signal to the judge that the time has expired.
- The signal can be a “TIME’S UP” from the Timer. If the club has a small flag, that can also be used (waved) at the end of time, to ensure that the judge hears the timer, as there may be barking and it may be hard to hear.
- If the Timer has an issue and does not get a time for a run, the dog and handler must have a rerun in a different Handler Retreat.
- If the handler has incorrectly indicated a Cold Nest, the Nest will not be removed.
- If the handler moves on from the Hot Nest without having it removed, they may have it removed at any time later in the run. But they must have their dog under control for the nest to be removed.



## DEFINITIONS

|                          |                                                                                                                                                                                                        |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>BALE CHUTE:</i>       | A tunnel like configuration of bales that requires the dog to duck under at least one bale to navigate.                                                                                                |
| <i>BEDDING:</i>          | The litter/nesting material in the bottom of a Critter Habitat.                                                                                                                                        |
| <i>COLD NEST:</i>        | A PVC Barn Dog approved tube that is empty, or contains ONLY bedding.                                                                                                                                  |
| <i>COMPETITION RING:</i> | The enclosed area where the classes take place.                                                                                                                                                        |
| <i>CRITTERS:</i>         | Rats / Gerbils / Mice or other appropriate creatures.                                                                                                                                                  |
| <i>FAMILIARIZATION:</i>  | A period, prior to a trial, where dogs can become familiar with the Critter scent that they will be searching for during the event.                                                                    |
| <i>FEO:</i>              | For Exhibition Only. Score does not count toward Queues or Titles                                                                                                                                      |
| <i>HANDLER RETREAT:</i>  | An area where handlers and dogs wait during their class, so that they cannot see the Competition Ring, or where the Nests are being placed.                                                            |
| <i>HOT:</i>              | What the Handler calls when they think their dog has located a Nest with critters.                                                                                                                     |
| <i>HOT NEST:</i>         | A PVC or other approved Barn Dog approved tube that contains one or two critters.                                                                                                                      |
| <i>JUDGE:</i>            | The person who officiates at the trial, who sets the courses, determines whether the dog has faulted or succeeded in their run, and ensures that the correct results are recorded by the timer/scribe. |
| <i>SCALE A BALE:</i>     | The dog ascending a bale with all four feet.                                                                                                                                                           |
| <i>BALE BOARDS:</i>      | Boards that are used to support bales of straw to facilitate the building of Bale Chutes on the course.                                                                                                |



## HOSTING A BARN HUNT OFFICIAL EVENT

If you would like to promote Barn Dog Games and run your OWN Barn Dog event, you can have your Club sanctioned with the Barn Dog Association of Canada.

We will guide you through the process of hosting, including what you need to get started (How many nests/bales/boards etc), Critter Care, acceptable Trial locations, Premium list template, etc

Site and equipment inspections will be conducted before such approval is granted. Barn Dog Fees are \$2 per run, to be collected by the host club and forwarded with trial results, to the Barn Dog Association.

Clubs hosting an Official Barn Dog Event MUST submit results and fees to the Barn Dog Association of Canada electronically within 1 week (7 days) of the end of the event. Clubs who submit results late will be subject to a fine of \$25 for every day the results are late.

Clubs wishing to host a Barn Dog event must have at least 12 PVC tubes to use for Nests and at least 12 Critters, so that they can be rotated through the various events.

Clubs hosting Barn Dog Events must have incident report forms on hand to record any incidents that may happen at their events. These forms will be made available to competitors upon request to be submitted to the Barn Dog Association for follow up.

Any incident of unsportsmanlike conduct, aggression, or discipline of a competitor must be reported by the Host Club (submitted with the Results).

The Host Club must offer a Qualifying ribbon/rosette to each eligible competitor as described in the Award section.

When there are Vets and Preferred dogs in a class, Host Clubs should try to place them together in the same Handler Retreat whenever possible, so that the judge can ensure that Nests are not elevated for those dogs.

Host Clubs should ensure that there are some spare bales on hand that can be changed out in the case of an accident.

There must be a Familiarization Period before the trial, for the dogs to be introduced to the Critter scent that they will be searching for during that day's event.

## JUDGING A BARN HUNT OFFICIAL EVENT

Any experienced Barn Dog handler may apply to the Barn Dog Association to become a Judge.

Judges Fees are a minimum of \$1 per run. Any additional expenses must be negotiated between the host club and the judges.



When a Class like Over-Under requires that a specified “course” must be completed, all Retreats will navigate the same course (same Bale Chutes/Scale-a-Bales etc in the same order and the same direction).

The Judge may either be in the ring with the dog and handler, or in an elevated position outside the ring. If the judge is in a position outside the ring it is important that they be in a position to be able to see all of the ring. The judge’s position should remain consistent though-out a class.

### COURSE DESIGN

- 1) When designing a Course, the judge should ensure that the course map includes ALL the bales that are in the ring, including spare bales, and where they will be located.
- 2) Judges must ensure that Hot Nests are hidden in equitable places for each new Retreat in a class, as the dogs from different Retreats are competing against each other for placements in the class.
- 3) Hot Nests should never be closer that 36” apart. Hot/Cold Nests should not be closer that 24” apart



## ADDENDUM A – PRE-NOVICE MAP

