

## What to Expect at K9 Kup

### Before the First Event

#### What is K9 Kup?

K9 Kup is designed to be a learning event similar to a sanctioned AAC Trial. The purpose of K9 Kup is for handlers, dogs, judges and volunteers to learn, practice, and become familiar with the AAC Trial environment and rules.

K9 Kup rules and scoring that vary from the AAC rules are explained in the K9 Kup Rules and Scoring documents which can be found on the Paws4Fun website K9 Kup page at <https://www.paws4funagility.ca/k9-kup/>.

K9 Kup is a series of 4 events that are held on the last Sunday of the month from June to September. At each event, 3 AAC classes (from Standard, Steeplechase, Jumpers, Gamblers and Snooker) will be run concurrently in 3 rings. This is a learning event which is run like a sanctioned AAC event.

K9 Kup is a team event, with a maximum of 15 teams of 8 players. Scoring is per team, with placement ribbons presented to teams at each event and at the end of the season. This event has a maximum of 15 teams of 8 players. During this event 3 rings run concurrently.

Scoring is per team and ribbons are presented monthly and at the end of the season.

#### Are you ready for K9 Kup?

Dogs should have a basic obedience skills and an understanding of most agility equipment prior to the first event. It is not uncommon for some dogs to still be working on certain skills (e.g. weaves or teeter), and some dogs to still display “zoomies” or sniffing in the ring. If you have a reactive dog, K9 Kup may be a good learning environment, but please take precautions to ensure the safety of your dog and others. early in the season. It is not necessary to be completely competent in all the equipment — e.g. many dogs are not weaving before the first event. Talk to your instructor, he/she is your best resource for determining your dog's readiness for the competition environment.

Talk to your instructor, they are your best resource for determining your dog's readiness for the trial environment. Contact the K9 Kup Trials Secretary if you wish to discuss whether this event is appropriate for your dog.

You should have a basic understanding of the AAC rules for each class, please review the AAC rule book, and speak to your instructor. The judge will provide a briefing prior to each class, but this is a brief rules reminder only.

Your dog should have basic obedience skills in order to participate in this event. Dogs who display “zoomies” or “sniffing” may still attend. are not a reason to not come. It is often a way for the dog to release stress and the trial setting is the only way to work through it.

Reactive dogs are not banned from the K9 Kup. Again ask your instructor. Precautions must be taken to ensure the safety of your dog and others. If you are not sure unsure you can also please contact the K9 Kup coordinator or your instructor to discuss if this event is appropriate for your dog.

Safety is very important. The excitement of the environment can be difficult for some dogs so it is important that you be aware of the Paws4Fun Code of Conduct and Rules ( <https://www.paws4funagility.ca/paws4fun-rules/> ) and the K9 Kup rules ( <https://www.paws4funagility.ca/k9-kup/> ) to ensure your and other dogs and people are safe. Maintaining distance between dogs and having an awareness of what your dog is doing at all times is key to everyone’s safety. We need to keep all our dogs safe and happy by keeping our dogs under control and ensuring there are no unwanted encounters. Even a visit from a friendly dog can make a shy dog uncomfortable. Respect any dog that needs "space". If your dog needs "space" politely ask other handlers to respect it. For further information please review the following documents:

- Paws4Fun Code of Conduct and Rules ( <https://www.paws4funagility.ca/paws4fun-rules/> )
- K9 Kup rules ( <https://www.paws4funagility.ca/k9-kup/> )

You should have a basic understanding of the AAC rules for of each game. The judge will provide a briefing before each class. Please see the They will be briefed by the judge the first time you run. See the AAC rule book for this info more information and/or talk speak to your instructor.

## **Code of Conduct**

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- K9 Kup rules ( <https://www.paws4funagility.ca/k9-kup/> )

## **Before the first event Each Event**

~~K9 Kup rules and scoring that vary from the AAC rules are explained in the K9 Kup Rules and Scoring documents which can be found on the Paws4Fun website K9 Kup page at <https://www.paws4funagility.ca/k9-kup/>.~~

~~Teams are divided into 3 divisions - pink, green and blue. Your team is assigned to a division by the K9 Kup Trials Secretary once entries are closed. You will stay in that division for the entire season. The purpose of divisions is only to determine which teams are running in each ring, divisions do not impact scoring. There are 3 divisions, pink, green and blue. Your team is assigned to a division by the K9 Kup coordinator once entries are closed. You will stay in that division for the entire season~~

Course maps are posted online on the Paws4Fun web-site, ~~and K9 Kup Facebook page the Saturday before~~ the morning of the event. There will be copies of the course maps posted on site as shown on the site map below, ~~site the shed~~ but ~~there will be~~ no extra copies will be available for participants.

Classes for each K9 Kup event (Standard, Gamblers, Jumpers, Snooker or Steeplechase) and the order in which the divisions will run, will be posted ~~during the week before~~ prior to the K9 Kup the event on the FB page.

You Competitors must notify the K9 Kup Trials Secretary at [trialssecretary@paws4funagility.ca](mailto:trialssecretary@paws4funagility.ca) ~~captains~~ of any height changes, titles obtained ~~or absences, absentees, asap~~ prior to the event. ~~Captains and/or the competitor must send this information to the K9 Kup Coordinator asap.~~

You must notify the K9 Kup Trials Secretary if you are bringing a bitch-in-season (BIS) to a K9 Kup event. Your BIS can participate but must abide by the rules in the K9 Kup rules document on the Paws4Fun website.

There is very little shade on site. Feel free to set up shade tents in your division's designated area (as shown on the site map below) after 4pm on Saturday. ~~If you want you can set up your tent in the afternoon before the event at 4pm or later.~~

It is not permitted to rope off parking areas for your team prior to the event. Parking is first come first serve on the morning of the event.

## **Event Day**

Please try not to do not arrive before 8:00 am the day of the event. If you do arrive early, please drive in, do not wait on the road.

Parking areas are shown on the site map below. When you arrive, park your car in the designated area for your division - pink, green or blue. There is designated

parking for bitches-in-season. If you must leave before the last dog has finished running in ring 1 please wait to leave until a height change is called.

At each event, 3 rings run concurrently, with one division in each ring. Each ring is set up for one class (Standard, Jumpers, Gamblers, Snooker or Steeplechase). Each division will begin in a specific ring. Once all divisions have finished with their first class in their first ring, each division will move to their second ring of the day. Once all divisions have finished in their second class in their second ring, a 30 minute lunch break will begin. After lunch all divisions will move to their final class in their third ring for the day. Once all divisions have finished their final classes ribbons will be presented by the shed. ~~At K9 Kup we have 3 rings that run concurrently at the same time. Each ring is set up for one class (Standard, Jumpers, Gamblers, Snooker and Steeplechase). There are 3 divisions, pink, green and blue. Your team is assigned to a division by the K9 Kup coordinator once entries are closed. You will stay in that division for the entire season. The day of the event each division will begin in a specific ring. Once all classes have finished with their first division everyone will move to their second ring for the day. Once that last dog has finished in the second class, a 30 minute lunch break will begin. After lunch all divisions will move to their final ring for the day. Following the final classes ribbons will be presented by the shed.~~ runs in the assigned ring. When all 3 divisions have finished running the dogs then the entire division moves to the next class/ring they have been assigned to.

When you arrive, park your car in the designated area for your division – pink, green or blue. ~~There is designated parking for bitches in season which is shown on the map found at the end of this document. If you must leave before the last dog has finished running in ring 1 please wait to leave until a height change is called.~~

The exception is girls in season. There is a designated area for you to park, potty etc your girl. You can see this on the map below. Girls in season must wear pants at all times except when pottying. A mat must be used at the start line. The competitor must supply their own mat. ~~THE COMPETITOR MUST INFORM THE K9 KUP COORDINATOR THEIR GIRL IS IN SEASON AS SOON AS POSSIBLE.~~

~~If you can not stay until the end of the day when you leave please pass ring 1 when a dog is not running i.e. during height change. Guests staying for the entire event should park with their division. If the guest needs to leave before the end of the event they should park outside the gate along the driveway.~~

Bitches in season (BIS), can participate but are required to wear panties at all times. "At all times", means exactly that – when they are outside of the ring and running in the ring. If your dog is in season, notify the K9 Kup Coordinator as soon as possible before each event.

The general briefing for all competitors, volunteers and guests, will take place near the shed at 9a.m8:45am. This will be a quick go over the rules of the event-site rules, not games rules. We ask all participants and volunteers to gather at the shed for the general briefing. Please make your way to the shed area for that time. Volunteers must also attend the general briefing.

Following the general briefing you must participants are asked to crate yourtheir dog(s) and head to their first ring for their judge's briefing.

Following the Judge'sWhen the briefing, is done you will have 7 minutes to walk the course. When the walk through is completed the first dog has 5 minutes to return to the ring. If the first few dogs are ready prior to the 5 minute waiting period the judge may elect to begin the classearly.

The judge will not begin the class until each team has their designated volunteer ring crew in the ring, as specified in the K9 Kup Rules document on the Paws4Fun website.

When the general briefing is done, you will divide into your divisions and head to your first ring/class.

After you walk each course, pleaseEach competitor must check in with the gatekeeper either before or after the walk through. Each person must check themselves in, not one person checking off the team. Do not assume the gatekeeper will recognize you at any time. If you are near the ring waiting for your turn, listen for the gatekeeper to call you and let them know you are present.acknowledge your upcoming turn in the ring.

Each team is required to provide 1 volunteer as ring crew at all times.. If you can have someone to do the job all day (not running a dog) that is ideal but if not the team must decide how to cover the spot. Most teams divide the job between multiple2 competitors. The first half of the class covered by someone running their dog toward the end of the running order. The second person, who relieves them, is a person who ran their dog early in the running order. Then 2 other people from the team ring crews the next class etc. Teams may also elect ot have one designatesd ring crew volunteer for the entire day. The judges are instructed not to start will not begin until all each team has 1 ring crew volunteers are present.

Once at your ring the judge for that class will do the judges briefing. When the briefing is done you will have 7 mins to walk the course. When the walk through is completed the first dog has 5 mins to get to the line. If you don't need the 5 mins then the class should start to keep things moving.

~~After you walk each course, please check in with the gatekeeper. Each person must check themselves in, not one person checking off the team. Do not assume the gatekeeper will recognize you at any time. If you are near the ring waiting for your turn, listen for the gatekeeper to call you and let them know you are present.~~

You must check in with the gatekeeper either before or after the walk through. Do not assume the gatekeeper will recognize you at any time. If you are near the ring waiting for your turn, listen for the gatekeeper, and when your dog's position is called, acknowledge the gatekeeper.

The gatekeeper terminology is:

(a) In the ring - the dog that is running

(b) On deck - the next dog (second)

(c) In the hole - the dog after that (third)  
The gatekeeper will announce what dogs should be waiting with the following wording:

- ~~● 1<sup>st</sup> call — "in the ring" It is your turn to go in the ring~~
- ~~● 2<sup>nd</sup> call — "on deck" You should be waiting in the entry gate area.~~
- ~~● 3<sup>rd</sup> call — "in the hole" Should be waiting in the vicinity of the entry gate~~
- ~~● 4<sup>th</sup> call — "lurking" Not all gatekeepers call this. You should also be waiting in the vicinity of the entry gate.~~

It is your responsibility to know where you are in the running order and to listen for your dog's name to be called. If a dog is called to the ring 3 times with no response the gatekeeper will move onto the next dog in the running order. It will be up to the judge to decide if the dog who missed their call is able to run later in the running order.

~~Please be where the gatekeeper can see you at least 2 dogs before your run. When it is your turn and you are not present, the gate will call you 3 times then move on. You may not be allowed to run later if you miss your spot especially if your height group has finished.~~

If you have any questions while in the ring you may ask the judge quickly. If you have a question about your run after you have left the ring, you must tell your team captain as soon as possible. Your team captain may then ask the gatekeeper to speak to the judge. If after your run, you have any questions while still in the ring you may ask the judge quickly. If you have a question after you have left the ring, you should speak to your team captain. The competitor and team captain

~~may then ask the gatekeeper to speak to the judge. If you need to speak to the judge, do it as soon as possible after your run.~~

There will be an exit gate catchment area. When you finish your run please enter the catchment area as fast-quickly as possible. Your leash will be in this area. As soon as you enter the area close the gate behind you, leash your dog then exit the area. Close the exit gate of the catchment area as you exit. Leave your treats and toys outside of the catchment area.

~~The divisions move on to the next class when all 3 divisions have finished the previous class.~~

~~There will be a scheduled lunch break of 30 mins starting when the last division finishes their 2nd class This is to allow the judges and full day volunteers a break and to eat.~~

~~Once all divisions have completed all 3 classes, the daily ribbons will be passed out.~~

## Other

You, everyone, and everyEach team, areis responsible to takefor taking home all garbage recycling and dog waste. No containers will be available on-site. Do not deposit garbage or dog waste in the porta-potties.

Please do not walk your dog on the laneway, past the entrance gates for Paws4Fun sports field.

All information and updates for K9 Kup can be found on the Paws4Fun our website at XXXXX. Select information will also be shared on our FB page.

If you have any questions please reach out to [trials@paws4funagility.com](mailto:trials@paws4funagility.com).

# Site Map

