

What to Expect at K9 Kup

Before the First Event

Are you ready for K9 Kup?

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.

Your dog should have basic obedience - zoomies 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 you can also contact the K9 Kup coordinator to discuss.

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.

You should have a basic understanding of the AAC rules of each game. They will be briefed by the judge the first time you run. See the AAC rule book for this info and/or talk to your instructor.

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/> .

Course maps are posted online on the Paws4Fun web site, and K9 Kup Facebook page the Saturday before the event. There will be copies of the course maps posted on site but there will be no extra copies.

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 the K9 Kup on the FB page.

Competitors must notify their captains of any height changes, titles obtained, absentees, asap prior to the event. Captains and/or the competitor must send this information to the K9 Kup Coordinator asap.

There is very little shade on site. Feel free to set up shade tents in your designated area. If you want you can set up your tent in the afternoon before the event at 4pm or later.

Event Day

Please 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.

At K9 Kup we have 3 rings that run 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 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.

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.

The general briefing for all competitors will take place near the shed at 9a.m. This will be a quick go over the rules of the event-site rules, not games rules. Please make your way to the shed area for that time. Volunteers must also attend the general briefing.

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

Each team is required to provide 1 volunteer as ring crew. 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 2 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. The judges are instructed not to start until all 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.

The gatekeeper will announce what dogs should be waiting with the following wording:

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

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 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 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.

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.

Site Map

