



RULEBOOK FOR RATS! CANADA

★ *RAT SPORTS IN CANADA SINCE 2015* ★

ENGLISH VERSION (V2.6)

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1. RAT SPORTS – OVERVIEW

1.1. History

Rat sports are based on hunting skills and teamwork. Historically, vermin hunters and their dogs offered their services to farmers, hunting vermin and helping to maintain and preserve their food and grain supplies while also protecting their families from disease. The dogs were expected to find vermin in both fields, buildings and in their underground burrows.

1.2. Mission

RATS! Canada's mission is to develop and promote a sport demonstrating teamwork between a dog that must track and indicate the presence of vermin in a given environment, and the ability and effectiveness of the handler in reading their dog. All done with respect, and with the welfare and animal participants' safety in mind.

Rats are kept in wire cages or thick PVC tubes. In no case will there be direct contact between dogs and rats.

RATS! Canada is committed to providing a safe environment for the dogs, rats and humans participating in the sport. In addition, we will do everything in our power to be an accessible and inclusive sport, either for dogs or humans with disabilities or special needs, unusual breeds, or mixed-breed dogs.

A dog's instinct is what is in mind when developing or modifying rules or regulations for fun matches or sanctioned trials. However it is important to understand that rat sports are a scent game and can also be taught to a dog, much like other dog sports such as agility or scent detection.

2. DEFINITIONS

2.1. Abandoned Nest

“Abandoned nests” are used in the Trailing and Locating (as well as Earth Dog) games. An “abandoned nest” is either a tube or a cage containing used litter or used bedding materials that have been in contact with rats (e.g. a hammock or bedding fleece). The dog must be able to inspect the container and discriminate between the abandoned nest and a live rat.

2.2. Approved Host Club

This describes a Host Club that meets certain criteria and possesses qualities sought after by RATS! Canada. A list of clubs is available on ratscanadadogsports.com and is updated as required.

2.3. Barn Ratting

Barn Ratting can be held indoors or outdoors. The field or building used establishes a ring using fencing or walls. The higher the level, the bigger the area the dog must search and the more tubes, with rats or litter, are used.

2.4. Brush Hunting

Brush Hunting can be held indoors or outdoors. Outdoors, in a wooded or fallow fenced area, with the objective of finding one or more rats. The number of rats and the size of the search area are determined by the level of difficulty. The higher the level, the bigger the area the dog must search. When practised indoors, the search area is also fenced, and the “brush” is reproduced artificially, using clear guidelines.

2.5. Dog Under Control

A dog is said to be “under control” when the handler is in control of the dog’s behaviour. This control extends beyond keeping the dog in a crate/pen, on leash/harness, or in their arms (leashed), by ensuring that the dog is not a nuisance. Nuisance behaviours include, but are not limited to, excessive barking less than 15 feet from the ring while waiting for or after having completed a run, dogs/handlers not respecting another dog’s personal space, etc.

2.6. Earth Dog

Earth Dog reproduces the environment of a working dog possessing the capacity to work underground. The dog must find the quarry and indicate to his handler that he has found the rat. In order to do this, the dog must find the entrance to the underground tunnel, go through the tunnel, and mark the find for a predetermined amount of time.

RATS! Canada has temporarily suspended Earth Dog from its game offerings, but reserves the right to reinstate the game, as well as all the rules authored by RATS! Canada regarding this game, at any time.

2.7. Fun Match

A fun match is an unsanctioned match that is conducted using the same rules as a sanctioned trial. No points or Qualifiers can be obtained.

2.8. Go-To-Ground

Go to ground can be held indoors or outdoors. The artificial terriers consist of wooden tunnels that simulate an underground terrier used by rodents or other pests (badger, fox, etc.)

The inside measurement of the tunnels are 9"x9" or 10"x10"; both sizes are accepted, however the host club must clearly indicate which size will be used in their premium. The length and complexity (dead ends, number of turns, etc.) of the tunnel are determined by the level of difficulty.

2.9. Handler

The person who handles a dog during a game or event, regardless of whether or not this person is the dog's owner.

2.10. Hay Bales

The hay bales used must be square or rectangular in shape and small enough to be handled by one adult. It is common to also use bales of straw, as they are often lighter and less expensive. For the purpose of this document "hay bales" will refer to both types of bales. It is important to be consistent with the bales throughout a trial; they must all be of similar size and all be either hay or straw.

2.11. Host Club

The host club is the club, school, or individual who is organising and hosting a rat sports trial under RATS! Canada rules. It is the responsibility of the host club to have the necessary insurance, sufficient personnel, and to ensure that all other measures are in place to conduct a safe trial.

2.12. Levels or Classes

The levels of difficulty, or classes, in increasing order are: Novice, Advanced, Master, Champion, and Excellent.

2.13. Marking

Marking or indicating is how a dog indicates in an active and/or continuous fashion the presence of the quarry. Depending on the game, the following behaviours are seen as an acceptable method of marking: growling, barking, scratching/pawing, fixed gaze, sniffing, pointing, biting, digging. The marking behaviour should show that the dog is clearly interested in the quarry, and is determined not to leave it.

2.14. Owner (of the dog)

The person who is the legal owner of a dog, whether or not this person is the handler during an event, and regardless of whether or not they are present during an event.

2.15. Participant

An individual participating in a RATS! Canada sporting event, whether this person is the owner of the dog or the handler only.

2.16. Premium

~~A paper or~~ An electronic document created by the host club, which contains all information for an upcoming trial as well as a registration form. A premium must be posted on the RATS! Canada Web site a minimum of two weeks prior to a trial and at least five days before ~~or at the time of~~ registration.

2.17. Rat

“Rat” is used throughout this document to mean the quarry. Only in such provinces (i.e. Alberta) or other areas where there is a federal or provincial law that prohibits the presence of rats, may gerbils be used. Any exclusion applied to the use of a rat in Section 12 of this document, with the exception of minimum weight, shall be applied to the eligibility of a gerbil.

2.18. Rat Tea

Rat Tea is used in Trailing and Locating and to establish odour in a man-made terrier. It consists of used litter that has steeped in warm water for 8-24 hours, and is then filtered to create “scented water”. Unscented glycerin may be added to the mixture to help the track odour last longer.

2.19. Sanctioned Trial

A sanctioned trial is an event that is registered and authorised by RATS! Canada where results are recorded throughout the career of a dog by accumulating qualifying runs and performance titles. A maximum of two trials can be held in one day, special events hosts may petition the Board of Directors (BOD) if more are needed. Trial hosts must apply to host a trial a minimum of 4 weeks prior to the trial date.

2.20. Special Games

The following games are considered to be “special games”: Team relay, Go To Ground, and any other RATS! Canada game not listed as a standard game.

2.21. Standard Games

The following games are considered to be “standard games”: Brush hunt, Barn ratting, ~~Go-to-ground~~, and Trailing and locating.

2.22. Station

A station is defined as one pile of hay/straw bales, a maximum of two bales high.

2.23. Terrier

For the purpose of this document, the word terrier is almost always used to describe the underground habitat/tunnel created by quarry, and not to refer to the Terrier Breed Group.

2.24. Trailing and Locating

Trailing and Locating reproduces the scent tracking and location of quarry in a natural environment. The dog will be judged on its ability to track a set scent trail in an outdoor setting. The dog must track, locate and mark the presence of the quarry.

2.25. Tunnel Vision

Tunnel Vision is a timed game during which a dog must navigate an above-ground tunnel that has a clear front-facing side, allowing the handler to see the dog. The tunnel will be filled with fun but safe obstacles, as determined by the host club.

RATS! Canada has temporarily suspended Tunnel Vision from its game offerings, but reserves the right to reinstate the game, as well as all the rules authored by RATS! Canada regarding this game, at any time.

2.26. Web site

Any reference made to the Web site is the RATS! Canada Web site at www.ratscanadadogsports.com. This is where participants can find events, premiums, registration information and their dog's past scores. A login is NOT required for participants. The restricted login pages are reserved for Judges and Trial Hosts.

3. CODE OF CONDUCT

3.1. Unsportsmanlike behaviour

- It is not permitted to practise with a live rat at any time during the day, prior to a sanctioned run. This automatically leads to disqualification without possibility of a refund.
- A participant demonstrating dangerous or unsportsmanlike behaviour can, at the judges' or trial host's discretion, be asked to leave the trial site immediately without refund. Such behaviours could include, but are not limited to:
 - Hitting or rough handling of a dog;
 - Harassing, insulting or mistreating a trial official or other participant;
 - Illegal activity, hate speech;
 - Cheating, or assisting/participating in dishonest behaviour that could benefit a participant or dog;
- A clearly negligent handler will be disqualified. Also, any handler using a rat tube to reward their dog can be disqualified if the judge finds the behaviour to be abusive.
- Should the dangerous or unsportsmanlike conduct incident be reported to RATS! Canada and an inquiry held, there is the potential to ban a handler or a dog from competing in RATS! Canada events for a limited period of time, or for life.

3.2. Code of conduct for spectators and waiting participants

- Dogs that are loud and intrusive: in order to minimise noise and disruption, stay a minimum of 15 feet from the ring when waiting or spectating. If also noisy while crated, crate away from the ring area. If at an indoor trial, a disruptive dog that cannot be calm may be asked to crate outdoors.
- Dogs and spectators must stay a minimum of 10 feet away from the ring.
- All dogs must be under control of their handler at all times.
- Not all dogs are friendly. Please respect the space of other dogs and handlers, and do not let your dog approach another dog. This is a very stimulating environment for dogs, even the most even-tempered dogs could react badly.
- During Barn Ratting, spectators may not react in any way (noise or silence that may be interpreted as a signal to handler or dog, or burst photography) until the handler has indicated the presence of a rat to the judge and until the judge has confirmed or denied the find.
- During Barn Ratting, spectators may not attempt to communicate in any way with competitors waiting in the blind.
- No flash photography near the ring.

- Do not approach the caged rats that are between shifts, and never with a dog. This will lead to disqualification or you may be asked to leave the trial entirely, without refund.
- **Trial officials reserve the right to give a warning, or to immediately evict from the trial any individual who is disrupting the progress of a trial.**

4. GENERAL RULES

4.1. Dog eligibility

- ~~Puppy aged 3 months to 1 year, with an assigned Dog Id number (DogID#) issued by RATS! Canada.~~
- Any dog (3 months of age or more) of any breed or mixed breed, known or unknown, with an assigned Dog Id number (DogID#) issued by RATS! Canada. The ID format effective 2024 will be YY-1111.
- Bitches in season (DETAILED RULES HEREIN)
 - Bitches in season (BIS) must wear protective pants.
 - The participant must notify the club host before the trial begins, so that the running order may be changed allowing the BIS to run last in her class.
 - Any participant who does not notify the host club of a BIS may be evicted from the trial without refund.
 - Bitches in season may not participate in any tunnel games.
 - YOU MUST CONSULT WITH THE HOST CLUB IN ORDER TO COMPLY WITH ANY RULES REGARDING BITCHES IN SEASON, SOME LOCATIONS CANNOT ACCOMMODATE THEIR PRESENCE.
- Dogs with a disability or physical limitations that do not cause pain or suffering (at the judge's discretion).

4.2. Handler with limitations

It is the responsibility of the host club to fully accommodate, within reason, handlers with limited abilities. It is the responsibility of this handler to communicate with the host club in a timely manner, their needs for accommodation.

4.3. Aggressive dog

All participants are held fully responsible for the behaviour and actions of their dog(s). A participant whose dog is considered a nuisance or whose behaviour is deemed to be dangerous toward a human or another dog must take all possible preventative measures to inform others in a visible manner (yellow scarf/cape, muzzle, etc.) of this dog's behaviour. Any negligence on the part of the participant in this regard will lead to a ~~first~~ warning,

possible eviction from the trial and event grounds without refund, or in the event of an incident, a possible ban on the dog and/or handler or other imposed restrictions.

In order to participate in Barn Ratting a dog must be able to be in a blind with up to four other dogs/handlers. Some trial hosts may offer larger or divided blinds, but they are not required to do so.

~~A second warning eliminates the team from the competition, with no possibility of refund. The team may, at the discretion of the event host, be asked to leave the site.~~

Warnings and trial expulsions may be determined by the judges or a member of the event host club. Temporary and permanent bans follow an incident report, and are voted on by the Board of Directors.

4.4. Group segments by CKC Breed Group

- Group 1: Sporting Dogs
- Group 2: Hounds
- Group 3: Working Dogs
- Group 4: Terriers
- Group 5: Toys
- Group 6: Non-sporting Dogs
- Group 7: Herding Dogs
- Mixed Breeds: the participant decides which of the above groups most closely represents the dog, that is to say, the most dominant breed traits displayed by the dog. The judge may reassign the dog to a more appropriate group if there is an obvious disparity between the group chosen and the traits of the dog. The judge can also assist a participant in choosing an appropriate group if the participant is uncertain.

4.5. Information on sanctioned trial procedures

- Any practice, class or rat sports introduction cannot be held on before or concurrently to a trial. These may however be held after the trial has concluded. If a practice, class or introduction is held within 48 hours of the start of a trial (none may be held later than the previous day), you may not use ring configurations, tunnels, or laid tracks that will be used during the upcoming trial.
- No dog may run For Exhibition Only (FEO) before a sanctioned run (of any game) during a trial. The dog may run FEO if they have completed their sanctioned runs for the day or do not have any sanctioned runs.
- No dog may run the same course a second time with a Junior Handler during a trial. The dog may run FEO *if they have completed their sanctioned runs for the day*, or their run with the Junior Handler will count as their sanctioned run.
- Participants are responsible for checking-in with the registration table BEFORE the event in which they are running begins. The secretariat cannot guarantee that the registration table will be manned beyond the time allotted for registration and check-in.

If a participant does not check-in within the allotted time, it may be possible that their participation will be refused with no refund offered.

- Dogs must run in their eligible class. It is the responsibility of the owner to ensure they have entered their dog in the correct class when registering for an event. If a dog runs in a class for which they are not eligible, any qualifying score earned will be disqualified. Owners may check their dog's **posted scores** for each game on the [RATS! Canada Website](#). **It is also the responsibility of the owner to ensure they keep track of their dog's qualifiers to date as it may take several weeks for trial results to be posted on the web site. It is the responsibility of competitors to verify their published scores and ensure their accuracy. Owners have up to one year from the date of the trial to question or contest a missing or incorrectly entered score.** Any questions regarding missing or incorrect information should be directed to ratscanadadogsports@gmail.com.
- Participants are responsible for attending the general briefing held before each event.
- Participants are responsible for being present and ready at ring side when their name is called for an event. If they are not, they may lose their turn without possibility of a delayed run or re-run, with no refund offered.
- The use of non-corrective equipment is permitted in the ring. E.g. flat collars, limited slip collars, non-corrective harness, belly bands, diapers, **muzzles**, etc.
- For all RATS! Canada games, choke collars, prong collars, electronic collars, head halters, treats and toys are NOT permitted in the ring. Use of these items near the ring or on trial grounds is at the discretion of the host club and/or any provincial laws restricting their use.
- Dogs must run off leash in the ring, but must be on leash or crated while on trial grounds. Leashes must be a maximum of 4 feet in length, with the exception of Trailing and Locating, where a long line must be used during the run. No chain leashes or retractable leashes are permitted on trial grounds. Leashes of any type must not be used as a tug to reward the dog in the ring.

4.6. Judges' Decisions

Decisions made by the judge are final and without recourse. It is not possible for participants to present photographic or video evidence in order to request an appeal. If a participant believes that a rerun is justified, they must promptly address the judge, an assistant judge or a trial organiser. No refunds are offered once a course has been run and judged, regardless of the decision of the judge.

~~Participants must always wait for the judge's permission to release their dog in the ring. Should a dog be released early, depending on where the dog has gone, the judge may allow a rerun with an NQ score or eliminate the team.~~

4.7. Male and Female rats

In order to maintain a certain fairness, rats of the same sex must be used for the entirety of a level in a game. For example, if a male rat is used in Brush hunt at the Novice level and

the rat must be replaced before the level has ended, the replacement rat must also be male. If in Barn ratting at the Excellent level, 2 male rats and 3 female rats are used, the same distribution of sexes must be maintained throughout the blind.

4.7.1. Used litter

Tubes containing litter, must contain approximately 1 cup of litter that has been used by the same sex as the rats used in the ring at any given level. If both sexes of rats are being used at a trial, a mix of soiled litter may be used. The soiled litter may be loose in the tube or contained in a porous fabric pouch (e.g. fishnet, cheesecloth). The tubes containing the live rats must contain clean litter of the same type.

4.8. Outdoor temperature

The host club must determine, and advise participants in advance, of what they plan to do in the event that outdoor temperatures reach a point where humans, dogs or rats could be in danger. Safety must always come before any trial or run.

4.9. Elimination in the ring

RATS! Canada rules call for a disqualification if a dog eliminates in the ring.

- A dog wearing a belly band or a bitch wearing pants who eliminates in the ring, will not be disqualified if there is no escape of urine or feces from the band or pants.
- The host club may require that additional preventative measures be taken (cost of hay bales, location hygiene, etc.) out of respect for other participants and volunteers handling the bales. Participants must refer to the host club rules or premium for details on belly bands, pants, or other measures such as financial penalties etc.
- The host club must specify in their premium if they intend to associate a financial penalty (cost per soiled bale) to the handler whose dog eliminates in the ring, so that they may replace the bales.
- It is expected that the handler will clean up after their dog if necessary, though they may wait until the completion of their run.
- At the judge's discretion, a handler who speaks to or touches their dog with the sole intention of preventing it from eliminating in the ring, even if speaking or touching were not permitted at that time, might not be disqualified. Any abuse of this rule will lead to disqualification.

4.10. Responsibility

RATS! Canada along with all its officials, volunteers and employees cannot be held responsible for any loss, injury or death that may occur during a rat sports trial, regardless of whether or not it is sanctioned.

4.11. Rules updates

RATS! Canada can publish modifications to the rules document annually, if it is deemed that certain changes would be beneficial to the sport. That being said, “emergency” modifications can be published at any time if certain rules regarding safety must be changed or improved upon.

It is the responsibility of each participant to ensure that the document is the most up to date version if they are referencing a printed copy of the rules.

Every two years, RATS! Canada will conduct a review exercise and accept suggested rule modification requests from the public. All decisions regarding rule modifications are made by the Board of Directors. The most recent public review was held in February 2022.

Please note that in anticipation of a large influx of new members, the public request period for 2024 will be delayed to 2025.

4.12. Titles and mentions

4.12.1. *Instinct Titles*

Instinct titles are awarded to any novice dog, in any standard game, or in Go to Ground, that obtains a qualifying score in one of its two first attempts in the game. If the dog does not succeed, it will never obtain the instinct title.

Puppies (3 months to one year) are awarded an instinct title when they obtain a qualifying score in one of its two first attempts in any standard game or in Go To Ground. If the puppy does not succeed, the puppy will benefit from a reset at the age of one year, which will allow it a further two attempts to qualify and obtain the instinct title as an adult, as long as they are still competing at the Novice level.

Though a puppy may obtain their instinct title at a young age, their qualifying scores are still counted as their first Qs at the Novice level, as they would for other dogs. A dog that has obtained an instinct title as a puppy does not need to repeat the title as an adult.

4.12.2. *All other titles*

Suffixes and Prefixes

Titles, from Novice to Platinum, Grand Champion and Excellent, are always replaced by the title obtained at a higher level. Instinct titles are always listed as it is possible for a dog to obtain higher-level titles without ever having obtained an instinct title. All titles are listed after the dog’s name (suffix) with the exception of Champion level and above (GCh and Ex), which are prefixes and precede the dog’s name.

Examples:

The title for each game is based on an abbreviation of the game's name.

- Barn Ratting: BAR or BA
- Brush Hunt: BRH or BH
- Go-to-ground: GTG or GT
- Trailing and Locating: TL
- Team Relay: TR

INSTINCT TITLE	1 st Q at the Novice level obtained in one of the first two attempts at the game IBAR – IBRH – IGTG – ITL
NOVICE TITLE	Requires 3 Qs at the Novice level NBAR – NBRH – NGTG – NTL
ADVANCED TITLE	Requires 4 Qs at the Advanced level ABAR – ABRH – AGTG – ATL
MASTER TITLE	Requires 5 Qs at the Master level MBAR – MBRH – MGTG – MTL
CHAMPION TITLE	Requires 7 Qs at the Champion level ChBAR – ChBRH – ChGTG – ChTL
GRAND CHAMPION TITLE	Requires 15 Qs total at the Champion level (8 more than the previous title) GChBA – GChBH – GChGT – GChTL

TEAM RELAY

There is only one level of difficulty in Team Relay, however a dog can follow this progression:

TRRD = TEAM RELAY RATting DOG: 2 Qs in Team Relay

TRBr = TEAM RELAY BRONZE: 5 Qs total in Team Relay (previous title +3 new Qs)

TRSi = TEAM RELAY SILVER: 10 Qs total in Team Relay (previous title +5 new Qs)

TRGo = TEAM RELAY GOLD: 20 Qs total in Team Relay (previous title +10 new Qs)

TRP = TEAM RELAY PLATINUM: 30 Qs total in Team Relay (previous title +10 new Qs). Handlers may continue competing in Team relay to obtain additional titles for each additional 10 Qs: TRPX, TRPX2, TRPX3

4.12.3. Grand Champion and Excellent Careers

Grand Champion

Once a dog has achieved their Grand Champion title, a handler may choose to continue competing in the Champion level ring in order to achieve GCh??X, GCh??X2, etc. ... up to ~~GCh??X10~~. Each title requires an additional 10 Qs.

Excellent

The handler may also choose to move up to the Excellent level. Once a dog has achieved their Grand Champion title, they can compete at the Excellent level, working towards the following titles:

EXCELLENT TITLE	Requires 2 Qs at the Excellent level ExBA – ExBH – ExGT – ExTL
EXCELLENT BRONZE TITLE	6 Qs total at the Excellent level (4 more than the previous title) ExBABr – ExBHBr – ExGTBr – ExTLBr
EXCELLENT SILVER TITLE	12 Qs total at the Excellent level (6 more than the previous title) ExBASi – ExBHSi – ExGTSi – ExTLSi
EXCELLENT GOLD TITLE	20 Qs total at the Excellent level (8 more than the previous title) ExBAGo – ExBHGo – ExGTGo – ExTLGo
EXCELLENT PLATINUM TITLE	30 Qs total at the Excellent level (10 more than the previous title, and every 10 Qs thereafter) ExBAP – ExBHP – ExGTP – ExTLP ExBAPX – ExBHPX – ExGTPX – ExTLPX ExBAPX2 – ExBHPX2 – ExGTPX2 – ExTLPX2 ect.

✓ **NOTE THAT IT IS POSSIBLE FOR A DOG TO PURSUE BOTH CAREER STREAMS CONCURRENTLY AND COMPETE AT BOTH THE CHAMPION AND EXCELLENT LEVELS AT THE SAME TRIAL.**

4.12.4. Title recognition by the Canadian Kennel Club

RATS! Canada has reached an agreement with the Canadian Kennel Club (CKC) whereby all RATS! Canada titles earned as of January 1, 2024 will be recognised by the CKC. This

applies to all titles with the exception of the RATS! Canada Go to Ground games which are excluded from this program due to their similarity to the existing CKC Earth Dog titles.

This will apply to all titles (with the exception of GTG), at all levels as of that date. For example, if your dog earned their novice title in 2022, but earned their Advanced title in 2024, you can apply to have their Advanced title recognized.

Applying for title recognition means the title will be added to your dog's registered name. The title will also be eligible for application in the CKC Versatility Program at a future date. The application for CKC title recognition will be available on the CKC web site in January 2024. A copy of your RATS! Canada title certificate will be required.

Titles earned before January 2024 are not eligible for application. All new titles, regardless of level, earned after January 2024 are eligible.

4.13. Top Dogs

Effective 2021, annual point scoring will be kept in order to determine the “Top Dogs” for each breed and breed group. **

Rankings require a dog to have a **minimum of 3 Qs per game** (and per level for scoring at each level) during the year.

Overall rankings for Top, Groups and Breeds: ALL Qs earned within the year will be counted for each dog to determine average speed.

Ranking for levels: An average of their 3 best scores will be taken to establish the fastest times per level. In the event of a tie for level placements, ALL Qs will be counted for each dog to determine average speed.

Scores from each of the following games and levels are used for score accumulation:

- Novice: Barn Ratting, Brush Hunting, Go-to-Ground, Trailing and Locating
- Advanced: Barn Ratting, Brush Hunting, Go-to-Ground, Trailing and Locating
- Master: Barn Ratting, Brush Hunting, Go-to-Ground, Trailing and Locating
- Champion: Barn Ratting, Brush Hunting, Go-to-Ground, Trailing and Locating
- Excellent: Barn Ratting, Brush Hunting, Go-to-Ground, Trailing and Locating

The following annual results will be announced:

- Best of breed for all breeds in Barn Ratting
- Best of breed for all breeds in Brush Hunting
- Best of breed for all breeds in Go-to-Ground
- Best of breed for all breeds in Trailing and Locating
- Best of each Breed Group in Barn Ratting
- Best of each Breed Group in Brush Hunting
- Best of each Breed Group in Go-to-Ground

- Best of each Breed Group in Trailing and Locating

Hunters of the year: Highest total time score for individual dogs in Barn ratting, Brush hunting and Trailing and locating.

***Mixed breed dogs will have their scores tabulated in the Breed Group under which they are being judged.*

4.14. Ribbons/Rosettes/Medals

4.14.1. *Obligatory and non-obligatory*

- All qualifying scores will receive a flat ribbon or a rosette.
- The top three placements (obligatory) or more (non-obligatory) in each breed group must receive a ribbon, rosette or medal for each level in the standard games.
- The top three (obligatory) or more (non-obligatory) placing teams in Team Relay will receive a ribbon, rosette or medal.
- A rosette will be given when achieving a title (Instinct, Standard or Special Games at each level)
- At the discretion of the host club (non-obligatory), ribbons, rosettes or medals can be offered for overall game placements (including at a minimum the top two positions: Best and Reserve). Any other special mention can be highlighted at the discretion of the host club.

4.14.2. *Ribbon and rosette colours*

Ribbons and rosettes for rat sports should ideally all have some brown.

The colours associated to each game are as follows:

- Barn Ratting: Yellow
- Brush Hunting: Dark green
- Go-to-Ground: Navy blue
- Trailing and Locating: Burgundy
- Team Relay: Black

The colours associated to the different positions are as follows:

- 1st: red
- 2nd: green
- 3rd: blue
- 4th: purple

- 5th: orange
- 6th: teal

The colours for Instinct title rosettes are as follows:

- Brown, black, and rainbow

4.14.3. Size and style for ribbons and rosettes

We understand that the cost of ribbons and rosettes increase the cost of hosting a trial, however we do have a few guidelines.

Size of rosettes:

- Instinct, Novice, Advanced and Master are the smallest of the title rosettes. The Instinct rosettes must have the colours indicated above, however the colours for other titles are at the discretion of the host club. We do recommend using the colours associated with each game.
- The Champion title rosette should be larger than those listed above. We recommend using brown, white and the colour associated with the game.
- The Grand Champion title rosette should be larger than those listed above. We recommend using brown, white and the colour associated with the game.
- The Excellent title rosette should be larger than those listed above. We recommend using brown, black and the colour associated with the game.

Rosettes for Team Relay:

- You should plan to have one Q rosette/ribbon per dog, so two per successful team.
- IMPORTANT: The titles are unique to a single dog and do not necessarily mean both dogs on a team will achieve a title.
- Placement ribbons: will ideally be brown and black and the first three positions would also have Gold, Silver, and Bronze.
- Titles: The TRBr, TRSi and TRGo should all have some Bronze, Silver and Gold, respectively.

5. RULES SPECIFIC TO GAMES

WITHOUT TUNNELS *(with the exception of Trailing and Locating)*

5.1. Tubes

Safety measures must be taken to ensure that the tubes cannot fall or be pushed behind the bales when the bales are not directly backing on a wall or fence. Tubes can be tethered at the discretion of the host club.

Rat tubes must contain clean litter of the same type as the soiled litter tubes.

Tubes removed from the ring during a run (master, champion, excellent) can only be removed by the judge or a designated volunteer. The removed tubes must be placed out of sight from the ring (in a bin or behind a barrier) at least 8 feet from the ring.

Tubes must be cleaned and sanitised after each event.

5.2. Start box

The start box must be 4 feet wide by 4 feet long and must be backing on one of the ring limits (fence or wall).

The start box should not be adjacent to the gate when multiple rat tubes are in use and a volunteer must enter and leave the ring with a tube.

5.3. Fencing

- Minimum of 3 feet in height, and maximum of 5 feet.
- Must be made of materials that are visible to the dog.
- Must be tethered to posts/walls/weights and/or anchored to the ground if necessary to ensure no dog can move the fencing by jumping on it, or be able push through the bottom. ~~Must be anchored to the ground if necessary, to ensure no dog can push through the bottom.~~
- The gate must have some form of latch/attachment to keep it closed when a dog is working in the ring.
- The area around the ring/fencing must be kept clear so the judge and volunteers can navigate the space safely.
- The participant may request the presence of a personal videographer, or the removal of a volunteer photographer at ring side, however approving/denying the request is entirely at the discretion of the judge and trial host, and can be revoked during the run.

5.4. Eligible dogs

- As stipulated in the General Rules portion of this document.
- In a sanctioned trial a dog must compete at their current level of achievement.

5.5. Entering the ring and releasing the dog

- The dog must be under control (with a leash).
- For safety reasons, participants must wait at a reasonable distance to enter the ring (a minimum of 10 feet), until the previous participant has left the ring, and the judge or gate steward has given them permission to enter.
- The handler may place the leash on the ground in the start box, place it in the bin provided, or may place the leash in their pocket if they can do so without any part of the leash showing.
- The handler may speak to their dog while in the start box but must not speak once the dog has been released, using one verbal command.
- The handler must not point or give any directional commands, even verbally, or they will be disqualified.
- The dog must have all four feet on the floor in the start box. A dog cannot be dropped, thrown or pushed out of the start box or they will be disqualified.

5.6. Rewards and praise

- Once the judge has confirmed that a rat has been found, verbal and physical praise are permitted, however no food/treats or toys are permitted in the ring.
- At no time can the handler touch the dog, the tubes or the bales while the dog is still searching.
- Treats and toys may not be brought into the ring, regardless of whether or not they are used, during a sanctioned run. Leashes of any type must not be used as a tug to reward the dog in the ring. Exceptionally, a toy may be used during an FEO run, with the permission of the judge.

5.7. Exiting the ring

- The dog must be under control and leashed in order to leave the ring.

6. BARN RATTING



All the General Rules (Section 4) apply to this game.



All the Rules specific to games without tunnels (Section 5) apply to this game.

Barn rattling is played indoors or outdoors. The field or building used will have a ring using walls or fencing. Based on the level of difficulty, an increasing number of tubes with rats/litter will be added to the ring, and the size of the ring will increase as well. In this game, the handler is never aware of the location of the rat(s).

The Blind

A blind, a hidden waiting area, is provided for teams waiting to run. The blind must provide a complete visual barrier from the ring, **must be no less than 10 feet nor more than 40 feet from the ring**, and must be at least 100 square feet in size. The blind **cannot hold more than 5 handler/dog teams** at once. Once the blind has been emptied of teams, the blind will be refilled with the next group of teams, and the judge will reposition the rat tubes for that group **only once they are all** in the blind.

The blind must be positioned in such a way that spectators and their dogs may not communicate with competitors waiting in the blind. This may be done by adding visual barriers or a fence/barrier around the blind.

Only the competing dog and their handler are permitted in the blind. Junior handlers or handlers who require physical assistance may request permission to have an additional person with them in the blind. The assisting person may not enter the ring.

Competitors may bring treats into the blind, but may NOT bring treats into the ring. **After competing, a handler may not return to the blind, or communicate with anyone in the blind.**

Any competitor who refuses to load in the blind when called will not be permitted to enter the blind once it has closed or to join another blind thereafter. They will have lost their opportunity to run. This does not apply to people pottyng their dogs etc, who may be moved to a later blind at the discretion of the trial host.

6.1. Game Specifications

6.1.1. Novice

Ring parameters indoor/outdoor

- 200 square feet
- Minimum depth of 10 feet

Equipment and materials

- 8 bales of hay, piled no higher than two bales high
- 1 station in a straight line

Tube placement

- 3 tubes are used:
 - 1 empty(fully sanitised tube), 1 with litter, 1 with a rat
- Tubes are visible and the front of the tube must be flush with the bales
- The tubes must all be at ground height (not elevated)

6.1.2. Advanced

Ring parameters indoor/outdoor

- 300 square feet
- Minimum depth of 10 feet

Equipment and materials

- 12 bales of hay, piled no higher than two bales high
- 1 station in a straight line

Tube placement

- 4 tubes are used:
 - 1 empty, 2 with litter, 1 with a rat
- Tubes are visible and the front of the tube must be flush with the bales
- The tubes must all be at ground height (not elevated)

6.1.3. Master

Ring parameters indoor/outdoor

- 400 square feet
- Minimum depth of 15 feet

Equipment and materials

- 20 bales of hay, piled no higher than two bales high
- 1 station in an “L” shape, the shortest side must be at least 2 bales in length

Tube placement

- 6 tubes are used:
 - 4 with litter, 2 with rats
- Tubes are visible and the front of the tube must be pushed in approximately 2” between the bales
- No tube can be placed higher than the height of one bale
- The tubes must distributed over two height levels (ground height, and 1 bale high)
 - A minimum of two tubes must be elevated

- Rats can be placed anywhere; both on the ground, both elevated, or one at each height level

6.1.4. Champion

Ring parameters indoor/outdoor

- 400 square feet
- Minimum depth of 15 feet

Equipment and materials

- 20 bales of hay, piled no higher than two bales high
- 1 station in an “U” shape, a minimum of 12 feet wide

Tube placement

- 7 tubes are used:
 - 5 with litter, 2 with rats
- Tubes are visible and the front of the tube must be pushed in approximately 2” between the bales
- No tube can be placed higher than the height of one bale
- The tubes must distributed over two height levels (ground height, and 1 bale high)
 - A minimum of three tubes must be elevated
 - Rats can be placed anywhere; both on the ground, both elevated, or one at each height level

6.1.5. Excellent

Ring parameters indoor/outdoor

- 400 square feet
- Minimum depth of 15 feet

Equipment and materials

- 25 bales of hay, piled no higher than two bales high
- 1 station in a double “U” (UU) shape, the centre being two bales wide, and two bales high (see diagram in Annex). The sides must be a minimum of two bales in length, and the minimum width of the station is 12 feet.
- A short fence, that must not be taller than two bales in height, will be placed between the two centre rows of bales so that the tubes cannot be pushed through to the other side by the dog. Alternatively, bale placement can be staggered or tubes can be tethered to provide the same effect.

Tube placement

- 8 tubes are used:
 - Between 2 to 5 rats, and 3 to 6 litters are used, totalling 8 tubes

- Tubes are visible and the front of the tube must be pushed in approximately 2” between the bales
- No tube can be placed higher than the height of one bale
- The tubes must distributed over two height levels (ground height, and 1 bale high) and also on both sides of the centre rows of the double U
 - A minimum of three tubes must be elevated
 - Rats can be placed anywhere; **all** on the ground, **all** elevated, or **distributed over** each height level

6.2. Playing the game

- The tubes are placed between hay bales, and are visible to the participant and the judge. The number of tubes varies by level of difficulty (see table 6.2.3). No loose hay should cover the tubes.
- The ring should not contain excessive loose hay on the ground or piles of loose hay.
- The tubes containing rats will be moved regularly throughout each game level, and between each blind. This is to ensure that participants do not know the location of the rat tubes. The location of the tubes is determined by the judge. At the Excellent level, the different configurations and the number of rats used (as it is variable **for every team**) will be determined by random draw, performed by an official who is not aware of the running order.
- Each team has 90 seconds to search for the rat(s); the distribution of time by level of difficulty is described in table 6.2.3.
- The handler and their dog may leave the start box at the same time. The timer begins when the dog’s four feet have left the box.
- During the first portion of the game, the handler may not speak, make noise, or make any gestures. The handler may choose to accompany their dog in the ring during the “without assistance from the handler” portion of their run. If they do so, they must stay behind (following) or next to their dog. At no time is it permitted for the handler to be seen as “leading” or enticing the dog by moving towards the bales or the tubes in front of the dog. Such behaviour will lead to a warning ~~and a 5-second penalty~~, and could lead to a disqualification if repeated.
- The participant may speak, point and make hand gestures during the “with help from the handler” portion of their run.

6.2.1. Finding the rat and making the call

- The participant is responsible for indicating to the judge that their dog has found a rat by clearly stating “RAT!” and/or by raising their hand in order to stop the timer.
- The judge will confirm whether or not a rat tube has been found. If an incorrect call was made, the judge will say “NO”, the timer will not stop, and the run will be non-qualifying.
 - ~~See table 6.2.3 for penalties by level of difficulty~~
- For the Master, Champion and Excellent levels, as there is more than one rat, when the judge states that a correct call has been made for finding a rat, the handler must

establish control of their dog and return to the start box with their dog while the tube is removed from the ring. In order to make removal of a rat tube easier, it is possible that a second box be placed in the ring as a waiting area, away from the gate.

- The handler must wait with their dog in the start box until the judge tells them to release their dog to find the next rat.
- The timer stops when a rat is found and starts again when the dog is re-released from the start box.
- If the dog finds another rat while the timer is stopped, the judge will not consider the rat to have been found. The handler will still need to restrain their dog, return to the start box and re-release the dog when the judge tells them to. The dog must then go and find the rat again.
- The participant may give a verbal command on initial release or re-release of their dog from the start box.
- **Any loss of control of a dog by the handler while the rat is being removed from the ring by an official will lead to immediate disqualification.**
- At the Excellent level, the participant must call “CLEAR” when they believe the ring to be empty of rats, their dog having found all the rat tubes, by clearly saying CLEAR, EMPTY or DONE, etc. The judge will then confirm or deny, and the time stopped or the participant allowed to continue until their time is up.
- Should the time in which a qualifying score can be obtained have passed, and if the dog has not found the rat (or all the rats), an additional 30 seconds in the ring is permitted to allow the team to practise finding rats, without disturbing the tubes. These additional 30 seconds are non-qualifying, and the participant can use the time to encourage their dog to find, touch or sniff the rat tube. Verbal and physical praise are permitted within this time, however no treats or toys are permitted in the ring at any time.

6.2.2. Disqualification

- Touching the dog, the bales or a tube in the ring, without the judge’s authorization.
- The handler gives physical or verbal directional commands during the “without help from the handler” portion of the run.
- The handler blocking or redirecting the dog with their body.
- The handler speaks or makes noise during the “without help from the handler” portion of the run.
- The handler lets the dog handle/shake/roll a tube in an overly aggressive manner. Aggressive harassment of any tube will be called at the judge’s discretion.
- Any loss of control of the dog while the rat tube is being removed from the ring.
- The handler dropping, pushing or throwing their dog out of the start box.

6.2.3. TABLE

BARN RATTING									
	Number of Tubes				Time for a Qualifying Run			Non-Qualifying	Specific Penalties by Level
	Total	Rat	Litter	Empty	Without help from handler	With help from handler	Total	Additional time to find the rat	For all levels, incorrectly identifying a rat tube leads to an a +5 second penalty NQ
Novice	3	1	1	1*	30 sec	60 sec	1m30s	30 sec	1 incorrect call = NQ Penalty 2 incorrect calls = Elimination Bales are arranged in a straight line
Advanced	4	1	2	1	45 sec	45 sec	1m30s	30 sec	1+ incorrect calls = NQ Penalty 3 incorrect calls = Elimination Bales are arranged in a straight line
Master	6	2	4	0	60 sec	30 sec	1m30s	30 sec	1+ incorrect calls = NQ Penalty 4 incorrect calls = Elimination Bales are arranged in an L-shape
Champion	7	2	5	0	75 sec	15 sec	1m30s	30 sec	1+ incorrect calls = NQ Penalty 4 incorrect calls = Elimination Bales are arranged in a U-shape
Excellent	8	2 to 5	3 to 6	0	80 sec	10 sec	1m30s	30 sec	1+ incorrect calls = NQ Penalty 4 incorrect calls = Elimination Bales are arranged in a W-shape (double UU)

*The empty tube must be fully sanitised.

7. BRUSH HUNT

 All the General Rules (Section 4) apply to this game.

 All the Rules specific to games without tunnels (Section 5) apply to this game.

7.1. Game Specifications

7.1.1. Novice

There must be only one (1) rat.

Ring size

- 200 square feet
- Minimum depth of 10 feet

Equipment and materials for indoors

- 8 bales of hay
- 1 station

Equipment and materials for outdoors

- Depending on the site, use branches, leaves, brush, boulders etc. from the natural environment, removing any dangerous materials.
- If the natural environment is not suitable, use 8 bales of hay in 1 station as you would for an interior ring. The bales must not be stacked higher than 2 bales high.

7.1.2. Advanced

There must be only one (1) rat.

Ring size

- 300 square feet
- Minimum depth of 10 feet

Equipment and materials for indoors

- 12 bales of hay
- 2 stations

Equipment and materials for outdoors

- Depending on the site, use branches, leaves, brush, boulders etc. from the natural environment, removing any dangerous materials.
- If the natural environment is not suitable, use 12 bales of hay in 2 stations as you would for an interior ring. The bales must not be stacked higher than 2 bales high.

7.1.3. Master

There must be only one (1) rat.

Ring size

- 400 square feet
- Minimum depth of 15 feet

Equipment and materials for indoors

- 20 bales of hay
- 5 stations

Equipment and materials for outdoors

- Depending on the site, use branches, leaves, brush, boulders etc. from the natural environment, removing any dangerous materials.
- If the natural environment is not suitable, use 20 bales of hay in 5 stations as you would for an interior ring. The bales must not be stacked higher than 2 bales high.

7.1.4. Champion

There must be two (2) rats.

Ring size

- 400 square feet
- Minimum depth of 15 feet

Equipment and materials for indoors

- 20 bales of hay
- 5 stations

Equipment and materials for outdoors

- Depending on the site, use branches, leaves, brush, boulders etc. from the natural environment, removing any dangerous materials.
- If the natural environment is not suitable, use 20 bales of hay in 5 stations as you would for an interior ring. The bales must not be stacked higher than 2 bales high.

7.1.5. Excellent

There must be three (3) rats and two (2) litter tubes.

Ring size

- 400 square feet
- Minimum depth of 15 feet

Equipment and materials for indoors

- 28 bales of hay
- 7 stations

Equipment and materials for outdoors

- Depending on the site, use branches, leaves, brush, boulders etc. from the natural environment, removing any dangerous materials.
- If the natural environment is not suitable, use 28 bales of hay in 7 stations as you would for an interior ring. The bales must not be stacked higher than 2 bales high.

7.2. Playing the game

7.2.1. Tube Placement

- At the Novice, Advanced and Master levels, a single tube containing one rat is used. The tube is hidden in such a way as to not be visible to the handler or the dog.
- At the Champion level, two tubes containing a rat each are used. The tubes are hidden in such a way as to not be visible to the handler or the dog.
- At the Excellent level, 5 tubes are used, 3 with rats and 2 with litter. The tubes are hidden in such a way as to not be visible to the handler or the dog.
- The tube(s) must be accessible to dogs of all sizes without the dog needing to displace or climb the bales to access the tube.
- The tubes will remain in the same hide for all teams per level.
- The tubes must be hidden at floor height, between hay bales, and covered with loose hay, for all levels. Loose hay must also be placed in all other locations between bales where a tube could be hidden.
- If there are cracks that are not clearly visible between bales, the cracks should be packed tightly with loose hay so that a dog cannot have a limb slip into the crack if they were to climb on the bale.
- The handler will be told the placement of the hide(s) before entering the ring, or during the judge's briefing.

7.2.2. Finding the rat and making the call

- The judge will stop the timer when they have deemed that the dog has demonstrated the presence of the rat in a clear and unequivocal fashion. This must be a significant and sustained change in the dog's behaviour at the tube location. In indications where the dog is not touching the tube, this change in behaviour must be sustained for 5 seconds and the dog must remain within 12 inches of the tube.
- A total time of 90 seconds is allocated for the dog to find the rat(s).
- At the start of the run, only the dog may leave the start box. The handler may give their dog a verbal command upon release and then must remain in the start box, **in silence**

and without moving or making any noise. The handler must wait in the start box until the judge gives them permission to leave and join their dog. The amount of time the handler must remain in the start box is determined by level of difficulty.

- Once the handler has left the box, they may use their remaining time to join their dog and ~~for~~ place themselves near the tube in order to entice the dog to search near that area. Though the handler may walk to **and** stand **still** near the hidden tube, they must remain silent and may not point, lean towards, or make any physical movements that may provide guidance to the dog.
- At no time may the handler touch their dog, the bales, or a tube during their run, which will lead to disqualification.
- Once the time in which the team could have earned a qualifying score has elapsed, the judge will tell the handler that they may join their dog in the ring, if they have not already done so, ~~while still remaining silent and providing no physical indications~~, in the hope that the dog may find **a** rat in the remaining **time with a non-qualifying score**. ~~A rat found without assistance from the handler past the qualifying time (Q) will not qualify, but will result in a non-qualifying (NQ) time. A rat found with the assistance of the handler (speaking, pointing) will result in an elimination (E).~~

7.3. Passing/Failing Runs

7.3.1. Qualifying Run

The handler/dog team will complete a qualifying run when the rat or rats have been found, to the judge's satisfaction, within the following times:

- Novice: 80 seconds (60 seconds without help from the handler)
- Advanced: 70 seconds (60 seconds without help from the handler)
- Master: 60 seconds (without any help from the handler)
- Champion: 60 seconds (without any help from the handler)
- Excellent: 60 seconds (without any help from the handler)

7.3.2. Non-qualifying Run

- Occurs if the handler leaves the start box without being given permission by the judge ~~(+5 second penalty)~~.
- Occurs if the rat or rats are found ~~without the handler speaking, pointing or communicating with the dog, within 30 seconds~~ after the qualifying time has elapsed.

7.3.3. Disqualification

- Touching the dog, the bales or the tubes in the ring without the judge's permission.
- Speaking or making any noise without the judge's permission.


- Handler does not stop the dog from handling/shaking/rolling the tube in an overly aggressive manner. Aggressive harassment of a tube will be called at the judge's discretion at any time.
- Handler leaves the start box more than once.
- Handler gives physical or verbal direction commands while releasing the dog.
- Any loss of control of the dog while the rat tube is being removed from the ring.
- The handler dropping, pushing or throwing their dog out of the start box.

7.3.4. Table

BRUSH HUNT							
	# of tubes with rats	# of piles of hay	# of bales total	Qualifying Time			Non-qualifying
				Without help from the handler	With help from the handler	Total	Additional time allowed to find the rat
Novice	1	1	8	60 sec	20 sec	80 sec	40 sec
Advanced	1	2	12	60 sec	10 sec	70 sec	50 sec
Master	1	5	20	60 sec	0 sec	60 sec	60 sec
Champion	2	5	20	60 sec	0 sec	60 sec	60 sec
Excellent	3 rats 2 litters	7	28	60 sec	0 sec	60 sec	60 sec

8. TEAM RELAY

 All the General Rules (Section 4) apply to this game.

 All the Rules specific to games without tunnels (Section 5) apply to this game.

8.1. Game Specifications

The Team Relay game is played in the Master Brush Hunt ring.

Ring size

- 400 square feet
- Minimum depth of 15 feet

Equipment and materials for indoors or an outdoor ring with minimal natural brush

- 20 bales of hay, stacked no higher than two bales high
- 5 stations

8.2. Playing the game

No dog can compete on two different teams as the two rats remain hidden in the same locations for all teams. However, it is possible that Team Relay could be offered more than once per **event trial**, in which case the teams do not need to remain the same.

8.2.1. Start Box

There are two separate start boxes in the ring. The ring must be set up in such a way that any of the 4 corners can be used as a start box.

Location

- The start boxes must be inside the ring
- Both start boxes must be adjacent to the edge of the ring and must have a minimum distance of 5 feet between them

Dimensions

- The start boxes must be 4 feet x 4 feet

8.2.2. Tube Placement

- Both tubes are hidden in such a way as to not be visible to the handlers or the dogs.
- The tubes may not be hidden within 5 feet of a start box.
- The tubes must be accessible to dogs of all sizes without the dog needing to displace bales to access the tube.
- The tubes will remain in the same hide for all teams.
- The tubes must be hidden at floor height, between hay bales, and covered with loose hay.
- The handlers will be told the placement of the hides before entering the ring, or during the judge's briefing.

8.2.3. Eligible Dogs

- The dog must be able to work with the presence of another dog in the ring. The second dog may not wait outside the ring and enter the ring once its turn has come. Both dogs must remain in the ring for the duration of the run.
- A dog demonstrating aggression, or who may be a risk to a human or a dog in the ring, will be disqualified and the run ended.

8.2.4. Entering the ring

- Both dog/handler teams must enter the ring (on leash) at the same time and go stand in their start box.
- The teams must decide who stands in which start box and which of the two teams will run first. They must inform the judge of which dog will be running first.
- The dogs must be under control (whether they are on or off leash) while they are not running and in the start box.

8.2.5. Rewards and Praise

- Once the judge has confirmed that a rat has been found, the handler must quickly regain control of their dog and may then briefly praise their dog verbally or physically. No toys or treats are permitted in the ring at any time.
- At no point may either of the teams' handlers speak to or encourage a dog while it is working.

8.2.6. Finding the rat and making the call

- A total time of 1 minute is allocated to find both rats for a qualifying run.
- Only one dog at a time may enter the working area of the ring. The handlers may give their dog a release command but must remain in the start box, **in silence and without moving or making any noise**, at all times during play.
- The judge will stop the timer when they have deemed that the dog has demonstrated the presence of the rat in a clear and unequivocal fashion. This must be a significant and sustained change in the dog's behaviour at the tube location. In indications where the dog is not touching the tube, this change in behaviour must be sustained for 5 seconds and the dog must remain within 12 inches of the tube.
- Once the time has stopped, the handler must wait in the start box until the judge gives them permission to leave and collect their dog. The handler must collect their dog quickly and return with their dog to the start box with their dog under control (with or without leash). Once their dog is under control, they may signal to the other team that they can go. The other team must still wait for a signal from the judge.
- Once the judge has given their permission, the second handler may release their dog, giving them a single verbal command. The timer starts again once all four feet of the second dog have left the start box.
- While a dog is searching, the other team must remain in their start box quietly.
- The makeup of the teams is at the handlers' discretion.
- It is not mandatory that a dog's handler also be the dog's owner, as long as the handler is able to control the dog in and out of the ring.
- Both rats cannot be found by the same dog. **It is mandatory that each dog/handler team find one of the rats.**

- No penalty will be given if the first dog finds the second rat in the time that the judge has stopped the time and the handler has gone to collect their dog. The judge will ensure that the second tube has been hidden/covered again before the second dog is allowed to search. If the judge deems that the handler has purposely not collected their dog in a timely manner in order to allow the dog to find the second rat, a penalty may be given at the judge's discretion.
- The judge will notify the teams when 30 seconds of play have passed if the first dog is still searching for a rat. At that moment, the teams can choose to have the first dog return to their start box and engage the second dog to attempt to find the first rat. The team members must respond with only "Yes" or "No" when asked if they want to switch, it is not permitted to discuss the decision at length. If the teams choose to make this switch, the timer will NOT be stopped and all safety measures must still be followed; only one dog can be free in the ring at a time, and the first handler must signal their teammate when they have full control of their dog in the start box and are ready for the second dog to be released. This switch in dogs is permitted, but by no means mandatory and it is not required that the teams decide before the run begins if they will choose to switch dogs at the 30 second mark. If the new/second team finds the first rat, the initial team will have to return to play to find the second rat.

8.3. Passing/Failing Runs

8.3.1. Qualifying Run

- Both dog/handler teams will earn a qualifying score when both rats have been found, to the judge's satisfaction, within 60 seconds and without help from the handlers.
- The accumulation of qualifying scores toward a title are individual to each dog.

8.3.2. Non-qualifying Run

- Occurs if a handler leaves the start box without being given permission by the judge (+5-second penalty).
- Once the time in which the teams could have earned a qualifying score has elapsed, (60 seconds), the judge will tell the handler that they may join their dog in the ring, and show them the rat to end the run on a positive note, while still remaining silent and providing no physical indications, in the hope that the dog may find the second rat in the remaining 30 seconds.
- A rat found without assistance from the handler past the qualifying time (Q) will not qualify, but will result in a non-qualifying (NQ) time. A rat found with the assistance of the handler (speaking, pointing) will result in a disqualification (DQ).

8.3.3. Disqualification

- Speaking, pointing or making any noise without the judge's permission.
- Handler does not stop the dog from handling/shaking/rolling the tube in an overly aggressive manner. Aggressive harassment of a tube will be called at the judge's discretion at any time.
- Handler loses control of their dog while waiting their turn in the start box, resulting in a second dog in the working area of the ring.
- Touching the dog, the bales or the tubes in the ring without the judge's permission.
- Handler gives physical or verbal direction commands while releasing the dog.
- Any loss of control of the dog while the rat tube is being removed from the ring.
- The handler dropping, pushing or throwing their dog out of the start box.
- A dog demonstrating aggression, or who may be a risk to a human or a dog in the ring.

9. TRAILING AND LOCATING

 All general rules (Section 4) apply to this game.

Trailing and Locating reproduces the scent tracking and location of the quarry in a natural environment. The dog will be judged on its ability to track a set scent trail in an outdoor setting. The dog must track, locate and mark the presence of the quarry.

9.1. Game Specifications

For all levels, the ring must be set up as naturally as possible.

This game must not take place on the same ground (ring) where a barn or brush, go to ground test or trial is held, 24 hours or less before or after the trial. The reverse is also true.

The host club is not required to provide a fenced search area but it is permitted for the handler to work with the dog using a 10 to 20 foot long leash or long line. The leash should not be a chain leash or a retractable leash.

A designated exit from the ring or work area must be established, and designed so as not to contaminate the laid tracks.

There will be only one route for Novice, Advanced and Master. Then the same track will be extended for Championship and Excellent. Abandoned nests (empty litter tubes / cages buried on the ground surface) will be added between levels. We recommend offering two different routes per trial, if the trial site allows it, in order to move up to a higher level

(move-up) on the same day, since it will not be possible to use the same track for a move-up.

Dead ends are not counted in the total distance travelled.

9.2. Track Specifications

9.2.1. Novice

Length: 30 steps

Total number of turns: 3

Number of hairpin turns: 0

Number of abandoned nests: 0

Number of dead ends: 0

9.2.2. Advanced

Length: 30 steps

Total number of turns: 3

Number of hairpin turns: 0

Number of abandoned nests: 1

Number of dead ends: 0

9.2.3. Master

Length: 30 steps

Total number of turns: 3

Number of hairpin turns: 0

Number of abandoned nests: 2

Number of dead ends: 1

9.2.4. Champion

Length: 80 steps, with a dead end, about two paces deep

Total number of turns: 6

Number of hairpin turns: 1

Number of abandoned nests: 3

Number of dead ends: 2

9.2.5. Excellent

Length: 80 steps, with a dead end, about two paces deep

Total number of turns: 6

Number of hairpin turns: 1
Number of abandoned nests: 4
Number of dead ends: 3

9.3. Rules of operation

9.3.1. Tracks

The scent, commonly known as "rat tea", which can be mixed with unscented glycerin to make the track last longer, should be spread at least 30 minutes before the start of the event but at most 3 hours. This is made using used rat litter wrapped in cheesecloth or a nylon stocking, soaked for 8 to 24 hours in warm or hot water and then poured, filtered, into a spray bottle. The nozzle should be adjustable for a precise and narrow spray.

9.3.2. Start

The time begins when the dog crosses the judge's start line, the first 10 to 15 inches being a small, concentrated scent pad that is larger for the dog to pick up on the odour and start following the track.

The handler must make sure the judge is ready before releasing their dog, otherwise they will be eliminated (false start). The dog must have all four legs on the ground at the start line. A dog must not be dropped, thrown or pushed under penalty of disqualification.

No verbal encouragement is allowed past the start line, no use of hands, visual or body signals. The use of directional visual or hand signals will lead to a first warning and a non-qualifying (NQ) score. A second warning leads to automatic disqualification (DQ). The handler's use of their body to block or deflect their dog, as well as any verbal directional commands, will lead to an automatic disqualification (DQ).

If on a leash, the dog should be able to conduct a search without pulling or being pulled. Incorrect use of the leash will be assessed by the judge and could result in a non-qualifying score or disqualification.

The handler must listen to and respect all commands given by the judge and follow him closely to avoid contaminating the track (they should walk behind or to the side according to the judge's instructions).

9.3.3. Rat placement

A regulation tube can be used, or a heavy-duty metal cage with wire mesh on top. The container should rest in a hole so that it does not rise above ground level. There may be

piles of soil or brush around and/or a light cover of branches above the hole.

9.3.4. Finish

Time stops when the dog crosses the finish line drawn by the judge about 1 to 3 feet from the quarry. Although the time is stopped, the dog must always continue by marking/indicating the quarry. Once the dog has crossed the finish line, verbal encouragement is permitted by the handler so that the dog stays on the quarry.

9.3.5. Rat location indication

More passive (or silent) marking/indication is accepted but the dog must remain with his quarry for the time required for their level (see Table 9.4.5).

9.3.6. Rewards and encouragement

Once the judge confirms the rat is found and run complete, verbal and physical praise will be allowed but no treats or toys will be permitted in the ring or marked area out of respect for subsequent dogs.

9.3.7. Exit

The handler must exit, while in full control of the dog, through the passage designated as the exit by the judge, so as not to contaminate the tracks.

9.4. Point calculations

9.4.1. Calculation of scores

In addition to time, faults or “bonus” time will influence the final score. The following list is found on the judge's score sheet. Negative final times (due to bonus time) are possible and accepted.

Faults (with addition of time)

- Retracing steps: Q +3 per offence
- Shortcut: NQ ~~+10~~
- Zig zag movement: Q +5 (for the entire run)
- Running without working (head up): NQ ~~+15~~
- Moving in circles: Q +10 (for the entire run)
- Wasting time, urination/elimination, sniffing something other than the track: NQ ~~+15~~

- Did not mark the quarry (regardless of the duration) at the end of the course: NQ +5

Handler faults (with addition of time)

- Uses verbal, visual or hand signals:
 - 1st warning: NQ +5
 - 2nd warning: DQ
- Uses his body to block the dog: DQ
- Doesn't listen to the judge's instructions:
 - 1st warning: Q +5
 - 2nd warning: NQ +20
 - 3rd warning: DQ
- Veers off the trail:
 - 1st warning: NQ +20
 - 2nd warning: DQ
- Leash errors: according to the decision of the judge (Q / NQ / DQ) with or without time penalty

Time bonus

- ~~Marks the quarry in a committed way (regardless of the duration): -10; OR~~
- Mark the quarry for the required duration of the level: -15

9.4.2. Qualifying Score

Based on the score sheet, if all the criteria are met, and the final time is under the maximum allowed time for the level (see table 9.4.5), there will be a qualifying score.

9.4.3. Non-Qualifying Score

As soon as an NQ item on the score list is checked, or if the dog on the leash has crossed the start line before the judge's signal, the final score will be non-qualifying.

9.4.4. Disqualification

- A second warning for using visual, body or hand signals.
- The use of the handler's body to block or deflect the dog.
- The dog leaves the search area completely.
- The off-leash dog crosses the start line before the judge's signal

9.4.5. TABLE

TRAILING AND LOCATING									
Levels	Distance in # Of steps	# of turns total	# of sharp turns	# of dead ends	#of abandoned nests (litter)	# of nests to find	Required duration of marking for a Q (in sec.)	Minimum speed (Secs per step)	Maximum time for a Q including penalties
Novice	30	3	0	0	0	0	5	10	5m00s
Advanced	30	3	0	0	1	1	10	7	3m30s
Master	30	3	0	1	2	1	15	5	2m30s
Champion	80	6	1	2	3	2	20	4	5m20s
Excellent	80	6	1	3	4	4	30	3	4m00s

10. RULES SPECIFIC TO TUNNEL GAMES

10.1. Eligible dogs

- As stipulated in the general regulations.
- The dog's height at the shoulder must not exceed 15 inches at the withers to allow it to enter the tunnel safely; it will be measured if the judge considers that the dog seems too big and will not be able to manoeuvre safely in the tunnels.
- Dogs must run **without a collar** or harness or any other item, such as a belly band or diaper, that might cause the dog to get caught or snagged in the tunnel junctures.
- **Bitches in season may not participate.**
- Dogs must be caught/retrieved by their handler in a timely manner after their run, or they may be NQed for lack of control, even if their run was successful.

10.2. Tunnels

- Must measure 9 "x 9" or 10 "x 10" inside, the host club must advise in advance of the size of the tunnels used.
- Be constructed of an opaque and resistant material, ideally wood, devoid of any sharp edges or splinters.

- Have panels on 3 sides connected by sturdy fasteners.
- Have solid, opaque junction boxes or gaskets that stay in place.
- If the junction boxes are not completely opaque, use of various materials (dark blanket, hay, etc.) to ensure complete darkness inside the tunnel is permitted.
- The end portion of the tunnel should have a 24" long exit hatch on top with hinges and a latch.
- The end portion of the tunnel should be closed off at the end with strong PVC pipes or replaceable wood dowels.
- Be dismantlable in sections of 3 to 8 feet.
- The footing where the tunnel is installed must have a non-slip surface, which cannot change textures during a normal competition day, and which produces little or no dust (except in Earth Dog).

10.3. Path

Must remain the same for the same level at each trial. Can be reconfigured for a second trial.

10.4. Fencing (if required)

- Minimum of 3 feet in height, and maximum of 5 feet.
- Must be made of materials that are visible to the dog.
- Must be tethered to posts/walls/weights and/or anchored to the ground if necessary to ensure no dog can move the fencing by jumping on it, or be able push through the bottom. ~~Must be anchored to the ground if necessary, to ensure no dog can push through the bottom.~~
- The gate must have some form of latch/attachment to keep it closed when a dog is working in the ring.
- The area around the ring/fencing must be kept clear so the judge and volunteers can navigate the space safely.
- The participant may request the presence of a personal videographer, or the removal of a volunteer photographer at ring side, however approving/denying the request is entirely at the discretion of the judge and trial host, and can be revoked during the run.

10.5. Turns

The 90 degree turns should always be positioned so that the dog does not come back in the direction of the start box/enclosure.

A T-junction counts as a 90-degree turn only if the dog must use it to take the correct path.

10.6. Dead ends

At the Champion and Excellent levels, the path of the tunnel may include one or more dead ends. Dead ends cannot be longer than one section of tunnel, 3 to 8 feet.

Dead ends are not counted in the total distance travelled.

10.7. Visibility of the rat and judge

Only one rat is used, and the rat's cage should not be visible from the starting box/enclosure. If necessary, in an artificial environment, a barrier (hay, straw, tarp) completely obstructing the view of the dog will be built on each side of the tunnel. Similarly, the judge holding the cage should not be visible from the start line, and should either be crouching or kneeling behind the barrier if necessary.

11. GO TO GROUND

 *All the General Rules (Section 4) apply to this game.*

 *All the Rules specific to tunnel games (Section 10) apply to this game.*

11.1. Game Specifications

11.1.1. Novice

Tunnel

- 6 inch release distance
- Total length of 12 feet
- A 90 degree turn
- No dead end

11.1.2. Advanced

Tunnel

- 1 foot release distance
- 16 feet total length
- Two 90 degree turns

- No dead end

11.1.3. Master

Tunnel

- 2 foot release distance
- 24 feet total length
- Three 90 degree turns
- No dead end

11.1.4. Champion

Tunnel

- 3 foot release distance
- 36 feet total length
- Four 90 degree turns
- One dead end

11.1.5. Excellent

Tunnel

- 5 foot release distance
- 48 feet total length
- Five 90 degree turns
- Two dead ends

11.2. Rules of Operation

11.2.1. Starting Area

- Closed enclosure, but it is possible to use hay bales for the part inside the enclosure.
- Dimensions vary according to the level (smaller starting area for beginner levels), but cannot be smaller than 5ft x 5ft at the point where the dog starts and must remain the same for the whole level.
- The end of the tunnel extends 1 to 3 feet into the starting enclosure.
- A starting line or marker drawn on the ground delimits the prescribed distance between the place of release of the dog and the entrance to the tunnel.
- A volunteer timer will be at the start box and will start the time as soon as the dog's paws cross the start line.

11.2.2. Rat Cage Placement

- At the end of the tunnel
- The judge, if desired, can support the dog's marking by moving the cage and/or making noises, but this should be done equally for all dogs in the level.

11.2.3. Start

- The handler must remain in the start box. He must wait for permission from the judge to leave the box in order to retrieve his dog.
- The time starts as soon as the dog's 4 paws cross the starting line, even if the dog does not enter the tunnel directly.
- Talking to the dog is permitted but not recommended once it has entered the tunnel.
- The handler is allowed to point without touching the tunnel or the dog.
- Touching your dog is only permitted if the dog has passed through the starting area and is heading directly for the cage with the rat. On returning to the starting area, the dog must be placed behind the initial starting line. At no time will the timer be stopped.
- The time to reach the rat stops when the dog is visible to the judge at the end of the tunnel. The judge will be at the end of the tunnel and indicate to the volunteer timer to stop the run time when the dog has reached the rat. The judge will then begin timing the required marking time of the dog.
- The dog may mark the rat by barking, scratching, pointing (staring) or biting the dowels.

11.2.4. Tunnel Exit

- When the judge advises that the regulation time has expired, the handler may leave the starting area to retrieve his dog through the trap provided for this purpose at the end of the tunnel.
- The dog must be under control at all times. The dog must be on leash to exit the ring.

11.3. Point Calculations

11.3.1. Qualifying Score

When the dog reaches the rat cage within the following parameters:

- Novice: 36 seconds (3 seconds per foot)
- Advanced: 32 seconds (2 seconds per foot)
- Master: 36 seconds (1.5 seconds per foot)
- Championship: 36 seconds (1 second per foot)

- Excellence: 48 seconds (1 second per foot)

AND

When the dog maintains the rat's marking_x for a period of time respecting the following parameters:

- Novice: 20 seconds
- Advanced: 40 seconds
- Master: 60 seconds
- Champion: 60 seconds
- Excellent: 60 seconds

_xNote that only the time to reach the rat is recorded for a Q in a successful run, the required marking time is not included.

11.3.2. Non-qualifying Score

- The dog takes longer than the time allowed per level (see Table 11.3.4) to reach the rat cage
- The dog does not maintain the rat marking behaviour, to the judge's satisfaction, for the period of time required for the level (see Table 11.3.4)
- The dog may not leave the rat once it has reached the end of the tunnel, it only has one chance to meet the minimum marking time
- For all levels except Novice, if the dog comes out of the tunnel before reaching the rat more often than the maximum number allowed for the level:
 - Novice: infinite
 - Advanced: twice
 - Master: once
 - Champion: no exit
 - Excellent: no exit

11.3.3. Disqualification

- Push/drop/throw/force the dog to enter the tunnel.
- Touch the dog except in the event described in point 11.2.3.
- Losing control of the dog by taking it out of the tunnel and compromising the safety of the rat and/or the judge.

11.3.4. TABLE

GO TO GROUND								
Levels	Release distance from the tunnel	Length of tunnel (in feet)	# of turns	# of dead ends	# of times allowed to leave the tunnel	Marking time required to Q (in sec.)	Minimum speed (Feet per second)	Maximum time to Q
Novice	6 in	12	1	0	infinite	20 sec.	3	36 sec.
Advanced	1 ft	16	2	0	2	40 sec.	2	32 sec.
Master	2 ft	24	3	0	1	60 sec.	1.5	36 sec.
Champion	3 ft	36	4	1	None	60 sec.	1	36 sec.
Excellent	5 ft	48	5	2	None	60 sec.	1	48 sec.

12. RAT CARE AND SAFETY

The safety of rats, dogs, and competitors are the cornerstone of this sport. Without a safe and healthy environment for ALL those involved in playing the game, this sport would not be able to continue.

Rats are to be cared for as pets when not in a trial environment and are expected to be healthy and to meet minimum requirements in order to be used in competition. It is expected that the caretakers of the rats will work with them and train them to create a positive association with their tube and the sport prior to ever being used in competition.

Exclusions

- Any rat under 2 months of age or weighing less than 200g shall not be used
- Any rat that is in ill health (URI, tumour, old age etc) shall not be used
- Any wild caught rat shall not be used
- Hairless rats shall not be used
- Any rat showing discomfort or excessive fear shall not be used
- Any rat that cannot be safely handled shall not be used

Rat Safety and Care

- Rats will be housed in a suitably sized travel cage/bin during a trial. This cage will be kept at an appropriate temperature and will not be in a location that can be accessed by competitors or by dogs. This cage will be secure, have appropriate ventilation, clean bedding as well as food and water.
- Rat tubes will be made of 4" wide PVC and be 12" long, with appropriate ventilation both along the length of the tube, drain front and plug. The drain front should be of a type that does not allow any part of the rat to stick out (eg. tail). Tubes shall be disinfected and cleaned prior to a competition. ABS shall not be used as a building material. Cracked or chipped tubes shall be discarded immediately. See Annex A for Tube Specifications.
- Tubes containing rats will contain clean litter (of the same type as the soiled litter) so the rat can stay clean and dry.
- Rats shall not be in a tube for more than an hour, less depending on extreme weather. Rats shall be returned to their travel cage for a minimum of 30 minutes of rest/water before being used again.
- If a rat is injured, shaken or suffers a fall during the trial, they should be retired for the remainder of the day.
- A sufficient number of rats must be on site for each trial so that the above work and rest times can be met.

Any club that does not adhere to the standards above, or who fails to adequately care for their rats and keep them in good condition, will be barred from holding any further RATS! Canada events.

13. HOSTING A TRIAL

This [information can be found on the RATS! Canada Website](#).

14. RESPONSIBILITIES OF APPOINTED OFFICIALS

Judges

The judge will observe all runs **while standing** outside the defined work area, except in Go to Ground and Trailing and Locating. A judge must always be present in person to judge a run, judging a video is not permitted.

A detailed list of judge responsibilities can be found in the [Judge's handbook](#).

Volunteer Coordinators

Membership Coordinator

The Membership Coordinator will receive all new DOG ID requests nationally. It is their responsibility to action requests within 72 hours of payment. The membership coordinator will enter the dog's information into the RATS! Canada database as well as the handler's information if necessary. The coordinator will then confirm the DOG ID number with the requestor by email.

Regional Coordinators

The Regional Coordinators are responsible for being the point of contact for trial hosts in their region as the need arises. They are also responsible for informing the Board of Directors of any trends or issues in their region.

Other Coordinators

A current list of other coordinators and their contact information can be found on the Web site under About/Committees.

Board of Directors (BOD)

The Board of Directors is responsible for voting on any significant decisions or proposed changes in the organisation. The decisions must be made by majority vote and are documented internally.

15. BOARD OF DIRECTORS

The board of directors is a governing body that meets at regular intervals to vote on policies and oversight. Votes are upheld by a majority and the Board Chairman can support a proposal in the event of a tied vote.

Board Chair: Marie-Claire Guindon

New Brunswick & PEI Director: Lisa Hicks-Green

Nova Scotia Director: Dale MacMillan

Ontario and Newfoundland Director: Marie-Claire Guindon

Quebec Director: Giuliana Cucinelli

16. ANNEX A – TUBE SPECIFICATIONS

Rat tubes will be made of 4" wide PVC and be 12" long, with appropriate ventilation both along the length of the tube, drain front and plug. ABS shall not be used as a building material, as ABS may contain BPA.

Tubes shall be disinfected and cleaned prior to a competition. Cracked or chipped tubes shall be discarded immediately.

- PVC pipe must be 4" diameter pipe. Both solid sewer pipe (DWV) and pressure pipe (Schedule 40 solid core) may be used. Pressure pipe is preferred, however **due to the scarcity of available PVC fittings for this size of pressure pipe in Canada, solid core, CSA certified, DR35 (non-perforated, non-cellular core) sewer pipe is permitted.** The pipe must be ventilated in the pattern shown below, using a 5/16" drill bit (5 to 7 rows of 5 holes, 2 inches apart). The length of the pipe will vary based on the fittings used, the total interior length of the tube, with fittings, must be 12 inches. All fittings, with the exception of the cleanout plug, must be cemented together securely.
- The drain front should be rigid and of a style that does not allow any part of the rat to stick out (eg. foot, tail). If suitable sewer drain covers cannot be found, one can be made out of a solid sewer cap in the ventilation pattern shown below (14 holes, 1 inch apart).
- The plug adapter can be male or female (in the tube or over the tube). Note that both drains and plug adapters are different sizes for solid sewer (DWV) pipe and schedule 40 pipe. Ensure that your drains and adapters fit the non-bell-end of your pipe before you buy.
- The cleanout plug must be PVC, screw securely into the plug adapter, and must be ventilated in the pattern shown below (4 holes).
- Tubes may be painted in hay-like colours or left white.
- As tubes are visible in Barn Ratting, **all tubes used in a trial must be IDENTICAL.**
- All new clubs must have tubes that meet these requirements. Existing clubs must have tubes that meet these requirements by January 1, 2025.



Permitted drain styles



Unacceptable drain styles

The first style shown is not rigid, with insufficient ventilation, the other two styles have large gaps. Metal and ABS drains are not accepted.



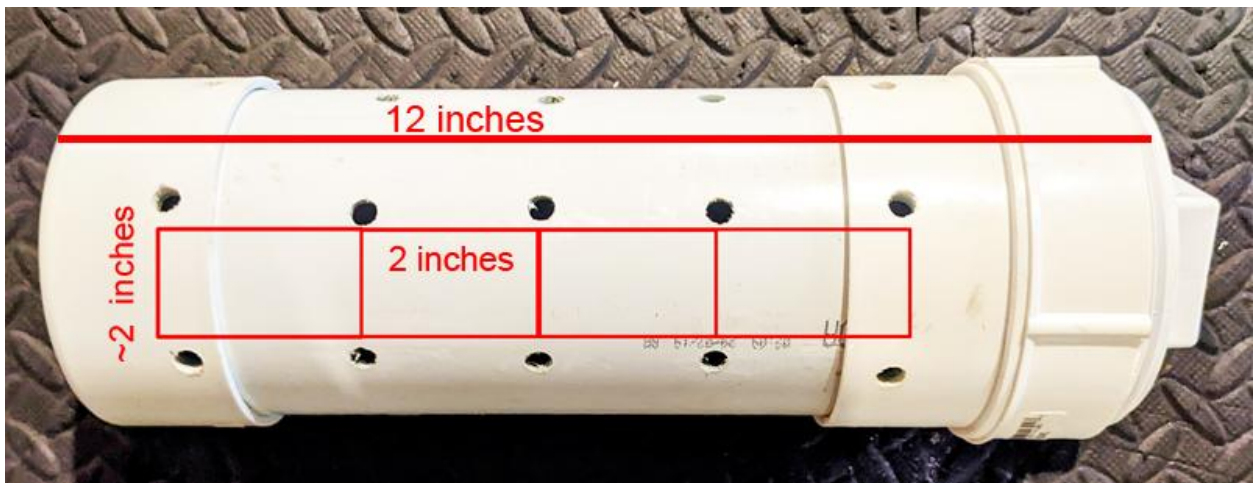
Ventilation Patterns

All drilled vent holes will be 5/16 inches.

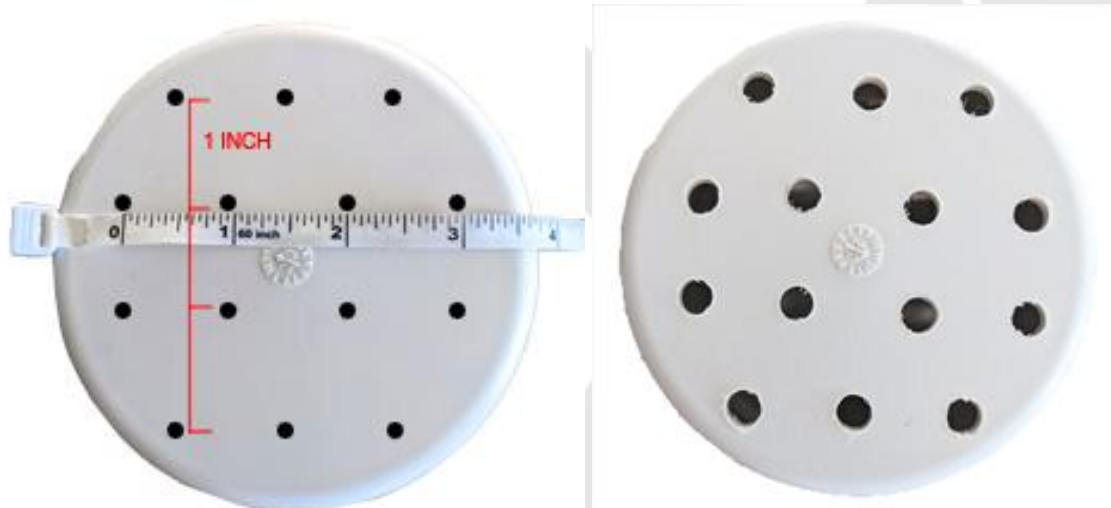
Pattern for pipe

The drilled pattern for the pipe should be a minimum of 5 rows to a maximum of 7 rows, with 5 holes along the length of the tube. Depending on whether you are using DWV or Schedule 40 pipe, the exact measurement between rows will differ, however for 7 rows, the average distance between holes is approximately 2 inches. All drill holes must be 5/16 inches.

A video on competition tube structure is available to judges and trial hosts on their login area of the RATS! Canada Website.



Pattern for cap instead of drain



Pattern for cleanout plug

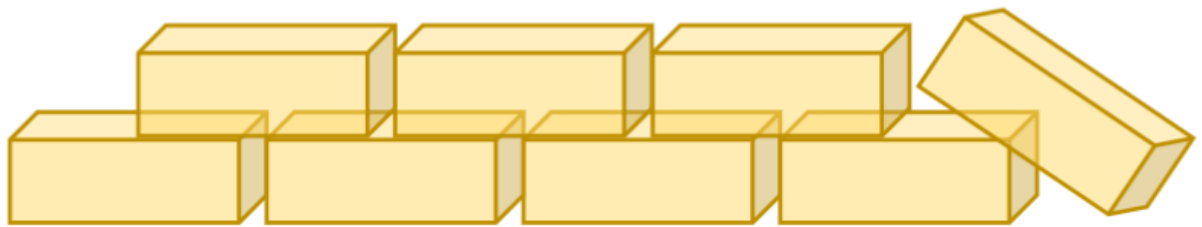


Cleanout plug with tether

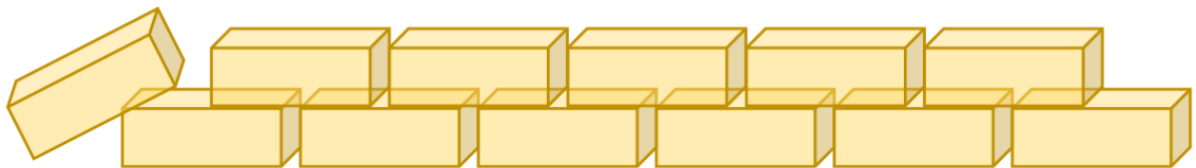


17. ANNEX B – VISUAL EXAMPLES

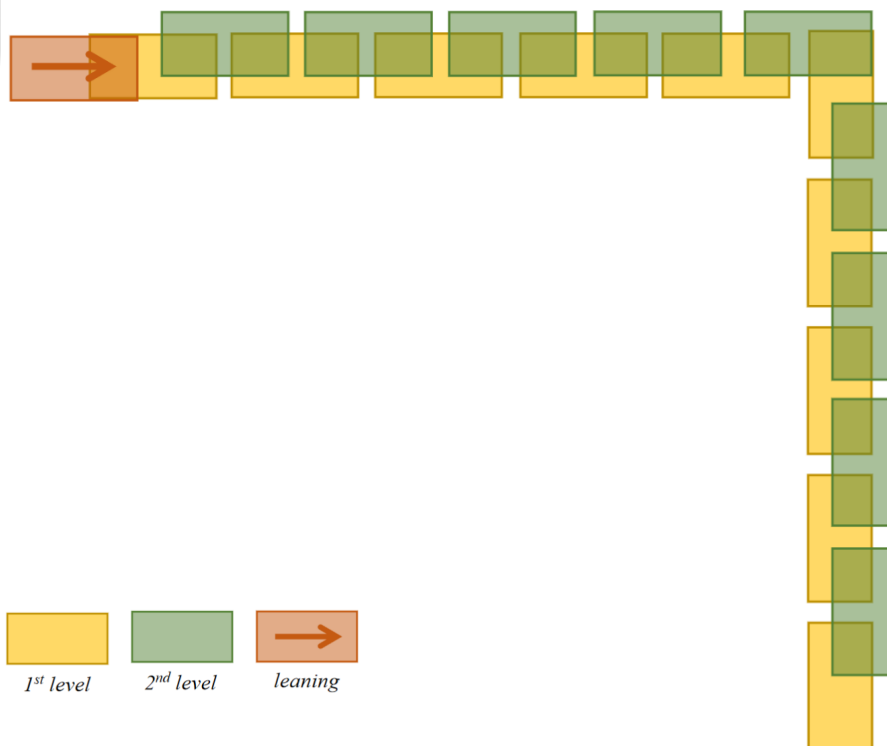
Novice Barn Ratting



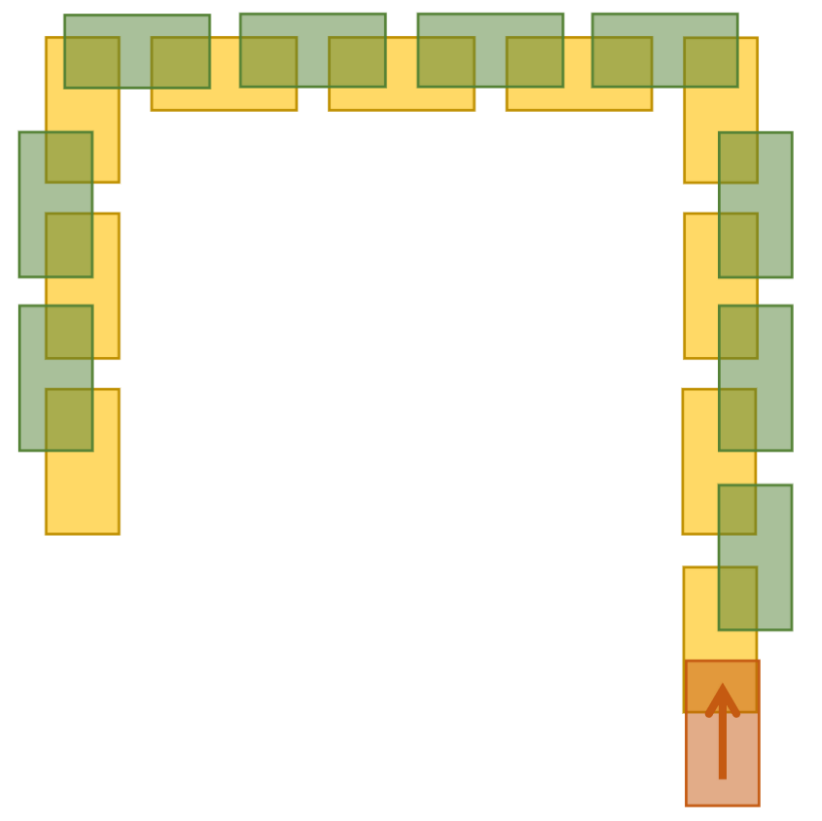
Advanced Barn Ratting



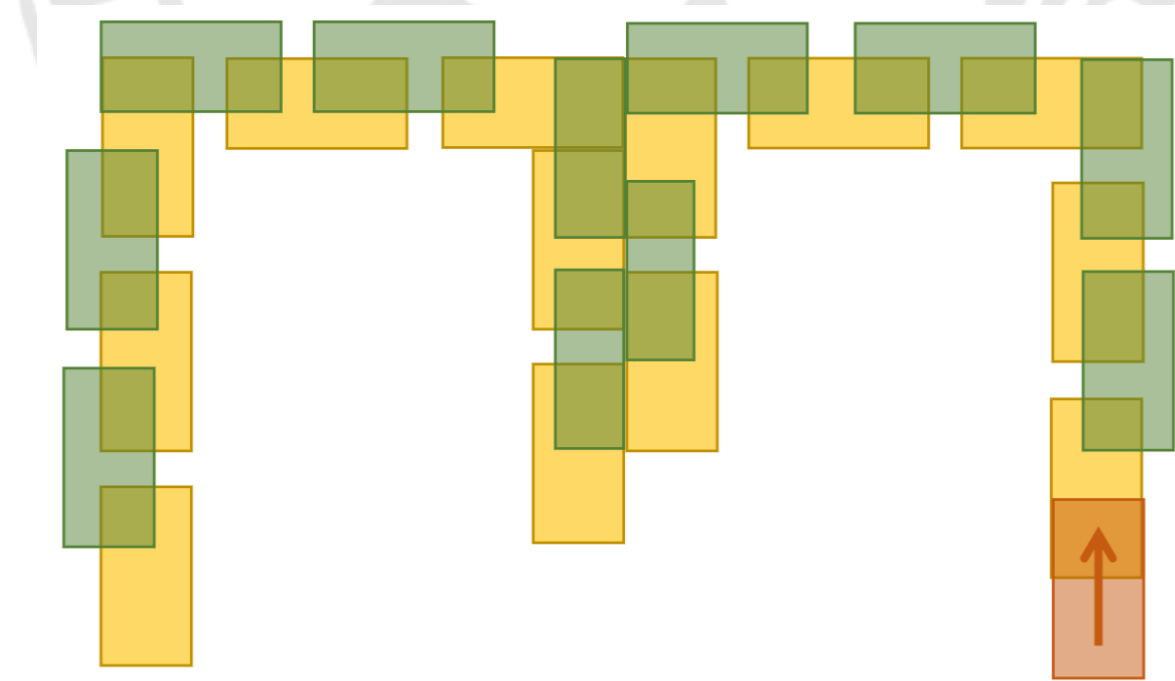
Master Barn Ratting



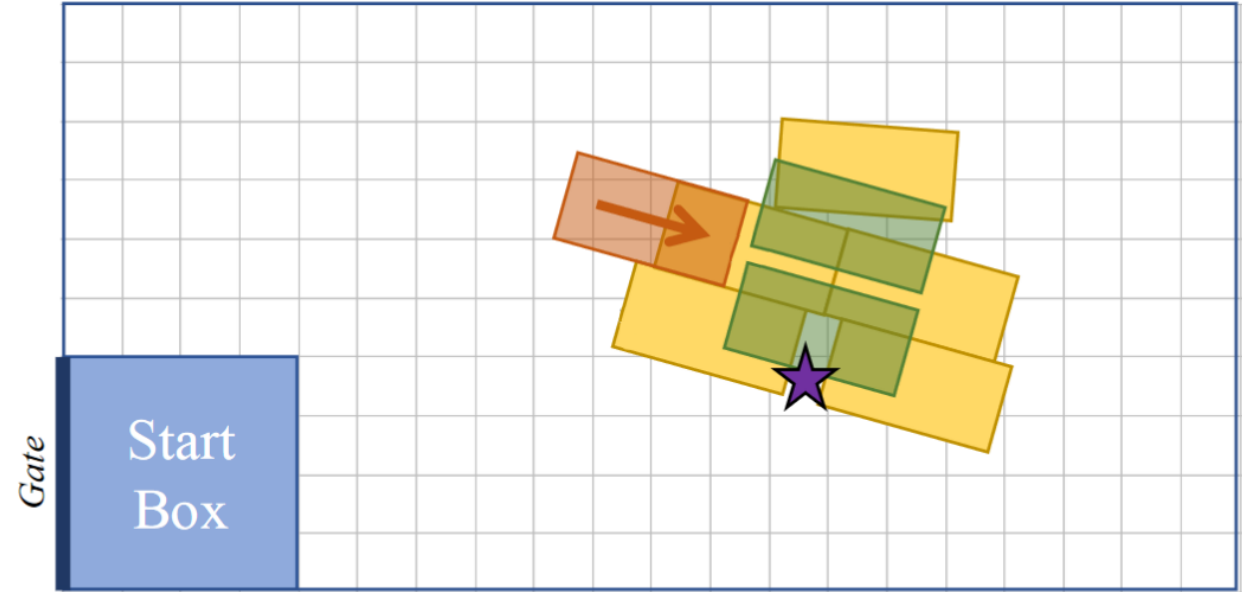
Champion Barn Ratting



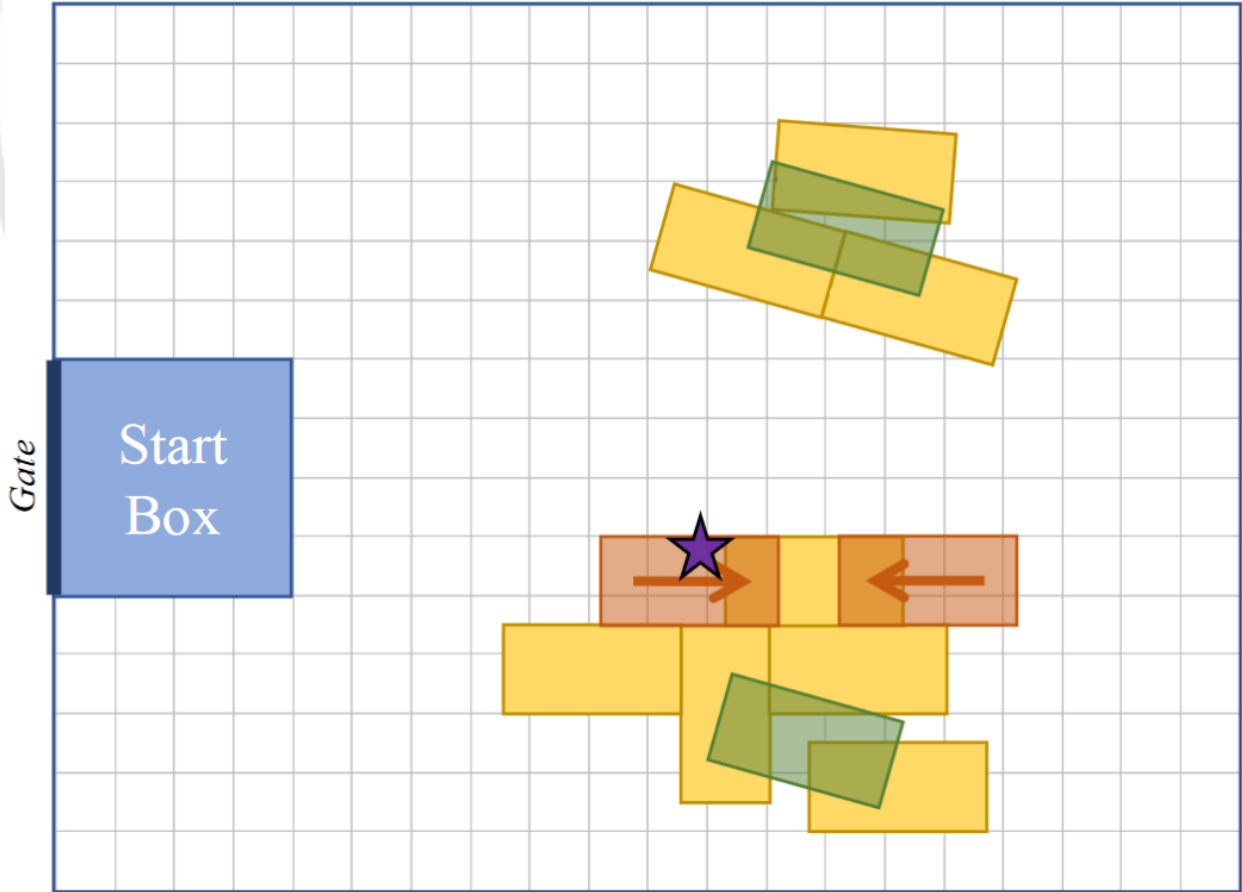
Excellent Barn Ratting



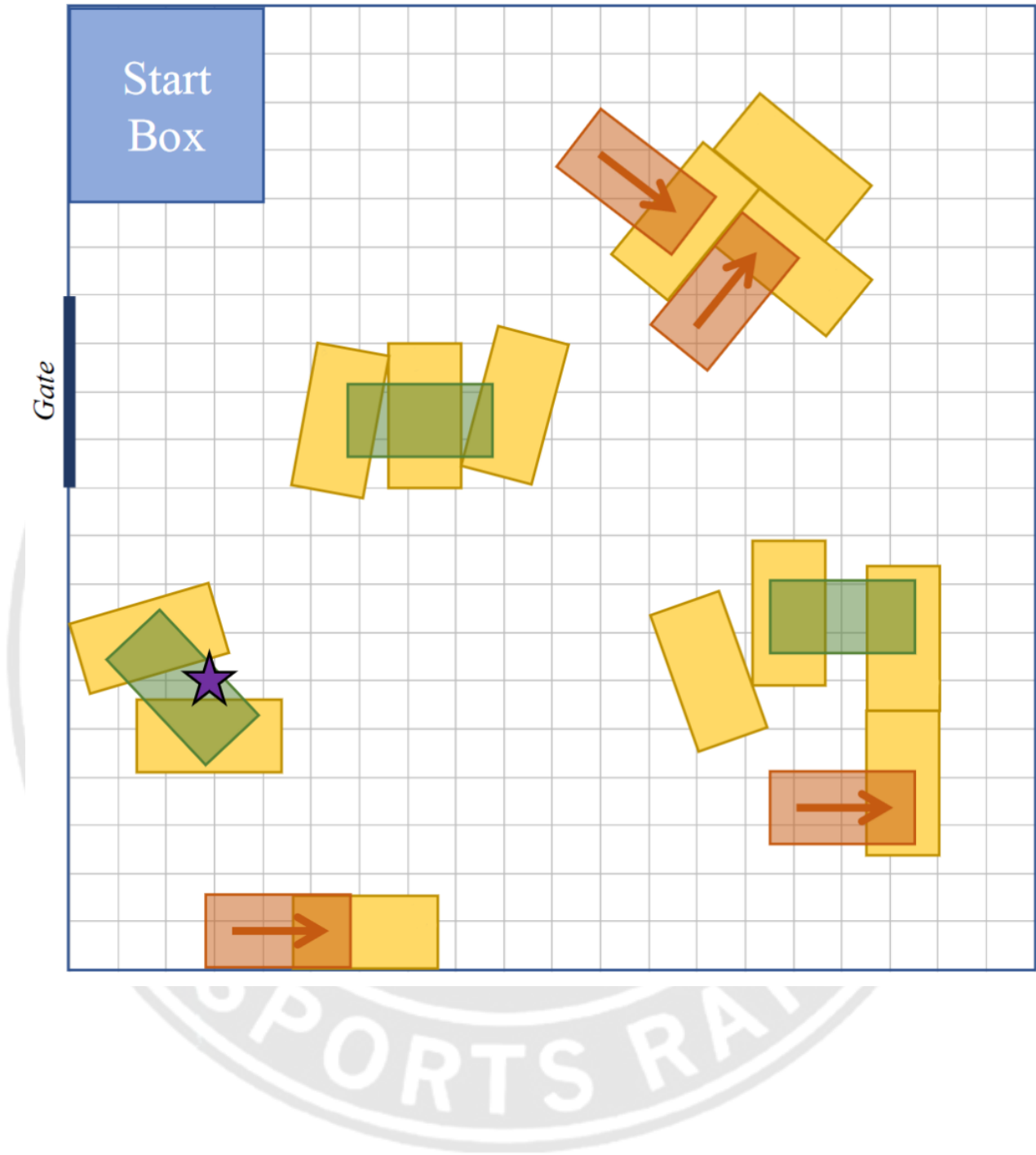
Novice Brush Hunting



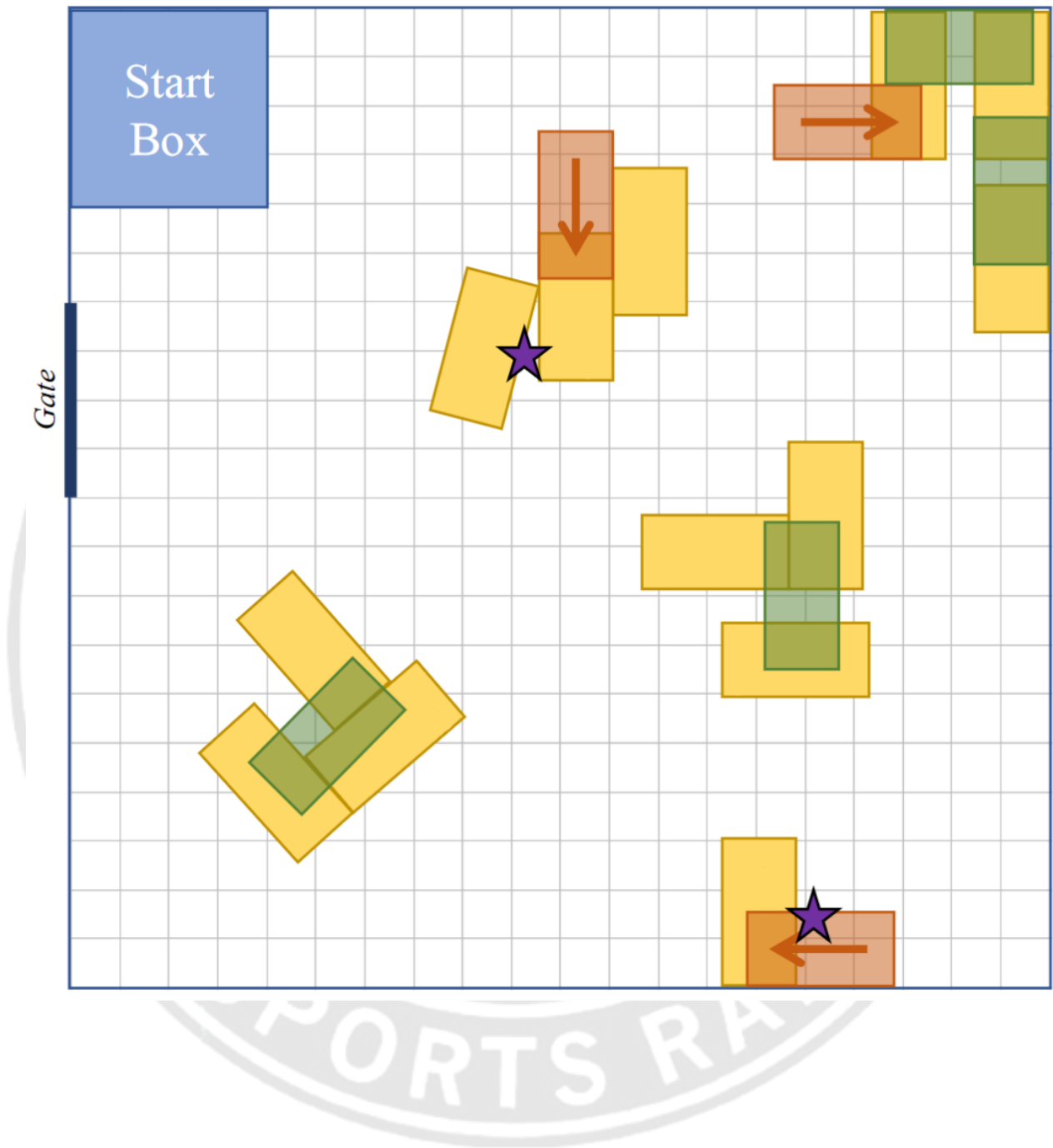
Advanced Brush Hunting



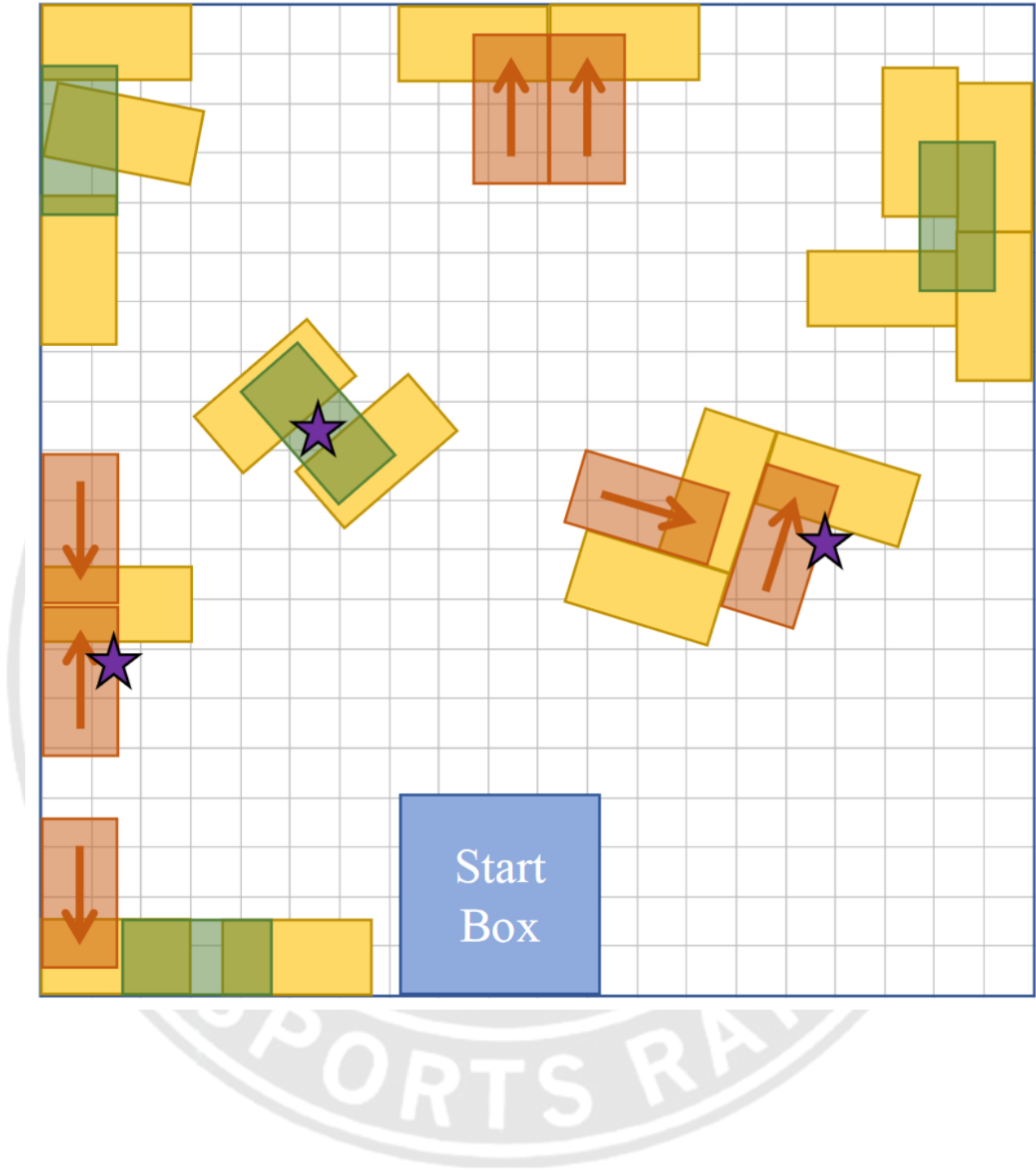
Master Brush Hunting



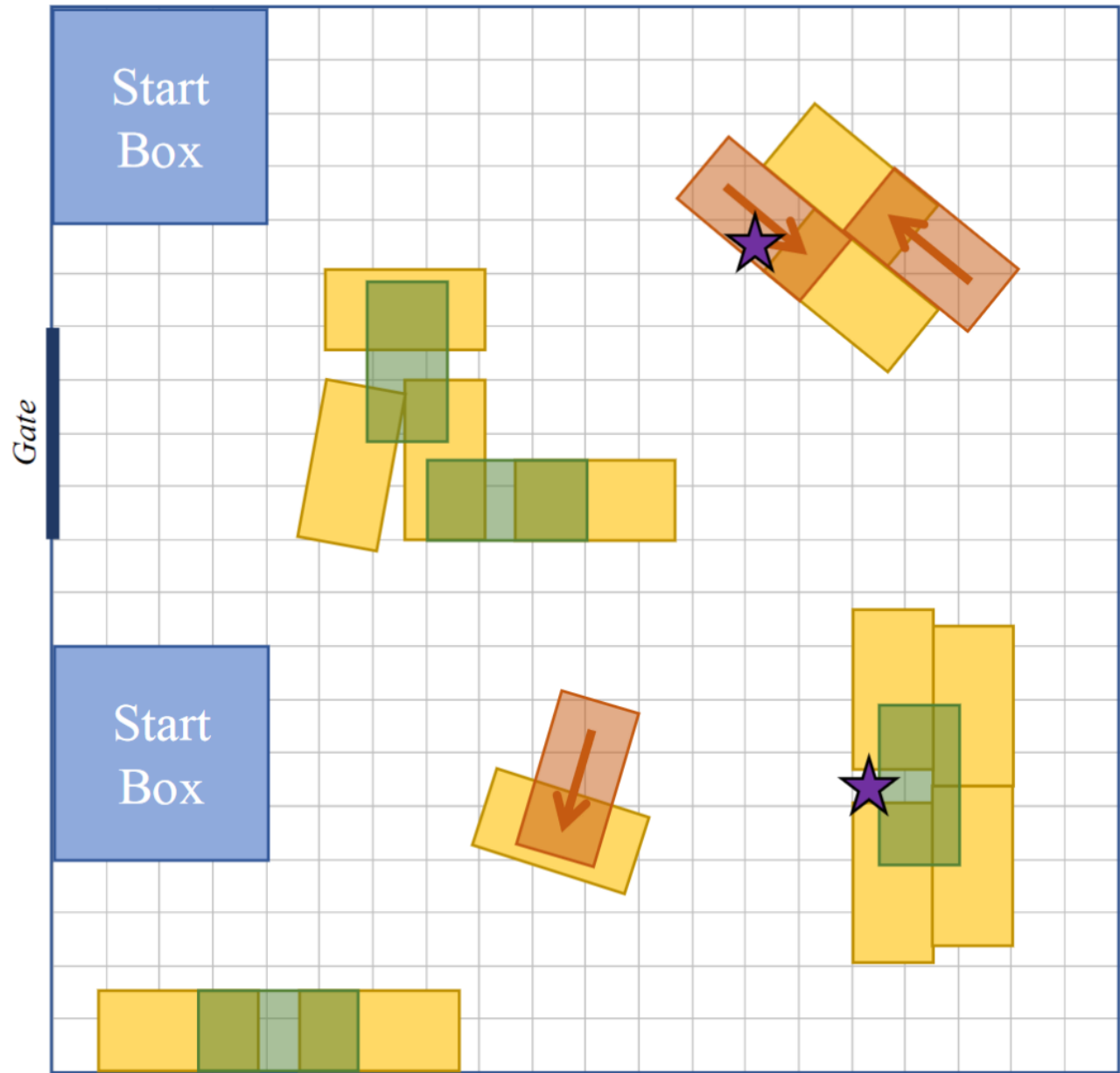
Champion Brush Hunting



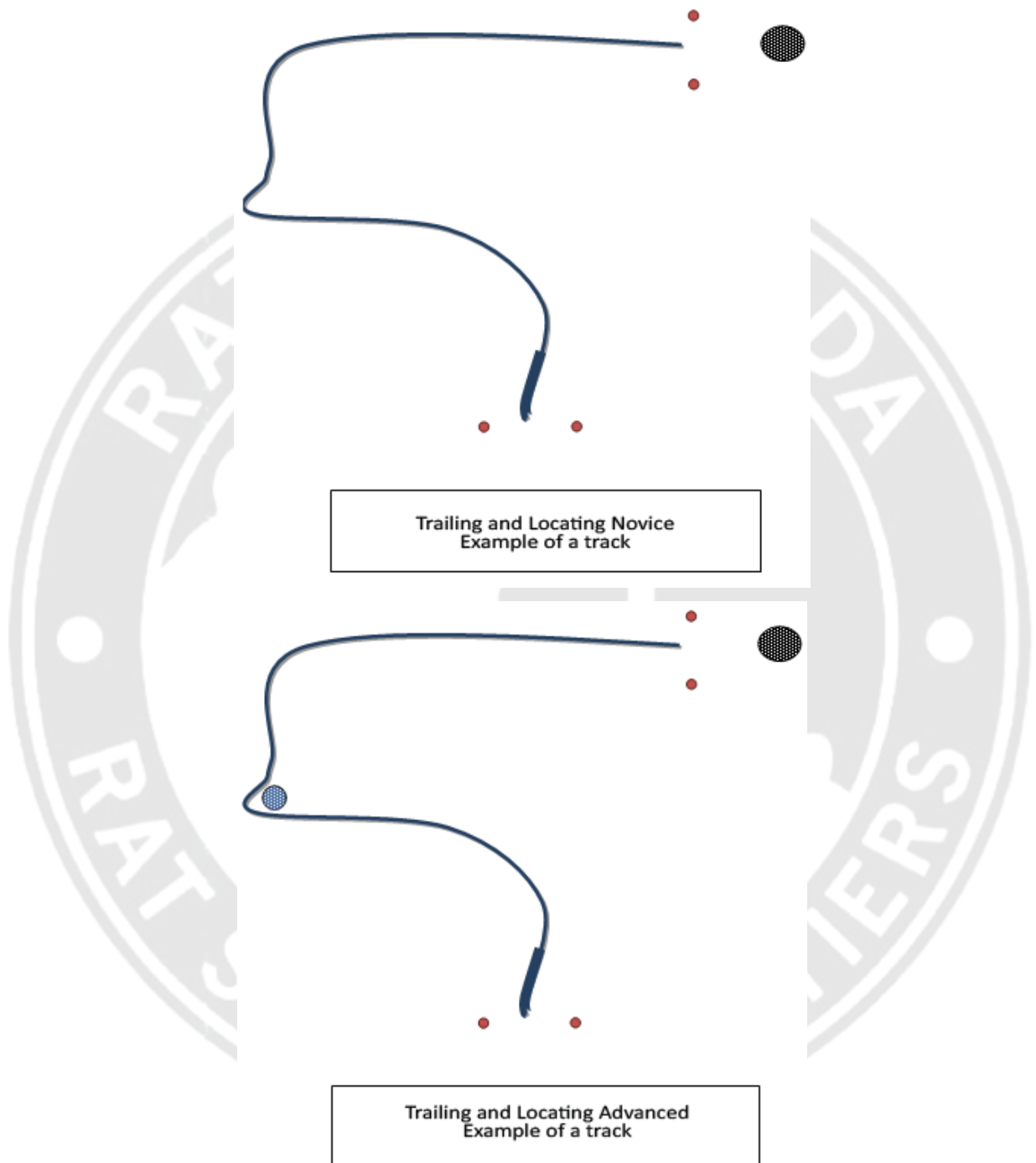
Excellent Brush Hunting

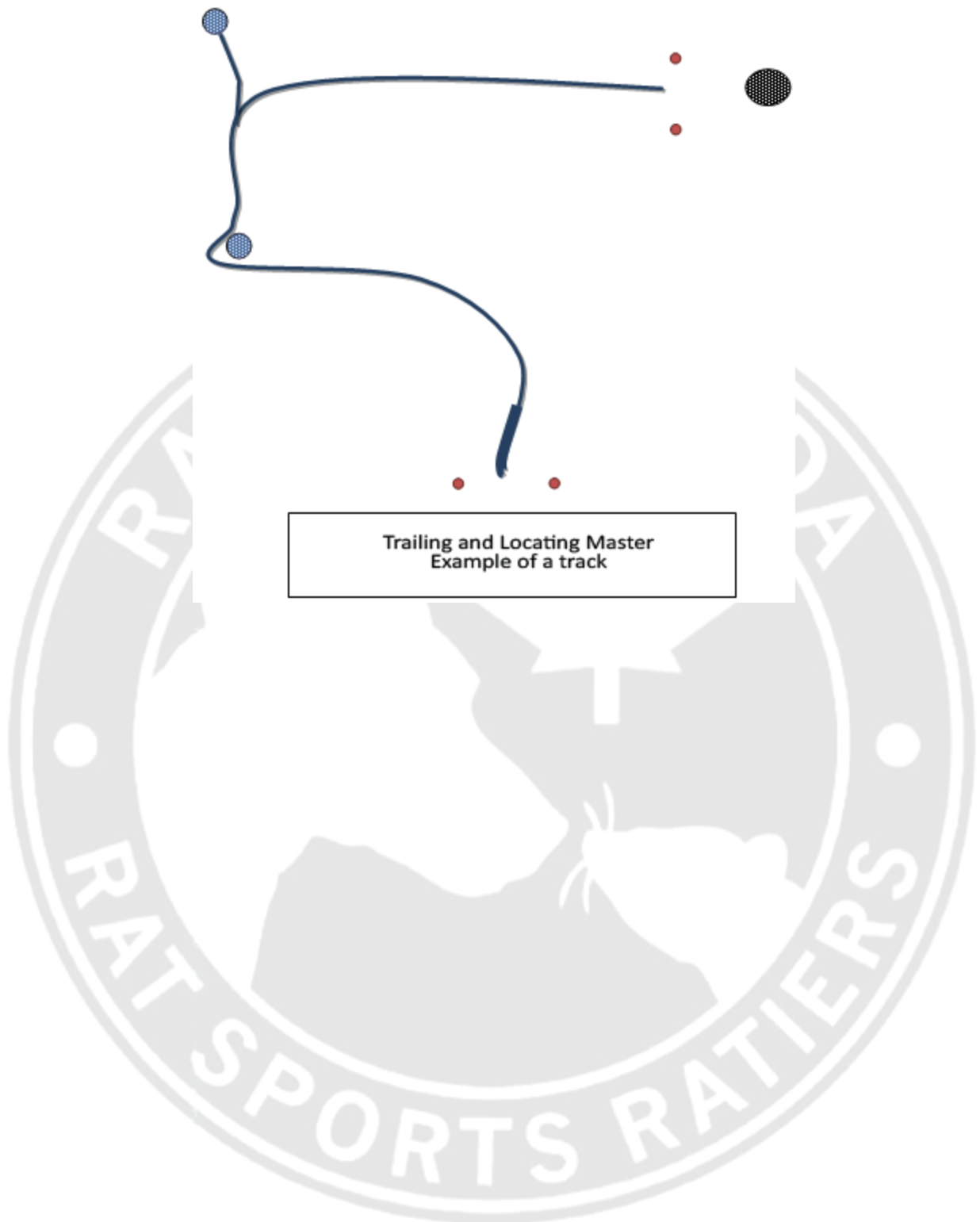


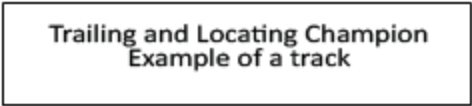
Team Relay

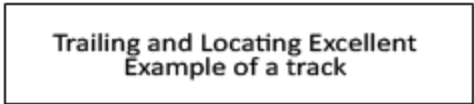


Trailing and Locating



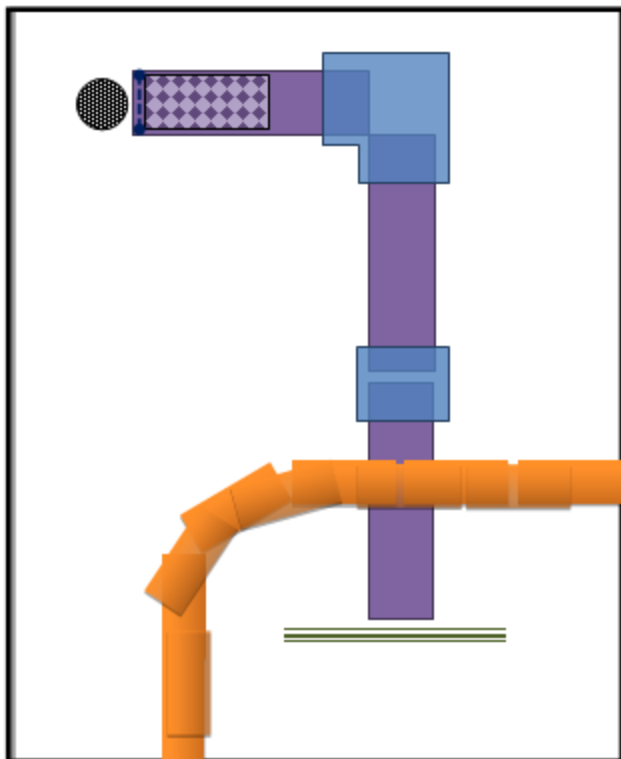




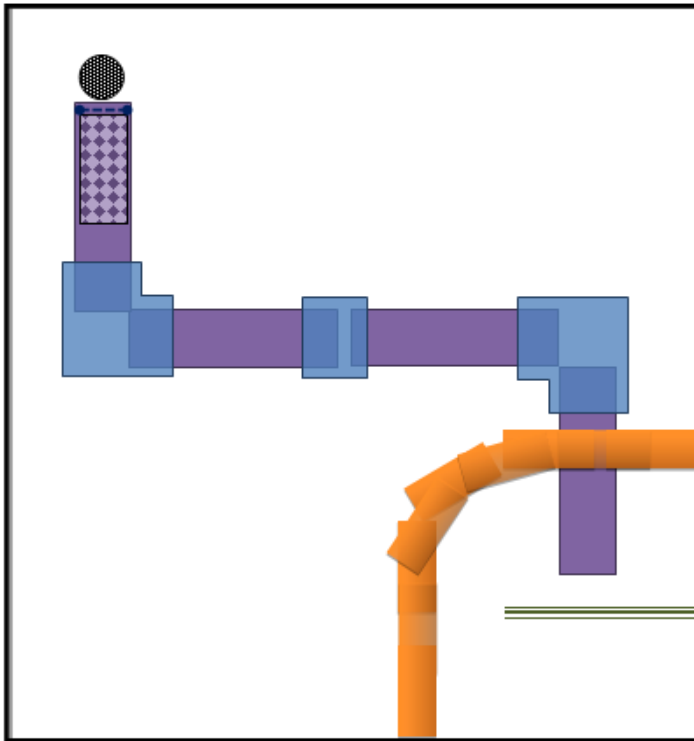


Go To Ground

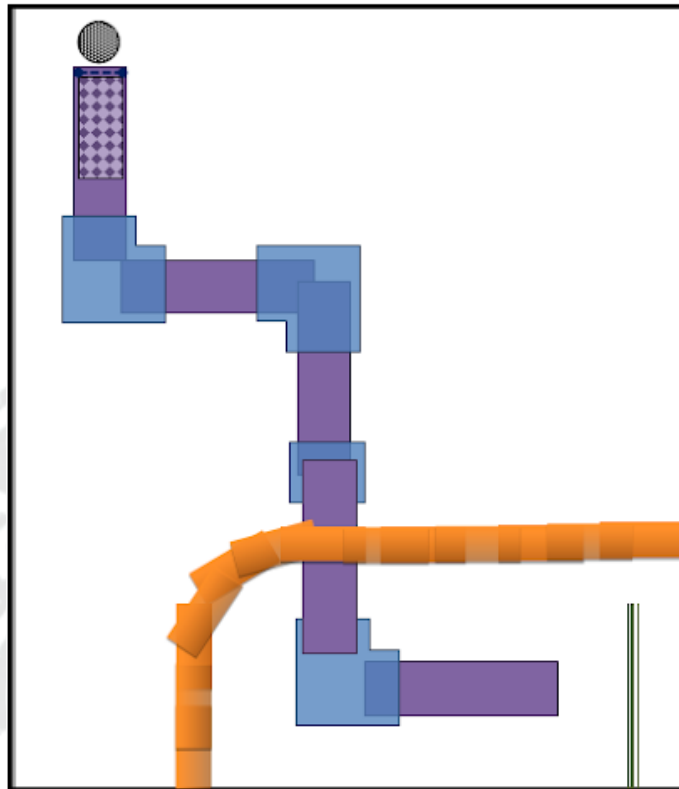
Go To Ground Novice
Ring Layout Example



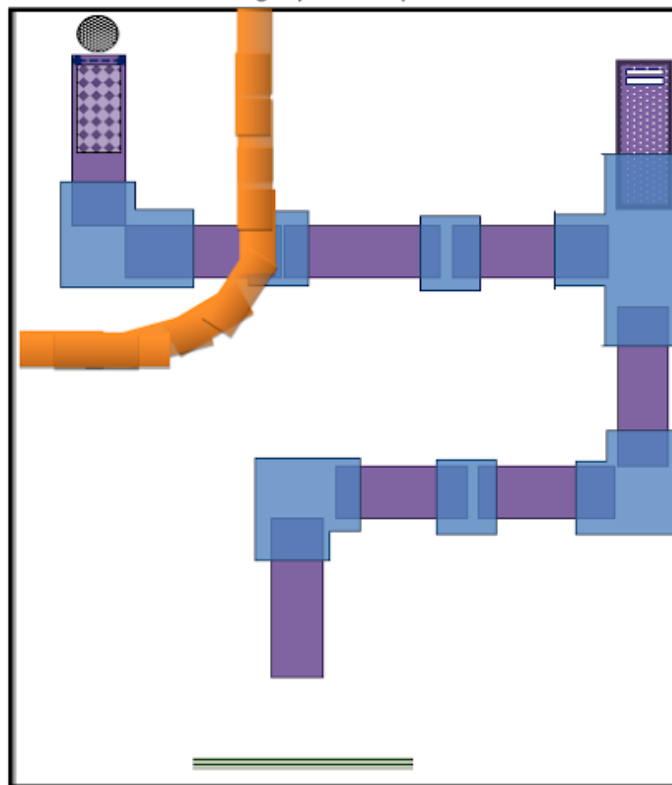
Go To Ground Advanced
Ring Layout Example



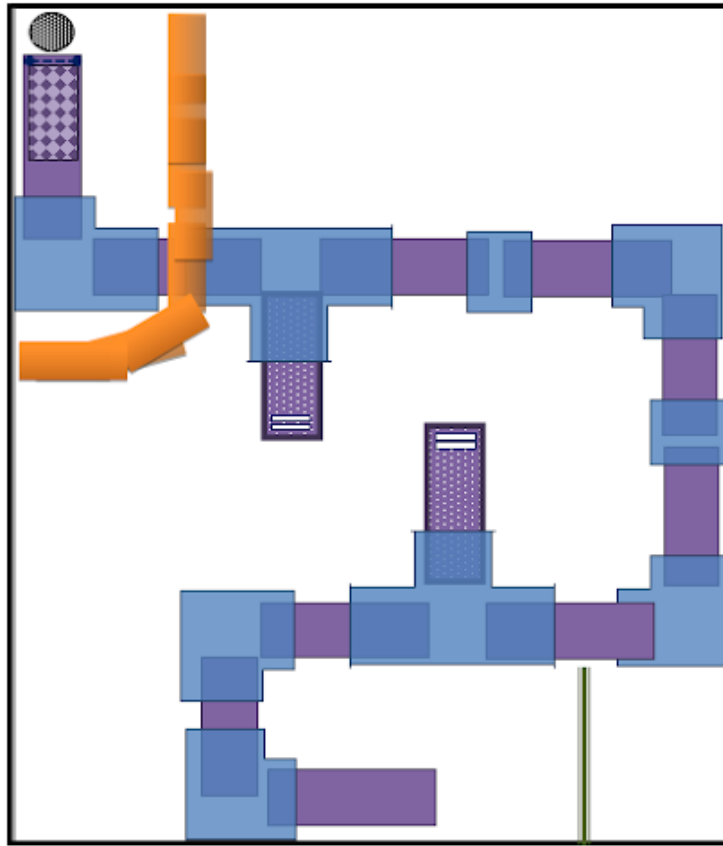
Go To Ground Master
Ring Layout Example



Go To Ground Champion
Ring Layout Example



Go To Ground Excellent
Ring Layout Example



Go To Ground - ALL LEVELS
The tunnel exit may not be visible or in-line with
the tunnel entrance. This applies to all levels.

