



Diving Dog Competition Rules

General Description:

Dogs compete in a long-jump competition by running and jumping off a stage and landing in a swimming pool of water. Distance is measured by where the furthest extremity of the dog enters the water. Competitors receive two jumps each, with a third jump granted to the top jumpers at that time.

Rules:

- Organizers will determine the jumping order of the competitors.
- Jumps will be conducted in Rounds, meaning all competitors jump once, then return in the same order for a second jump, and third if applicable.
- Warm up for all competitors will occur prior to the competition. Every competitor who wants a warm up jump will receive it.
- No more than two handlers per dog may be on the stage during any jump, with the secondary handler only serving to hold the dog at the stage starting point.
- The primary and/or registered handler must be the one throwing the bumper.
- Competitors may not wear sponsored clothing other than IDC branded, including hats, while competing.
- Competitors have 60 seconds to complete each jump, after which they will receive a verbal warning. Organizers reserve the right to disqualify competitors for blatant, repeated time delays.
- The stage or dock is 40' long x 12' wide.
- The swimming pool is 46' long x 17' wide x 3'6" deep.
- The vertical drop from the stage to the water level is 2'.
- Dogs may use any distance on the stage to run up to the 40'.
- A bumper, tennis ball or other object may be used to entice the dog to jump, but the object must be thrown into or toward the water. The object cannot be held up for the dog to grab as it jumps.
- The jump is measured for distance based on where the dog's nose is, or other furthest extremity, when its chest enters the water.

Procedure:

- Competitors shall gather around the stage stairs at the start of the competition, and will be called upon verbally to jump.
- Once given the clear signal from the organizers, the handler(s) and dog may proceed up the stairs onto the stage to begin their jump routine.
- Each competitor has 60 seconds to complete their jump once on stage to jump.
- After the jump, the dog and handler must exit the stage via the rear stairs.
- Each team is allotted two jumps, in rounds (not consecutively).
- At that point, the organizers and sponsor may elect to narrow the field for a third and final jump. Usually, the top 5 or 6 after the first two jumps will receive a third jump.
- Results are then determined by the BEST (farthest) jump recorded in any of the three rounds.
- Immediately after, the top-3 shall stay by the stage area for an awards ceremony.