



## Fetch It Competition Rules

### General Description:

Dogs run off a 40' stage and must grab or knock down a bumper which hangs 4 feet above the pool water. The bumper starts at a distance determined by the PPPIDC Tournament Director at each event and moves out in increments of 1 ft. Each competitor gets two tries at each distance. If they miss both, they are eliminated.

### Rules and Procedures:

- Organizers will determine the jumping order of the competitors.
- 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 starting point on the stage to run up and jump.
- Each competitor gets 2 jump attempts consecutively at each distance during their turn unless they have already missed once at 2 different distances in which case they are out of the competition with the next miss. (three strikes and you are out rule).
- Competitors have 60 seconds for each attempt. Time starts as soon as the dog and handler are on the stage. If a competitor misses the first jump the 60 second clock starts as soon as the dogs gets back on the stage. If the dog jumps after the 60 seconds expires that jump counts as a miss regardless if the dog was able to knock down the bumper. A jump is referred to all paws off the stage.
- Dogs must either grab the bumper or otherwise dislodge the bumper from its suspended position in order for it to be a successful completion of that respective distance.
- If a competitor successfully completes a distance, they leave the stage & pool and return back in line to await the next distance.
- If a competitor misses the bumper at a distance for two consecutive jumps, they are eliminated from the competition.
- Immediately after the competition is complete, the winner will be interviewed for TV and the top-3 shall receive awards on stage.

### Tie Breaker: For 1<sup>st</sup> Place

A tie will be broken based on the following criteria, in order:

- The fewer jump attempts at each lesser distance (regardless of where dog enters competition).
- If a tie remains, then the competitors will be given one jump each at 6 inches less than the last distance missed.
- If no competitor makes this last bonus jump attempt, it will result in a tie in the competition.

### Tie Breaker: For 2<sup>nd</sup> and/or 3<sup>rd</sup> place

A tie will be broken based on the following criteria, in order:

- The fewer jump attempts at each lesser distance (regardless of where dog enters competition).
- If misses are the same then it will result in a tie in the competition.

### Old Format

Name	21'	22'	23'	24'	25'	26'	27''	Best
A		✓	X ✓	X ✓	X ✓	X X		25'
B	✓	✓	✓	✓	X ✓	X X		25'
C	X ✓	X ✓	X X					22'

### 2020 New Format

Name	21'	22'	23'	24'	25'	26'	27''	Best
A		✓	X ✓	X ✓	X			24'
B	✓	✓	✓	✓	X ✓	X X		25'
C	X ✓	X ✓	X					22'

With this new format instead of Competitor A getting to attempt 26', they hit their 3<sup>rd</sup> strike at 25' so the best jump is 24'.