



## **Purina Pro Plan Incredible Dog Challenge Qualifying 2024**

### **Registration**

Qualifier Registration Links and More Info

<https://www.carson-events.com/qualifiers2024/>

1. The field is limited to 15 dogs for Diving Dog, 8 for Fetch It, and 10 for Freestyle Flying Disc. Sponsor reserves the right to expand the field at its discretion.
2. First come, first served for online registration – with a waitlist opening up.
3. Only 1 dog per entrant may qualify for a respective competition.
4. Run Order will be given at registration.
5. All owners must be prepared to provide current dog vaccination certificates as may be required.

## **Diving Dog – Qualifying Competition Rules**

1. Promoters and Sponsor will provide best efforts to allow an open dock prior to the start for practice.
  2. Practice for all entrants is random order: 1 jump per turn on the dock, then rotate back in line.
  3. If a practice session occurs, every dog gets at least 1 practice jump who wants it.
  4. Dock/stage closes five minutes before qualifying starts.
  5. For the qualifying, each competitor gets 2 jumps consecutively, at no more than 60 seconds per jump.
- Top 5 after this may receive a 3rd jump.
  - Best of 3 jumps determines place.
  - Distance is measured where the furthest body extremity is upon entering the water (usually the nose).
  - The top 2 jumpers make it in, and proceed directly to competitor registration.

## **Freestyle Flying Disc – Qualifying Competition Rules**

1. All handlers as a group, without dogs, will be allotted warm up time to throw and toss flying discs on the field prior to qualifying.
2. Each competitor will be allotted two (2) minutes to perform a routine, plus two long distance bonus throws at the end of the routine. Time starts with the first throw.

3. Judging is based on: Handler Skills (50 points max), Dog Skills (50 points max) and Bonus Throws (2 points max).
4. Song Artist and Title must be emailed to [info@carsonevents.com](mailto:info@carsonevents.com) no later than one week prior to event. Special mixes must be emailed in MP4 one week prior to the event.
5. Competitors must use clean, non- explicit family friendly music for their routine. Failure to adhere to this will cause you to be **immediately disqualified** from the competition.
6. The top 2 performers make it in, and proceed directly to competitor registration.

### **Fetch It – Qualifying Competition Rules**

1. Promoters and Sponsor will provide best efforts to allow an open dock prior to the start for warm-up and dock acclimation.
2. Practice for all entrants is random order: 1 jump per turn on the dock, then rotate back in line.
3. If a practice session occurs, every dog gets at least 1 practice jump who wants it.
4. Dock/stage closes five minutes before qualifying starts.
5. For the qualifying, the first jump distance is 20', increasing by 1' increments.
6. Competitors can choose to pass and/or enter at any distance past 20'. Once a competitor jumps at that distance, they may not decrease the chosen distance.
7. 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).

8. Competitors should complete their first jump attempt within 60 seconds of entering the stage and proceed directly to their second jump if they don't complete the first.
9. 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.
10. If a competitor successfully completes a distance, they leave the stage & pool and return back in line to await the next distance.
11. If a competitor misses the bumper at a distance for two consecutive jumps, they are eliminated from the competition.
12. The top 2 performers make it in, and proceed directly to competitor registration.