



**ZONE IN – Retrieve the Ball/Toy from a Scored Zone.**

**SPEED DEEDS – Bring Back 3 Balls/Toys the Fastest**

**ALL BALLED OUT – 60 Seconds Max Retrieves**

**RUFFIT RETRIEVE – Obstacle Course Retrieve**

Retriever Games is a sport that is designed for dogs that love to fetch. Our goal is to help you have fun with your dog while learning obedience, skills, tricks, and games that create a better bond for you and your dog. Your dog may not be the best athlete on the field, but if he/she is willing to chase a ball or toy, then this is a sport where you can have fun, score big and have the opportunity to grow.

If you are interested in hosting a Retriever Games event, you can become a Certified Retriever Judge through our online training platform. A Certified Retriever Judge may host a qualifying event after receiving certification and having at least one other certified judge present at the event. A certified Retrieving Judge may witness and approve titles for teams that achieve benchmarks in their training and competitions. Titling and awards are further explained on page 5 and 6 of this rule book. For more on how to become a Certified Retriever Judge, see our separate rules section.

A dog wishing to compete in a Retriever Games event should be manageable around crowds and other dogs. The dog may not be aggressive toward other dogs or people. Any dog that is entered into a competition and does not represent the ability to remain under control, i.e. runs off course and refuses to recall, refuses the game, or shows signs of aggression toward another person or dog may be disqualified from competing in any additional games during that day's event.

## **THE RETRIEVER GAMES**

There are three games within each event and one additional bonus game that may be added per the host's discretion. Each game is intended to be short in duration, preferably 60 seconds or less but in no case greater than 2 minutes. The dogs are sprinting, often in extreme weather conditions and the games can be physically challenging. Competitors and Judges should ensure the safety of the dogs as a priority in every event.

## **TIMING**

A formal stopwatch/timer should be used for each event. The head judge's timing is final.

## **SCORING**

Judges may confer with each other before finalizing their score. In any event, the head judge of the event will have the final say on all scores. Video playback of any event may not be used to assist the judge or make changes to any scores.

## **TIE**

In the event of a tie score, the competitor with the least number of throws will be awarded the higher placement. If everything is tied, the competitors will have a one toss "throw off" competition for the fastest time in that event. In the event of a

tie for Champion, there will be a one toss “throw off” for the fastest time, using the Speed Deeds course.

## **AWARDS**

The host of each event may elect to award the competitors with any form of recognition at their event. Awards (ribbons) are typically given to each competitor that places 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in each separate event. A host may also elect to award an overall Champion for the individual with the highest cumulative placements for all three events. Ribbons will be provided by BFF Pet services for each approved event.



*Steve Jones along with Riley, a Boykin Spaniel, are the first overall Champions of the inaugural Retriever Games event.*

## TITLES

Recognition of titles may be awarded for each event.

- ***Zoned In Retriever*** – Score of 14 or more points. Need not be entered in a qualifying event but time and game may be witnessed by a certified judge in person or by video.
- ***Zoned in Master Retriever*** – Score of 18 or more points or be awarded 1<sup>st</sup> or 2<sup>nd</sup> place in any event with a minimum of 10 competitors. A Master Retriever must have competed in a live event.
- ***Speed Deeds Retriever*** – Time of under 1 minute. Need not be entered in a qualifying event but time and game may be witnessed by a certified judge in person or by video.
- ***Speed Deeds Master Retriever*** – Time of under 40 seconds or be awarded 1<sup>st</sup> or 2<sup>nd</sup> place in any event with a minimum of 10 competitors. Master Retriever must have competed in a live event.
- ***All Balled Out Retriever*** – Score of 18 or more points. Need not be entered in a qualifying event but time and game may be witnessed by a certified judge in person or by video.
- ***All Balled out Master Retriever*** – Score of 22 or more points or be awarded 1<sup>st</sup> or 2<sup>nd</sup> place in any event with a minimum of 10 competitors. Master Retriever must have competed in a live event.

- RUFFIT Retrieve is a non-titling event. The RUFFIT Retrieve Course will vary at each event. RUFFIT Retrieve is a bonus game and may or may not be held at each event.
- ***Champion Retriever*** - is awarded to any competitor who has competed in a qualifying event involving 10 or more participants and the Champion must have received the highest cumulative placement score. In the event of a tie, competitors will compete in a one toss “Throw off” in the Speed Deeds course for the fastest time.
- Title holders do not need to obtain the titles in order and may receive the highest title available based upon their qualification.
- A competitor may apply for a title through BFF Pet Services Dog Training and Sports. The name of the approving Retriever Judge is required. BFF Pet Services Dog Training and Sports of Brandywine, MD, will maintain a list of all title holders.

# ZONED IN





## **Zoned In Rules**

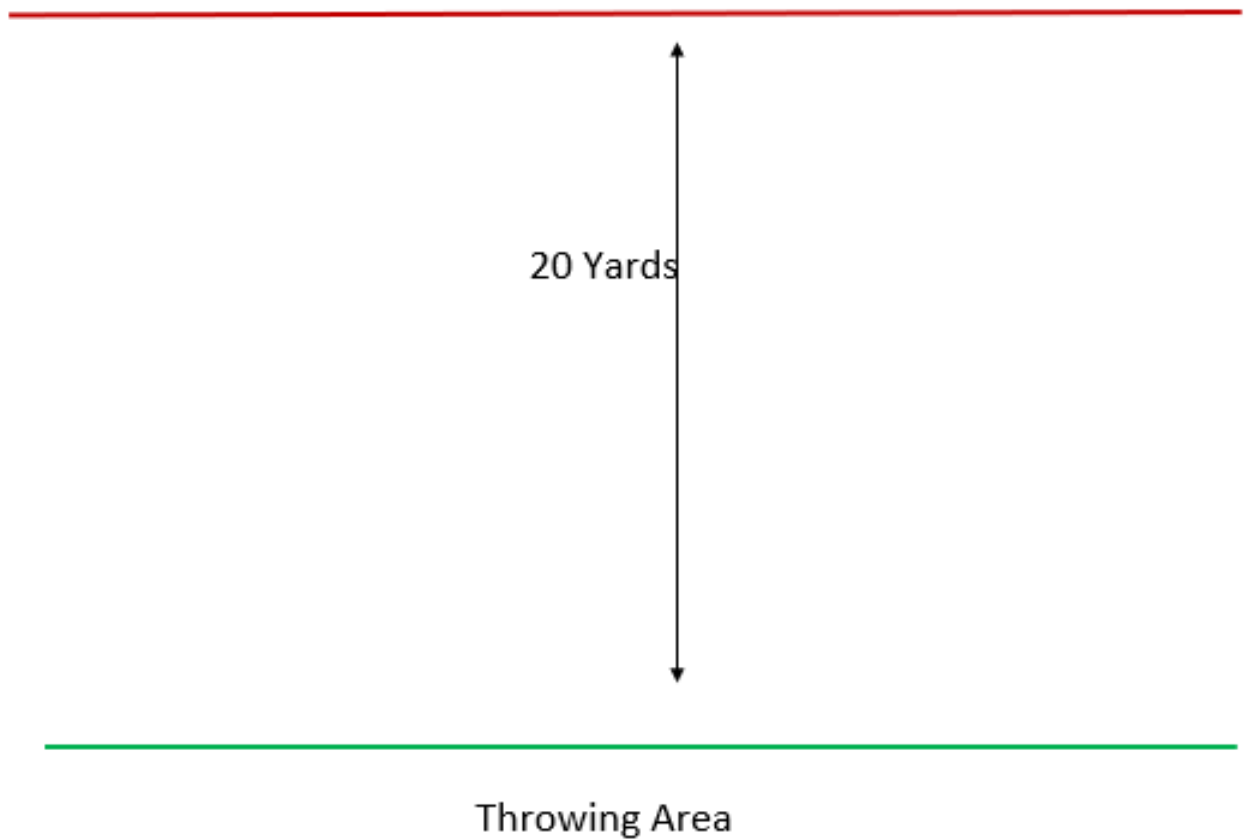
- 60 second time limit. Time begins when Judge says, “GO.”
- Judge will ask, “Handler are you ready.”
- Handler must remain behind the throwing line when releasing the ball or toy. After the ball/toy is released, the handler may move freely about the course. Every subsequent throw however must be made from behind the throwing line.
- Two balls or toys are allowed for this game.
- The scoring zones are marked by painted lines. The ball/toy DOES NOT NEED TO be inside the scoring zone when the dog first touches it. The entire dog does not have to be within the scoring zone, just the ball/toy.



- Points are awarded when the dog possesses the ball or toy in his/her mouth and the ball/toy is off the ground and enters the proper scoring zone. Points are awarded based upon where the dog possesses the ball. Example: After being thrown by the handler, the dog collects the ball in his mouth in the 2 point zone, but the dog's momentum carries them past the line and into the 4 point zone before returning the ball to the start line. The team should be awarded 4 points.
- The handler may not receive any additional points until after each ball/toy that is thrown is returned behind the throwing line. It may be returned by the dog or the handler after possession occurs.

# SPEED DEEDS

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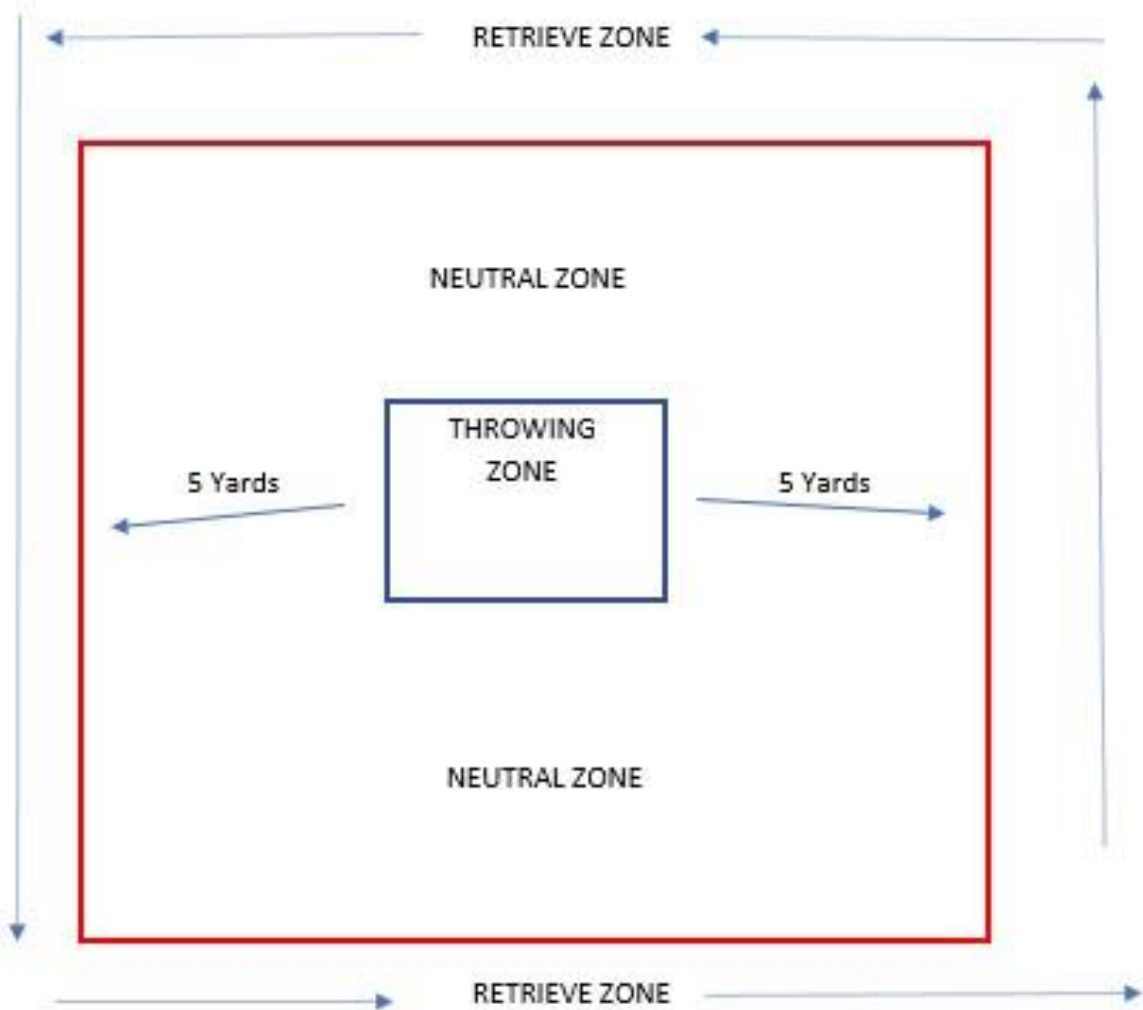


## **SPEED DEED RULES**

### **2 Minute max time limit**

- Thrower must throw from behind the throwing line
- Judge will ask the handler, “Are you ready”
- Time begins when the Judge says, “Go”
- The dog must retrieve 3 balls/toys that go beyond the 20-yard line. The time ends when the 3<sup>rd</sup> ball crosses the throwing line.
- A retrieve may be counted if;
  - The handler releases the ball/toy from behind the throwing line and
  - The dog possesses the ball by holding the ball/toy in its mouth passed the 20-yard line. Possession means the dog holds the ball/toy in his/her mouth off the ground, for at least one second.
  - NOTE: The dog may touch or possess the ball/toy before reaching the 20 yard line and carry the ball across the 20 yard line for the possession to count.
  - The handler may return the ball behind the throwing line his/herself
- The timer stops after the third ball (not the dog) crosses the throwing line
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# ALL BALLED OUT





## **All Balled Out Rules**

- This is a 60 second max retrieves round.
- The Judge will ask if the handler is ready. The timer begins when the judge says GO.
- A maximum of 3 balls or toys are allowed for this event
- Handlers may leave the throwing zone. Only balls thrown from within the “THROWING ZONE” will be scored.
- The handler may throw in any direction.
- The ball or toy must go past the five-yard line/square.
- The dog does not need to be outside of the five-yard line and into the retrieve zone, just the ball or toy.
- A ball that is retrieved beyond the five-yard line and returned to the throwing zone will be scored as 3 points.
- If the dog drops the ball or toy within the neutral zone and the handler is forced to pick it up to bring it back to the throwing zone, it may still be counted as 3 points so long as the handler’s feet do not cross the line. Judges, be aware that handlers may become creative and may crawl,

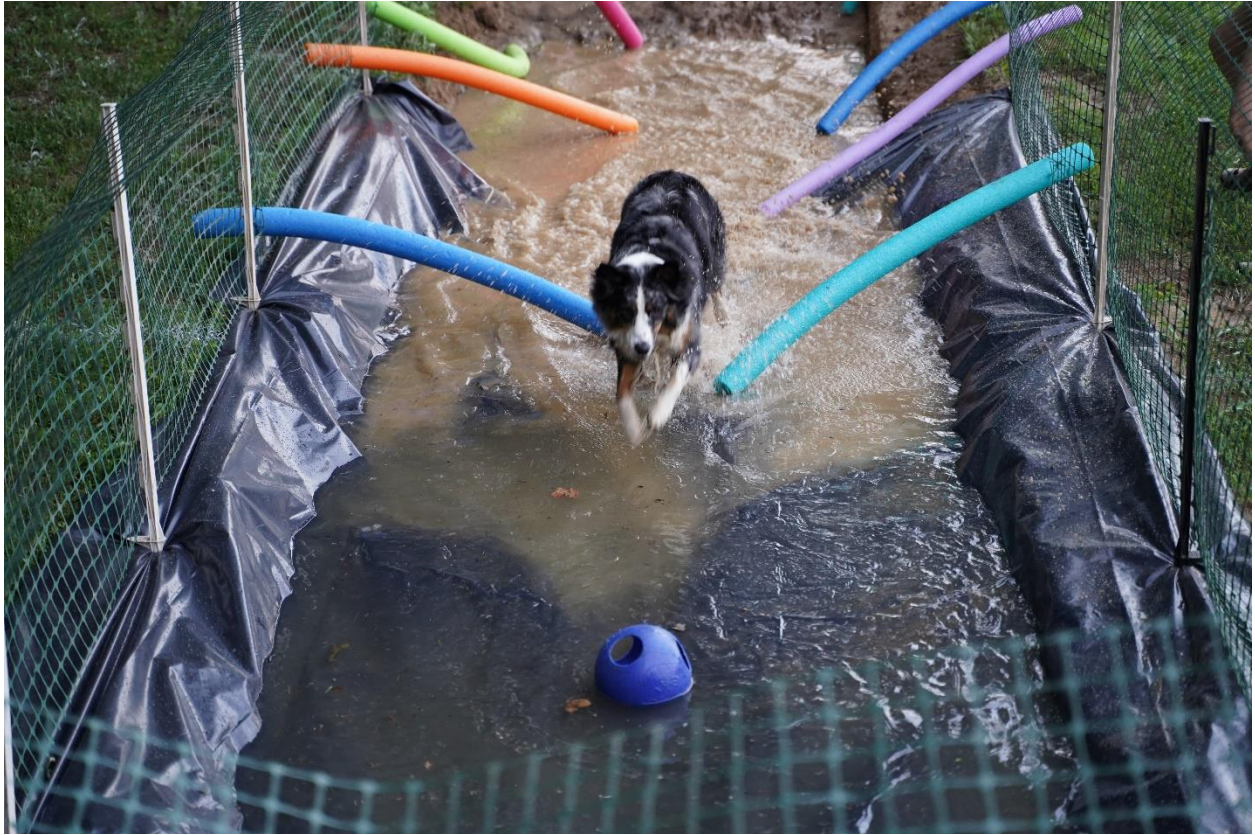
or reach for the toy or ball. So long as the feet remain behind the throwing zone, the 3 points will be awarded.

- If the handler leaves the throwing area to get the ball or item, 1 point is awarded as long as the dog originally possessed the ball beyond the 5 yard square/line.





## RUFFIT RETRIEVE



- Ruffit Retrieve is a bonus game and may not be presented at every event. A maximum of 2 minutes is allowed for this event.
- Any obstacle course may be created and may involve up to 10 obstacles as selected by the event coordinator. The course must be confined by a barrier such as a fence and must exceed 15 yards in distance. The dog must remain behind the start line before the timer begins and the item retrieved must be retrieved from beyond the 15-yard mark. The item must go beyond the 15-yard line, not the

dog. The handler may walk to place or throw the item to be retrieved beyond the 15-yard mark and may remain beyond the start line.

- The judge will ask, “Are you ready.”
- The timer begins when the dog crosses the start line.
- The timer ends when the dog returns across the throwing line with the retrieved item. The handler may not carry the item for the dog. The timer stops as soon as the dog clears the line completely.
- The team gets two attempts at this retrieve. The game is restarted to begin each attempt. The single fastest time will be the score. The slower time will be discarded.



## **Additional Rules and Clarification**

- If a handler touches or steps across the throwing line or outside the throwing zone before releasing the ball or toy, the throw is counted but no points may be awarded.
- The number of throws in each event should be counted by a judge. In the event of a tie score, a winner may be recognized that has less throws in that game. Otherwise a single timed throw off will occur to determine a winner as previously described.
- At the host's discretion, a team may participate using a long line. We encourage safety and if the handler is repeatedly allowing a dog to run to the end of the line and receive a jolting or sudden stop at the collar, the participant should be encouraged to change their strategy in a manner that provides a safe environment for the dog.
- Correction collars, including choke collars, pronged collars, and nose haltis are not allowed for any dog that remains on leash during the game. A host may choose to prohibit any correction collars and/or electronic devices for their event.
- A handler may use a whistle
- No food or treats are allowed on any course/game
- If a handler's round is disturbed by a loose dog or other distraction outside of their control, as determined by the judge, the handler may choose to allow their dog a 2-minute rest and restart the game.