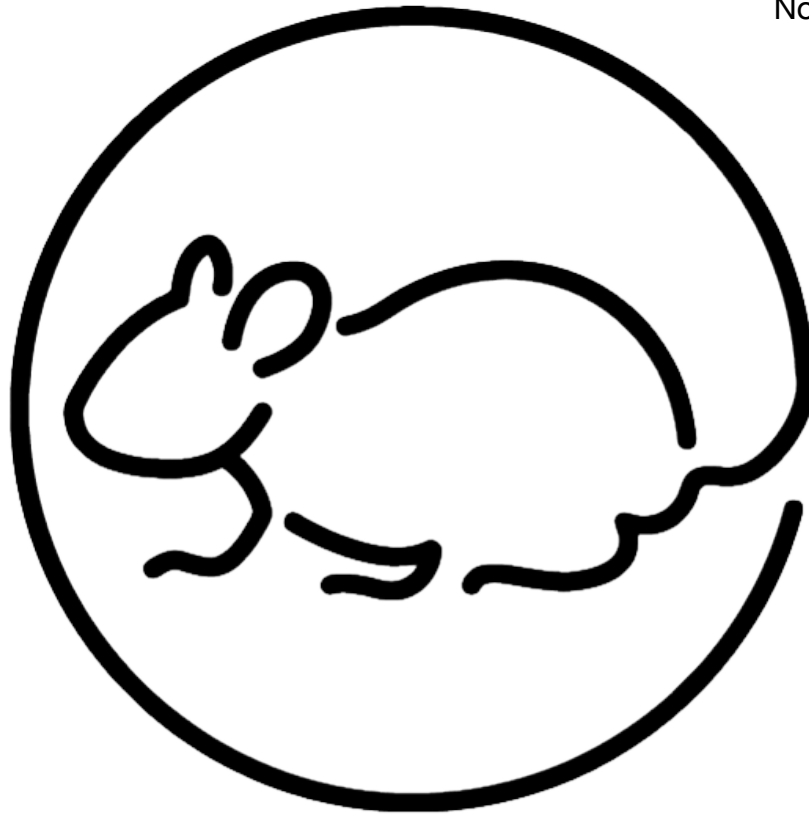


November 21, 2019



Rat Games

Rules and Regulations

Adopted on March 15, 2018

Revised on November 21, 2019

Effective Immediately

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How This Rulebook Is Organized

This rulebook is written so competitors will only need to understand “Competitor Rules And Requirements“ and the Game in which the dog will be competing. There are no obscure sections of the rulebook for competitors to find for having a full understanding of how to compete.

Similar to competitors, club/trial secretary specific rules are also concentrated into a single section. If a rule is relevant to both competitors and clubs, it will fall into the competitor section. While a competitor may glean useful information from this section, none of these rules are needed to have a thorough understanding or be competitive.

Judge specific rules will fall into their own section. Judges have the responsibility for having an understanding of the entire rule book. Clubs and competitors may find the information helpful and offer insight but none of the rules are required for the competitor or club/trial secretary.

Rat Games is geared to make this sport fun for competitors and all officials.

Rule Changes

| | |
|-------------------|---|
| 4/23/2018 | Updated points values for tournament play, cleaned up wording and clarified games rules. Updated glossary. |
| 8/11/2018 | Cleaned up wording, spelling, punctuation. Reworded some games rules for clarity. Removed climb reference in Teams. |
| 8/12/2018 | Added rules and information about the head to head game. Clarified Hurdlers rules. Reworded rules for clarity. |
| 8/20/2018 | Changed all references to Rat Games |
| 9/20/2018 | Fixed scoring anomaly on Bet The Farm |
| 10/1/2018 | Removed unimplemented section. Revised Titles section. |
| 10/17/2018 | Cleaned up wording, spelling, punctuation. |
| 10/23/2018 | Fixed inconsistencies in Titles section |
| 10/28/2018 | Spelling/Grammar errors |
| 11/21/2019 | Integrate 2019 Rule Advisories (including Courses), Maintaining Club and Judge Status, Judge Workshops |

Competitor Rules And Requirements

Dogs Eligible To Compete

1. Open to all dogs of all breeds or mixed breeds with valid Rat Games number and no conditions that would preclude the dog, listed below, from competing.
2. Bitches in season (BIS) are eligible to compete but must wear panties specifically designed for the purpose of preventing/containing seasonal discharges on trial grounds when out of their crates or when being pottied. Panties must be worn to and from the potty area. Handlers shall inform trial secretary of their status as soon as possible. Failure to inform can be grounds for dismissal. Handlers will run separately at the end of each level/class entered and may be run with other bitches in season or with altered males or any other females where the other dogs' owners are agreeable.

Dogs Ineligible To Compete

1. Dogs with visible stitches or bandages are ineligible to compete. Protective vet wrap to protect dew claws is permitted.
2. Dogs with open wounds, scabbing, or ulcerations may not compete.
3. Dogs with temporary lameness issues. Permanent and stable lame dogs, including three-legged dogs, etc., are eligible to compete provided there is no discomfort to the dog. Please review humane treatment statement or contact the Regional Director for eligibility.

Handler Accommodations

1. There is no age limit for a handler. All handlers of any age must be able to safely handle their dog without assistance while on event grounds.
2. Handlers with disabilities shall be accommodated within reason. Access to and from the blind, in the blind and to the start box shall be handicap accessible.

Collar and Equipment Requirements

1. Dogs must enter and leave the ring on a leash and collar/harness or slip lead.
2. Prong collars are allowed on grounds and in the blind. Prong collars shall be removed and replaced prior to leaving the blind.
3. Martingale and slip collars are allowed on trial grounds, the blind, and in the ring.
4. Citronella bark collars are allowed while dogs are housed in their crates. Disruptive dogs may be asked to leave the general crating area.

5. GPS collars are allowed on trial grounds. GPS collars are not allowed in the blind or ring.

Banned Equipment

1. Retractable leads are not allowed on trial grounds.
2. Electronic shock collars are not allowed on trial grounds.

Inside the Ring:

1. The dog must run with no collar (including flea collars), decorations, clothing, belly bands, etc. The only permitted exceptions are a single scrunchie or band used for the sole purpose of holding hair out of the dog's eyes and panties for bitches in season.
2. Time starts when either the competitor or dog breaks the plane of the start line/box. Time stops when all elements of the course are complete. Certain games have variants of this rule that are spelled out for that particular game. The more specific game rule will take precedence.
3. Once time has started, there is no intentional touching of the dog, bales, or tubes except during the tube removal period. Tripping/falling is not intentional touching.
4. No treats, food or liquids are allowed inside ring. These items are allowed in the blind but must be left between the blind and ring. Handlers cannot return to the blind after their runs. These items must be removed from the blind while exiting. Clubs may provide a table or specific area but handlers are not required to use them.
5. Handler is allowed to communicate to their dog either verbally or with hand signals.
6. Handler cannot use any obedience command to gain a positional advantage. (i.e. directing dog to stay at end of tunnel, walking to other end, then calling dog through tunnel.)
7. There shall be no pushing, shoving, or forcing the dog either into the tunnel or as an attempt to guide the dog.
8. Handler must clearly call RAT prior to picking up a tube. If the handler chooses to, they may pick up the tube before acknowledgement by the judge. However, if the judge does not hear the call, an NQ will be assessed. In applicable games, should a handler call RAT and the tube is bedding (fault), a handler may remove the tube and the run continues.
9. Handler shall not touch, step over or walk on any structures that make the course or touch the dog until the handler calls RAT. Once RAT is called, the tube removal and praise period begins and this rule is suspended until praise and removal is complete. Once the dog is released, the handler resumes the no touch rule. Should the handler be on the structure, they must get off as directly and quickly as safe and reasonable. Should a handler step over a bale to remove the tube, it is treated like being on a bale.

The handler should remove themselves promptly from the obstacle. Should they fail to timely remove themselves, a non-qualifying score will be assessed.

10. Physically manipulating dog during praise period to handler's advantage receives a non-qualifying score
11. Running out of time receives a non-qualifying score. Exceptions are called out in specific games.
12. Handling a dog that would look bad in a still photo and/or gives impression of inflicting discomfort to dog receives a non-qualifying score.
13. A dog eliminating in the ring is assessed a non-qualifying score and is immediately dismissed from the ring. Urine, feces, vomit, phlegm, blood is considered elimination. Incidental blood from the mouth or gums is not elimination unless the quantity is sufficient to mark the course.
14. Handlers who cannot control dog in a reasonable time and manner to eliminate imminent danger to individuals or tubes inside the ring receives a non-qualifying score and is immediately dismissed from the ring.
15. Biting or nipping at ring crew receives a non-qualifying score and is immediately dismissed from the ring. Violations of this rule may be deemed dog aggression and may trigger a Code of Conduct action. Actions caused by ring crew are not charged against the dog (i.e. Inside Rat Rustler grabs tube early).

If the dog is NQ'd but not dismissed, the judge must, at handler's option, escort the leashed team to the closest live rat tube (inclusive of the tube the dog may be working), shown the rat tube, and briefly praised before exiting the course. Handlers receiving an immediate dismissal may not show their dog a rat.

Tube Removal

There are three acceptable methods to address a tube after rat is called:

1. Handler can remove tube and hand to any rat rustler.
2. Restrain the dog for the inside rat rustler to remove the tube. The dog shall be restrained at least two feet away for rat rustler safety.
3. Leave the tube in place and redirect dog. Once the dog and handler have redirected, the tube must remain on course. A subsequent call of the same tube would be an NQ.

Praise Period

1. After declaration of a rat tube, the handler can praise and touch dog. The dog may be lifted off the ground but the handler may not leave their location nor may they put the dog down other than materially in the same location and aiming materially the same direction.
2. The handler is allowed to restrain and praise the dog at the same time allowing the Inside Rustler access to the tube for removal.

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3. Handler may offer the tube as a reward briefly to the dog by gently sliding back and forth or wiggling the tube on the ground or bale while praising the dog.
4. Once the dog is released or moves forward hunting, the handler needs to remove themselves from structures or distance challenges and can no longer touch dog, step over straw or touch any part of the course.

Games Descriptions

Heads or Tails

Work your dog at a distance with limited rats on course: two in the half you are on and two in the other half.

Distance

Another distance challenge similar to Heads Or Tails except the entire course is behind a distance line.

Speed

Learn how to handle stress by focusing on finding each rat within 30 seconds or less and, optionally, calling clear when your dog is complete.

Pairs

Teamwork is beautiful thing to behold. Two people, two dogs and four minutes to find six rats.

Tunnels

Two minutes and lots of tunnels. Complete as many as you can but no points for repeating them.

Bet The Farm

A points game based on speed and similar to Mad Hatter with a twist! You don't know the number of rats on course and you may call clear when course is clear of rats for a bonus.

Hurdlers

Versatility plus! Hurdles, rats and recall, oh my!

Mad Hatter

Have we gone mad?! Ten rats on course every time is a doggie smorgasbord and total fun for the dog! Have fun and find rats!

Me First

Dogs race head to head on their own mirror image courses. The first to call rat correctly wins.

Game Rules

Heads or Tails

Course Time 2:00

Live Tubes: 4

Bedding Tubes: 2

Tunnel Structure: Optional

Bale Height: 2

Bales On Course: 35-60

Start Box: Anywhere on course

Special Needs: Small cones or other method to mark course in half

The course is divided into 2 halves (with cones, tape, etc.) No structures shall be interfering with the centerline of the course for a minimum of 12 inches on each side. There shall be two live tubes and one bedding tube on each side. The course map is marked with heads on one side and tails on the other. The judge flips the coin. If the coin lands heads, the competitor enters and starts on the head side of the course. If it lands tails, the competitor enters and starts on the tails side of the course. The other side is a distance challenge which the handler can not cross unless RAT is called. Then, the handler may proceed to the tube. Once the tube is removed the competitor must go to the starting side.

Scoring:

1. 8 points for each rat found on the distance side.
2. 4 points for each rat on the starting side of the handler.
3. There are no points for tunnels.
4. Ties go to the fastest time.

A non qualifying score for one of the following:

1. Handler crosses the distance boundary prior to calling rat.
2. Handler does not return to the starting side immediately after praise and tube removal.

Distance

Course Time 2:00

Live Tubes: 3

Bedding Tubes: 3

Tunnel Structure: 1 to 3 turns

Bale Height: 2

Bales On Course: 35-60

Start line is replaced by a limit line approximately 4 feet from the fence spanning the entire width of the ring.

If handler crosses the distance line before rat is called, an NQ is assessed, but the run may continue with all other rules in effect.

There are 3 rats on course.

After calling RAT, you may proceed to the hide and follow normal praise and remove protocol.

As soon as the dog is released and the tube is handed off, you must return to behind the start line in the most direct path practical.

Scoring:

1. The tunnel and 3 rats are the 4 elements for points.
2. One element is 3 point.
3. Two is 6 points.
4. Three is 12 points.
5. All four is 24 points.

Speed

~~Course Time 2:00~~

Live Tubes: 4 to 10 for the entire game, set by judge or judge's random draw and announced in the game briefing.

Bedding Tubes: Balance of 14 tubes

Tunnel Structure: Optional (No points for tunnel)

Bale Height: 2

Bales On Course: 35-60

Start Box: 4' by 4'

You will have 30 seconds to find the first rat.

After calling each rat, time resets to 30 seconds.

You have 30 seconds for each additional rat.

On a missed call, the timer continues and no points are awarded for the next rat.

Three missed calls in an NQ.

The game ends when you run out of time or call finish.

Scoring:

1. There is no penalty for rats left on course.

2. 3 points per rat.
3. The winner is the one with the highest score.
4. Tiebreakers go to the fastest ~~total~~ cumulative time.

Pairs

Course Time 4:00

Live Tubes: 6

Bedding Tubes: 6

Tunnel Structure: 3-5 turns

Bale Height: 3

Bales on Course: 35-60

Start Box: 4' by 4', Anywhere on course

Special Requirements: Requires two sanctioned judges with one scribe for each judge. Announced judge at Trial Briefing shall be official timer.

Each dog must complete a tunnel.

The initiator of aggression shall be excused to the start box and receive a NQ. The other team member continues.

Dogs may be swapped between entered dogs up to the first team of the game runs.

Scoring:

1. Both team members receive the same score, unless one does not qualify. If only one dog has qualified at the completion of the run, only that team member will receive the score. Should the non-qualifying dog still need to do their tunnel, it will not be required for the other dog to complete their run.
2. Completing all elements within time will result in a points score of 10 plus 1 point for every remaining 10 seconds, rounded up. (i.e. 2:01 completion would be 22 points. 12 for the 119 seconds rounded up plus the 10 points.)

SAFETY WARNING: Dogs must be compatible with one another and be able to work in the ring without aggression. If you are unsure your dog will work with another, do not enter the Pairs class. Contact your local club for training opportunities in your area to prepare for the class.

Tunnels

Course Time 2:00

Live Tubes: 2-3

Bedding Tubes: 0

Tunnels: 2-8 of various degrees of difficulty

Bale Height: 2

Bales On Course: 35-60

The judge will announce the turns in each tunnel and point value which equates to the number of turns in the tunnel. Cones may be placed with point value at tunnels as reminders.

The game is scored on tunneling only.

There will be multiple tunnels with various turns and difficulty levels.

Each tunnel can be completed for points once. Competing a tunnel in the opposite direction is treated as a separate tunnel. A multi-entrance tunnel is treated as every tunnel possibility (3 openings is 6 tunnels, i.e. AB, AC, BA, BC, CA, CB)

Rats have no score. They may be removed per standard praise and removal rules.

Handler may call finish and stop the run and keep the current score and time.

One tunnel must be straight.

A third layer of bales may be used for the sole purpose of securing boards for a second layer tunnel. Proper, safe step downs must still be present for this optional layer.

A second layer tunnel shall add one additional point. (i.e. a two turn tunnel on the first level is 3 points, on the second level it is worth 4 points)

There must be at least one tunnel valued at one point.

Maximum points shall be between 20 and 30 points

Scribe calls done when all tunnels are completed.

Scoring:

1 point per turn of tunnel plus 1 (i.e. Straight tunnels are 1 point, 5 turns are 6 points). Ties will be decided by time.

Bet The Farm

Course Time 3:00

Live Tubes: 4-10

Bedding Tubes: The balance of 14 tubes.

Tunnel Structure: 2-5 turns

Bale Height: 2

Bales On Course: 35-60

Start Box: 4' by 4'

The search area will have 4-10 rat tubes as determined by random draw and unknown by team running.

You have 3:00 to find as many rats as possible and call finish or clear.

Failure to call finish or clear before time is up is an automatic NQ.

Three false alerts is an automatic NQ.

Failure to find at least half of the rats is an NQ.

The run is finished when time runs out or handler calls Finish or Clear.

Scoring:

1. 1 point for every 10 seconds left. Fractions of 10 seconds round up.
2. 1 point for each rat found.
3. You are allowed two missed calls with a 2 point penalty each.
4. Team receives a 20 point bonus for correctly calling Clear.
5. There is 1 point penalty for each rat left on course when you call Finish
6. Winner is the dog/handler team with the highest points, ties are broken by fastest time.

Hurdlers

This is a points game running head-to-head or single lane at the discretion of the club. Head-to-head is best out of three.

Two handlers are permitted: one behind the start line and one near the cradle.

Dogs must cross start line before or at the start indication, complete all jumps in order, correctly identify the rat, return over all four jumps, and cross the finish line. Any break in the chain of requirements can only be cured by a rerun.

4 jumps at 10ft apart, cradle leading edge is 15 feet after last jump, start line 6 feet before 1st jump

Height of jumps are set at the height of the withers minus 5 inches rounded down to nearest whole inch, not less 7 inches nor more than 15 inches.

Dogs must be measured or have a height card from an approved organization. Apprentice and provisional judge can measure for an approved event. Approved judges can measure for a Rat Games height card.

Preferred jump is a sintra flyball jump.

The racing lane may be surrounded by fencing no closer than 6 feet from the centerline. Fencing must be described in the premium.

For head to head:

Lane center lines shall be between 12 and 15 feet apart

Lane fencing, minimum 2 feet tall for the length of the lane separating the lanes from the start line to the backstop is required. Lane separation may extend into the start/runback area.

Scoring:

1. 2 points completing pattern successfully.
2. 5 points for winning race.

3. Placement Points are awarded as follows:

| Dogs Entered in Game | Points Awarded |
|----------------------|----------------|
| 2-4 | 1st |
| 5-8 | 1st thru 2nd |
| 9-12 | 1st thru 3rd |
| 13 > | 1st thru 4th |

10 points for first place

8 points for second place

6 points for third place

4 points for fourth place

Plus, 1 point awarded for all heats won

This game can be a single elimination, double elimination, or round robin elimination at the discretion of the hosting club.

Mad Hatter

Course Time 2:00

Live Tubes: 10

Bedding Tubes: 6

Tunnel Structure: 2-5 turns

Bale Height: 2

Bales On Course: 35-60

Start Box: 4' by 4'

There is no penalty for running out of time.

There is no penalty for calling finish. You keep accumulated points.

Scoring:

1. 2 points per live tube
2. 1 point for tunneling
3. -3 points for not tunneling
4. -3 points for each incorrect call, 3 strikes you are out.
5. Double your score for a perfect run.

Me First!

A standard ring is divided in half down the center with standard ring fencing.

A course is built identical on each side as mirror images.

A single rat and two beddings are placed on each side in identical locations.

The judge confirms each side is ready, then dogs are released from the start boxes on a "Ready, Set, Go!"

The first team to correctly identify the rat wins the heat. An NQ/DQ automatically awards the win to the other team. The losing team, at the team's option, shall be shown their rat.

Points are awarded as follows:

1. 1 point awarded for all heats won

| Dogs Entered in Game | Points Awarded |
|----------------------|----------------|
| 2-4 | 1st |
| 5-8 | 1st thru 2nd |
| 9-12 | 1st thru 3rd |
| 13 > | 1st thru 4th |

10 points for first place

8 points for second place

6 points for third place

4 points for fourth place

This game can be a single elimination, double elimination, or round robin at the discretion of the hosting club. Courses

General Course Rules

Classes

All courses use the same size ring of 575 to 750 square feet (approximately 24' x 24' to 25' x 30'). Rings can be any shape as long as they comply with the square footage requirement.

Beginner

Course Time 1:00

Live Tubes: 1

Bedding Tubes: 2

Tunnel Structure: Simple straight

Bale Height: 2

Start Box: Directly in front of tunnel within 1 foot of the vertical tunnel bales.

Three tubes will be placed in a cradle at the end of a simple straight tunnel structure. The start box is directly in front of tunnel with a cradle constructed to hold three tubes securely two feet away on the opposite end of the tunnel. A qualifying score is the handler correctly identifying the live rat tube before time runs out. A tunnel not required for this class.

Beginning Courses uses Novice Course design of the primary course level judge.

Novice

Course Time 2:00

Live Tubes: 1

Bedding Tubes: 2

Tunnel Structure: Simple straight

Bale Height: 2

Bales on Course: 20-30

Start Box: Directly in front of tunnel within 5 feet of the tunnel opening.

Three tubes are hidden anywhere on course. Time starts when the dog exits the start box. Time stops when the both elements are completed (i.e. dog has tunneled and handler declared rat).

Novice course requirements:

6 bale configuration for tunnel (two straight sides of two bales with two bales on top).

At least one location, two bales high consisting of at least 9 contiguous sq ft.

Room for cradle 24" from end of tunnel (cradle removed for Novice class)

Intermediate

Course Time 2:30

Live Tubes: 2

Bedding Tubes: 3

Tunnel Structure: 1 turn

Bale Height: 2. At least two locations, two bales high consisting of at least 9 contiguous sq ft.

Bales on Course: 25-45

Start Box: Anywhere on course

At least one rat must be elevated. Time stops when all elements are completed.

Advanced

Course Time 3:45

Live Tubes: 4

Bedding Tubes: 4

Tunnel Structure: 2-3 turns

Bale Height: 3. At least one location, three bales high consisting of at least 9 contiguous sq ft.

Bales on Course: 35-60

Start Box: Anywhere on course

Time stops when all elements are completed.

Expert

Course Time 4:30

Live Tubes: 1-5

Bedding Tubes: 3-7

Tunnel Structure: 3 to 6 turns

Bale Height: 3. At least two locations, three bales high consisting of at least 9 contiguous sq ft.

Bales On Course: 35-60

Start Box: anywhere on course

There are 8 tubes on course for each run, with 1 to 5 rats or live tubes randomly drawn by the Judge.

Time stops when all elements are completed (i.e. dog has tunneled, found all rats on course, and the handler has identified the course as “finished” or “clear”, in any order).

Champion

Uses the same rules as Expert except the number of rats will be 1 to 6. The number of bedding tubes will be 2 to 7. The course may be the same as Expert. Hides are permitted to be “no holds barred”, inaccessible, out of handler view, etc.

Veteran

The Veteran division is for dogs seven years and older that can no longer climb structures or tunnel. Veteran class is also open to dogs with permanent and stable medical conditions that make climbing unsafe. Handlers shall self-identify their dog as a veteran to move to the veteran division. Moving from veteran to regular division require approval of an RD or Board member.

All hides are on ground level or one level up (with the intent of the dog not having to climb). The tunnel is not required. A Veteran division shall be offered for each Class, in each Trial, except the Beginner Class. Veterans must blind separately within the regular class. Veteran results are reported separately and not combined with the regular class for placements.

Move-ups

Once the required qualifying legs are received for a title in division, move-ups to the next division must be available. A competitor may stay in the division if they feel their dog is not ready to advance. Once the dog is advanced to the next level and competitor wishes to move down a level, such a move shall require a Regional Director/Home Office approval.

Clubs must allow move-ups from previous events if the dog titled at that previous event.

Course Titles

Rat Games Beginner (RG-B) requires a single qualifying run. No previous title is required.

Rat Games Novice (RG-N) requires three qualifying runs. No previous title is required.

Rat Games Intermediate (RG-I) requires three qualifying runs. Successful completion of Rat Games Novice is also required.

Rat Games Advanced (RG-A) requires three qualifying runs. Successful completion of Rat Games Intermediate is also required.

Rat Games Expert (RG-E) requires five qualifying runs under two different judges and two different clubs. Successful completion of Rat Games Advanced is also required.

Rat Games Champion (RGCh) requires 10 additional expert qualifying runs under two different judges and two different clubs. RGChX is an additional 10 qualifying runs under two different judges and two different clubs. Each additional 10 qualifying runs under two different judges and two different clubs increments an additional digit to the end of the RGCh (i.e. RGChX2, RGChX3...)

2. If offering courses, the club must offer all courses from Beginner through Champion, including Veteran.
3. Single course class trials shall only be held on the day proceeding or the day after a minimum two day trial in which all courses from Beginner through Champion are offered.
4. Class order is up to the club. Move ups from a previous event or another club must be permitted. Move ups within a trial are not required but recommended.
5. There shall be two height divisions offered in all courses Beginner through Champion. The Veterans division shall not have a height distinction.
 - Small: 13" and below
 - Large: Greater than 13"

National

The national is held once a year. It is a time for the top dogs in the country to meet and compete. Games will be the same Games for local events. Please consult the National premium for specifics.

There will be a qualifying date where each dog's current standing will be used to determine eligibility for each class and game. Each game must be qualified individually.

Entries and withdrawals can be made up until the closing date if space is available. Entries after the event is full will be kept in order on a waitlist. Handlers will be notified that a spot has opened for them and they will have 24 hours to accept or decline the spot.

Trial Placements, Titles and Awards

Qualifying Run

Mandatory QUALIFYING RUN ribbon (green, 1.5"x6" minimum)

Trial Placements

Placement ribbons are also required for all Games as per the schedule below.

| Dogs Entered in Class | Placements Awarded | Ribbon Color and Size |
|-----------------------|--------------------|------------------------------------|
| 2-4 | 1st | Blue, 8" x 2". minimum |
| 5-8 | 1st thru 2nd | Red, 8" x 2", minimum |
| 9-12 | 1st thru 3rd | Yellow, 8" x 2", minimum |
| 13 > | 1st thru 4th | White or Gray, 8" x 2", minimum |

The Rat Games logo is required on all ribbons. The name of the club holding the event is required on all ribbons. Club logos are optional. The colors and sizes of ribbons are at the discretion of the club except as listed above. Our logo is on file with Hodges but you may use any company you wish. Contact us for more information.

It is at the discretion of the club to award any additional ribbons such as additional placements, High in Class ribbons, etc.

Clubs are encouraged to photograph placing and titling teams and post on social media.

Games Titles

Game titles are earned by accumulating points in a specific game.

Novice Title: 50 points

Intermediate Title: 100 points

Advanced Title: 250 points

Championship Title: 500 points

Additional Championships at each additional 500 points (designated as *gameCHX*, *gameCHX2*, etc)

Heads Or Tails

Novice: RGON

Intermediate: RGOI

Advanced: RGOA

Championship: RGOCh

Distance

Novice: RGDN

Intermediate: RGDI

Advanced: RGDA

Championship: RGDCh

Speed

Novice: RGSN

Intermediate: RGSI

Advanced: RGSA

Championship: RGSCh

Pairs

Novice: RGPN

Intermediate: RGPI

Advanced: RGPA

Championship: RGPCh

Tunnels

Novice: RGTN

Intermediate: RGTI

Advanced: RGTA

Championship: RGTCh

Bet The Farm

Novice: RGBN

Intermediate: RGBI

Advanced: RGBA

Championship: RGBCh

Hurdlers

Novice: RGHN

Intermediate: RGHI

Advanced: RGHA

Championship: RGHCh

Mad Hatter

Novice: RGMN

Intermediate: RGMI

Advanced: RGMA

Championship: RGMCh

Me First

Novice: RGFN

Intermediate: RGFI

Advanced: RGFA

Championship: RGFCh

National Titles

All titles won at the National shall receive designation on the dog's record of the accomplishment with a prefix title on certificates and on the dog's official record. In the case of a dog repeating a National Title at the National, a number designation will be added.

All qualifying runs on Games ran per Rat Games standard rules shall be added to the dog's official record.

Individual National Championships:

| Game or Course | Title Designation |
|-------------------------|-------------------|
| Heads Or Tails | NRGOCh |
| Speed | NRGSCh |
| Distance | NRGDCh |
| Pairs | NRGPCh |
| Tunnels | NRGTCh |
| Bet The Farm | NRGBCh |
| Hurdlers | NRGHCh |
| Mad Hatter | NRGMCh |
| Me First | NRGFCh |
| National Games Champion | NRGCh |

RGNCh: Games Champion. This title is awarded to the dog who receives the most cumulative points in all Games held at a National.

Grandfathering Titles

Titles from other rat hunting organizations may be grandfathered so you may begin competing in an equivalent level. There is a one time fee for transferring these titles. A copy of your certificate will need to be mailed or emailed and the required recording fee outlined in the appendix. You may grandfather only once in each equivalent Game.

Code of Conduct

All participants and spectators attending Rat Games events shall display good sportsmanship at all times. Good sportsmanship includes honesty, courtesy, respect, and graciousness in both victory and defeat to all competitors, judges, committee members, staff and spectators at all times while on event grounds. Handlers shall have full control of their dog at all times and be respectful of property of others. Any handler who displays poor sportsmanship and/or who physically abuses his or her dog, people, property, etc. either in or out of the ring can face discipline ranging from a verbal warning, dismissal from class, dismissal from show grounds and up to expulsion from future events, depending on the severity of infraction.

Rat Games maintains a code of conduct that governs all directors, committee members, clubs, judges, and competitors. The following is the code:

- I. Directors, committee members, participants, club officials, and judges shall treat everyone with honesty, courtesy, respect, graciousness, good faith, and fair dealing.
- II. No harsh or punitive training methods are allowed on show grounds at any sanctioned event.
- III. Rat Games is a family-friendly sport. Any actions which would not be appropriate in front of small children will not be tolerated.
- IV. The welfare of rats and dogs is paramount. Not giving rats and dogs adequate break time is grounds for disciplinary action. Abusive action is grounds for suspension or ban, either permanent or temporary.

Violations of the rules will result in disciplinary hearing. The following outlines the procedures for holding a hearing. These same procedures regulate all involved in the sport from directors to participants. No individual is above the hearing procedure.

- I. A hearing will take place when a signed written complaint is lodged prior to the conclusion of an event. No anonymous complaints shall be accepted and must include name, signature and Rat Games number(s). No complaint will be heard by a hearing committee that was not lodged on the day of the event without special permission by or direction from a meeting of the directors. The purpose of having the hearing on the day of the event is to allow complainant, accused, and witnesses to all make statements and provide evidence. Trying to hold a hearing after an event has completed becomes logistically difficult and does not allow for a fair and adequate defense of the accused.
- II. Certain questions must be asked to determine if a hearing committee has jurisdiction over the accused. If the following questions cannot ALL be answered in the affirmative, there is no requirement to proceed with a hearing.
 - A. Was the complaint lodged in writing by an identifiable person?
 - B. Did the action that lead to the complaint happen on official event grounds?
 - C. Would the action, if proven true, be a rule or Code of Conduct violation?

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- III. All evidence, including the signed written complaint, must be distributed to complainant, accused, witnesses and hearing committee prior to a hearing.
- IV. All names, addresses, phone numbers, and email addresses of all complainants, accused, witnesses, and hearing committee members must be distributed to the complainant, accused, and committee members before the commencement of a disciplinary hearing.
- V. All rulings will be based on actual events and not intent or heresay.
- VI. A complete record of the hearing must be submitted to Rat Games within 48 hours of the ruling of the hearing.
- VII. Rat Games is available to help. Rat Games wants clubs and competitors to be successful. Just ask and we will guide you through the process.
- VIII. Should an affected party wish to appeal a decision, a written appeal must be sent to Rat Games within 10 business days. The matter will be reviewed by the full board and, if warranted, an appeal hearing will be scheduled.

Club Rules And Requirements

Becoming A Club

Grandfathering Clubs

Clubs that have held sanctioned trials successfully for other dog sports may be grandfathered as a Provisional Club upon application.

Club Levels

Novice Club

Brand new clubs that have never held any sort of dog sport need to submit an application listing their core members and must hold a Mock Trial with those same members. Submitted paperwork of the Mock Trial will be evaluated on organizational skills of the club of both holding the trial as well as scoring. Evaluations will then be made by the board to advance the club to a status to hold sanctioned events.

Novice Clubs may offer day of show entries for their Mock Trial.

Novice Clubs shall not hold an event in conjunction of another sanctioning body's event or any public event.

Novice Clubs can apply for provisional club status after holding and submitting results for their Mock Trial.

Provisional Club

Provisional Clubs can not offer day of show entries. Provisional Clubs can not run an event held in conjunction with another sanctioning body without permission from Rat Games.

Provisional Clubs can apply for Approved Club status after holding and submitting results for three trials.

Approved Club

Approved Clubs may hold sanctioned events and offer day of show entries. There are no restrictions placed on Approved Clubs.

Maintaining Club Approval

Clubs must hold one event per calendar year to maintain club status.

Trial Secretary Levels

Grandfathering Trial Secretaries

Trial Secretaries that have held sanctioned trials successfully for other dog sports may be grandfathered as a Provisional Secretary upon application.

Novice Secretary

Brand new secretaries that have never processed entries and results for any other dog sport sanctioned trial or tournament shall submit an application. Once approved, supporting documentation of working as secretary for a Mock Trial or an Apprentice Trial Secretary with an Approved Secretary at a sanctioned trial shall be submitted after a minimum of three events. Submitted paperwork will be evaluated on organizational skills of both holding a trial as well as scoring. Evaluations will then be made by the board to approve the Novice Trial Secretary to a Provisional Secretary.

Novice Secretaries shall not be a trial secretary for an event held in conjunction of another sanctioning body event or any other public event.

Novice Secretaries can apply to move up to Provisional Trial Secretary status after three trials.

Provisional Secretary

Provisional Secretaries that have processed results successfully for other dog sports may be approved at this level.

Provisional Secretaries can offer day-of-show entries and/or events held in conjunction with another sanctioning body with permission from Rat Games. Permission granted shall be only for a single event and shall need approval for each event until the Provisional Secretary advances to Approved Secretary.

Provisional Secretaries can apply to move up to an Approved Secretary after processing and submitting results for three trials.

Approved Secretary

Approved Secretaries may:

- Accept day-of-show entries.

- Secretary for events held in conjunction of another sanctioned event.

- Secretary for any level of club.

Club Officials Required

The minimum officials needed for Rat Games events are a Secretary, Hearing Committee and Judge.

Equipment Requirements

Straw or hay of sufficient quantity (Moldy or wet straw/hay is unacceptable)

Ring made with acceptable fencing with entrance/exit gate

Matting, tape, cones, etc. to designate the start box

Tube cradle

Blind (20 square feet per dog minimum)

Tunnel boards

Rat tubes sufficient for games being played without having to switch rats in and out of tubes between dogs

Rats in sufficient quantity to allow breaks (Gerbils acceptable if in Alberta, Canada)

Optional Equipment

Tunnel foam

Dividers and/or crates for blinds

Rat Safety

Clubs shall have adequate number of rats available to rotate throughout the event.

Temperature and climate (i.e. hot and/or humid outdoor trials) shall be factored in rotating rats as well as staging rats as removed from course.

Rats shall have access to food and water during rest periods.

Rest area shall be in cool and safe area.

If a club has questions or concerns, contact Rat Games.

Holding Events

Holding A Mock Trial

A Mock Trial is an event to help clubs and/or judges gain required experience. Results from a Mock Trial must be submitted as usual but the results do not enter into the database. A Mock Trial shall offer least one game with a planned schedule of a minimum of 4 judging hours. All requirements of a sanctioned trial must be met except registration numbers and ribbon requirements. Training may be allowed in the ring at a Mock Trial at the discretion of the Club.

Holding A Sanctioned Event

1. There is no defined limit to the number of trials per event that a club may hold. An event may have any number of trials/games per day per event. They must be listed on the application. Consideration must be given to fatigue of the dogs or events may be denied or asked to be modified.
2. Clubs must submit a preliminary premium with the application.

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3. Clubs must have insurance that names Rat Games as an additional insured. The proof of insurance must be emailed two weeks prior to the event.
4. If the club level is different than the trial secretary level, the lowest level applies for trial limits.
5. If the event is co-hosted by two clubs, the highest club level applies and that club takes responsibility.
6. Dividers in the blind are recommended, but not required.
7. Crates used in the blind must be club provided, and accommodate most dogs (i.e. large crate for multi-breed trial, small crates for a chihuahua specialty).
8. Rat Games is a spectator event and shall be spectator friendly.
9. Multiple rings are acceptable. Distance between rings shall be 5' with screening and 10' without screening. Deviation, with cause, shall have RD approval.
10. All events are to be open to the public.

Ring Rules

Dogs shall be at least 10 feet from the ring unless coming to or leaving the ring. Other dog free zones are designated and enforced by the club.

No food shall be permitted within 10 feet of the ring. Dog treats belonging to the team running is an exception to this rule; they may be placed anywhere outside the fence.

All children shall be directly supervised by a parent or guardian within 10 feet of the ring.

Workers

Inside Rat Rustler

Handles and removes rat tubes out of the ring by handing the tubes the Outside Rat Rustler.

1. Remains still in a manner as not to give away the location of the rat.
2. Wait to move towards the handler and/or dog until handler calls rat.
3. Allow room for handler's praise period until handler hands off tube.
4. Does not take tube from handler unless dog is redirected or restrained by handler with the dog's mouth at least two feet away, including when being physically restrained by handler.
5. If handler does not pick up the tube and leaves the area after dog, the tube must remain in place.
6. Always handles tubes to keep horizontal.
7. Walk the leash to the handler at the end of the run.
8. After run, get rat tubes from outside the ring for resetting.

9. Once dog is leashed, be available for Outside Rat Rustler to hand rat tubes for resetting.
10. Pull tubes when blind is complete and place tubes in designated area (i.e. muck buckets or bins) until next blind is full.
11. Never place a tube on end when resetting or preparing the course.

An Inside Rat Rustler shall be greater than 60 inches tall, or approved by the Regional Director.

All Games shall have at least 1 Inside Rat Rustler. It is recommended to have 2 Inside Rat Rustlers for all Games.

Outside Rat Rustler

Receives rat tubes from the Inside Rat Rustler or from the competitor

1. Does not give away the position of the rat tubes in any manner.
2. Wait until handler calls "Rat" until moving as quickly as possible toward perimeter closest to the rat tube or direction Inside Rustler is moving.
3. Outside Rustler may accept rat tube from handler.
4. Place the rat tube into the designated area in a safe manner and return to ring perimeter.
5. Always holds the tube horizontally.
6. At the end of the run, be available to hand leash to handler or Inside Rustler if no Doorman is available.
7. Hand off rat tubes to Inside Rustler at end of run away from dog and handler while leashing up, as to not distract the dog.
8. If no Doorman is available, open gate when dog is completely leashed up.
9. Assists Inside Rustler(s) to reset the course and pull tubes in between blinds.
10. Never places rat tubes on end.

An Outside Rustler shall be greater than 60 inches tall, or approved by the Regional Director.

All courses and games shall have at least 1 Outside Rustler. It is recommended to have 2 or more Outside Rustlers for the upper level classes from Advanced to Champion and for all Games.

Doorman

Operates the gate and handles the leash.

1. Open the gate for handler/dog to enter.
2. Close and latch the gate.
3. Not accept the leash until gate is securely latched.
4. Prompt the handler for the leash.

5. Open the gate after the run is complete, only if the dog is fully leashed.
6. May double as an Outside Rustler.

Blind Steward

Coordinates the blind by loading, announcing when blind is full, coordinating order, and announcing when the last dog of the blind enters the ring.

Scribe

Records judge's calls of the handler/dog team on the scribe sheet.

1. May sit or stand.
2. Verifies the dog entering the ring matches the scribe sheet.
3. Must be free of distractions allowing to record judge's calls efficiently and accurately.
4. Only records what the Judge calls. If unsure if judge called an element, the Scribe shall ask the judge at the end of the run.
5. Hands the judge the scribe sheet for signature/initials, write the time and mark pass or fail. Fails are to be recorded and submitted with results.

General Worker Rules

1. Positions can be filled by volunteers from competitors present, non-competing club members, spectators, or as a paid position at the discretion of the club.
2. Workers can be swapped for the efficiency of the trial. No swapping of workers unless the worker is a family member or co-owner of the dog running.

Tubes

Tubes shall be uniform in color and wear pattern so they are indistinguishable from one another.

Tubes from other rat hunting sports shall be grandfathered in until at least the next major rulebook revision.

When not on course, tubes shall be placed in a designated place (i.e. muck buckets, bins) at least 5 feet from the ring while running all Games. Tubes for any Game where the competitor does not know the number of rat tubes on course shall be covered in a manner to prevent the dog/competitor team from identifying the rat count.

Tubes hidden on course shall have enough straw or hay to cover it enough to not be visibly recognized. All tubes shall be placed with the grate end holes facing out and not covered in excess to cut off air supply.

All bedding and rat tubes shall have bedding used to house rats for at least 24 hours with approximately 1 to 2 cups of bedding that is not wet.

Tube locations should typically be relocated for each blind.

Tubes shall never placed vertically or on end. No tube should be hidden at an angle of greater than 45 degrees.

Overlapping Events

Games

Each Game shall not held within a 250 mile drive as determined by a commonly available mapping application such as Google Maps, Mapquest, Apple Maps, etc. Clubs may apply for an event asking for an exemption for review based on approximate hours to events based on approximately 4 hours.

Examples

If an Event is offering Mad Hatter, another event offering Mad Hatter would have to be 250 miles or greater. A Games Event could be closer than 250 miles and could offer any Games except Mad Hatter.

Event Changes

Cancelling a Trial

1. Reasonable effort should be made to avoid cancelling a trial. Cancellation should be made as early as possible as competitors and officials frequently need to make travel plans.
2. Notify Rat Games of cancellation with reason BEFORE notifying others.
3. After acknowledgement and approval for Rat Games, notify all entered competitors of cancellation.
4. All paid entries shall receive a full refund. No transaction or administrative fees shall be withheld.

Moving A Trial

1. If a posted trial site is no longer available, a trial may be moved. The club must notify Rat Games of trial site move.
2. If the move is 10 miles or less, no approval is needed.
3. If the move is greater than 10 miles, approval is needed from Rat Games.

Judge Changes

If there is a judge change that was not originally listed in the premium, the club must notify competitors of judge change. The club shall offer full refunds to competitors who no longer wish to attend. A transaction or administration fee of the actual costs may be retained by the Club. The Club may set a limit on time to pull after notification of no less than 72 hours.

Material and Condition Changes

If there is a material change (i.e. matted to dirt, indoors to outdoors, etc.) the club shall notify competitors of the change. The club shall offer full refunds to competitors who wish to no longer to participate. The Club may set a limit on time to pull after notification of no less than 72 hours. A material change is only significant changes to the advertised trial conditions. It does not constitute minor ad hoc changes that a club must make to keep the trial in compliance with the rules.

Premium Requirements

Required:

- Name of club holding the event
- Exact location (name of facility and/or address, city, state & zip code)
- Date of the event
- Name, email, telephone number, city, and state of the Trial Secretary
- Communication method for disseminating important information such as trial hours, doors opening, schedule, running order, etc.; of any information needed not published in the premium
- Entry fees
- Games offered
- Names and city, state and/or province of residence of judge(s) including their ring assignments, if known
- Date and closing time of entries
- Cancellations, withdrawals, and refunds as defined by the club and listed in the premium
- Late and day-of-show entries as defined by the club and listed in the premium
- Wait lists and random draws are to be indicated by the club and listed in the premium. If entries warrant a random draw/waitlist, the club shall define the method (first come, first serve, post mark, lottery, etc) and list in in the premium.
- Methods of entry (mail, email, website, etc.)
- Description of placements and awards
- Bitch In Season (BIS) policies
- All optional equipment, such as crates available in blind, dividers in blinds, crates in the blind, etc.
- Maximum number of dogs in a blind
- Size of the blind (i.e. 10' by 10')

Optional

Names of the Hearing Committee members (minimum of 3 members). The Hearing Committee must be announced at the Trial Briefing if not listed in premium.

Required Inventory and Site Specifications

The following information must be provided to the Judge(s) of Record a minimum of 21 days prior to an event:

- Ring size(s) and dimensions
- Number and dimensions of ramps and boards
- Description of event site (indoors, outdoors, or a combination and whether there will be shade, heat, air conditioning, etc.)
- Footing (i.e., dirt, gravel, concrete, rubber, grass, etc.)
- Any structures or hazards on the course (i.e. pillars, footings, piers supporting a wall, etc.)
- Number, location, and type of solid floor to ceiling walls, if any
- Number of dogs/blinds (after closing)

Trial Checklist

- Select Hearing Committee
- Event Chair
- Grounds
- Equipment
- Hospitality Chair
- Photographer or Photo Booth
- Set Entry Fee
- Select & secure site
- Set date, time, & place
- Determine number of runs can be made held in time allowed
- Determine schedule
- Determine number of entries
- Set the closing date
- Determine prizes and awards
- Assemble judging panel
- Judges
- Prepare Briefing Points
- Publicity
- Raffle
- Special Events

- Submit application to Rat Games
- Contact printer for flyers and forms
- Mail out flyers
- Reserve hotel or other accommodations
- Order ribbons and awards
- Notify press of date, time, location & what Rat Games involves
- Secure Volunteers for:
 - Set Up
 - Clean Up
 - Volunteer Coordinator
 - Chief Course Builder
 - Course Building Crew
 - Inside Rustlers
 - Outside Rustlers
 - Doorman (operate gate, handle leash, & outside rustle if needed)
 - Blind Steward
 - Scribe

Make arrangements for:

- Mats
- Gating
- Blinds
- Display Board
- Table & Chairs
- Tape Measure or Pre-Measured
- Signage
- Barriers & Cones
- Tunnel Stick
- Record entries as they arrive
- Obtain certificate of insurance & provide to Rat Games at least 15 Days prior to the event.
- Finalize schedule
- Review schedule with your RD
- Mail or email entry packet to competitors and judges. Packet should include:
 - Hotels and lodging
 - Local points of interest
 - Veterinarians near event site
- Finalize hotel or lodging arrangements
- Finalize veterinarians
- Pay Judges
- Pick up & deliver equipment, ribbons, & awards
- Set up ring(s), tables, barriers, blind & signage

HOLD EVENT

- Tabulate results & awards
- Hold formal awards ceremony
- Clean up the event site

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– Within 10 days submit full records of the event with recording fees

Judge Rules And Requirements

Becoming A Judge

Novice Judge

Submit application.

Take the test and pass with a 90% grade.

After passing the test, the Novice Judge must judge one or more Mock Trials gaining experience of at least one blind of 5 dogs for each Game. More experience is strongly encouraged. Experience in Games judging may be gained across multiple Mock Trials in order to get the requisite experience for ALL Games.

The Novice Judge must Inside Rat Rustle for 3 event days for all blinds except for the ones containing their dog. Novice Judges may not enter more than one dog per game while completing this assignment.

Submit judging sheets and wait for approval to Apprentice Judge. Rat Games will make every effort to approve or reject every application within two weeks. Contact the Judge Committee if you have not heard back within two weeks for an update.

After passing the test, a Novice Judge may be a backup judge for an Approved or Supervising Judge. Becoming a Novice Judge is an eligible shortcut for a Trial Secretary to qualify as a backup judge.

Apprentice Judge

Once approved, an Apprentice judge may:

- Judge under a Supervising Judge.
- Judge under observation of Regional Director.
- Measure dogs at an approved event.
- Backup Judge for Provisional, Approved, and Supervising Judges.

After 3 apprentice assignments, an Apprentice Judge may submit an application for move-up to Provisional Judge along with:

Judging Rate Sheets provided by the trial secretary.

Judge Evaluation Survey from each club for each course or game back up judged.

Provisional Judge

May judge any Trial hosted by Approved Clubs without direct supervision.

May judge any Trial hosted by Novice or Provisional Clubs with Rat Games approval.

Measure dogs at an approved event. The measurements shall be valid at only that event.

After 3 provisional assignments, the Provisional Judge may apply for Approved Judge status.

Approved Judge

May judge any Trial for any level of hosting club.

Measure dogs for a Rat Games height card.

Supervising Judge

A Supervising Judge can judge any Trial hosted by any level club. They may also supervise and mentor other judges.

Please contact the Judge Committee if you are an experienced Approved Judge interested in becoming a Supervising Judge.

Grandfathering Judges

Judges from other sanctioning bodies have a fast track for approval. Please contact us to determine requirements for your particular situation. Many judges can be fast tracked to Apprentice or Provisional so the judge can begin judging immediately. To remove provisional status, the judge must pass a test and interview in addition to the other requirements of the level they were fast tracked into.

Judge Workshops

Periodically and around the country, Judge Workshops will be held to expedite the dissemination of information to judges. They will be open to judges and prospective judges alike. Any judge prospect who attends a judge workshop as a Novice Judge or higher will be evaluated to determine the most appropriate level for that particular judge. While these workshops are not required to become a judge, they are the most rapid path to become fully approved.

Maintaining Judge Approval

Judges must judge a minimum of one trial day per calendar year to maintain their approval to judge. The trial must consist of a minimum of 4 different games.

Judging General Rules

Judging Rate

Judging rate numbers shall be supplied by the judge to the trial secretary. Judging rates are compiled from data from previous trials. The data will give the trial secretary information to determine entries to accept based on the judge's average rate of judging.

At the end of the event, the trial secretary shall supply the start and end time sheets. This data will help judges to estimate their judging rate to provide to clubs going forward.

Novice and Apprentice Judges shall use the default judging times below.

| Course/Game Name | Time per run | Runs per hour |
|-------------------------|---------------------|----------------------|
| Beginner | 2:00 | 30 |
| Novice | 3:00 | 20 |
| Intermediate | 3:30 | 15 |
| Advanced | 5:00 | 12 |
| Expert | 6:00 | 10 |
| Champion | 5:00 | 12 |
| Heads or Tails | 5:00 | 12 |
| Speed | 5:00 | 12 |
| Pairs | 5:00 | 12 |
| Tunnels | 3:00 | 20 |
| Bet The Farm | 5:00 | 12 |
| Mad Hatter | 5:00 | 12 |
| Me First | 2:00 | 30 |

Reviewing Clubs

All judges must review clubs for all trials where they were judge of record or backup judge for 2 or more judges.

Course Maps

Course maps shall not be reused within a 400 mile radius in a 12 month period or 1,000 mile radius in a 6 month period.

Regional Director Rules and Requirements

Regional Directors are appointed by the directors. RD's are the eyes and ears of the sanctioning body. RD's have the responsibility to mentor both clubs and judges.

Should you desire to become a Regional Director, contact a Board Member for information.

Rule Change Proposal Process

Rule change proposals are based on urgency by the Rules Committee and Board.

- 1) If the need for a rule change is deemed urgent, the Rules Committee will collaborate, write and submit the proposal to the Board. The Board will review and meet with Rules Committee with proposed additions or omissions to the proposal to come with an equitable and fair rule. Once the rule is approved, it shall be announced to the membership as provisional. The provisional rule will be addressed by the board to determine if and when it shall become permanent.
- 2) If the rule change is not deemed urgent, the rule will be tabled to the next annual meeting. Tabled proposals are open to comments from members in good standing. Proposal and comments will be presented to judges and clubs for voting.

Appendices

Fee Schedule

| Dog Registration | \$25.00 |
|------------------------|---------------|
| Title Recording Fee | \$25.00 |
| Club Application Fee | \$25.00 |
| Judge Application Fee | \$25.00 |
| Event Registration Fee | \$5 per trial |
| Run Fees | \$2.00/run |

All fees non-refundable without cause.

Definitions

Ad Hoc Hearing Committee - same as Hearing Committee, but composed of on the day of a trial and announced at trial briefing.

Clear - a call from handler when course or game is clear of all rats.

Clinic - a learning conference or short course on a particular subject pertaining to dogs hunting rats in straw.

Course - all elements within, but not including, the fence or gate. Straw, tubes, boards, etc. are all part of the course.

Event Grounds - facility or location the trial and/or games are being held. All events shall be open to the public and must be handicap accessible and American Disabilities Act compliant.

Event Hours - from first arrival on the first day to the last departure on the last day.

Event Steward - individual responsible for trial during event hours.

Finish - a strategic call from the handler to stop the clock.

Hearing Committee - a committee composed of a minimum of three people determined prior the event, to be available at an event for disputes using a hearing process. The Hearing Committee is recommended to be published in the premium and/or welcome letter. If not published, the committee must be announced at the General Briefing.

Member in Good Standing - a member who has ran a dog at least one run in the current or previous year.

Mock Trial - a practice trial format to allow new judges and clubs a venue to learn and qualify to hold and/or judge a trial.

Permanent Facility - a facility where the club's equipment is typically housed within that facility.

Regional Director- an individual that is knowledgeable of all rules that enables mentorship of clubs and judges and appointed by Rat Games to do so in an official capacity.

Sanctioned Event- a series of games combined at one event in a competitive format that allows competitors to earn titles and or points on their dog's official record.

Sanctioned Trial - an official trial contained within a Sanctioned Event.

Temporary Facility - a facility that requires transportation of club's equipment to and from the facility.

Training Hours - time outside trial hours on the event site when training is offered. This shall be up until 1 hour before the general briefing and immediately following the posting of the final results.

Trial - individual game or group or games a competitor can compete one time.

Trial Hours - from beginning of the briefing to the posting of final results of the day.