



OFFICIAL RULEBOOK

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GENERAL RULES:

1. All dogs of any breed or size are welcome!
2. The Event Judge always has the final say. DO NOT EVER INTERRUPT A JUDGE DURING COMPETITION. Any questions should be directed to Brian or Milt Wilcox.
3. A Judge may not judge their own dog or family dog(s). A Judge may jump their dog if there is a 2nd judge (not related) willing to judge them.
4. The definition of "HANDLER" means the person that THROWS THE TOY.
5. Female dogs in heat are banned from the event premises at all times.
6. Dogs must be AT LEAST 6 months old, and you may be asked for:
 - a. Special circumstances are considered if you have an exceptional swimmer that is younger than 6 months old, but this is solely at the discretion of the event Judge. Please ask the Secretary if you can speak to the Judge because you would like your pup evaluated for competition. The event Judge can test the pup's swimming ability, and it is up to the Judge if they will allow your dog in.
7. Your dog must be considered an above average swimmer:
 - a. This is the dog that has no fear in the water, and will swim out for their toy with no extra splashing or flailing about. This means that your dog can get in a pool, lake, pond or what have you, and swim around with no erratic splashing. The dog's confidence should be at the highest level. The reason why we won't let an immature dog participate is important for you to understand... if your dog gets "water freaked" in the slightest bit, not only could it ruin your dog from ever swimming again, but the likelihood of your dog losing their trust in you completely is great. That's the last thing you want.
 - b. We do not teach dogs how to swim.
8. Dogs that appear injured or ill may not compete or practice.
9. Dogs must be current on titers or vaccinations, and Handlers must be able to provide valid proof:
 - a. If event promoter requires extra vaccines, Handler is required to supply proof.
10. No humans are allowed in the pool during a competition.

11. Only ONE dog may be OFF-LEAD or ON THE DOCK at a time*:

- a. This is the dog whose turn it is on the dock. All other dogs must remain either on lead or kenneled at all times.
- b. The Handler "on deck" should be at least 8ft away from the steps of the dock or ramp.
- c. The Handler "on deck" is responsible not to unleash their dog until the dog that just finished jumping, is on leash, and in control of the handler... without any doubts!

*The exception to the one dog off lead at a time rule is when you have one handler/owner that owns 2 dogs, and the owner wants to use one of their dogs to help urge the other dog to jump. This is allowed and encouraged, as long as the owner has control of their dogs, no other dogs are off leash, and there are enough people willing to help out when their dogs are coming out of the pool.

12. No abusive treatment of dogs will be permitted during or outside of competition:

- a. This includes any overly harsh corrections.
- b. No pushing or pulling the dog up the stairs or into the pool.
- c. DO NOT EVER PUSH YOUR DOG OFF THE DOCK... The dog MUST go in on its own.
- d. We retain the right to ask anyone to leave our event at our discretion.

13. Gear:

- a. "Training collars" are not allowed on the dock. This includes but is not limited to Gentle Leaders, Halti-collars, harnesses, Martingale, prong collars, pinch/choke collars, etc. Electronic "dummy" collars, or e-collars in the "off" position are permitted on the dock, BUT the remote control must be left on the secretary's desk.
- b. A flat collar must be on every dog that is on our docks. Nothing may be hanging off of collars. Failure to comply with this rule may result in disqualification.
- c. Muzzles may not remain on a dog once they are on the dock.
- d. Toys must float, may not be dissolvable, and cannot be something that is alive or has been dead.
- e. NO FLEXI OR RETRACTABLE LEASHES ALLOWED IN THE STAGING AREA!

- f. No Flip-Flops or Slides allowed on the dock.
- g. Food or dog treats are not allowed on the dock, or in the dock/staging area.
- h. Swim vests, life vests, or Swim shirts are permitted as long as they fit snug, and do not sag.
- i. Dog goggles are permitted.
- j. We DO NOT provide toys.

- 14. Smoking, Vaping, e-cigarettes, etc. are not allowed in the competition/Secretary area.
- 15. Vertical jumping into a UAD pool is not allowed!
- 16. At any time during the competition, no one is allowed to interfere in any way with another Handler or their dog.
- 17. If your dog has "allergies" (aggression) towards people and/or dogs, special accommodations may be made with prior approval depending on the event and severeness. Please contact events@ultimateairdogs.com.
- 18. In the case of a dog biting a person:
 - a. The offending dog's owner will be asked to leave the event site immediately.
 - b. Offending dog owner is responsible for all damages.
 - c. Incident will be reviewed for severity.
 - d. Second offense will be a permanent ban from all UAD events.
- 19. In the case of a dog fight:
 - a. Both owners will be asked to leave the event site immediately.
 - b. Both owners will be responsible for any damages.
- 20. No fighting allowed amongst handlers. Any such incident will be reviewed before judgment is given.
- 21. UAD reserves the right to refuse admittance, or ask anyone to leave at any time.

22. Through your participation at Ultimate Air Dogs, you grant permission to use your name and photographic likeness, and your dog's photographic likeness, including but not limited to all forms of media, advertising, trade, digital and/or print and any lawful purpose that Ultimate Air Dogs sees fit.
23. Respect the personal space (and social distance) of others:
 - a. When in line, it is your responsibility to be aware of the dog and human in front of you and behind you, keeping your dog out of reach of all others. Maintain a 6ft distance.
 - b. When leading your dog, be aware of all other dogs and humans around you.
 - c. When in the Staging area, please do not touch the property of others without permission. This includes but is not limited to dogs, kennels and all other belongings.
24. There is No Poop Fairy... Pick up all of your waste:
 - a. We retain the right to ask anyone to leave who has not picked up their dog's waste.
 - b. You are responsible for bringing bags to pick up after your dog(s). Bags are sometimes available at the Registration desk, if you forgot yours. (Hand sanitizer is usually available.)
 - c. This also includes any garbage you or your family may accumulate while at the event, i.e. Beverage bottles, paper products, etc...
25. Most all events will have a designated Staging Area:
 - a. You are encouraged to bring a kennel, doggy waste bags, food, treats, water, bowls, towels, blankets, toys that float, an emergency medical kit and/or anything else necessary for your dog's comfort and care while at the event.
 - b. You are welcome to bring chairs, a pop-up canopy*, coolers, non-alcoholic beverages, food and anything else necessary for your family's comfort and care while at the event. *Space is sometimes limited.
 - c. All of these things should remain within the Staging area.
26. All competitors and staff must conduct themselves in a civilized manner, which reflects the values of Ultimate Air Dogs:
 - a. Unsportsmanlike behavior will not be tolerated.

EVENT REGISTRATION:

1. At this time, Ultimate Air Dogs or its affiliate clubs do not require membership:
 - a. Some clubs do offer membership, which could include discounted jumps – please contact the individual club for details.
2. All competitors will need to register for the event where they want to compete – either online or onsite:
 - a. Events are listed on our website in order of date on the “Events” page.
 - b. Event registration typically opens 4-6 weeks out from event, and is open when there is a clickable “REGISTER/INFO” link.
 - c. \$5 discount per Splash or It-Game for pre-paid online event registration.
 - d. You will pay for your entries within the registration form. Your registration will not be submitted until you complete your payment. A PayPal account is NOT required, but a credit card is. Should you have any issues, please contact events@ultimateairdogs.com.
3. Pre-Registration closes the night before the event:
 - a. You may not edit your entry after registration has closed.
4. If you are registering more than 1 dog, we try to space you out so you have as much time as possible in between dogs:
 - a. A dog may only be entered in a Splash once, unless dog is also being handled by a Jr. Handler.

CHECK-IN PROCEDURES:

1. All Handlers MUST check-in with the Secretary at least 30 minutes prior to your registered Splash, unless Secretary notifies you otherwise:
 - a. If this procedure is not followed, you will not be included in the running order.
 - b. Additions may or may not be made after the activity has begun.
 - c. If an event spans 2+ days, you must check in with the Secretary each day upon arrival.

2. Anyone who wants to get on the dock **MUST** have a Liability Waiver on file with us – there are no exceptions:

- a. After you submit payment online, you will get a Thank You page... the link to sign the waiver is at the bottom of that page.
- b. If you have someone who has not signed a waiver, please see the Secretary.

PRICES:

At this time, Ultimate Air Dogs or its affiliate clubs do not require membership:

- a. Splashes, and Chase-It are \$25 per dog, per round (online signup discount \$5); Fetch-It, Catch-It, and Catch-It Pro are \$30 per dog, per round (online signup discount \$5) for regular mobile dock events. Regional Qualifier pricing is typically \$5 more.
- b. ALL PRICES ARE SUBJECT TO CHANGE AT ANY TIME.
- c. Jr. Handlers pay \$10 for Splashes & Chase-It (\$5 more for Walk-Ups)/\$15 for Fetch-It, Catch-It, and Catch-It Pro (\$20 for Walk-Ups) for regular mobile dock events; Regular prices for Regional Qualifiers and Nationals.
- d. Prices for Splashes include practice 1 hour prior to the Splash you are registered in. If you want to practice any other time, a practice fee will be due.
- e. At this time there are no ASCA Reporting Fees for competitors. NOTE: The Handler must provide dogs ASCA number prior to the dogs jump.
- f. Payment is required at time of registration for \$5 discount – registrations left unpaid past 24 hours are deleted.
- g. Handlers may register their dogs for as many Splashes as they want, however each event has a minimum Splash requirement for dogs to be eligible to qualify for the Finals. (See the specific event's info page for minimum Splash requirements.)

TRY-IT/PAY FOR PRACTICE:

- a. Open practice costs \$25 per dog, per day, in between Splashes, as long as time and space permits. Please see the Event Secretary for details.

- b. Our crew will guide each new dog & handler on how to get their dog started... There is no exception to this... we do not allow anyone to start their dog without a UAD staff member assisting.
- c. We DO NOT provide toys!
- d. EVERY NEW DOG TO UAD MUST START BY ENTERING THE POOL VIA THE RAMP PRIOR TO GETTING ON THE DOCK... NO EXCEPTIONS.
- e. Please respect others in line and only take 2 jumps per turn, with the exception of brand new dogs that will also need to learn the exit ramp.
- f. Maximum of 2 minutes allotted time per turn.
- g. When your turn is over, feel free to jump back in line.
- h. Each dog will get as many practice jumps as permitted, by how much time we have allotted.
- i. Competitors have priority for practice.

CANCELATIONS/REFUNDS/CHANGES:

1. All UAD events are rain or shine... there are no refunds unless the event gets canceled by UAD.
2. If your dog becomes injured prior to the event, you will receive a refund (minus applicable fees):
 - a. A verifiable Vet letter must be emailed to events@ultimateairdogs.com within 24 hours of the event.
3. Refunds will not be given if a dog refuses to jump.
4. Refunds will not be given if a Handler misses a Splash.
5. If an event gets canceled due to inclement weather, you will receive jump credits for any missed Splashes. Please e-mail events@ultimateairdogs.com prior to registering for your next event so we can apply your credit.
6. If you need to make changes to your registration for any reason, please e-mail events@ultimateairdogs.com within 24 hours of the event.

JUDGING:

1. All disciplines are judged by the eye.
2. For Distance jumping, the distance is measured from the 0" line on the measurement banner, to the base of the dogs tail, once it enters the water.
3. All calls made by a UAD Judge are Final. PERIOD!
4. Any concerns should be forwarded (with photos) to events@ultimateairdogs.com within 24 hours of the event.

SPLASH RULES/FORMAT:

General UAD rules above apply, as well as specific rules below that pertain to Distance Jumping (Splash):

1. A running order will be established by the Secretary prior to each Splash, and will be displayed in the Secretary area. The Judge will also announce the dogs names at starting:
 - a. The running order is put together randomly.
 - b. Handlers with multiple dogs will have space between dogs.
 - c. If you will be holding another Handler's dog, please e-mail events@ultimateairdogs.com when you register online, or at check-in if you register onsite so that we separate your dogs accordingly.
2. A dogs start position can be anywhere on the dock, but we recommend using the full length of the dock.
3. There may be 2 handlers on the dock – one to hold the dog while the other "handles" the dog:
 - a. In unique service dog situations with pre-approval from UAD, we may allow 3 people on the dock.
 - b. We will also allow anyone who can't get on the dock because of a disability, to throw from the ground on the side of the pool.
 - c. We must have a signed liability waiver for each person.

4. The dog does not have to catch the toy to get scored... the only requirement for a dog to be scored, is the dog does have to jump freely from the dock into the pool, without assistance.
5. If a dog runs back off the dock to the ramp and jumps, a score of zero will be recorded for the first jump.
6. Each team gets 2 back-to-back attempts per Splash before moving to the next dog in line.
7. UAD's whole concept is revolved around the dog, not the team. Therefore each dog can only be listed in the running order with an adult Handler* once per Splash:
 - a. *A dog may jump in the same Splash twice only if it is handled once by an Adult, and once by a Jr. Handler.
 - b. Handlers can be switched at any time. If you have 2 handlers, you can either take turns being the person who throws for each of the 2 jumps, or 1 handler throws for the dog for both jumps in 1 Splash, and the other handler throws for the dog in a different Splash.
 - c. A dog handled by 2 different adults will only retain the highest score in the Bubble, and can then only jump in the Finals in a single division with either handler.
 - d. Please be sure that there is a liability waiver on file with us for each handler.
8. The dogs best score gets recorded to "The Bubble", which separates all dogs jumping in a single event into divisions based on distance jumped:
 - a. The Bubble is a constantly changing file that stores the dogs best score and division (see UAD Divisions below and here: <http://www.ultimateairdogs.com/divisions.pdf>), throughout the length of the event. The Bubble will be printed and on displayed in the Secretary area, approximately 30 min after each Splash, when the Secretary has had time to enter the scores.
9. Results for each Splash will be printed and displayed in the Secretary area after the Secretary has time to enter that Splash's scores:
 - a. When Splash ribbons are available, Handlers may take 1 per dog per Splash IF their dog comes in either 1st, 2nd, or 3rd place in the Splash.
 - b. Splash ribbons are not for the Bubble.

10. We try to stay as close as we can to the schedule, but there are several factors that might affect it: If we have more dogs than expected we might run a little tight; likewise, if there are less dogs than normal we might speed things up... In other words, use this schedule as a guideline, and ALWAYS check in with the event secretary if you are going to leave the competition area!

FINALS:

1. There is a required number of Splashes for each event that must be met to be eligible to qualify for the Finals:
 - a. Each event registration page has a Notes section outlining important info for each event, including the Splash requirement for Finals for that event.
2. Dog must be registered, paid, and have participated in required number of Splashes to be eligible to qualify for the Finals.
3. It goes without saying that the more you jump, the better your dog will get, the more chances they have to qualify to be invited to the Finals.
4. Ultimate Air Dogs has 14 divisions, which evens out the playing field for all dogs to be able to compete. Divisions are based on distances jumped. Each division is represented in the divisional Finals. Please see the breakdown below, as well as the following document showing the distances for each division: <http://www.ultimateairdogs.com/divisions.pdf>
5. Please note... It is impossible to know if your dog will be in the Finals until the last Splash's scores are put into the computer, and a final Bubble is made. In other words, should you decide to leave prior to dogs being announced for the Finals, you will risk your spot in the Finals should you qualify. You may not call the Secretary to find out if you are qualified for the Finals.
6. You must check-in with the event secretary 30 minutes prior to the start of the Finals to be eligible to participate.
7. The event secretary will take a "roll call" to check everyone who hasn't checked in. If you are not checked in at that time, you forfeit your spot and we move to the next dog in line:
 - a. When you are called, please give your dog's name, and then please step aside.
 - b. At that roll call, please DO NOT ASK THE SECRETARY IF YOU ARE IN THE FINALS, because suffice to say, the event secretary does not know who is in the Finals until everyone has checked in.

8. Once everyone has checked in, the Top 3 dogs from each division will be announced, and they will go on to compete in the Finals.
9. People often leave thinking they won't make the Finals. PLEASE STAY AROUND, because even if your dog is sitting in 8th place, some people do leave, so don't count them out. Also, dogs will constantly jump out of their division, moving your dog up. So do you and your dog a solid and wait around until the Finals roll call announcement before leaving!
10. The Finals are free of charge.
11. Just like a regular Splash, each team gets 2 back-to-back attempts and their best score is recorded.
12. In the case of a tie, the 2nd best jump score is taken into consideration. If both scores are tied, the two dogs are placed in the same "place" position.
13. Awards: Top 3 Featherweight dogs overall, Top 3 Jr. Handlers overall, and Top 3 adult-handled dogs overall in each distance division awarded 1st, 2nd, and 3rd places by score.
14. Divisions:

DIVISION:	PARAMETER:
Featherweight	
Jr. Handler	
Classic	Up to 10'11"
Select	11' - 13'11"
Select Elite	14' - 15'11"
Expert	16' - 17'4"
Expert Elite	17'5" - 18'11"
Expert Extreme	19' - 20'4"
Master	20'5" - 21'4"
Master Elite	21'5" - 22'4"
Master Extreme	22'5" - 23'11"
Ultimate	24' - 26'4"
Ultimate Elite	26'5" - 28'11"
Ultimate Extreme	29' - over

15. Scores from the Finals are not recorded in the titles database.

JR. HANDLERS:

1. A Jr. Handler must be 16 years old on date of event or younger.
2. Jr. Handlers have special pricing at regular mobile dock events – This does not include Regionals or Nationals. Please see Pricing section above.
3. Jr. Handlers may jump a dog in a Splash, and that same dog may also jump with an adult:
 - a. For example, if there are 2 people (an adult and a JH), handling the same dog, that dog may jump twice in the same Splash, and Finals.
 - b. For Finals, the adult will be able to jump the dog in the division that they qualify in; and the Jr. Handler will only be able to jump in the Junior Handler finals.
 - c. Both Adult & Jr. Handler will need to register and pay separately to jump their shared dog.
4. The definition of “HANDLER” means the person that THROWS THE TOY.
5. Jr. Handlers have their own division in the Finals no matter if there is 1 dog or 3, and may only jump in the Jr. Handler Finals, even if they are handling a Featherweight.
6. Jr. Handlers will be included in the overall titles file, and they will also have their own Jr. Handler file.

FEATHERWEIGHTS:

1. A dog is considered a Featherweight if they are 17” at the withers or shorter:
 - a. Weight does not matter
2. Featherweights have their own division in Distance Jumping (Splash), as well as within each It-Game.
3. Featherweights will always have their own division in the Finals, even if there is only 1 dog:
 - a. However, if a Featherweight would rather compete with the big dogs, they may do so. They must let the secretary know at check-in.
4. If you attend an event as a Walk-Up, please make sure that you advise the Secretary at check-in, that your dog should be marked as a Featherweight.

5. Featherweights will be included in the overall titles file, and they will also have their own Featherweight file.

SPECIALTY FINALS:

1. Veteran and Checkers: In some instances (where time and amount of dogs permit), we have "specialty finals" for Veterans (Dogs that are 8 years old and older), and Checkers (Working Dogs):
 - a. Please let the Secretary know if you have a Veteran or Checkers dog.
 - b. If a dog qualifies for the regular Divisional Finals, and also qualifies for Veteran or Checkers, the handler would be allowed to pick which one to participate in, as long as we have enough dogs in those divisions, but the dog is not eligible to do both.

IT-GAMES: FETCH-IT

General UAD rules above apply, as well as specific rules below that pertain to Fetch-It:

1. Bumper centered and is hung 2ft from the top of the dock:
 - a. Only bumpers provided by UAD may be used.
2. A dogs start position can be anywhere on the dock:
 - a. Handlers designate dogs start position to the Judge when it's their turn.
3. You may have up to 2 handlers (special exceptions can be made for service dogs or someone that needs to handle from the ground with prior Judge approval) on the dock.
4. Fetch-It practice is 1 hour prior to the Fetch-It start time, when applicable (see the Secretary):
 - a. New dogs will need to be there promptly when practice hour starts.
 - b. Experienced dogs will be allowed 1 Fetch-It attempt anytime during the Fetch-It practice hour.
 - c. We do not allow practice during Fetch-It.
5. Each dog is allowed 4 attempts at Fetches:

- a. Dogs will attempt their 4 Fetches (back-to-back) before moving to the next dog in line.
6. For your dogs best outcome, you should start 2ft under their personal best:
 - a. Featherweights are able to start at a minimum distance of 3ft.
 - b. All other dogs may start at a minimum distance of 5ft.
7. Handler will choose each distance for UAD staff to move Fetch-It rig after a Fetch:
 - a. Fetch-It rig will be moved out in 1ft increments unless Handler wants to skip a distance or multiple distances.
 - b. Dogs are freely able to move backwards or forwards within their 4 attempts.
8. For each attempt, dogs score either a Fetch (x) or a Miss (o):
 - a. The bumper has to be completely detached from the rig to score a Fetch.
 - b. If the bumper is left hanging after the dog passes it, it is considered a Miss.
 - c. If the bumper that was left hanging, falls into the pool while the dog is still in the pool (before the dog starts up the exit ramp), the Miss will be changed to a Fetch.
9. Dogs stay on the dock, and are out once they complete 4 attempts, or 2 misses overall – whichever comes first:
 - a. If dog misses both chances at starting distance, dog is out.
 - b. If dog Fetches 4 in a row without a miss, dog will not get a 5th attempt.
 - c. Once a dog gets 2 misses overall, dog is out.
10. If 2 dogs tie at the same ending distance:
 - a. Which dog had the most FETCHES prior to their first MISS:
The first way to break a tie is to look at the distance where they had their first Miss - whichever dog had MORE Fetches PRIOR to their first Miss wins the tie breaker. Ex: Dog 1 starts at 15 and Fetches 15, 16, Misses 17, Fetches 17 for their 4 attempts; Dog 2 starts at 15 and Misses 15, then Fetches 15,16,17 for their 4 attempts, Dog 1 wins the tie because their first Miss was later than Dog 2. If that is still tied, go to the next tie breaker:

b. Which dog had the least amount of MISSES:

If dog 1 started at 15, and Fetches 15, 16, Misses 17, and then Fetches 17 for their 4 attempts; and dog 2 started at & Fetches 16, 17, Misses 18, and Misses 18 for their 4 attempts, Dog 1 would win, because they had 1 Miss and Dog 2 had 2 Misses. If that is still tied, go to the next tie breaker:

c. Which dogs START distance was closest to their BEST distance:

If dog 1 started at 15, and Fetches 15, 16, 17, 18 for their 4 attempts; and dog 2 started at & Fetched 13, then skipped 14 and went to 15 and Fetched it, then skipped 16 and went to and 17 and Fetched it, then went to 18 and Fetched it for their 4 attempts, Dog 1 would win, because they started closer to their ending distance. If that is still tied, go to the next tie breaker:

d. Have a Fetch-Off and whichever dog gets closest to the bumper wins:

It's highly unlikely that a Fetch-Off would be necessary because it's highly unlikely that the first 2 scenarios would be the same, but in the highly unlikely (LOL) situation that it does happen, the bumper should be set 6" past the tie, and see which dog gets closest to it. If they both hit it, move it out further. If the rig ends up getting moved to the original Missed distance, and the dog ends up grabbing it, please enter the Fetch-Off score in the TIE column. We do not record these scores because both dogs will have used all of their attempts.

11. Awards: Top 3 Featherweight dogs overall, Top 3 Jr. Handlers overall, and Top 3 adult-handled dogs overall are all awarded 1st, 2nd, and 3rd places by score.

12. Divisions for Titles/UAG:

DIVISION:	PARAMETER:
Master	5' - 15'
Master Elite	16' - 18'
Ultimate	19' - 21'
Ultimate Elite	22' - 24'
Ultimate Extreme	25' - Up
Featherweight	3' & Up
Jr. Handler	5' & Up

****We will need volunteers at each event where Fetch-It is played... volunteers will help with moving the rig and hanging the bumper****

IT-GAMES: CATCH-IT

General UAD rules above apply, as well as specific rules below that pertain to Catch-It:

1. A dog's start position can be anywhere on the dock, but we recommend using the full length of the dock.
2. You may have up to 2 handlers (special exceptions can be made for service dogs with prior Judge approval) on the dock.
3. Each team gets 2 back-to-back attempts at Catch-It before moving to the next dog in line.
4. Toy:
 - a. In Catch-It, handlers use their own toys, but they must meet our General Rules requirement: Toys must float, may not be dissolvable, and cannot be something that is alive or has been dead. In addition, toys MAY have strings or streamers hanging off of them.
5. There are 2 parts to the scoring in Catch-It: the "Catch" score, and the "Landing" score:
 - a. The definition of a Catch for Catch-It: The dog must have full control of any part of the toy in their mouth. If the dog catches the toy as the dog is entering the pool, it is deemed a Catch, as long as the toy does not touch the water before it is in the dog's mouth, the dog has full control of the toy, and it wasn't "snapped up" upon entering the water.
 - a. A Toy that is thrown less than 8ft (or 6ft if dog is a Featherweight), is considered a hand-off, and hand-off's do not count, which will result in no score.
 - b. If your dog catches the bumper both times, all 4 scores get added together for a final score.
 - c. If a dog misses on one of their attempts, and catches on the other, they will still get 1 score.
 - d. If the dog only has 1 score, we use the total of the only score, multiplied by 2, to show what division the dog is in for titling purposes and to place dogs for UAG, which has no bearing on placement for the event or awards.
6. In the event of a tie, both dogs will jump again, and the dog with the highest score wins.

7. Awards: Top 3 Featherweight dogs overall, Top 3 Jr. Handlers overall, and Top 3 adult-handled dogs overall are all awarded 1st, 2nd, and 3rd places by score.

8. Divisions for Titles/UAG:

DIVISION:	PARAMETER:
Master	8' - 54'11'
Master Elite	55' - 69'11"
Ultimate	70' - 79'11"
Ultimate Elite	80' - 94'11'
Ultimate Extreme	95' - & Up
Featherweight	6' & Up
Jr. Handler	8' & Up

****We will need a volunteer at each event where Catch-It is played... this volunteer will watch for hand-offs. ****

IT-GAMES: CATCH-IT PRO

General UAD rules apply, as well as specific rules below that pertain to Catch-It Pro:

2. A dogs start position can be anywhere on the dock, but we recommend using the full length of the dock.
3. You may have up to 2 handlers (special exceptions can be made for service dogs with prior Judge approval) on the dock.
4. Each team gets 2 back-to-back attempts at Catch-It Pro before moving to the next dog in line.
5. Toy: In Catch-It Pro, handlers use their own toys, but must meet our General Rules requirement:
 - a. Toys must float, may not be dissolvable, and cannot be something that is alive or has been dead.
 - b. Toys MAY NOT have strings or streamers hanging off of them.
 - c. Toy must be either a tennis ball or ball, no larger than 3" in diameter; or rectangular straight shaped toys, i.e. tug toy, firehose toy, bumper or dummy type toys, no longer than 15".
 - d. No large toys like Loopies. No Disc toys.

- e. Dog will get NS (no score) if toy has a string attached and dog catches toy by the string.
- f. Altered toys must be pre-approved by UAD Staff before Catch-It Pro starts.

6. There is only 1 part to the scoring in Catch-It Pro: the "Catch" score:

- a. The definition of a Catch for Catch-It Pro: The dog must have full control of the body of the toy in their mouth.
- b. If the toy has a string that comes loose, and the dog catches the string, dog will get NS (no score.)
- c. If the dog catches the toy as the dog is entering the pool, it is deemed a Catch, as long as the toy does not touch the water before it is in the dogs mouth, the dog has full control of the toy, and it wasn't "snapped up" upon entering the water.
- d. Toys thrown less than 8ft (or 6ft if dog is a Featherweight), is considered a hand-off, and hand-off's do not count, which will result in NS (no score.)
- e. Wherever the dog catches the toy, that is your score.
- f. If the dog catches the bumper both times, both Catch distance scores get added together for a final score.
- g. If a dog misses on one of their attempts, they will still get 1 score.
- h. If the dog only has 1 score, we use the total of the only score, multiplied by 2, to show what division the dog is in for titling purposes and to place dogs for UAG, which has no bearing on placement for the event or awards.

7. In the event of a tie, both dogs will jump again and the dog with the highest score wins.

8. Awards: Top 3 Featherweight dogs overall, Top 3 Jr. Handlers overall, and Top 3 adult-handled dogs overall are all awarded 1st, 2nd, and 3rd places by score.

9. Divisions for Titles/UAG:

DIVISION:	PARAMETER:
Master	8' - 27'11'
Master Elite	28' - 34'11"
Ultimate	35' - 43'11"
Ultimate Elite	44' - 49'11"
Ultimate Extreme	50' - & Up
Featherweight	6' & Up
Jr. Handler	8' & Up

IT-GAMES: CHASE-IT:

General UAD rules apply, as well as specific rules below that pertain to Chase-It:

16. 2 Handlers are suggested to play Chase-It, unless the Handler on the dock is able to throw the toy past the finish line, which is at the 35ft mark; 25ft for Featherweights:
- a. If only 1 handler is used and the toy is not thrown past the finish line, and the dog grabs the toy prior to crossing the finish line, the dog is DQ'd.
 - b. If 2 Handlers are used, 1 Handler will be on the dock holding (and in control of) the dog; The other Handler will be on the ground (Ground Handler) at the far end of the pool, cheering on the dog with their favorite toy to swim as fast as they can.
 - c. The Ground Handler should be the dogs favorite person.
 - d. If you are attending the event on your own and want a 2nd Handler, it's highly possible to get another handler to help you with Chase-It. Please let the Secretary know at check-in so they can help facilitate a 2nd Handler.
 - e. Special exceptions can be made for service dogs to have 3 Handlers on the dock with prior Judge approval.
20. The dogs start position is at the end of the dock, at the water's edge:
- a. There are no running starts allowed.
21. Handler will wait until Judge is in position and calls that they are ready, then on the Handlers mark, Handler will send the dog to jump into the pool, the Judge will start their stopwatch, and the dog will swim to the other end of the pool:

- a. The dog has 2 minutes to jump off the dock.
 - b. Ground Handler is encouraged to act like a fool to get the dog to swim faster!
 - c. Props are allowed to coax the dog outside of the pool at the Finish Line end.
17. Each team gets 2 back-to-back attempts at Chase-It before moving to the next dog in line:
- a. If a false-start occurs, Handler will be warned.
 - b. If a 2nd false-start occurs, NS (no score) will be recorded for the first attempt.
22. Dogs best score of 2 the 2 Chase-It attempts will be recorded.
23. OPTIONAL: You may bring a 40ft line and tie your toy to it, to use it as a lure:
- a. We do not provide the line or the toy. Toys must follow General Rules guidelines.
 - b. The Ground Handler is in charge of throwing the lure toy in the water and pulling it in front of the dog as they swim.
 - c. It is the responsibility of the Ground Handler to make sure that the dog does not touch the toy before the dog crosses the finish line, or dog will be DQ'd.
24. Awards: Top 3 Featherweight dogs overall, Top 3 Jr. Handlers overall, and Top 3 adult-handled dogs overall are all awarded 1st, 2nd, and 3rd places by score.
25. Divisions for Titles/UAG:

DIVISION:	PARAMETER:
Master	8.00 sec & Up
Master Elite	7.50 – 7.99 sec
Master Extreme	7.00 – 7.49 sec
Ultimate	6.50 – 6.99 sec
Ultimate Elite	6.00 – 6.49 sec
Ultimate Extreme	Up to 5.99 sec
Featherweight	Top 3 Times
Jr. Handler	Top 3 Times

NOTE: After any activity has concluded, the Registration Desk will close while the Event Secretary enters scores into the computer. They must not be disturbed at this time, as interruptions may cause

errors in transcribing the scores. If you have a question, please find another UAD Staff member to help you, or wait until the Event Secretary opens the desk again.

At some point after each event, scores are posted on the Events page. A target time for this is about a week, but that may not always be achievable, especially during our busy summer jumping season. Look in the same section where you initially clicked to register for this event, and if the event says "OVER", we are still compiling results. When the results are available, "OVER" will change to an Adobe icon that will be a clickable link to download the results pdf file.

TITLES:

1. Once a dog has 5 legs (scores) in the same division, they earn their level 1 title:
 - a. Titles are on the honor system and can be printed by following this link:
<http://www.ultimateairdogs.com/titles.html>
 - b. Because dogs speed up and slow down respectively, UAD titles reset every year.
 - c. Ultimate Air Dogs season starts the first day after Ultimate Air Games (our National Championships) ends; The season ends the day before Ultimate Air Games starts. Scores from Ultimate Air Games are not recorded in the titles database.

RECORDS & RANKINGS:

~~Within each jumping season, dogs must have a minimum number of legs (scores) from either a club, mobile dock, or combined, to be ranked. For Splashes (distance jumping), once a dog has 10 legs, dogs name will appear in the rankings. For all It Games, once a dog has 5 legs, dogs name will appear in the rankings. (Minimum legs to appear in rankings rule will not take effect until new Web site is finished.)~~ Rankings reset every year.

REGIONAL QUALIFIERS:

1. If you attend a Regional Qualifier in hopes of qualifying for Ultimate Air Games (Nationals):
 - a. Dogs must jump and score in at least 3 Splashes to be eligible to qualify for UAG.
 - b. The top 5 dogs in the last bubble prior to the Finals will qualify for an invite to Nationals.

- c. Dogs do not have to jump in the Finals of a Regional Qualifier to be eligible for an UAG invite.
- d. Dogs that receive an invite must fulfil jump requirements found in the Ultimate Air Games section below.

2. Regional Qualifier Finals and Awards:

- a. Dogs must jump and score in at least 3 Splashes to be eligible for the Finals.
- b. Top 3 dogs in each division are invited to jump in the Finals.
- c. If a dog is not present or leaves early, the next dog in line moves up.
- d. Dogs must jump in the Finals to earn a medal.
- e. All dogs that compete in the Finals receive a Regional medal.

ULTIMATE AIR GAMES:

Ultimate Air Games will be held September 25 – September 28 at the Wilson Co. Fairgrounds in Lebanon, TN.

There are 4 ways to possibly qualify for UAG... each have a leg requirement listed. All leg requirements must be completed by September 5, 2025. Legs earned at Regional Qualifiers do count towards requirement.

1. Top 5 from 2024 UAG:

- a. All Divisions, Featherweights, and Jr. Handlers: Automatic invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:
 - i. Your dog must complete one of the following:
 - 1) 10 MOBILE DOCK legs;
 - 2) A combination of MOBILE DOCK & CLUB legs – 10 legs total... 3 MUST BE MOBILE DOCK legs;

3) 10 CLUB legs.

b. Veteran & Checkers division: Automatic invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:

i. Your dog must have one of the following:

1) 5 MOBILE DOCK legs;

2) A combination of MOBILE DOCK & CLUB legs – 6 legs total... 2 MUST BE MOBILE DOCK legs;

3) 6 CLUB legs.

c. It-Games: Automatic invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:

i. Your dog must have one of the following:

1) 3 MOBILE DOCK legs;

2) A combination of MOBILE DOCK & CLUB legs – 3 legs total;

3) 3 CLUB legs.

2. **Qualify in the Top 5 in your division of the last Bubble before the Finals at a Regional Qualifier** (FYI - Finals at a Regional have nothing to do with qualifying):

a. All Divisions, Featherweights, and Jr. Handlers: Automatic invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:

i. Your dog must complete one of the following:

1) 10 MOBILE DOCK legs;

2) A combination of MOBILE DOCK & CLUB legs – 10 legs total... 3 MUST BE MOBILE DOCK legs;

3) 10 CLUB legs.

b. Veteran & Checkers division: Invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:

- i. Jump in at least 1 Splash at a Regional Qualifier; Dog must also have 4 additional legs (5 total).
- c. It-Games: Invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:
 - i. Your dog must have one of the following:
 - 1) 3 MOBILE DOCK legs;
 - 2) A combination of MOBILE DOCK & CLUB legs – 3 legs total;
 - 3) 3 CLUB legs.

3. **Top 10 from 2024 UAG + Qualify in the Top 5 in your division of the last Bubble before the Finals at a Regional Qualifier** (FYI - Finals at a Regional have nothing to do with qualifying):

- a. All Divisions, Featherweights, and Jr. Handlers: Automatic invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:
 - i. Your dog must complete one of the following:
 - 1) 5 MOBILE DOCK legs;
 - 2) A combination of MOBILE DOCK & CLUB legs – 8 legs total... 3 MUST BE MOBILE DOCK legs;
 - 3) 10 CLUB legs.
- b. Veteran & Checkers division: Invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:
 - i. Dog must also have 3 additional legs (4 total).
- c. It-Games: Invite will be sent, you may accept and pay, but you must fulfill the following leg requirements by the due date, or you will forfeit your fees:
 - ii. Your dog must have one of the following:
 - 1) 2 MOBILE DOCK legs;
 - 2) A combination of MOBILE DOCK & CLUB legs – 2 legs total;
 - 3) 2 CLUB legs.

4. **Level 1 Plus Title***:

- a. All Divisions, Featherweight, and Jr. Handler: Your dog must complete one of the following: 1) 10 legs from Mobile dock events - 7 of the 10 must be in the same division; or 2) 15 legs from Club events - 10 of the 15 must be in the same division.
- b. It-Games, Veteran & Checkers division: 1) 5 legs from Mobile dock events - 3 of the 5 must be in the same division; or 2) 8 legs from Club events - 5 of the 8 must be in the same division.

*Priority for invites to UAG go the first 3 designations. **NOTE: If you are trying to get to Ultimate Air Games via a title, THIS WAY IS NOT GUARANTEED as space is limited.** Typically, we only have space for 3 or 4 dogs to get in via a title, so if you want to go to the best dog party on land, make plans to attend a Regional Qualifier!

REMEMBER, all leg requirements must be completed by September 5, 2025.

UAG Invites typically start going out June-July. Separate UAG Rules will be published soon.