



## Regulations EO Hoopers NL

EO Hoopers NL is a 3-day open Hooper competition that everyone can participate in may do without a license.

The courses are created based on the rules set out below.

### Participants

All dogs of all breeds and crossbreeds may participate in this competition without a license.

Within EO Hoopers NL there are a number of conditions that dogs must fulfill:

- The minimum age of the dog on the day of the start of the competition is 15 months.
- There is no maximum age for participation in the competition.
- A dog may run a maximum of 4 courses per day.
- The dog is in good health.
- The dog does not show aggressive or otherwise dangerous behavior towards other dogs or people.
- Dogs that have been docked (regardless of which body part) are excluded from participation. No exceptions based on medical necessity will be allowed anymore. In accordance with the Animal Welfare Act, articles 2.8, 2.15 and 2.16.
- Bitches in heat are allowed at the competition without additional measures. The handler of the bitch in heat must take as much account as possible at all times with the other participants. If in the opinion of the organization this is not done sufficiently, the handler in question may receive or be warned excluded from further participation in the competition.
- Dogs that are allowed to walk with an aid (brace / tape, etc.) for medical reasons participate in the competition. If the dog uses an aid, at the discretion of the judge and/or organization, walks with a limp or appears to be in discomfort/pain, the dog may still be excluded from participation.
- For permanent aids (such as wheelchairs, braces, etc.), the handler must be notified to the organization prior to participation registration.

### Classes & Heights DJFD and European

EO Hoopers NL is divided in 3 different classes.

- Open class (age 3-10 years)
- Junior class (age  $\leq$  3 years)
- Senior class (age  $\geq$  10 years)

Age, the age is determined at the start of the competition.

Anyone can register in the Open class regardless of age, please note that Open class courses are more difficult than Junior/Senior courses.

All 3 classes have their own classification, prize-table and winner EO Hoopers NL.

### There are two different height classes

- Large: dogs with a height at the withers of 43.00 cm or higher.
- Small: dogs with a withers height of up to 42.99 cm.

All small dogs are measured (when collecting numbers on the day of arrival).

The small and large dogs run the same course under the same rules during the competition.



## Individual competition

### DJFD courses:

#### Open Class

Course length: 18-24 obstacles

Focus on distance with mainly logical lines. More technical skills (handling, obstacle discrimination) are required of the participant, the starting point being that the course must be able to be handled from the green line. From the blue line and/or from the box, the course may be a challenge. (see explanation of scoring)

There is a maximum course time of 60s. for the large dogs and 70s for the small dogs. If you finish outside this time you will be eliminated and therefore receive 0 points.

#### The Junior and Senior Class (run the same course)

Course length: 16-22 obstacles

Focus on distance with mainly logical lines. Some obstacle discrimination is allowed.

Some handling is permitted.

The course must be able to be handled from the green line.

There is a maximum course time of 60s. for the large dogs and 70s for the small dogs. If you enter outside this time you will be eliminated and therefore receive 0 points.

#### Regular course:

During the competition, 3 regular courses will be run, 1 of which is the final.

The judge has at his disposal:

20 hoops, 4 barrels, 2 gates, 2 tunnels and 1 TanGo mat.

The size of the ring: 25m wide and 35m long.

The purpose of the Regular course is to test different skills per obstacle.

In addition to hoops, this course must contain: tunnel, barrel, gate and TanGo mat.

#### Hooper course:

During the competition, 3 hooper courses will be run.

The judge has 20 hoops at his disposal.

The size of the ring: 25m wide and 35m long.

The Hooper course aims to test distance handling on flowing lines.

This course consists only of hoops, no other obstacles are allowed.



## **European courses:**

### **Open Class:**

Course length: 18-24 obstacles.

Focus on distance with mainly logical lines.

The starting point must be that the course must be able to be handled from the handler-box (3x3m).

The maximum obstacle distance from the handler-box is 20m.

There is a maximum course time of 60s for the large dogs and 70s. for the small dogs. If you finish outside this time you will be eliminated and therefore receive 0 points.

### **The Junior and Senior Class (run the same course)**

Course length: 16-22 obstacles

Focus on distance with especially logical lines.

The starting point must be that the course must be able to be handled from the handler box (5x5).

The maximum obstacle distance from the handler-box is 15m.

There is a maximum course time of 60s. for the large dogs and 70s. for the small dogs. If you finish outside this time you will be eliminated and therefore receive 0 points.

### **Regular course:**

The judge has at his disposal:

20 hoops, 4 barrels, 2 gates, 4 chutes (bottomless tunnel)

The size of the ring: 30m wide and 45m long.

The purpose of the Regular course is to test different skills per obstacle.

In addition to hoops, this course must contain: barrel, gate and chutes.

### **Hooper course::**

The judge has 20 hoops at his disposal.

The size of the ring: 30m wide and 45m long.

The Hooper course aims to test distance handling on flowing lines.

This course consists only of hoops, no other obstacles are allowed.



## **Obstacles DJFD and European courses:**

### **Hoops**

Hoops are arch-shaped obstacles that are 90-120cm high (measured at the top of the arch) and are 85-100cm wide (measured between the two legs).

### **Barrels**

Barrels are cylindrical obstacles made of durable material that are between 80-105cm high and have a diameter between 55-75cm.

### **Gates**

Gates are rectangular, fence-shaped obstacles 100-120cm wide and 80-105cm high. The frame of the gate is made of aluminum.

The gate net is allowed in all colors and is a closed unit.

### **Tunnels (DJFD only):**

Tunnels are tubular obstacles that the dog must walk through. The tunnels have a diameter of 60cm and a length of a minimum of 1m and a maximum of 3m. and may only be placed in a straight line.

The tunnels must be provided with anti-slip material. (at least half).

The tunnels must be fixated with at least 1 set of tunnel bags per meter.

In addition, a minimum of 2 sets of tunnel bags per 1m tunnel.

The tunnel bags must be sufficiently heavy to secure the tunnels.

### **TanGo mat (DJFD only):**

The TanGo mat is a mat made of an anti-slip material that is heavy enough so it doesn't shift.

The length is 180-200cm, the width is 90-100cm and the thickness of the mat is 1-2cm.

The TanGo mat is marked with 4 cones that have a different color than the mat. The cones are 30-45cm high. The cones are next to the corners of the mat on the long side.

If the TanGo mat needs to be secured, this must be done in such a way so the dog cannot injure itself with the fixation material.

### **Chutes(European only):**

The height of the Chute should be 90-100cm and the width is 80-100cm.

The Chute will be 1 meter long and is bottomless.

The Chute can be secured/weighted along the side walls for outdoor use when it is windy.

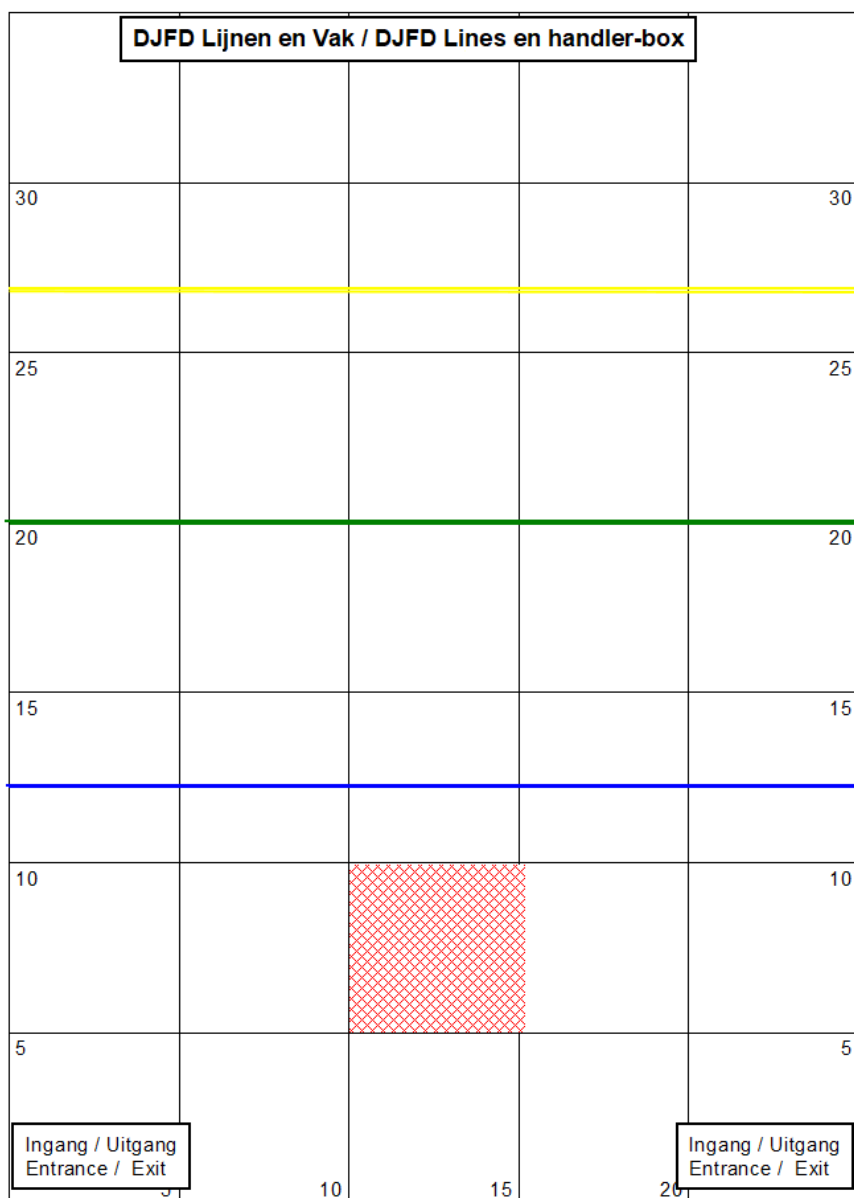


## Scoring

### Regular course and Hooper course “DJFD”

A participant starts each course with 50 points, points are reduced with faults, refusals, course faults and elimination. (see explanation of faults, refusals, course faults and elimination)

There are 3 lines and 1 handler-box in the course.



**Blue line:** is the line at the front of the field, closest to the start and finish. If you can stay behind this line, the run score x1.5 will be calculated.

**Green line:** the middle line. If you can stay behind this line, the run score x1.0 will be calculated.

**Yellow line:** the furthest line. With this line you can walk almost the entire course. If you stay behind this line, you will still have x0.5 the number of points left.

**Red Handler-Box (5x5 m):** is often laid in such a way there are several difficulties in the course. If you can handle the course from start to finish standing in the handler-box, the run score x2.0 is calculated.

If the handler leaves the handler-box while walking the course, the points are calculated for the color line where the handler was located.

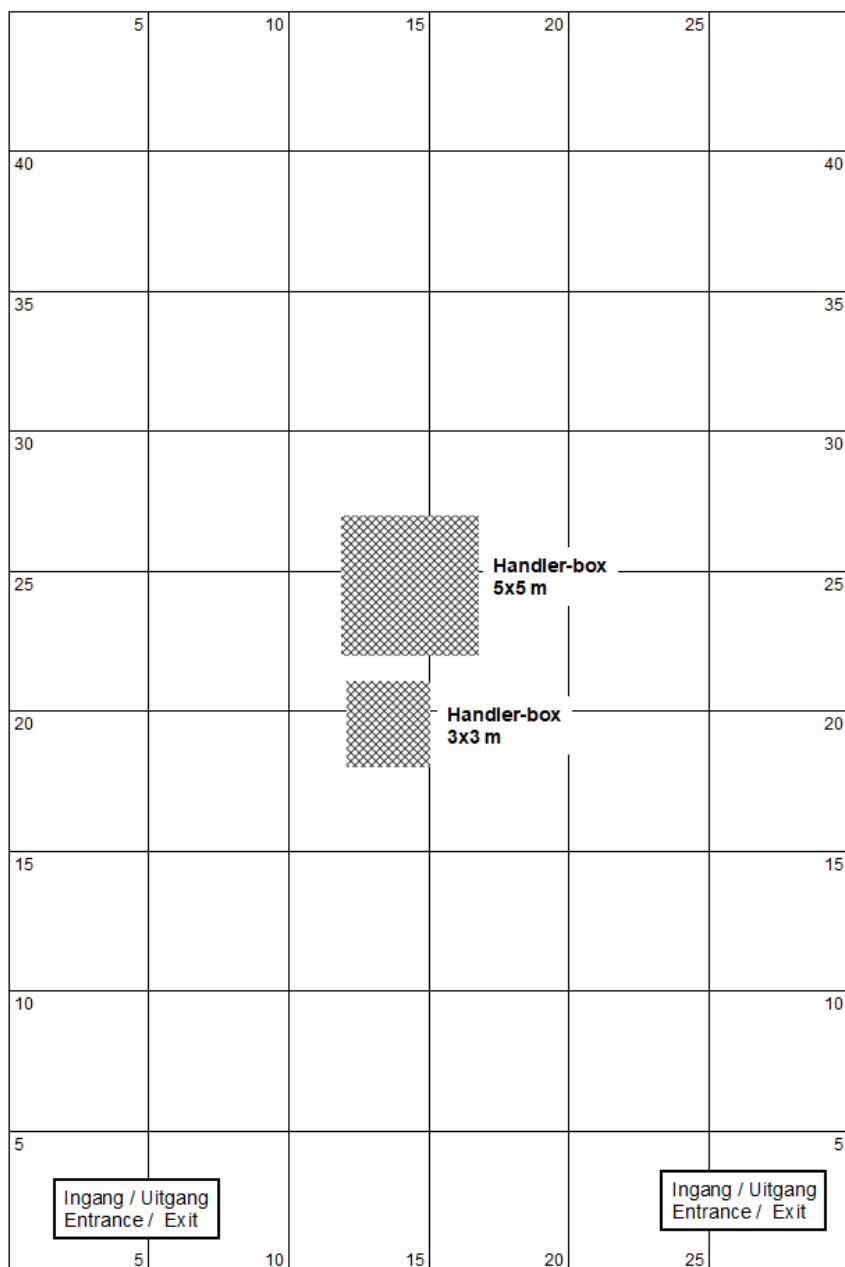
The Handler may run the entire course, up to the yellow line. Crossing the yellow line will result in an elimination. When the participant has finished, the assistant judge indicates with a colored flag up to where the handler has walked in de course (yellow, green, blue or red).





**Regular course and Hooper course “European”.**

A participant starts each course with 50 points, points are reduced with faults, refusals, course faults and elimination. (see explanation of faults, refusals, course faults and elimination).



There is 1 handler-box in the course where the handler must be placed for the entire course. If the handler leaves the handler-box after the dog has started and before the dog has finished, he or she will be eliminated. The handler is allowed to replace the dog to the start once, provided that the dog has not yet taken the starting obstacle (or any other obstacle).



## Explanations

### Fault

A fault costs the participant 5 penalty points. The following actions of the dog and/or handler are counted as faults:

- Touching dog
- Touch obstacle
- Knocking over a pile, barrel, chute or gate
- Not hitting the TanGo mat
- Not going through the cones at the TanGo mat in the indicated direction of travel  
This applies to both the “run-up” and the “run-out”

A fault is indicated by the judge by raising an open hand.

Faults may be made indefinitely until there are no more points left.

### Refusals

A refusal costs the participant 5 penalty points. The general idea behind the refusal is, the dog is able to take an obstacle but doesn't do so, or doesn't do so in a fluent way. The following situations are considered refusals:

- The passing of an the obstacle (1-1.5m), after which it is repaired and the obstacle is still taken correctly.
- Sticking a nose or paw into the tunnel, pile or on the TanGo mat, after which the dog withdraws it (applies when the obstacle that the dog “refuses” should actually have been taken).
- Walking incorrectly on the TanGo mat, after which the TanGo mat is completely repaired.
- The dog stopping on the line to the next obstacle in a course. (This concerns situations in which the handler does not consciously stop the dog but the dog for whatever reason decides not to continue walking)
- Refusing to take an obstacle indicated by the handler while the dog should take the obstacle.

A refusal is indicated by the judge by raising an open hand. Refusals may be made indefinitely until there are no points left.

### Course fault

A course fault costs the participant 20 penalty points. (DJFD), 10 penalty points (European and Team) Course faults are given if a dog skips 1 or 2 obstacles in range and the course continues at the right obstacle that should have been taken according to the numbering.

- For each skipped obstacle, a penalty of 10 or 20 points is given by the judge. So if a dog skips 2 obstacles in range, 2 course faults are also given.
- If the dog misses 3 obstacles in a row, this is an elimination.
- Gates: gates should always be taken in the logical line (as in order of the course numbering). If the dog takes the gate from the other side without being corrected, it is a course fault.
- TanGo mat: if the dog enters the mat the wrong way and this is not corrected or if the dog walks completely past the obstacle, a course fault is given.
- Tunnels, chutes and hoops: if the dog walks completely past these obstacles without being repaired, it is a course fault.
- Skipping the start or finish obstacle is also a course fault, provided the handler has the intention to let the dog take the start and/or finish.

The time then becomes the maximum course fault minus 1 second in both cases.

A course fault is indicated by the judge by raising a closed hand (fist). If it concerns a double course fault, the judge raises a fist (hand 1) and 2 fingers (hand 2).



A third course fault DJFD and a 5th course fault for European and teams results in an elimination.

### Elimination

An elimination costs a participant 50 points. The following actions by the dog and/or handler will result in an elimination:

- Given up to >50 penalty points
- Crossing the yellow line (DJFD)
- Step out of the handler-box after the dog has started and before the dog has finished. (European).
- Exceeding the maximum course time (MPT)
- The MPT is the time within the course must be completed
- For large dogs the MPT is set at 60s.
- For small dogs the MPT is set at 70s.
- Handler consciously chooses not to take the start and/or finish line
- Handler places the dog in such a way that the starting obstacle cannot be taken (For example starting at the 2nd obstacle).
- Handler stops handling / consciously calls the dog before the finish line can be taken.
- The handler starts the course with the dog in a position beyond the starting line of the first obstacle
- The dog must always be behind the starting line at the start of the course so the first obstacle can be taken directly into the logical line during the first forward movement. The starting line is the imaginary line that runs parallel to the entrance of the first obstacle.
- Handler stops the dog during the course.
- Handler visibly carrying a toy with him in the ring.
- Handler has food with him in the ring.
- Handler does not wear a starting number while running the course.
- Dog wears a harness/collar or something similar while walking the course.
- Dog leaves the ring before completing the course.
- Dog soils the ring
- Hard handling (hard handling depends on the situation, the decision whether or not to define something as hard handling always lies with the judge).

At the moment of an elimination, the judge crosses both arms in front of his chest. After an elimination, training in the ring is allowed up to the MPT. The judge will then ask the participant to leave the course.

### Example 1

At the time of starting there are 50 points.

If an obstacle is skipped during the run, this will cost 20 points, if handling took place behind the green line on the course, the result is:

50 points at the start - 20 points due to skipping an obstacle = 30 points.

Handled from behind the green line 30 points x 1.0 is a total of 30 points.

### Example 2

At the time of starting there are 50 points.

The dog waits at the start and the handler stands in the red box, if the handler manages to stay in the box for the entire round and no faults, refusals or course faults are made, the result is:

50 points at the start

Handled from the red box, 50 points x 2.0 is a total of 100 points

### Example 3

At the time of starting there are 50 points.

The dog waits at the start and the handler stands in the red box, if the handler manages to stay in the box for the whole run, but the dog receives 2 refusals, the result is:





50 points at the start - 10 points due to 2 refusals = 40 points.  
Handled from the red box, 40 points x 2.0 is a total of 80 points.

### **Competition & Final Individual**

An individual ranking will be kept during the competition. The points completed per course are added together for the total score in the rankings.

### **Final - Qualification**

The best 40% of the rankings per class qualify for the final and therefore for the battle of Champion EO Hoopers NL.

In the final, points from 2 components are taken into account to determine the ultimate winner

- Starting points: 10% of the total number of ranking points achieved (This number is rounded off)
- Result Regular course (Final course).

### **Decisions made by the judge**

The judge(s) decide during the participant's run which faults, course faults and eliminations will be given. With regard to these decisions, the following applies:

- Decisions made during a run are not reversed
- No re-inspection / results will be changed based on video material (videos, photos, etc.)

In case the regulations do not provide, the judge will decide. This decision is binding for the situation about which it is made for.

### **Register EO Hoopers individually**

Registration is open to anyone who wants to participate.

Registration takes place via a Google form, which is placed on both the EO Hoopers website and Facebook.

A form is completed for each combination

A participant's registration is only final once the registration fee has been paid

If you cancel the tournament, the registration fee will be refunded up to 2 weeks before the start of the tournament, minus €5.00 administration costs.



## Team competition

### Team participants:

A team consists of 2 participants.

Team composition has no restrictions in terms of "style" (DJFD or European), class, height or age.

A dog can only be in 1 team and 1 handler is not allowed to form a team with 2 dogs.

### Team Course

The aim of the team course is to collect points as a team.

The team course is a mix of DJFD and European style.

The judge has at his disposal:

20 hoops, 6 barrels, 4 gates.

The size of the ring: 25m wide and 35 m long.

Course length: 16-22 obstacles

Focus on distance with mainly logical lines. Some obstacle discrimination is allowed.

Some handling is permitted.

The course must be able to be handled behind the green line. Or from the handler box (5x5m).

The start of a team course must be next to the handler box.

There is a maximum course time of 120s.

If one team member is eliminated and the other team member isn't, points can still be earned for the team.

### Obstacles Team course

Hoops, barrels, gates.

### Scoring Team course.

Each team member starts a course with 50 points, points are reduced for faults, refusals, course faults and elimination. (see explanation of faults, refusals, course faults and elimination)

There are 3 lines and 1 handler-box in the course.

**Blue line:** is the line at the front of the field, closest to the start and finish.

If you can stay behind this, the run score x1.5 will be calculated.

**Green line:** the middle line. If you can stay behind this, the run score x1.0 will be calculated.

**Yellow line:** the furthest line. Behind this line you can walk almost the entire course. You still have x0.5 the number of points left.

Handler-box (5x5 m): the course must be able to be handled from the handler-box (5x5m).

The maximum obstacle distance from the handler-box is 15m.

If you manage to handle the course in its entirety (start to finish) from the box, the run score x2,0 is calculated.

**When using the handler-box, the handler must stand in the box from start to finish. If the handler leaves the handler-box while walking the course, the points are calculated for the color line where the handler was located.**

When the participant has finished, the assistant judge indicates with a colored flag up to where the handler has walked in de course (yellow, green, blue or red).

### Competition & Final Teams.

A Team ranking will be maintained during the competition. The points scored per Team, per course are added together for the total score in the rankings.

### Final - Qualification



The best 40% of the total number of teams based on the rankings qualify for the final and therefore for the battle of Team Champion EO Hoopers NL.

In the final, points from 2 components are taken into account to determine the ultimate winner

- Starting points: 10% of the total number of ranking points achieved (this number will be rounded)
- Result Team-Relay course.

## **Register EO Hoopers Team**

Registration is open to anyone who wants to participate.

Registration takes place via a Google form, which is placed on both the EO Hoopers website and Facebook.

A form is completed for each team

A team registration is only final once the registration fee has been paid.

If you cancel the tournament, the registration fee will be refunded up to 2 weeks before the start of the tournament, minus €5.00 administration costs.



## Disciplinary measures

### General

Sportsmanship and honesty is a high standard within the organization of EO Hoopers NL .

This applies to both the dogs and each other. Unfortunately, it sometimes happens that people lose sight of this and undesirable behavior towards people and/or dogs occurs. We will not tolerate this.

### Definition

Undesirable behavior is any behavior that can potentially cause physical or psychological harm to another person. We include the following – non-exhaustive – list as undesirable behavior

- Hard handling, including verbal and physical corrections of the dog in such a way that the dog is visibly affected.
- The dog shows excessively aggressive behavior towards other dogs or people.
- Verbal aggression towards fellow participants, volunteers, judges or other persons involved in the competition.
- Physical aggression towards fellow participants, volunteers, judges or other persons involved in the competition.
- Deliberately trying to influence another participant in such a way that it suffers a serious disadvantage.
- Deliberately trying to circumvent the rules with the aim of gaining a sporting advantage over other runners.

### Sanctions

- The first time undesirable behavior is observed, a warning will be given by the judge or competition director.
- The second occurrence of undesirable behavior will result in an elimination for the entire day and an official warning.
- The official warning is discussed with the participant, if possible at the competition itself.
- The third time undesirable behavior is observed, a suspension from the competition will be imposed and access to the grounds will be denied.
- Warnings and official warnings can be given to both the handler and the dog. This is always specified when issuing the (official) warning.

In all cases where the regulations do not comply, the judge or competition management will decide during the competition.

### Disclaimer:

These regulations are written and owned by EO Hoopers NL.

If the regulations wish to be used by other organizations in the future, permission must always be requested from the organization of the EO Hoopers NL ([eohoopers@gmail.com](mailto:eohoopers@gmail.com)).

The DJFD rules are written and owned by Distance Just For Dogs.