

Games Tournament at Matrix Dog, LLC

**Tuesday Evenings:
April 17, April 24, and May 1**

\$\$ Cash Prizes \$\$



9975 Wadsworth Pkwy M4, Westminster CO 80021
Indoors! Fully Matted! Air Conditioned & Heated!

Please see the end of the premium for important information on how to find us.

JUDGE:

John Fisher – Reno, NV

All breeds are eligible to play!

Any age of dog is eligible! (Use your best judgment.)

Pre-Entry Closing Date: April 10th or when entry limits are reached.

****Late entries will be accepted for an additional fee if space allows****

Any changes to your entry must be done in writing before closing!

Please email Jen@MatrixDog.com.

This is a non-sanctioned event. No registration number is required.

ENTRY LIMIT:

Approximately 40 runs (4 hours) each day.

GAMES OFFERED:

Tuesday April 17: Heads or Tails, then Mad Hatter

Tuesday April 24: Tunnels, then Speed

Tuesday May 1: Hides in a Hurry, then Distance

FEES:

Pre-Entry (until closing 4/10):

\$25 per game or all six for \$140.

Late Entry (after closing 4/10 and before the start of each game):

\$30 per game

Checks Payable To:

Matrix Dog, LLC

Send Entries & Fees To:

Jen Giacchi, 13120 Raritan St, Westminster CO 80234

Online entry at www.MatrixDog.com

All entries must be accompanied by full entry fees to be valid. A returned check does not constitute a valid entry. There will be a \$50 fee for all returned checks. No entries will be taken over the phone or electronically. Maximum of 10 dog entries per envelope.

EVENT OFFICIALS:

Chair: Natalie Nelson-Lang

Secretary: Jen Giacchi

Address: 13120 Raritan St, Westminster CO 80234

Email: Jen@MatrixDog.com

Cell: 720-523-3647 (Matrix Dog, LLC)

SCHEDULE:

Each Tuesday:

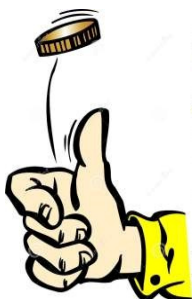
Building to open around 5pm for set up.

Briefing at 5:45pm.

Games to follow briefing.

Heads or Tails

Maximum Course Time: 2:00
Live Tubes: 4
Bedding Tubes: 2
Tunnel Structure: 2-4 turns
Bale Height: 2
Bales on Course: 35-60



Rules Summary

Have you ever worked your dog at a distance, or gotten stuck in a distance challenge? In this game, you will get the opportunity to work your dog at a distance with limited rats on course – two on the half you are on and two on the other half at a distance.

The course will be split in half with cones, and the map will be marked with heads on one side and tails on the other. The judge will flip a coin as the team enters the ring to determine which side the handler is on. The other side is a distance challenge which the handler cannot cross unless RAT is called. (Regular rat removal rules apply.) After the praise period, the competitor must immediately go back to the original side in the most direct path possible.

There is no penalty for running out of time, as long as you have correctly called at least one rat.

Scoring

- 🐾 1 point for each rat found on the same side as the handler
- 🐾 2 points for each rat found on the opposite side of the handler
- 🐾 No points for the tunnel.
- 🐾 NQ if the handler works the course while still on the “distance” side.
- 🐾 Ties broken by time.

Mad Hatter

Maximum Course Time: 2:00
Live Tubes: 10
Bedding Tubes: 6
Tunnel Structure: 2-5 turns
Bale Height: 2
Bales on Course: 35-60

Rules Summary

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.

There is no penalty for running out of time, as long as you have correctly called at least one rat.

Scoring

- 🐾 1 point per rat
- 🐾 1 point for tunneling
- 🐾 -3 points for not tunneling
- 🐾 -3 points for each incorrect call. Three strikes and you are out!
- 🐾 Double your score for a perfect run (find all rats + tunnel)!
- 🐾 NQ if no rats are found.
- 🐾 Ties broken by time.



Tunnels

Maximum Course Time: 2:00

Live Tubes: 2-3

Bedding Tubes: 0

Tunnel Structure: Multiple (2-8 of various degrees of difficulty)

Bale Height: 2

Bales on Course: 35-60

Rules Summary

Is the tunnel your dog's strong suit? Then this game is for you! There will be as many as 8 tunnel opportunities of various turns and difficulty levels, using only a few rats. The game is scored on tunneling only.

The judge will announce the turns and point values of each tunnel. Rats have no score, but can be called and removed as per the regular rat removal rules.

There is no penalty for running out of time, as long as you have done at least one tunnel.

Scoring

- 🐾 1 point per turn of the tunnel plus 1
-i.e. Straight tunnels are 1 point. Five turn tunnels are 6 points.
- 🐾 Tunnels can be taken once in each direction for points.
- 🐾 Ties broken by time.



Speed

Maximum Course Time: 30 seconds past the last rat found

Live Tubes: 4-10

Bedding Tubes: Balance of 14 tubes

Tunnel Structure: Nest with previous/next course.

Bale Height: 2

Bales on Course: 35-60

Rules Summary

In this game you will learn how to handle stress by focusing on finding rats within 30 seconds or less for each rat, and calling clear when your dog is complete.

The search area will contain 4-10 rats. The number will be determined via random number generator and disclosed at the game briefing. The number of rats will be the same for all competitors that round.

- 🐾 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.
- 🐾 You get two missed calls.
- 🐾 The game ends when you run out of time or call finish.
- 🐾 There is no penalty for rats left on course.
- 🐾 There is no penalty for running out of time, as long as you have correctly called at least one rat.

Scoring

- 🐾 No points for the tunnel.
- 🐾 The winner is the one with the most rats found.
- 🐾 Ties broken by time.

Hides in a Hurry

Maximum Course Time: 3:00
Live Tubes: 4-10
Bedding Tubes: Balance of 14 tubes.
Tunnel Structure: 2-5 turns
Bale Height: 2
Bales on Course: 35-60

Rules Summary

A points game based on speed, and similar to Mad Hatter with a twist as you don't know the number of rats on course! You also get a bonus for calling clear versus finish!

- 🐾 The search area will have 4-10 rat tubes.
- 🐾 You have 3:00 to find as many rats as possible and call finish or clear.
- 🐾 You are allowed two missed calls with penalties. Third miscall is a NQ.
- 🐾 Failure to call finish or clear before time is up is an automatic NQ.
- 🐾 The run is finished when the handler calls "Finish" or "Clear".
 - "Finish" ends your run as is. "Clear" requires you to have actually cleared the course.

Scoring

- 🐾 No points for rats called.
- 🐾 1 point for every second under time.
 - Fractions of a second round up.
- 🐾 5 point penalty for each missed call.
- 🐾 5 point penalty for each rat left on course when you call finish.
- 🐾 100 point bonus for correctly calling clear.
 - NQ for incorrectly calling "clear".
- 🐾 Ties broken by time.

Distance

Maximum Course Time: 2:00
Live Tubes: 3
Bedding Tubes: 3
Tunnel Structure: 1-3 turns
Bale Height: 2
Bales on Course: 35-60
Start Box: Replaced by a limit line - approximately 4 feet from the fence spanning the entire width of the ring.

Rules Summary

There are three rats on course and the handler must stay behind the limit line until RAT is called. Regular rat removal rules apply. After the praise period, the competitor must immediately go back to behind the limit line in the most direct path possible.

There is no penalty for running out of time, as long as you have correctly done at least one element.

Scoring

- 🐾 NQ if the handler works the course while still on the "distance" side.
- 🐾 The tunnel and three rats are the four elements for points.
 - One element is 1 point.
 - Two elements is 2 points.
 - Three elements is 4 points.
 - All four elements is 8 points.
- 🐾 Ties broken by time.

EXHIBITOR INFORMATION:

Any age of dog is eligible to compete. Use your best judgment. :)

All dogs must be on a short leash and under control while on event grounds except while showing. **FLEXI LEASHES ARE NOT PERMITTED INSIDE ANY BUILDINGS.** Electronic collars, bark collars, and head halters are not allowed to be used on the event grounds. **Dogs are required to run "naked" and should be brought into the ring with collars/harnesses/slip leads which can be easily and quickly removed and replaced.** Prong collars are not allowed in the ring.

There is **NO SMOKING** in this facility or on the grounds. Please pick up after your dog and dispose of waste in appropriate containers outside the building.

The event will be held indoors, on matted concrete. There is heating and cooling in the building but please dress appropriately for the outside weather. Please feel free to bring fans, power strips, extension cords, etc.

There will be crating space available inside the building but please make sure your crate is secure as the dogs may be highly excited. Disruptive dogs will have to be crated outside of the covered event area. If your dog cannot handle other dogs or people walking past their crate, plan to crate outside the event area. Please bring adequate shade.

Bitches in season are eligible to compete but will be required to be kept separate from all other dogs and will be run at the end of their class and must wear pants. If bringing a bitch in season, please inform the event secretary prior to the event and inform all exhibitors at the judge's briefing.

Any entries pulled prior to pre-entry closing will be refunded minus any PayPal/Transaction fees. Any entries pulled after pre-entry closing will only be given a refund (minus a \$5 administrative fee) provided a) there are entries on the waitlist that can take your spot or b) in the case of injured dogs, in which case a veterinary note may be required. **Requests for refunds must be made before 7am on the day of the event.** Entry fees will not be refunded in the event that a dog is absent, disqualified, excused or barred from competition by action of the Event Committee.

Every attempt will be made to hold this event as scheduled. In the event of an "act of God" such as flood or fire, or civil disturbances or any other causes beyond the control of the organizing committee, the event may be canceled. We will make every attempt to contact entrants and inform them of the cancellation. Any refund of entry fees due to this will be made at our discretion.

There are numerous fast food restaurants in our complex and within 10 minutes of the event site.

There are indoor restrooms at the site.

IMPORTANT: Only soft or metal crates are allowed - no x-pens. If the weather is nice, you can crate out of your car. All crates **MUST** have a tarp/blanket/towel/mat underneath them, between the crate and the matted flooring. Please be careful about water/food/etc spillage on the mats.

RV CAMPING:

Dry camping for RVs is available on site. There are no hook-ups (unfortunately, yes, this also means no electric). It's just a huge parking lot. :)

Permits will be issued – please email Jen@MatrixDog.com to reserve your space.

Parking is at your own risk.

PET FRIENDLY HOTELS:

Visit www.MatrixDog.com and click on the "Pet Friendly Accommodations" link for information on local places to stay!

IMPORTANT DIRECTIONS TO EVENT SITE:

Matrix Dog, LLC: 9975 Wadsworth Parkway M4, Westminster, CO

From Wadsworth, turn into the complex with the King Soopers. Take an immediate left after pulling in and go around back of the "Snappy Nails" building. We are "walk-out basement" level next to the open space!

Please do **NOT** park directly in front of the other units or block the garage bay doors.

Call 720-523-3647 with questions.

Visit www.MatrixDog.com/location for more information and a map.