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Skill Divisions

Shadow Skills

Teams perform a numbered course with the dog shadowing their handler. Dogs work on both sides of their handler performing a variety of twists, turns and side changes.

No Need for Speed Obstacle Skills

Teams perform a numbered course comprised of a variety of obstacles to be performed in sequence without the component of speed.

Sniff It

Teams participate in variety of activities with scent work as the primary component.

Quarry Quest

Dogs search a ring full of a variety of obstacles and surfaces for Quarry identified by scent.

Dog Ball

Dogs maneuver a ball through a course with their nose as directed by their handler.

Water Skills

Teams perform a sequence of exercises with the dog swimming at their handler's side. A steward will direct the handler by calling out course information.

Agility

Teams perform a variety of classes that involve executing a course of equipment with speed.

Instructors

Wag It Games offers a 3 Tier Instructor Program. Only certified Wag It Games Instructors are eligible to teach Wag It Games. Information on becoming an Instructor as well as a listing of all Wag it Games Instructors may be found on our website.

Eligibility

- Dogs must be registered with Wag It Games to enter a trial. Dog registration forms are available on our website www.wagitgames.com.
- Purebred and mixed breed dogs over six months of age are welcome to participate.
*Dogs must be 15 months of age to participate in agility.
- Dogs that exhibit signs of pain, discomfort or illness may not participate.
- Dogs with bandages or stitches may not participate.
- Dogs in estrus may not compete or be present on the grounds.
- *Safety First; Dogs under warning in any venue must submit a report for review. Dogs that have been banned in any other venue are not eligible for registration.*

Disabled Dogs

Temporary limitations: Dogs with temporary conditions that limit their ability to fully perform any exercise as required may submit an Exercise Adjustment Application to the judge prior to the class briefing. The judge will review the adjustments and notify the handler of the adjustment status prior to the start of the class. Exercise Adjustment Applications must be submitted for each class the dog participates in. Exercises may only be moderately adjusted and no exercises may be omitted. Exercise adjustment forms will be available at the trial and are posted at www.wagitgames.com.

Heart Dog Status: Wag It Games offers a special division for dogs with a permanent disability that significantly restricts their ability to perform exercises as described. This program enables dogs with limitations such as paralysis, missing limbs, deafness and blindness to participate. If approved, a Heart Dog certificate will be issued defining personalized modifications and scoring guidelines for that dog. The handler will submit this certificate with every trial entry. Each officiating judge will score the dog based on the certificate guidelines. Heart Dogs do not compete for placements but may earn qualifying scores and points as well as titles. Titles will have Heart Dog indicated after the title name. Heart Dog applications are available at www.wagitgames.com. (Heart Dog certificates may be amended to meet the dog's needs by submitting a new application for review.)

Disabled Handlers

Motorized scooters, wheelchairs and mobility-assistance devices such as walkers and canes are allowed.

Temporary limitations: Exhibitors with temporary conditions that limit their ability to fully perform any exercise may submit an Exercise Adjustment Application to the judge prior to the class briefing. Approved adjustments will define performance criteria and scoring for a trial day. Exercises may only be moderately adjusted and no exercises may be omitted. Exercise adjustment forms will be available at the trial and are posted at www.wagitgames.com.

Extraordinaire Status: Wag It Games offers a special division for handlers with a permanent disability that significantly restricts their ability to perform exercises as described. Applications for this status are submitted to Wag It Games for approval. Approved Extraordinaire handlers will be issued a certificate listing personalized modifications and scoring guidelines. The handler will submit this certificate with every trial entry. Each officiating judge will score the dog based on the certificate guidelines. Extraordinaire handlers do not compete for placements but may earn qualifying scores and points as well as titles with Extraordinaire indicated after the title name. Forms are available at www.wagitgames.com. (Extraordinaire certificates may be amended to meet the handler's needs by submitting a new application for review.)

Leashes & Collars

Collars/Harnesses

Dogs must wear flat buckle, snap or limited slip (martingale) collars. No type of training or correction collar including, but not limited to choke chains, prong collars and head halters, may be used. Standard harnesses are allowed but may not be designed to reduce pulling. Tags may be worn. Shock collars are not allowed on the show grounds.

Leashes

Leashes must be made of leather, fabric or cord. They may have embellishments such as beading. Retractable leashes are not allowed in the ring or on show grounds. **Dogs must enter and leave the ring on leash.**

Harsh Corrections

Harsh corrections are not allowed in the ring or on the grounds. A harsh correction is one that results in a strong negative response from the dog or offends the sensibility of the judge. In the event harsh corrections are observed and depending on the severity, a warning may be issued or the parties involved may be asked to leave the grounds. An incident report on such occurrences will be submitted to Wag It Inc for review.

Class Levels

Novice, Entry level

Skilled, Intermediate level

Proficient, Advanced level

Dogs may enter in any level at any time. If you have trained it you can play it.

Handlers may enter one or all levels simultaneously. Advanced titles are only earned after completion of all class level titles.

Class Divisions

A Class: For dogs that have not yet earned their class level title.

B Class: For dogs that have earned their class level title and are working on championship titles.

Trials

Trial Hosts

Trial hosts may be a club, individual or business. Trial applications are available at www.wagitgames.com

Wag It Games encourages small trials but welcomes larger events. Trials may range from an evening trial of a single Skill Division or several divisions offered over multiple days.

Judges

All Master Level Instructors are eligible to judge. We are seeking additional judges. Those with experience judging in other venues may be eligible. Please contact Wag It Games for additional information.

Entering a Trial

Hosts will provide trial premiums which will include all trial information and entry forms. Entries are made through the trial hosts.

Ring Specifications

Ring size: Ring dimensions vary and are listed in each individual Skill Division.

Surfaces: Trials may be held indoors or out. Safe footing must be provided.

Fencing and Gates: Ring fencing will be a minimum of 2 feet high and a maximum of 6 inches off the ground.

Ring Gate Policy

Ring gates will be closed during all performances.

No dog will enter the ring until the previous dog has left the ring.

Distractions

*The trial setting is full of smells, sounds and other distractions. Exhibitors should prepare their dogs for the trial environment.

Briefings

A judge's briefing will precede each class.

Walk Throughs

Shadow Skills, No Need for Speed Obstacle Skills and Agility classes will be preceded by a 10-minute walk through to allow competitors to become familiar with the course. The judge will be available during this time to answer questions. Only those entered in a class may participate in walk throughs.

Placements and Ties

Participant placement and tying performances vary and are described in each Skill Division

Ribbons

Ribbon ceremony

A ribbon ceremony will follow each class.

Required Ribbons

Hosts are required to offer qualifying ribbons for each participant earning a qualifying score.

Hosts are required to offer placement ribbons for First –Third places.

Additional placements and awards may be offered at the host's discretion

Safety First

Personal space: Handlers should be observant of their dogs at all times and not put pressure on other dogs by greeting, sniffing or encroaching on another dog's personal space.

Safety and aggression: In the event the host or officiating judge or official feels that any dog or handler's behavior threatens the safety of the show grounds, they will be directed to leave the show grounds.

Unsportsmanlike behavior: In the event the host or officiating judge or official feels that any person is acting in an unsportsmanlike manner, they may be directed to leave the grounds.

*In the event a safety, aggression, threatening or unsportsmanlike situation occurs a report will be submitted (by all acting officials) to Wag It Games for review.

Participant Feedback

It is our goal to offer the best events possible. We would love to hear from you about your experiences both positive and negative.

Titles

Titles are available in each Skill Division

Regular and Video Qs may be combined. The category in which 50% of Qs are earned in designates the title.

Examples; 3 or more Qs earned in regular trials have a regular title, 3 Qs or more earned via video will include a V.

Shadow Skills, No Need for Speed Obstacle Skills, Sniff It, Dog Ball, Quarry Quest, Agility & Water Skills

Please see individual skill divisions for details regarding title heading suffixes.

Heart Dog Titles have a H after the title prefix. Example Wag 1H Shadow Skills

Please see individual skills division scoring rules for what defines a qualifying score.

Title	Qualifying Scores Required	Regular Titles Require 50% Q's earned in person	Video Titles Require 50% Q's earned via video trials
WAG 1	5 Novice Q's	3 Q's minimum	3 Q's minimum
WAG 2	5 Skilled Q's	3 Q's minimum	3 Q's minimum
WAG 3	5 Proficient Q's	3 Q's minimum	3 Q's minimum
Advanced Titles			
WAG-CH (Wag Champion)	Requires Wag 1,2,3 plus 3 additional Q's at each level	9 Q's Wag 1,2,3 with 5 Q's in person trials	9 Q's Wag 1,2,3 with 5 Q's in video trials
WAG-M (Wag Master)	Requires Wag 1,2,3,CH plus 3 additional Q's at each level	9 Q's Wag 1,2,3, CH with 5 Q's in person trials	9 Q's Wag 1,2,3, CH with 5 Q's in video trials
U-WAG (Ultimate Wag)	Requires Wag 1,2,3, M plus 5 additional Q's at each level	15 Q's Wag 1,2,3, M with 8 Q's in person trials	15 Q's Wag 1,2,3, M with 8 Q's in video trials
V-WAG (Versatile Wag)	Any of three WAG-CH in: Shadow, Obstacles, Agility, Water, Sniff It, Quarry Quest or Dog Ball		
Bronze, Silver, Gold & Platinum Awards			
May be earned in each level. Example; Wag It Bronze Sniff It Search Novice			
WAG IT Bronze	25 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division		
WAG IT Silver	50 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division		
WAG IT Gold	75 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division		
WAG IT Platinum	100 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division		