

Wag It Games Quarry Quest Novice

Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
1 minute warning will be given if team is still working.		
Note hiding location:		

Trial 2		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
1 minute warning will be given if team is still working.		
Note hiding location:		

Course Requirements

Six containers – All at ground level.

One will contain Quarry Wool. One will contain Imposter Poly. Four will be empty.

Containers must be easily accessible but are not required to be completely visible.

Performance

The handler and dog will face away from or be out of view of the ring while the containers are being placed.

The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction.

The handler will raise a hand when they feel their dog has successfully found the Quarry.

*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

* Handlers may reward their dog with food, verbal praise and or touch rewards after each find.

Qualifying: To qualify the handler must indicate one correct find within the course time.

Placements: Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements

Non-Qualifying Performances: The team will be disqualified for:

- Directing the dog in any specific direction or toward any object.
- Handler raises their hand to indicate a find that is incorrect.
- Placing food on the ground.
- Entering or exiting the ring with the dog off leash.

Excusals: See rulebook

Wag It Games Quarry Quest Skilled

Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1		
Judge:		
Class A/B/J		
Time	Q/NQ	Placement
Max Time: 3 Min		
1 minute warning will be given if team is still working.		
Note hiding location:		

Trial 2		
Judge:		
Class A/B/J		
Time	Q/NQ	Placement
Max Time: 3 Min		
1 minute warning will be given if team is still working.		
Note hiding location:		

Course Requirements

Six containers. - Three containers at ground level. Three containers will be placed not to exceed 6 inches above the ground. One will contain Quarry Wool. Two will contain Imposters. Three will be empty. Containers must be easily accessible but are not required to be completely visible.

Performance

The handler and dog will face away from or be out of view of the ring while the containers are being placed. The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise a hand when they feel their dog has successfully found the Quarry.
 *The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.
 * Handlers may reward their dog with food, verbal praise and or touch rewards after each find.

Qualifying: To qualify the handler must indicate one correct find within the course time.

Placements: Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements

Non-Qualifying Performances: The team will be disqualified for:

- Directing the dog in any specific direction or toward any object.
- Handler raises their hand to indicate a find that is incorrect.
- Placing food on the ground.
- Entering or exiting the ring with the dog off leash.

Excusals: See rulebook

Wag It Games Quarry Quest Proficient

Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1		
Judge:		
Class A/B/J		
Time	Q/NQ	Placement
Max Time: 3 Min		
1 minute warning will be given if team is still working.		
Note hiding location:		

Trial 2		
Judge:		
Class A/B/J		
Time	Q/NQ	Placement
Max Time: 3 Min		
1 minute warning will be given if team is still working.		
Note hiding location:		

Course Requirements

Six containers. - Two containers at ground level. Two containers will be placed not to exceed 6 inches above the ground. Two will be placed at a height not to exceed six inches above a stable surface the dog can stand on such as a plywood platform.

Two containers will contain Quarry Wool. Two will contain Imposters. Two will be empty.

Containers must be easily accessible but are not required to be completely visible.

Performance

The handler and dog will face away from or be out of view of the ring while the containers are being placed.

The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction.

The handler will raise a hand when they feel their dog has successfully found the Quarry.

*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

* Handlers may reward their dog with food, verbal praise and or touch rewards after each find.

Qualifying: To qualify the handler must indicate two correct finds within the course time

Placements: Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements

Non-Qualifying Performances: The team will be disqualified for:

- Directing the dog in any specific direction or toward any object.
- Handler raises their hand to indicate a find that is incorrect.
- Placing food on the ground.
- Entering or exiting the ring with the dog off leash.

Excusals: See rulebook