

Rules of the Games

1. All dogs should be on leash and under control.
2. Please clean up after your dog.
3. Pre-registration is required. Registration booth will be open at 10 am.
4. Judges decisions are final.
6. Professional dog trainers may enter as exhibition only and do not qualify for prizes.
7. Youth—age 13 and under as of Sept 20, 2009.

This is a free event
**with prizes donated
by local
businesses.**

Schedule of Events

Sunday Contests ???

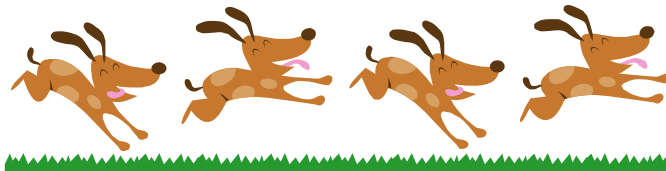
Sunday Games ????

Thanks in advance to
the organizers of these
events:

Boundary Agility
Group

Kathy's Dog
Training

Grand Forks BC



S E P T E M B E R
2 0 , 2 0 0 8

PASS
CREEK FAIR
DOG
CONTESTS
AND
GAMES!

PASS CREEK
FAIRGROUNDS



Contests

Prizes awarded for 1st to 3rd place in both Adult and Youth Categories

DOG/OWNER LOOK ALIKE:

Our panel of judges will decide which pair looks the most alike. Props are allowed.

COSTUME CONTEST

Judges will decide placements based on originality, intricacy of costume, suitability and just genuine cuteness.

BEST TRICK

You may choose only two of your finest tricks to demonstrate to the judges. You will be judged on performance, originality and cuteness!



LONGEST TAIL or EARS

Measured from base to tip excluding hair!

SHORTEST/TALLEST DOG

Height is measured at the dog's withers



GAMES

First to Third Place awarded in Youth and Adult Categories. Games may be changed subject to time constraints and whims!

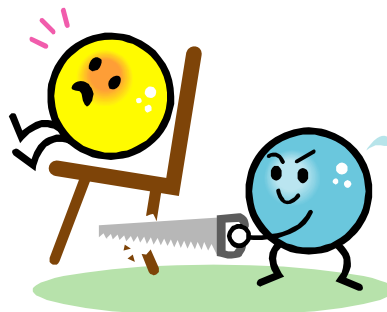
RECALL RACE

This race will be run in heats of 4 participants. Participants must leave their dogs in a sit or down/stay at the starting line. Handlers may call their dogs as soon as the handler crosses the finish line. Dogs that get up or follow must be placed back at the starting line in their original position before the handler can begin again. Dogs that do not stay in their own lane will be disqualified. Youth handlers may use a holder for their dogs at the start line. Winners of each heat will compete to establish a final winner.



MUSICAL CHAIRS

This is just like the game that we played as kids. Chairs are arranged in the middle of a large square. Handlers must walk their dogs around the exterior of the square. When the music stops, handlers must leave their dogs in a sit/stay (with all paws outside the square) and sit in one of the chairs. If their dog stands up or lies down, the handler must go back to the dog to correct its position. The last one without a chair is eliminated and we proceed to round 2 minus one of the chairs.



LET'S GO SHOPPING

Participants line up at the start line. When the whistle blows they must dress their dog in a minimum of three items of clothing. Once dressed the team must proceed to the far end of the course to "shop" for groceries. Dogs should be in a sit position at the far end of the course while the handler collects at least four grocery items in a bag. The team must race back to the start line to complete the race. Note: the course may be littered with distractions such as balls, dog cookies etc. If the dog picks up or eats the distractions they must go back to the start line and try again. Excessively tight leashes (or dragging the dog) will be marked by the judges with a scarf which the handler must add to the dog's attire before continuing with the race.

HOT DOG CATCH

Handlers stand behind a line and toss bits of hot dog to the waiting pooch. The dog may be sitting or standing behind a line 5 feet away from the handler. The dog must catch as many as possible within a one minute time frame. Participants are allowed one practice throw. Hot dogs must be caught in the air—pieces picked up from the ground do not count! Handlers may toss multiple pieces.

