



Rules and Policies

Version 6.1.19

**K9 Super Wall™ is a wholly owned subsidiary of:
K9 Super Wall™ Entertainment, LLC**

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Event Description

K9 Super Wall™ is a Team competition to determine which team's canine can run, jump, and climb over the K9 Super Wall™ to achieve the highest height of a round/trial of competition.

Scoring is based on height. The canine will jump from the ground up and over the wall and grab an object or toy from the Caller holding the object. The Team that achieves the highest height wins, or conquers the Super Wall.

Rules & Equipment Specific to K9 Super Wall™

1. General Rules:

- (a) Lead/Leash – 6' maximum length. Retractable leads/leashes are not permitted.
- (b) All teams must remain 8' (2.4 meters) behind the start of the canine runway.
- (c) All canines must be 8' (2.4 meters) apart in distance at all times while in the competition area. A verbal warning will be issued if this rule is not followed.
- (d) Only the canine competing on the runway may be off-leash; the canine must be re-leashed before returning to the competition area and must stay clear of the next competing canine.
- (e) Canines must potty/toilet in the designated area; any pottying/toileting in the designated competition area will result in loss of scores & awards/purse from that event; or the team can elect to pay a \$100 penalty to retain their event scores & any applicable awards/purse.
- (f) Canines must attempt every height once they have entered the competition round/trial until they have either achieved two (2) Faults or they are the winning canine of that round/trial.
- (g) Prong collars; choke collars; check chains; e-collars are not permitted in the competition area.
- (h) Martingale collars, flat buckle collars, and Muzzles may be used.
- (i) Harnesses may be used at the discretion of the judge.
- (j) Body suits may be used.
- (k) Any abusive or mis-treatment of a canine will result in disqualification from the event and the Handler will be asked to leave the event.
- (l) If a judge determines that a canine is unsafe to other competitors, judges, secondary safety catchers or the general public, the team will be directed to withdraw from the competition.

2. Teams:

- (a) Number of teams will be limited as follows:
- (b) National Events: up to 50 Teams per round/trial.
- (c) House League Events (Local Events): up to 30 Teams per round/trial. (TBD by Local Event Organizer)
- (d) A Team shall consist of a Handler and one Canine. The Handler will release the dog and default to the primary "Catcher" position. Each Team is required to provide a "Caller" who is the object/toy holder for each round of competition in which they participate. The Caller will stand on the Human platform behind the wall.
- (e) In the case of a Handler that is physically unable to be the primary Catcher, they can supply a designated Catcher for their round(s)/trial(s).
- (f) Team Rankings will be tracked by Handler Full name & Dog call name. (*i.e.*: David Graham & Ned)
- (g) In addition to each team's primary Catcher, K9 Super Wall™ provides up to two (2) additional front of wall safety Catchers once the wall reaches 6' (183 cm) in height during competition.

3. Object/Toy:

- (a) The object/toy to be used is a choice of the Team.
- (b) The object is suspended by the Caller above and behind the wall. The object/toy must be held in the hand of the Caller, and not on an extender.
- (c) The object must be held on the backside of the top edge or surface of the wall and cannot hang over or under the top edge of the front side surface of the wall.
- (d) A Caller cannot touch the front face side of the wall for any reason during competition. A verbal warning will be issued in this case.
- (e) If the Caller drops the object/toy over the top edge or front facing side of the wall, the team will receive a "Fault".
- (f) The Caller may not assist the canine over the wall in any way, including pulling of the object/toy while in the canine's mouth.
- (g) The object/toy can be food based; however, it cannot be a live animal or dead carcass/piece of an animal.

4. Start Heights:

- (a) Teams must select their start height during the Judge's Briefing or 15 minutes prior to the start of the competition round/trial.

- (b) The starting height for practice or of a Competition round/trial will begin at a minimum of 130 cm (51.5 inches) for the **Novice Division**.
- (c) The starting height for practice or of a Competition round/trial will begin at a minimum of 184 cm (72 inches) for the **Jackaroo Division**.
- (d) The starting height for practice or of a Competition round/trial will begin at a minimum of 228 cm (90 inches) for the **Ringer Division**.
- (e) The starting height for practice or of a Competition round/trial will begin at a minimum of 273 cm (107.5 inches) for the **Boss Division**.
- (f) The starting height for practice or of a Competition round/trial will begin at a minimum of 318 cm (125 inches) for the **Champion Division**.
- (g) To conquer the wall a team must successfully climb the height of 396 cm (156 inches / 13'). A team that achieves this is crowned King/Queen of the K9 Super Wall™.

5. Starting Line:

- (a) Handler must position their canine's front paws forward of the twenty 16' 4" line / 5-meter Line.

6. Climbing Wall Apparatus:

- (a) Human Platform – must be 48" off the ground, and must be 5' W x 4' D. Must have safety railings on both sides.
- (b) Launch Pad – Base of the Front side of the wall must have 3/4" (2 cm) thick plywood & minimum 1 cm thick rubber affixed to the surface running 48" up from the ground.
- (c) Boards – all boards must be 3.5" (8.9 cm) in height and 1.5" (3.8 cm) thick.
- (d) Canine Runway – the in-run surface must be 6' (1.8 m) wide and 20' (6.1 m) long and be made of non-slip turf.
- (e) Infield - the front of the starting line shall be marked at 16'4" (5 m) and the canine runway's out of bounds side lines must be 5' (1.52 m) apart.
- (f) Max height – the climbing wall towers shall stand at 14' (427 cm), but the wall at its max height can only be 396 cm (156 inches / 13').
- (g) Blinder Wings – the side blinder wings must be a minimum of 4' (1.2 m) wide by 8' (2.4 m) tall and be non-passable. (*scrim or solid banners may be used to make this area non-passable*)
- (h) Canine Landing Deck – shall sit 18" (45 cm) down from the top of the wall, with a base of 36" (90 cm) wide by 18" (45 cm) deep.

Competition Flow

1. A Team will be allowed up to two (2) attempts to achieve a successful climb. A failed attempt will be recorded as a "Fault".
2. From the time the Team steps onto the competition surface, they will have "up to" 10 seconds to release the canine. Failure to begin the climb within 10 seconds will be recorded as a Fault.
3. The increment at which the wall top edge surface is raised during competition will be 9 cm (3.5 inches). *The tolerance of difference between Imperial and Metric measurements of cm to inches will be 1.25 cm or .5 inch rounded up or down.*
4. Two total Faults, regardless of the height(s) at which each Fault occurs, disqualifies the Team from further jumping in that round/trial. The team's highest successful Climb height in that round/trial will be their recorded score for that round/trial.
5. If a Catcher or Caller assists the dog over the wall in any way, it will be considered a "NO CLIMB", and the Team will receive a Fault.
6. Upon a team's 1st failed attempt at the current height, the team must return to the start line immediately for a second attempt at that height, unless this failed attempt is their 2nd Fault of the round/trial in which case the team will be finished competing in that round/trial.
7. During a qualifying round/trial, competition ends once all teams have acquired two (2) total consecutive Faults at any given height. In the case of one remaining team still jumping, that team is permitted to continue jumping until it has acquired two (2) total Faults.
8. If the Handler or Event Manager determines that the remaining sole jumping canine is too fatigued to continue in that round/trial, then the Handler or Event Manager may pull that team from continuing in that round/trial.

Scoring Procedures and Resolving Ties

1. Scoring:
 - (a) Scoring will be based on one (1) factor: the canine successfully climbing over the top edge or surface of the wall to the landing platform, without a Fault during the attempt.
 - (b) A successful climb is defined as the canine's front paws arriving on or past the canine landing deck. The canine is NOT required to carry the object/toy in its mouth on to the landing deck. A successful attempt is called a "CLIMB" and is scored as "Ok".
 - (c) If the canine's paws go out-of-bounds on the Runway after being released by the Handler and prior to achieving a successful climb, then the team's attempt will be recorded as a Fault.
 - (d) A failed attempt is defined as the canine falling short of getting the canine's front paws arriving on or past the canine landing deck. A failed attempted is called a "NO CLIMB" and is scored as a "Fault".

- (e) All scores are the final determination of the official K9 Super Wall™ Judge.
 - (f) The Team's highest climb height achieved during the qualifying round/trial will be utilized as the final recorded score for the team in that round/trial.
2. Ties: If there is a tie in K9 Super Wall™ in relation to determining the top 6 teams to advance to the Finals;
- (a) The number of Faults over the combined Qualifying rounds/trials from that event will be counted; and the team with the higher number of Faults advances to the Finals.
 - (b) If there is still a tie after the count of overall Event Faults, then the team with the lowest Fault height of their combined qualifying rounds/trials, will not advance to the Finals.
 - (c) If a tie still exists, then the canine with the shortest physical height (*measured at the withers*) will advance to the Finals Round.
 - (d) If a tie still exists, then the tied teams' overall rankings (*not event rankings*) will be taken into account, and the highest overall ranked team will advance to the Finals.

Divisions, Classes, Awards, Titles and Rankings

1. Divisions:

K9 Super Wall™ has developed Divisions to allow Dogs to be competitive at their current level of climbing ability and work toward additional milestones in advancement.

Division	Climb Height
Novice	130 cm to 175 cm 51.5 in to 69 in
Jackaroo	184 cm to 219 cm 72 in to 86 in
Ringer	228 cm to 264 cm 90 in to 104 in
Boss	273 cm to 309 cm 107.5 in to 122 in
Champion	318 cm to 417 cm 125 in to 164 in
King / Queen of the Wall	396 cm 156 in /13 ft Conquered the Wall

2. Classes:

- (a) Joey – A canine that is 35 cm (14 in) or shorter at the withers.
- (b) Open – A canine that is 1 year to 8 years of age.

(c) Codger – A canine that is 9 years of age or older.

(d) Professional – Canines training or titled in Schutzhund; Working or formerly active Military or Law Enforcement canines. (Event Host may determine to hold a "Special Competition" for this Class and will post the notice accordingly)

3. Awards:

(a) Monetary/Purse Prizes

- i. The top 3 Overall Teams & the Top Joey will split 50% of the Event Registration income, as follows:

Placement	Amount
First Place	50%
Second Place	30%
Third Place	10%
Top Joey	10%

- i. Monetary prizes shall not be altered in their breakdown for any event without the expressed written consent of K9 Super Wall™ management.
- ii. K9 Super Wall™ House Leagues may offer a different prize purse for their Events with the expressed written consent of K9 Super Wall™ management. Any approved variance regarding the prize purse will be posted on the Event Information Page on the K9 Super Wall™ website.
- iii. All monetary prizes or awards shall be awarded to handlers of the dogs only at the event.

(b) Finals Awards

- i. Finals Placement awards will be awarded to the Top 3 Overall Teams.

(c) Other Awards

- i. All teams that compete at a K9 Super Wall™ Event and do not make Finals, shall receive an Event Competitor Award. Awards will not be mailed post event.
- ii. K9 Super Wall™ may allow non-cash gift bags as other awards for competitors from sponsors, hosts, or accredited or Sanctioned House League Hosts, depending on availability. Such prize structure shall be posted on the K9super Wall event Page and at the Registration area.
- iii. K9 Super Wall™ Sanctioned House League Hosts may offer other awards for their Events (i.e. gift baskets, gift cards). Sanctioned House Leagues are encouraged to promote the "other awards" on the Event Information Page on the K9 Super Wall™ website and must include any variance in writing on the Event Request Form.

4. Titles:

- (a) In order to qualify for earning a title a team must hold an active K9 Super Wall™ Worldwide Membership.
- (b) Within each sanctioned K9 Super Wall™ Event, a Team can secure one leg toward a title based on their Highest Climb in each of their qualifying rounds/trials or Finals Round.
- (c) Earning a Title: K9 Super Wall™ titles are earned by accumulating three (3) legs within one division at a sanctioned K9 Super Wall™ Event.
 - i. Once a title has been earned, the Team may be referred to by the Title they have earned, and the appropriate initials can be added to the end of the dog's name.
- (d) Additional Titles: A team may, over the course of competitions, earn legs in more than one division.
 - ii. A more advanced title shall be awarded upon completion of three (3) legs in a higher division.
 - iii. If a Team earns a Division Title or moves up to a more advanced division, the change shall not be in effect until the close of the event in which it was achieved.

5. Worldwide Rankings:

- (a) Teams who hold a valid World Membership and achieve a minimum of three (3) qualifying "Climbs" from sanctioned K9 Super Wall™ competitions, shall be ranked against all other Worldwide Membership Teams competing in K9 Super Wall™ sanctioned events annually. (January 1 to December 31)
- (b) The ranking will take into account an average of the top 3 "CLIMB" heights each Team receives during the ranking period.
- (c) Worldwide rankings shall be reset each year at the completion of the K9 Super Wall™ Season. The season runs from January 1 - December 31st.
- (d) Rankings shall occasionally be used as qualifying criteria for Special events. Should this be the case, K9 Super Wall™ shall announce the details on the Event Information Page.
- (e) Rankings may be used for annual Awards purposes.

Explanation of Terms

1. Refusal:

- (a) When the dog balks at or touches the wall but does not ascend. The team is then granted

one 10 second reset and attempt that height again. (only one reset per attempt)

2. Fault:

- (a) An attempted but failed climb after ascending the wall, where the canine comes back down the front side of the wall to the Catchers.
- (b) When a canine, runs outside of the boundary lines of the runway.
- (c) If the Caller drops the object/toy off the front facing side of the wall.
- (d) If the Caller or the Handler/Primary Catcher assists the dog over the wall before the canine's front paws touch or pass the Canine Safety Deck.
- (e) If a team receives two (2) verbal warnings in reference to breaking any safety rules during competition.

3. Climb:

- (a) When the canine successfully ascends the wall and touches or passes the Canine Safety Deck.