



Rules



1. General

1.1 General information

"The Edelweiss Challenge" 2023 takes place over three days, from January 5 to 7, 2024. Registration is only possible for the three days of competition.

1.2 Structure

The days are organized as follows:

Friday

Agility 1, Agility 2, Agility 3 Jumping 1, Jumping 2, Jumping 3

Saturday

Jumping 1, Jumping 2, Jumping 3 Who can beat the judge ? – soft : for grades 1 et 2 Who can beat the judge ? – expert : for grades 3

Sunday

Agility 1, Agility 2, Agility 3 <u>Finals</u>

2. Runs

2.1 Who can beat the judge ?

Who can beat the judge is an Edelweiss Challenge game. It consists of an agility course. The aim of our judges is to offer a challenging course. No ranking will be established for this event, but all teams achieving a clear run or getting a maximum of 5 penalty points will receive a prize. Two levels :

- Soft : for grades 1 & 2
- Expert : for grades 3

2.2 Qualifying races

All weekend's Agility and Jumping runs are qualifiers for the final.

3. Qualifications

The top 10% of each qualifying event (Agility 1, Agility 2, Jumping 1, Jumping 2) of the teams that took part qualify for the final. If a team has already qualified in a previous run, the next-ranked team in the second run will take its place. (First jumping = Team X qualifies, second jumping = Team X qualifies a second time -> the next team is repeached in the second run).



4. Final

The final consists of a single agility run common to all classes. A ranking will be established for all classes in each category.

4.1 Election of winners

Based on the final standings, the winners of the Edelweiss Challenge will be elected:

- A small podium (grades 1,2,3 combined)
- A medium podium (grades 1,2,3 combined)
- An intermediate podium (grades 1,2,3 combined)
- Large podium (grades 1,2,3 combined)

5. Helpers

By registering, each participant has agreed to be asked to help out during the event. A schedule will be drawn up according to the class(es) in which he/she is participating. Each participant is expected to be present at the time indicated, and to be actively involved in the position assigned to him/her.

5.1 Postes

- <u>Field helper :</u> He takes care of reassembling the bars, putting all the obstacles back in place, and ensuring the safety of the obstacles for the dogs (example: tunnel bag).
- <u>Chrono/leash</u>: He's in charge of keeping track of each participant's time with a manual stopwatch, as well as bringing the leash and toy to the end of the course. He also helps pull up the bars that are close to him. He communicates manual times to the office when requested.
- <u>Competitors calling</u> : He ensures that all participants are present to start in the order listed. If there is a change, he announces it to the office by walkie-talkie. He is expected to notify teams in advance so that they are ready to start when the time comes, in order to ensure the smooth running and timing of the event.
- <u>Price giving</u>: helpers on the field throughout the "Who can beat the judge? During this runs, prizes will be awarded directly to participants at the end of their course. The helper must pay close attention to the participant's result (a "clear run" as well as a "5-point " receives a prize).
- <u>Reserve</u>: He shows up at the appointed time. If all the volunteers are present and the judge doesn't need an extra field helper, he won't be asked to help. If someone is missing, he or she will be assigned his or her position. He also helps set up the course.

5.2 Planning

The helper schedule will be available on the website a few weeks before the competition. However, it may be subject to change.

Helpers are expected at the office at the appointment time noted on the schedules.

5.3 Gift

All helpers receive a thank-you gift. This can be collected from the office at the end of your shift.

6. Cancellations

Any cancellations after payment will only be reimbursed on presentation of a medical or veterinary certificate. If the participant has to or wishes to cancel his place for any other reason, it must be given to another team. He must inform the organizers as soon as possible.

It is permissible to surrender your place to a team of a different category and/or class.