



MUSICAL FREESTYLE AND HEELWORK TO MUSIC

INCLUDING PROFICIENCY AND TRICKS TESTS

COMPETITION GUIDE (v 3.55)



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Preamble

Early in 2018, Paws 2 Dance undertook to overhaul it's rules and standards. This document reflects those changes and went into effect on October 1, 2018. It is the only document that will receive updates and all others should be discarded.

In the event of a dispute, this document shall be taken as the correct one.

Please refer to the front cover for when it was last updated and be sure to check your version before entering a competition.

"All movement is dance"

It doesn't have to be what we consider as traditional dance styles as long as it is executed well and merges seamlessly with the music and routine. A Handler doing a skit-style routine is still doing dance if their physical movements are well thought out, choreographed and executed.

Competition Rules

General Considerations

- Competitors should be aware of the impression they are making with the public and act appropriately.
- Sportsmanlike behavior and proper respectful treatment of all dogs is mandatory.

Ring Size

- Minimum: 1100 sq.ft -- Maximum: 1800 sq.ft (with 1 side at least 35' in length)
- Fully matted, or with an appropriate dog-safe footing, i.e. carpet, grass, etc
- Fenced on all sides (could be walls, pylons with tape, ring gates, etc)

For further information on Event Set-Up and requirements, please see Appendix E: Venue and Host Club's Guide

Ring Coverage

- Competitors must cover a reasonable, effective and aesthetically pleasing amount of the ring in their routine. Good use of ring space is defined as approximately 50% - 75% of the total ring space with the assumption that small dogs would be closer to 50% and larger dogs towards the 75% end.

Event Timing

- Timing of the routine begins with the music -- or a recorded sound that clearly signals the start of the routine (such as: a bell, voice, applause, etc)
 - any dog or handler movement prior to that sound will not be considered part of the routine and not considered in the Judging
- Once the Judges signal they are ready:
 - Handlers may enter in character and have a choreographed entrance which does not exceed the time it would generally take to come into the ring.
 - Handlers may rev their dogs up with some quick moves prior to signalling for music
 - **Judges will take deductions of up to five full marks if they deem the entrance is excessive or used to extend the routine.**
- The routine must fit within the allowable time.
- **The duration of a routine must be a minimum of 1 minute, and a maximum of 4 minutes.** It is expected that the duration of routines at the lower levels will be towards the minimum end and the higher levels will be towards the maximum end.

The following are the suggested times for each class:

Starter	1:30 minutes
Novice	2:30 minutes
Intermediate	3:00 minutes
Advanced	4:00 minutes

No allowance will be given for different devices.

Dogs

- Any dog over 6 months of age is welcome to compete.
 - puppies from the age of four months will be allowed to enter the Training division and also be allowed into the crating area of the building, with the understanding that they will be removed from the building if they make noise that could be disturbing to other dogs.
- Dogs must be healthy. Any dog with a disability must be accompanied by a letter from a Veterinarian that certifies that this dog is able to compete.
- Bitches in season may not compete, nor be in the venue.
- No dogs will be allowed in the audience area except when entering or leaving the ring.
- Dogs must be on-leash or crated when not competing or in a designated practice area.
- No prong collars are allowed on the show grounds. Training halters may not be used during the performance of the routine.
- Dogs may wear a decorative coordinated collar and ankle bands if the handler wishes. Long-coated dogs may use a band to hold hair out of their eyes.

Competitors

- Competitors are responsible for being familiar with and following the rules.
- No physical or verbal abuse of the dogs will be allowed.
- Except training divisions, no food or anything interpreted as a training aid may be used in the ring at an official competition.
- Competitors MUST clean up after their own dogs on the show grounds.
- Competitors may enter one or more routines with the same or different dogs at any level. If 2 routines are entered with the same dog at the same level, only the highest score will count.
- Competitors may switch into Training Mode at any time during a routine by raising their Hand and calling 'Training'. At that point, Judges will discard their scoresheets and the routine will not be judged or critiqued. ***This is not to be used in lieu of the training class but as an emergency 'out' when a routine is not working in order to help ring train the dog.***
- The next team may warm up in the ring during the judging of the previous competitor.

Props and Costumes

- Props may be used if they enhance the routine and are not used as Training Aids (eg. A cane used as a Target stick would not be admissible). Every Prop brought into the ring should be used in a manner appropriate to the choreography and the Handler should clearly be in control of the dog when he engages with the Prop. A maximum of 30 points can be deducted for improper use of costume/props, such as using a prop as a lure.
- A competitor must be able to set up their Props by themselves, in 1 minute or less. The same holds true for takedown.

Use of Leashes

- All routines are off-leash except Training, Starters or exceptional circumstances.
- If a leash is used, it should be predominantly held loosely, and not used to guide the dog.
- Judges will deduct points for leashes that are held tightly for too much of a routine.

Definition of Freestyle and Heelwork to Music

Definition: FREESTYLE

In Freestyle Novice, Intermediate or Advanced, a team can freely choose from all MF elements and approved heelwork positions to create choreography. A minimum of 75% of a Freestyle routine must consist of Freestyle elements. The remainder of the routine may consist of Heelwork. There will be no further restrictions or limitations of elements, other than that the safety of the dog must not be compromised. The degree of difficulty of the moves and choreography should be appropriate to the level the Team is working at. (see later section for Freestyle Starters requirements)

The standard and quality of the work presented by the handler and dog team should be higher and, shall be judged accordingly, as they progress through the classes. In particular, there should be an increase in achievement levels of content, technical merit and musical interpretation as competitors move into higher level classes both in Freestyle and in Heelwork to Music.

Definition of a MF Element:

- anything that is not heel work in one of the 8 heel work positions
- any of (but not limited to) the following basic moves or variations:
 - Spins
 - circles (forward or backward)
 - poses, waits, bow, beg
 - weaving (forward, backward, figure-8)
 - backing up (with or without handler)
 - distance work
 - jumps
 - paw work
 - roll-overs
 - backing through legs
 - crawling
 - hind-leg work
 - parallel moves (i.e. dog moving in front or behind the handler or between legs) not included in the 8 heel work positions

See later section for Expectations at different levels.

Definition: HEELWORK TO MUSIC

In heelwork the dog should be in any one of 8 (see chart) approved heelwork positions for at least 75 % of the choreography. It includes movement in any direction and pivoting in either direction

- The dog always stays in the same position in relation to the handler, standing or moving
- The aim of a HTM presentation is a dog working close to the handler.
- The distance between dog and handler should be kept very small; preferably within .6 metres (24").
- Physical contact between dog and handler in heelwork positions is not required.
- A high consistency in keeping heelwork positions is desirable.

Classes Offered

The following classes are offered in both Freestyle and Heelwork to Music

Official Classes

The Official classes for all Competitions will be:

- **Starters**
- **Novice**
- **Intermediate**
- **Advanced**

Specialty Classes

Every competition may offer any of the following classes. These are non-Titling classes, but will be scored by the Judges and receive comments. These are NOT puppy training classes and should contain finished or semi-finished, performance-ready routines, with appropriate props and costumes. No food or training aids are allowed

- **Pairs**
- **Brace**
- **Team**
- **Handicap** (must disclose the handicap on the Entry form)
- **Seniors** (Dog over 8 years and/or Handler over 65 years). Once entered in Seniors, the Team must remain there; they cannot move back into the regular classes. There is no obligation by either Handler or Dog to go into this class upon reaching the age specified above.

Training Classes

Food, toys or other training aids may be used in these classes.

- **Adjudicated Training:** this class is for any Handler that wishes to try a new routine, or part of a routine in a full competition environment using treats. They will receive Judge's comments but no score or Qualifying ribbon.
- **Regular Training:** this class is for anyone who wishes to work with their dog, including puppies, in a ring setting, using food or toys. These will not be scored, nor will they receive Judge's comments or Qualifying ribbons.

Running Order of Competitions

The normal running order of a show should be as follows: (Running order may be reversed in 2 day competitions)

- **Starters**
- **Novice**
- **Intermediate**
- **Specialty***
- **Advanced**
- **Training: Adjudicated, then Regular**
- * for better flow of the competition, the Specialty classes may be split into multiple sections, but should always happen **before** the last Official class of the day.
- Proficiency and Tricks Tests may go at any time during the competition, but should precede Training Classes, if at all possible.
- the Training Class is to go after the Official and Specialty classes to allow rewards in the ring. If that is not possible, the ring should be cleaned

Progression through the Levels

Points and Requirements

- **10 points** required for **all Divisions except Starters** to move up a level/receive a Title
- **6 points** required for **Starters** to move up a level/receive a Title

Score	Points Received
150-162	2 points
163-175	3 points
176-188	4 points
189-200	5 points

- after you move up/qualify for a Title, your points go back to Zero
- if you receive enough points to move up, you must either move up, or go into the same class as a Adjudicated Training Entry
- a Team entered in Advanced will receive an 'Advanced, Level 1' title for their first 10 points. Their points will then go back to zero. A second set of 10 points will receive an 'Advanced, Level 2' title, and so on.
 - There are not separate classes for each of the Advanced Levels; all Advanced Teams compete together.
- It is the dog that qualifies. Handlers who participate with more than one dog may not add points from different dogs. A dog always competes in the class stated in the Club records. Participating in a lower or higher class is not allowed.

Freestyle Titles

Starter

- attained after receiving 6 points
- **FDS** (Freestyle Dog Starter)

Novice

- attained after receiving 10 points
- **FDN** (Freestyle Dog Novice)

Intermediate

- attained after receiving 10 points
- **FDI** (Freestyle Dog Intermediate)

Advanced

- attained after receiving 10 points *
- **FDA-1** (Freestyle Dog Advanced, Level 1)

Heelwork to Music Titles

Starter

- attained after receiving 6 points
- **HDS** (Heelwork to Music Dog Starter)

Novice

- attained after receiving 10 points
- **HDN** (Heelwork to Music Dog Novice)

Intermediate

- attained after receiving 10 points
- **HDI** (Heelwork to Music Dog Intermediate)

Advanced

- attained after receiving 10 points*
- **HDA-1** (Heelwork to Music Dog Advanced, Level 1)

** after qualifying for Advanced Level 1, points return to zero. A second set of 10 points will garner an Advanced, Level 2 title: FDA-2/HDA-2, and so on.*

JUDGING/MARKS

- Each section is judged out of 25 for a total of 200.
- there are no partial marks (i.e. 22.5)
- a pass mark is **150** out of **200**

Judge's Aid	
0-15	Not there yet
16-18	Fair, but needs work
19-20	Good
21-25	Excellent

ARTISTIC MERIT (max 100 points)

Flow (max 25 points)

- Flow, Transitions
- Combinations
- ring use and positioning

The routine should flow well and use interesting transitions and combinations that help move it along. Ring use should be appropriate for the dog size and positioning in the ring should maximize the audience's view.

Concept (max 25 points)

- Conveyance of an idea or emotional impression
- Realisation of dance (movement) and/or story
- Suitability of music or routine for dog

The choice of music should be appropriate for the dog and for the level that is being attempted. The concept or storyline presented should be clear to the audience.

Presentation (max 25 points)

- Music Interpretation
- Suitability & precision of Handler (movement)
- Suitability of costume and/or Props

The interpretation of the music should be appropriate and moves chosen should compliment the music. Costumes and Props chosen should also be consistent with the Theme. Any Props chosen must be used well within the routine and not be used as Training Aids.

Choreography (max 25 points)

- Development and structure; interesting to watch
- Rhythmic variations: accents, timing, phrasing
- Musicality/Fluidity of movement

The routine should be entertaining and interesting to watch. Handler movement chosen should enhance the dog's performance and be smoothly integrated into the Performance. The routine should reflect the emotion of the music

TECHNICAL MERIT (max 100 points)

Teamwork (max 25 points)

- Attitude of dog
- Teamwork between dog and Handler
- Attention of the dog to Handler

The dog should be attentive to the Handler for most of the routine and have a lively attitude. There should be a noticeable bond between the two.

Execution (max 25 points)

- Accuracy of Team: Handler and Dog
- Discrete Signalling by Handler
- Consistency of Responses

Dogs should respond to the commands and a minimum of hand cues be used.

Content (max 25 points)

- Quantity of MF elements and/or Heelwork positions
- Balance between MF elements & Heelwork
- Variations of MF elements and/or Heelwork

There should be an appropriate number of elements to the level being worked on with a nice balance between trick-type elements and heelwork. An interesting selection of variations on FS elements or heelwork should be presented.

Difficulty (max 25 points)

- MF elements and heelwork
- Combinations
- Choice of Transitions

The degree of difficulty in the moves and combinations chosen should be appropriate for the level being worked at.

DEDUCTIONS

- Excessive vocalization (max 20 pts)

A maximum of 20 pts can be deducted for excessive barking, whining, squeaking or other vocalizations

- Manipulation of Dog (max 60 pts, 4 pts per incident)

Up to 60 points can be deducted for manipulations of dog. 4 pts per incident. This would include a leash being held too tightly in Starters.

- Health & Wellbeing of Dog (max 60 pts)

Up to 60 points can be deducted for too many repetitions of exhausting or straining moves, or not taking into account the safety of the dog when designing or executing a move.

- Improper use of props & Costume (max 30 pts)

A maximum of 30 points can be deducted for improper use of costume/props, such as using a prop as a lure. Every Prop brought into the ring should be used in a manner appropriate to the choreography and the Handler should clearly be in control of the dog when he engages with the Prop. See also notes regarding Props and Costumes

- Over/Under Music time (5 pts per second)

Points will be deducted for any music under 1 minute or over 4 minutes, at the rate of 5 pts per second. Points will also be deducted if Ring entrance is too long or used to extend the routine.

DISQUALIFICATIONS

Any disqualification must be by the unanimous decision of all Judges. Disqualifications are not impugnable. After disqualification, it is at the Judge's discretion whether the team is allowed to finish their routine as a Training round, or leave the ring immediately.

- Leaving the ring

All 4 paws need to stay in the ring at all times. Dog will be disqualified if 1 paw leaves the ring once the routine has begun

- Use of Training aids

This would include Food, toys, Clickers, Target sticks, Targets, etc

- Too many Props and/or help from outside

Props must be able to be set up by the Handler alone, within 1 minute. They must also be removed from the ring in the same manner within the same amount of time.

- Soiling in the ring

Is an immediate disqualification

- Unfair treatment of dog

Unnecessary pressure, punishments or similar behaviors from the Handler will not be tolerated. Anything jeopardizing the health of the dog is also not allowed.

- Aggressive behavior of dog or Handler

Any dog exhibiting aggressive behavior to another dog or a person will be disqualified and asked to leave. Likewise, any Handler exhibiting less than sportsmanlike behavior.

EXPECTATIONS

Routines should present a Team that demonstrates a competent performance of positions, moves and actions with musical interpretation that comes together for a balanced routine, appropriate to the level that the Team is working at.

EXPECTATIONS AT DIFFERENT LEVELS

Starters

- May be performed on or off-leash
- Cues may be evident
- Dog under a fair amount of control
- Elements and positions precise roughly 65% of the time
- Dog should respond to 1st or 2nd cue
- Choreography must be evident

See Specific STARTERS REQUIREMENTS for FREESTYLE, and HEELWORK to MUSIC

Novice

- Performed off-leash
- Some cues may be evident
- Dog is nicely controlled
- Dog should respond to 1st cue most of the time
- Elements and positions precise roughly 75% of the time
- Choreography must be evident: Handler & Dog should move in time with the music
- It is suggested that the routine contain:
 - At least 1 change of pace
 - At least 1 pose
 - At least 2 positions in 2 directions
 - Good use of the ring for the dog's size*
 - Good Attention and strong teamwork

Intermediate

- Performed off-leash
- Cues rarely noticeable
- Dog is highly controlled
- Dog should respond to 1st cue
- Elements and positions precise roughly 85% of the time
- Choreography must be evident with a high level of interpretation of the music and reflecting the tempo and rhythm of the music through turns, changes of pace, etc.

- It is suggested that the routine contain:
 - Some demonstration of slow, normal and fast pace
 - At least 1 pose
 - At least 2-3 positions in 2 or more directions
 - Very Good use of the ring for the dog's size*
 - Focused Attention and strong teamwork

Advanced

- Performed off-leash
- Cues not noticeable
- Dog is fully controlled
- Dog should respond to 1st cue
- Elements and positions precise roughly 95% of the time
- Choreography must be evident and the routine must demonstrate excellent interpretation of the music. Changes of positions, directions, etc., should be very smoothly executed and in keeping with the tempo and rhythm of the music.
- It is suggested that the routine contain:
 - Multiple changes of pace
 - 2 or more poses
 - At least 4 positions in several directions
 - excellent use of the ring for the dog's size*
 - Focused Attention and excellent teamwork

**Good use of ring space is defined as approximately 50% - 75% of the total ring space with the assumption that small dogs would be closer to 50% and larger dogs towards the 75% end.*

STARTERS REQUIREMENTS

The Starters classes are entry level classes with a structure designed to test if the Team is ready to compete at the next levels. For that reason, it has specific requirements that must be met in addition to the suggestions above.

Freestyle Starters Class

The Handler must show during his routine at least 10 elements that he can choose from the following list . At least 75% of the moves must be Freestyle elements. The remaining 25 % can be Heelwork positions.

1. Heelwork

-every heelwork position is considered as one separate element & is performed with the Handler

- a. traditional heelwork on left or right of the handler
- b. heeling back, on either side
- c. dog between legs, going forward or back
- d. sidepass left or right
- e. sidepass in front of handler

2. Circles

- a. circle left or right (around Handler or an object)
- b. Spin, any direction
- c. circle around 1 leg, either direction
- d. circle backwards, either direction

3. Various

- a. Wait (dog remains static in any position while Handler moves)
- b. Pose or position (dog remains in a stationary pose such as bow, begging, etc)
- c. Bow or greeting
- d. Front Weaving or Figure 8s
- e. Jumps
- f. Paw work
- g. Rollovers
- h. Begs
- i. Backing (with or without Handler)
- j. Work at distance
- k. Hind leg work
- l. back through legs
- m. Backwards weave
- n. crawling

Heelwork to Music Starters Class

A Starters class Heelwork to Music routine should include (as a MINIMUM):

- 75% Approved Heelwork (the remaining 25% can be Freestyle)
- 1 change of pace
- 2 positions from the Approved Heelwork positions 1-8
- 1 variation on any of the above
- 4 turns
- good use of the ring as defined above

If the dog is significantly out of heelwork position (eg forging, lagging or wide), then that portion of the work cannot be counted in the 75% heelwork

The routine must be more than simply executing heelwork with music playing. Both the handler and the dog should move in time to the music and changes of positions, directions, elements, etc should be reasonably smooth.

PROFICIENCY TESTS

The purpose of these tests are to guide Participants through the learning process needed to attain a high level of Heelwork to Music and Musical Freestyle.

Heel Position

- is 1 of the 8 recognized heel positions (see Appendix A)
- Dog must not move more than 45° from parallel to handler. (depending on appropriateness to that heel position)
- Dog must remain close to Handler, preferable within .6 mtr (24")
- a Handler must not use the ring or wall as a guide; they are to remain 1 meter away from the ring (or wall) for all straight line work
- a Handler's hand may be placed on their hip/waist or hang loosely down by their side, but not act as a lure or a guide or look like they are carrying food
- Unless otherwise indicated, dogs are to remain standing throughout testing; an automatic sit will result in a NQ of that element, for that attempt (you may still make 2 other attempts)
- all dogs must start and finish each element in basic Heel position (position 1 or 2), unless otherwise indicated

Steps

- All steps required are to be "normal" handler walking steps, one foot in front of the other, unless otherwise indicated.
- Side steps are defined as being at least double the shoulder width of your dog. A step is counted only when the dog moves (so will require twice the number of Handler steps as the dog can only moves when the Handler's closest leg moves)
- Unless otherwise indicated, all Handler steps are to be in a **straight line**, not following the dog's path

Pivots

- The Judge or Steward will place a mark on the floor at the beginning of the Proficiency testing.
- Handlers are required to remain on that spot for all pivots. Pivots may then be done by leaving 1 foot in place, or by taking tiny steps to turn around, as long as the Handler does not move from that spot.

Handler Movement

- some musical interpretation is allowed, as long as it does not over-shadow the dog, or the elements being attempted. However, no additional marks will be given for choreography
- all cues should be verbal; **there is to be no luring**. Minimal hand or body cues are acceptable
- Handler must cover a reasonable amount of the ring; they may not remain rooted in one spot, unless otherwise indicated:
 - any element marked as '**Stationary**' is to be done with the handler remaining in place and the dog completing the movement

Costumes

- Proper, simple attire for a Test is expected, but not a '*Costume*' per se

Props

- Props are not permitted, unless specified

Leashes

- Leashes are mandatory in all Bronze levels. They may not be used in Silver or Gold levels except in special cases that have been pre-approved by the Executive.

Music Time/Starts

- a minimum of 9 pieces of music cut to 3 minutes long will be available for each Testing. (and changed periodically); Teams will be able to choose from the published list of music
- Music starts when the Team signals. They may come into the ring, take a few seconds to focus their dogs and then signal for music. This must all happen within 3' of the gate.
- Teams may use as much, or as little of the music as they need to complete the elements. Once the music finishes, the Team must stop
- Teams MUST do the elements in the order specified
 - there is to be a clear start and finish to each Element. It is suggested that Handler begins each element on the floor 'X', if at all possible
 - If a Handler wishes to repeat an element, they should say "**Repeat**", and do any repeats before moving on to the next element.
 - A maximum of 3 attempts of each element will be allowed.
- Judges will not prompt Competitors as to which elements remain or if they have passed or failed.
 - A sign listing the elements for that level will be posted on the Judge's Table, or elsewhere that the Participant can easily reference

Sequence/Passing/Certificates

- Teams must start at Bronze level 1 and work their way through
- Once a Team has passed the 3 levels of each Class, they will receive a Proficiency Certificate for that Class (Bronze, Silver or Gold). Titles are not awarded.
- a Ribbon may be awarded for a successful pass of each level. (at the Host Club's discretion)
- Teams may book one Proficiency test for each competition, and time permitting, they may do an additional Proficiency Test if they are successful, i.e. move up a level and attempt the next level.
- Teams may not do a second attempt of the same level on the same day.

Rewards

- Food and toys are not allowed in the ring
- Teams may praise their dogs or talk to them throughout
- Teams may play with their dogs between elements

Disqualifications

- not completing an element
- luring the dog into position
- use of Props or obvious costume
- too many attempts at an element
- food or toys in ring
- tight leash during Bronze
- harsh corrections, whether verbal or physical
- fouling in the ring

BRONZE PROFICIENCY TESTS *(all levels On leash)*

		ELEMENTS		DESCRIPTIONS
Bronze Level 1	a	Figure 8 (x 1 complete)	P1	Forward Figure 8 pattern. Circles to be 6'-10' diameter
	b	Right turns (x 2)	P1	Turns are consecutive, with a minimum of 4 steps between each
	c	Left turns (x 2)	P1	Turns are consecutive, with a minimum of 4 steps between each
	d	Pace changes	P1	a minimum of 4 steps in each of slow, normal and fast. This may be done in either S-N-F or F-N-S. This element is to be done in a gentle arc or continuous circle, with no pauses
Bronze Level 2	a	Moving About-turns (x 2)	P1	2 Right About turns with a min. of 4 steps before, between and after. Dog is to remain in P1 throughout. No pause or hesitation on turns
	b	Move into a Right Heel and return to a Left Heel (STATIONARY)	P1	From Position 1, move into Position 2 and return to Position 1. Dog to remain standing throughout
	c	Back Heel 4 steps (in P1)	P1	4 Handler steps back in a straight line. Dog may not be more than 45° out of position. There is to be a pause in between each step.
	d	Moving Stand	P1	From normal paced heel, stand dog. Without stopping, handler walks around dog and resumes heeling for a minimum of 4 steps.
Bronze Level 3	a	Pivot Clockwise 360°	P1	Handler pivots clockwise 360 °
	b	Pivot counter-clockwise 360°	P1	Handler pivots counter-clockwise 360 °
	c	Figure 8 (x 1 complete)	P2	Forward Figure 8 pattern. Circles to be 6'-10' diameter
	d	Back Heel 4 steps (in P2)	P2	4 Handler steps back in a straight line. Dog may not be more than 45° out of position. There is to be a pause in between each step.

SILVER PROFICIENCY TESTS *(all levels Off Leash)*

		ELEMENTS		DESCRIPTIONS
Silver Level 1	a	Side Pass towards dog 4 steps	P1	<i>Handler does 4 side-steps in a straight line and dog must move on each step to be counted.</i>
	b	Side-pass away from dog 4 steps	P1	<i>Handler does 4 side-steps in a straight line and dog must move on each step to be counted.</i>
	c	360° Clockwise Pivot	P2	<i>Handler pivots clockwise on the spot</i>
	d	Move into a Reverse Heel and return to a basic Heel (STATIONARY)	P1 or 2	<i>From P1, move into a P3 (or P2 to P4) and return to original Heel position. A single forward step is acceptable to get the dog into position and single back step to bring them back to heel. Dog remains standing throughout</i>
Silver Level 2	a	Side Pass towards dog, 4 steps	P2	<i>Handler does 4 sides-steps in a straight line and dog must move on each step to be counted.</i>
	b	Side-pass away from dog, 4 steps	P2	<i>Handler does 4 side-steps in a straight line and dog must move on each step to be counted.</i>
	c	Reverse pivot 360°	P3 or 4	<i>Handler pivots with dog's hind end moving into Handler</i>
	d	Dog in Heel position and moves to "Front Pass" (P5 or 6), and back to heel (STATIONARY)	P1 or 2	<i>From P1, move into a P5 (or P2 to P6) & return to original position. Handler may take up to 1 shoulder width step sideways, but may not use luring motions to cue dog. Dog remains standing throughout</i>
Silver Level 3	a	Reverse Forward 4 steps	P3 or 4	<i>Handler moves forward 4 steps; dog backs up</i>
	b	"Front Pass" position Pivot 360°	P5 or 6	<i>Handler pivots with dog's hind end moving into Handler</i>
	c	Left Heel large circles, continuous (x 2)	P1	<i>Handler walks in 2 large continuous circles (min. 25') With dog's full attention</i>
	d	Dog in Heel position, moves to "Rear Pass" (P7 or 8), and back to Heel (STATIONARY)	P1 or 2	<i>From P1, move into a P7 (or P2 to P8) and then return to original position. Handler may take up to 1 shoulder width step sideways, but may not use luring motions to cue dog. Dog remains standing throughout</i>

GOLD PROFICIENCY TESTS (all levels Off Leash)

		ELEMENTS		DESCRIPTIONS
Gold Level 1	a	Right Heel large circles, continuous (x 2)	P2	Handler walks in 2 large continuous circles (min. 25') With dog's full attention.
	b	Reverse Side pass 4 steps	P3 or 4	Handler moves in a straight line either towards or away from dog
	c	Dog in Front, moves into Handler, 4 steps	P5 or 6	Handler backs up 4 steps and dog moves into Handler by side-stepping
	d	"Rear Pass" position Pivot 360°	P7 or 8	Once dog is in position, Handler pivots with dog's hind end moving into Handler.
Gold Level 2	a	Zig Zag in Reverse position	P3 or 4	Handler moves forward 4 steps (dog backs), Handler turns 90 degrees and backs up 4 steps (dog moves forward). Handler turns 90 degrees and sequence repeats twice (for a total of 4 directions)
	b	Dog side steps away from Handler 4 steps	P5 or 6	Handler steps forward and dog moves away, side-stepping. Total of 4 steps
	c	Dog side steps into Handler 4 steps	P7 or 8	Handler steps forward and dog moves toward Handler, side-stepping. Total of 4 steps
	d	3 Position pass		In a single pass, dog must move in 3 different positions for a minimum of 4 steps in each position using any transistion. Dog must change direction of movement for each position change
Gold Level 3	a	Backwards figure 8	P1 or 2	2 Pylons will be set up on either side of the Floor 'X', 3' away to allow the Handler the ability to do a 6' - 10' circle around each, passing through the 'X' in the middle.
	b	"Rear Pass" (P7 or 8) circle	P7 or 8	As Handler moves forward in a circle, dog moves into Handler to maintain position
	c	Dog finds heel position 3 times		Handler (H) & dog heel forward 4 steps. H leaves dog & moves in any direction 4 steps. Dog finds original heel Position. H leaves dog and moves in a different direction 4 steps. Dog finds original heel Position. H leaves dog & moves in a 3rd direction 4 steps. Dog finds original heel Position. Any single Heel position is permissible, but cannot change throughout the exercise, i.e. if Handler starts with dog in P2, they must complete all parts of exercise in P2.
	d	Modified heeling, 6 steps		Dog in any position. Options: 2-leg, crawl, limp, slow high-step, high step backwards, skip (flying change)

TRICK TESTS

The purpose of these tests are to help Participants learn the fundamental ‘Trick’ moves for Heelwork to Music and Musical Freestyle. The order has been chosen to guide Participants through an ideal order of learning them.

General

- if an element stipulates the minimum number of times to do it, you must do at least that amount. **Any additional iterations of that element will also be judged.**
- you may have your dog in any position to start an element, unless otherwise specified

Steps

- All steps required are to be “normal” handler walking steps, i.e. one foot in front of the other (not step-together, step-together).

Crawling

- Crawling is judged by the dog moving with the handler’s leg closest to them, i.e. 4 steps of crawling would be the Handler moving the Left foot forward 4 times and the Right foot forward 4 times.

Free Elements

- a Free element cannot be an element from a lower level, or one that the Handler has already presented

Handler Movement

- all cues should be verbal or use minimal body movement; i.e. non-luring.

Costumes

- Proper, simple attire for a Test is expected, but not a ‘Costume’ per se

Props

- Props are permitted only as specified
- Props may **not** be used as cues or lures

Leashes

- Leashes are optional in Bronze levels but are not to be used in Silver or Gold levels. (An exception will be made for special circumstances if requested and pre-approved by Executive & Show Secretary in advance)

Rewards

- Food and toys are not allowed in the ring
- Teams may praise their dogs or talk to them throughout
- Teams may play with their dogs between elements

Music Time/Starts

- a minimum of 9 pieces of music cut to 3 minutes long will be available online for each Testing. (and changed periodically). Teams will be able to choose from the published list of music
- Music starts when the Team signals. They may come into the ring, take a few seconds to focus their dogs and then signal for music. This must all happen within 3' of the gate.
- Teams may use as much, or as little of the music as they need to complete the required elements. Once the music finishes, the Team must stop
- Teams MUST do the elements in the order specified
 - there must be a clear start and finish to each Element. It is suggested that Handler's begin each element on the floor 'X', if at all possible
 - If a Handler wishes to repeat an element, they should say "**Repeat**", and do any repeats before moving on to the next element.
 - A maximum of 3 attempts of each element will be allowed.

Sequence/Passing/Certificates

- Teams must start at Bronze level 1 and work their way through
- **The prerequisite for each Tricks level is a pass of the matching level of Regular Proficiency, i.e. Teams must have passed Proficiency Bronze 1 before entering Tricks Bronze 1, Proficiency Bronze 2 before entering Tricks Bronze 2, etc.**
- Once a Team has passed the 3 levels of each Class, they will receive a Proficiency Certificate for that Class (Bronze, Silver or Gold). Titles are not awarded.
- a Ribbon may be awarded for a successful pass of each level. (at the Host Club's discretion)
- Teams may book one Tricks test for each competition, and time permitting, they may do an additional Tricks Test if they are successful, i.e. move up a level and attempt the next level. The Provisional test is to be booked at the same time as the original Entry.
- Teams may not do a second attempt of the same level on the same day.

Disqualifications

- not completing an element
- luring the dog into position
- improper use of Props or obvious costume
- too many attempts at an element
- food or toys in ring
- tight leash during Bronze
- harsh corrections, whether verbal or physical
- fouling in the ring

BRONZE TRICK TESTS (*leashes Optional*)

		ELEMENTS		DESCRIPTIONS
Bronze Level 1	a	Spin CW (once ONLY)	<i>front</i>	<i>in front of Handler</i>
	b	Circle CW	<i>P1</i>	<i>Dog starts in P1 and circles clockwise around the Handler, ending in the P1 position</i>
	c	Spin CCW (once ONLY)	<i>front</i>	<i>in front of Handler</i>
	d	Circle CCW	<i>P2</i>	<i>Dog starts in P2 and circles counter-clockwise around the Handler, ending in the P2 position</i>
	e	Thru-Back	<i>front</i>	<i>Dog starts in Front of Handler, facing away and backs up between the Handler's legs, in a continuous motion</i>
Bronze Level 2	a	Front weaves x 4 steps	<i>P1 or 2</i>	<i>Starting in P1 or P2, dog weaves through Handlers legs from 1 side to the other as Handler steps forward minimum 4 steps. No backwards movements & must finish on same side as started on</i>
	b	Back weaves x 2 steps	<i>P1 or 2</i>	<i>1 weave L-R, 1 weave R-L (or vice-versa) There is to be a pause in between each one. Min. 2 steps - must finish on same side as started on</i>
	c	Up on 2 legs	<i>P1 or 2</i>	<i>Hold for 3 seconds. (Alternate: if dog is physically unable, then Handler may support on arm)</i>
	d	Down	<i>P1 or 2</i>	<i>Hold until released (min 3 seconds)</i>
	e	Roll over onto Right shoulder	<i>front</i>	<i>in front of Handler. Dog must do a full rollover, by going over on their Right shoulder and finishing in a Down position until Handler releases</i>
Bronze Level 3	a	Roll Over towards Handler	<i>P1 or 2</i>	<i>Dog must finish in a Down position until Handler releases</i>
	b	Roll over onto Left shoulder	<i>front</i>	<i>in front of Handler. Dog must do a full rollover, by going over on their Left shoulder and finishing in a Down position until Handler releases</i>
	c	Crawl minimum 4 steps	<i>P1</i>	<i>Dog must remain in a Down position. Hesitation or pauses between steps are acceptable</i>
	d	Crawl minimum 4 steps	<i>P2</i>	<i>Dog must remain in a Down position. Hesitation or pauses between steps are acceptable</i>
	e	Front Figure 8 (x 2)	<i>P1 or 2</i>	<i>dog must pass between Handler's legs 4 times</i>

SILVER TRICKS TESTS *(all levels Off Leash)*









		ELEMENTS		DESCRIPTIONS
Silver Level 1	a	Back Figure 8	P1 or 2	<i>Dog must pass through Handler's legs twice, moving backwards and then return to original position</i>
	b	Circle Back CCW	P1	<i>Dog circles backwards around Handler and returns to original position</i>
	c	Circle Back CW	P2	<i>Dog circles backwards around Handler and returns to original position</i>
	d	Crawl through	P1 or 2	<i>from a Down position, Dog crawls through Handler's legs twice: once L to R, then R to L (or vice-versa). Dog remains in a down position until Handler releases. Finishing on same side as start.</i>
	e	Free: a floor element	down	<i>e.g.roll under Handler as they lift foot, crawl backwards, cross paws while in a down, etc. Dog in a down position.</i>
Silver Level 2	a	Dog weaves forward as Handler steps back	P1 or 2	<i>Handler steps back and dog weaves through their legs, passing through 4 times</i>
	b	Spins, CCW (x 3)	front	<i>dog in front. Three Continuous counter-clockwise spins with no hesitation. No more or less than 3</i>
	c	Back weaves x 8 steps	P1 or 2	<i>there is to be a pause in between each one. Alternating 4 backweaves L-R, 4 back-weaves R-L (or vice-versa) Finishing on same side as start.</i>
	d	Spins, CW (x 3)	front	<i>dog in front. Three Continuous clockwise spins with no hesitation. No more or less than 3</i>
	e	Free: an element using a Prop		
Silver Level 3	a	Dog weaves backwards while Handler moves forward	P1 or 2	<i>Handler steps forward and dog weaves backwards through their legs, passing through 4 times</i>
	b	Spins, CCW (x 1)	P1	<i>Dog spins and finishes in same spot. Handler spins with the dog in the same direction: CCW</i>
	c	Crawling Pivot 360°	P1 or 2	<i>Handler pivots Forward 360 ° while dog crawls in same direction with them, remaining in heel throughout.</i>
	d	Spins, CW (x 1)	P2	<i>Dog spins and finishes in same spot. Handler spins with the dog in the same direction: CW</i>
	e	Free: an element that physically interacts with the Handler		<i>e.g. a hug, jumping over a body part, touching a body part, etc.</i>

GOLD TRICKS TESTS (all levels Off Leash)

		ELEMENTS		DESCRIPTIONS
Gold Level 1	a	4 Forward weaves then Left about turn then 4 Backward weaves	P1	Handler moves forward for front weaves and then moves backwards after the Left about turn without any pauses
	b	Roll overs Away (x 4)	P1	dog rolls away from the Handler 4 times with a hesitation between each roll as Handler side-steps towards dog. Dog must remain in a Down position until Handler releases
	c	Distance Crawl	front	Dog starts in front and crawls a minimum of 4 body lengths towards the Handler (see Appendix B) while Handler steps back. Dog & Handler should move together
	d	Roll overs Towards (x 4)	P1	dog rolls towards the Handler 4 steps times with a hesitation in between each roll as Handler side steps away from dog. Dog must remain in a Down position until Handler releases
	e	Free: a jump or 2 legged element		
Gold Level 2	a	Roll overs Away (x 2)	P2	dog rolls away from the Handler 2X with a hesitation between each, as Handler side-steps away from dog. Dog remains in a Down position until Handler releases
	b	Distance Circle Around Handler	P1	Circle size: see Appendix B. Handler may set out 4 single Props of their choice to guide dog (Cones, poles, pots, etc.)
	c	Roll overs Towards (x 4)	P2	dog rolls towards the Handler 4X with a hesitation in between each, as Handler side-steps away from dog. Dog remains in a Down position until Handler releases
	d	Crawl in from Distance	front	Dog starts in front and crawls a certain min. distance to the Handler. Dog is encouraged to pause intermittantly, but not get up. (See Appendix B for Distance)
	e	Free: an element not covered elsewhere		e.g. shy, sit-pretty, paw tricks while standing or sitting, limping, etc.
Gold Level 3	a	an 8 step original Weave section	P1 or 2	Handler must do at least 8 steps and complete at least 3 different weave types within those 8 steps; e.g. pivot weaves, side weaves, front or back or crawling weaves
	b	Roll overs (x 3) Into Handler	P1	Dog is asked to Down and Handler moves away. Dog must do 3 rollovers into where the Handler is
	c	Roll overs (x 3) Into Handler	P2	Dog is asked to Down and Handler moves away. Dog must do 3 rollovers into where the Handler is
	d	Dog crawls in a circle around Handler	P1	Dog does a complete forward crawling circle around the Handler. Dog must remain in a Down until Handler releases. Handler can be standing or kneeling
	e	Free: 2 separate elements with the same Prop		

APPENDICES

Appendix A: Chart of Approved Heelwork Positions

			
1. Dog is in traditional Heel position on Handler's Left	2. Dog is in traditional Heel position on Handler's Right	3. Dog is in Reverse heel position on Handler's Left	4. Dog is in Reverse heel position on Handler's Right
			
5. Dog is in "Front Pass" position, parallel in front of Handler, facing Right	6. Dog is in "Front Pass" position, parallel in front of Handler, facing Left	7. Dog is in "Rear Pass" position, parallel in back of Handler, facing Left	7. Dog is in "Rear Pass" position, parallel in back of Handler, facing Right

Appendix B: Distances

Distances Required for Tricks - Gold Level 2

- Distances are calculated on the dog's body length as per the chart below. Distances requested are approximate.

Dog Size	Length	Circle Diameter (Gold 2b)	Crawl (Gold 2d)
S	<15"	10'	8'
M	16"-27"	15'	12'
L	28"-34"	20'	16'
XL	>35"	24'	19'

- If the Handler feels that this is still a danger to their dog's health, they should petition the Executive prior to entering a competition.*

How to Measure your Dog:

- Use a soft tape measure or wide rope to take the measurements. Do not use a hard straight ruler or carpenter's tape measure.
- When measuring the back length, your dog must be standing straight with his/her head up. If your dog is lying down or sitting, his/her back length will be longer than the actual length.
- Measure from the base of the neck (just in front of the shoulder blades) to the base of tail. Do not measure from where the collar sits.



Photo Credit: www.chillydogs.ca

Appendix C: Judges and Judging Procedures

Judge Qualifications

- Judges will be chosen with backgrounds in dance, obedience, and musical freestyle.

Judge Training

- Judges will attend at least one judges' clinic and/or shadow judge before undertaking judging responsibilities.

Judging Panels

- Judging panels for official competitions will be comprised of one or two judges (as determined by Executive on a per-show basis) as follows:
 - **Artistic Merit Judge:** preferably an individual with dance performance background
 - **Technical Merit Judge:** preferably an individual with Obedience training experience
- In the event that only a single judge is available, the judge would assess both the Artistic Merit and Technical Merit of the routine and score each aspect out of 100. This judge must be acceptable to both the Paws 2 Dance Executive and to the Show Committee for the event.
- There should be a freestyler on the judging panel if at all possible, and at least one experienced judge.

Judges Competing

- In the event that a Judge wishes to compete in a discipline that they will also be judging, they must do so before the other competitors. No scores will be announced and they will not be eligible for any place or special awards.
- If possible someone would step in to judge so that the individual has feedback.

Conflicts

- The Show Committee will use its best efforts to select judges who have no relationship to any exhibitor as a member of an exhibitor's immediate family or as a regular trainer of an exhibitor. However, because of financial constraints and the limited number of qualified judges available, the Show Committee reserves the right to select the judges it sees appropriate, notwithstanding that such a relationship may exist between a judge and an exhibitor.

Scoring: Musical Freestyle and Heelwork to Music

- Each of the judges will score the routine out of 100. The total score for the routine will be out of 200. 100 for Artistic Merit, and 100 for Technical Merit

Judging and Scoring Procedures

- Judges will have three minutes to mark their score sheets following the completion of each routine. They will have an additional minute to record scores on the judges' worksheet.
- The judges may not discuss a routine to the discredit of a handler with persons other than the handler without the handler's permission.
- 1st, 2nd and 3rd Placement in each class will be announced at the end of the competition.

Breaking Ties

- For the purpose of determining a placement within a division or eligibility for a prize, when the total score of two entries is the same, the tie will be broken in favor of the entry with the highest score for Artistic Merit. If the entries remain tied on that score, the tie will be broken by decision of the judging panel.

Scoring: Proficiency Tests

- Proficiency Tests can be judged by a single Judge
- Judges will score the elements as a Pass or NQ. Comments will be added where appropriate. All elements must be passed by all Judges to pass that level.

Appendix D: Instructions for Scorekeepers

Musical Freestyle and Heelwork to Music

- Add up Judge's scores and mark on sheet
- Record Judges' scores on the summary sheet
 - Note: there are no partial scores, eg. 22.3
- Work out the combined score, if any
 - if two Artistic or 2 Technical Judges, add the 2 scores, divide by 2
- Record the combined score on the score summary sheet
- Record scores on each competitor's Scoresheets
- **Passing score**
 - All Classes: 150 out of 200
- At the end of each Class, determine place (1st, 2nd, 3rd) and record
 - Record on Summary page and on Participant's scoresheets
- If competitor does not qualify, draw a line (----) through Placement box
- In case of a tie, Artistic Merit score places higher
- Staple: Artistic (on top), Technical plus any scribed notes below
- At the end of all Freestyle and Heelwork to Music routines, determine any special awards being offered at that Competition

At Close of Competition

- Have Show Secretary check score summaries.
- Give Presenter a copy of the summary sheets as soon as possible
- Place the copies of summary sheets into the score-keeper's folder and leave on the table.
- Photo each Scoresheet
- Leave Competitors' score sheets on the table, sorted by Competitor if time allows

Appendix E: Venue and Host Club's Guide

Ring Size

- 1100-1800 sq.ft
 - one side should be at least 35'
 - size and shape must be published in Premium List and/or announced asap
- Fully matted or of a surface safe for dogs (grass, carpet, etc)
 - surface should extend under gates
- Area to be defined by gates, walls, or pylons and ribbon
- 2 manned gates on opposite sides of ring (Entry/Exit) preferred
- Background of ring should be as plain as possible to facilitate photos & videos
 - no windows with sunlight backlighting the participants, if possible
 - minimal decor or advertising

Judges Tables

- **strongly recommend** that Judges tables be on the same side as the audience
 - exception: if the venue layout prohibits it
- Judges tables to be centred on ring
- space left between Judges tables and audience members to insure privacy

Audience

- first row of seating should be a minimum of 4' from ring fencing
- no food in first row of seating
- no dogs in audience area

Venue

- Facility grounds should accommodate the ring and Judges tables, as well as:
 - Warm Up area
 - Change Area
 - Crating area and Potty area for dogs
 - audience space

Engagement of Judges

- Judges will be engaged by Paws 2 Dance Executive. If the size of the competition warrants it, the P2D Executive will mandate that there be 2 Judges. Judges will be compensated by the Host Club at the rate of:
 - \$50 - max time length of 3 hours
 - \$100 - max time length of 5 hours
- all reasonable expenses: eg. Mileage, Ferries, Tolls, Hotels, Meals

Entry Fees

At least initially, some Clubs will be offering multiple yearly competitions, and other Clubs will only be offering one, so Paws 2 Dance is setting a minimum required Entry fee. It will be up to the Host Club if they wish to increase that Entry fee.

- all Entry Fees are to be published prior to the show opening.
- the MINIMAL Entry Fees shall be as such:

Full Entry	\$20
Specialty Classes*	\$15
Proficiency/Tricks Tests	\$10
Training - Adjudicated	\$10
Training - Regular	\$5

**plus \$5 per additional dog for Brace, Pairs and Teams*

Video Taping

The Host Club will be responsible for video-taping the competition, including Proficiencies and Training Classes. Those videos are to be uploaded to the P2D Website as soon as possible after the competition.

Photos of each scoresheet are also to be uploaded for review by the Executive

Ribbons and Prizes

The Host Club will be responsible for providing the following minimum prizes:

1st place in every Official Class - Rosette

2nd in every Official Class - Rosette

3rd in every Official Class - Rosette

New Title - Simple Rosette or Ribbon & Certificate (Certificate supplied by Paws 2 Dance)

Qualifying Score (MF, HtM, Specialty , Tricks & Proficiency) - Flat Ribbon

- Other prizes may be offered at the discretion of the Competition Host Club