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Guidelines for FCI Dog Dancing Judges



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1. Introduction

These guidelines are meant to help judges in all countries find a common understanding and similar interpretation of the FCI Dog Dancing rules. They are not intended to change or add anything to the rules. Official proposals for the guidelines can be sent in via the delegates in the FCI Dog Dancing Commission. The proposals will be considered in the next meeting possible. Judges should always use the latest version of these guidelines.

The judges should always take into account that Dog Dancing should be enjoyable for the dog. A judge should always be fair and just. Personal feelings should not interfere with the judge's decisions. All judges should be able to make quick, reliable decisions and shall always stand by their decisions.

2. Judging ethic and general appearance

A judge is always impartial, and his conduct should always make this apparent to every competitor. The judge always bases his score solely on what he sees on the day, never on previous performances or other information gained beforehand. The judge should always treat the competitors with respect and remain attentive throughout the entire routine. The team is under the judges' observation from the moment it enters the ring until both dog and handler have left the ring. The judges shouldn't discuss with each other during the routine unless it is absolutely mandatory (for example when deciding on an immediate disqualification). Also trainee judges should only be discussed with between routines, never during them and not until the judge has finished scoring the routine.

A judge should be consistent in his judging and keep his criteria level throughout the competition. The judge keeps strictly to the Rules and Regulations. The judge will always watch each routine with equal positive expectations and if ever in doubt, the benefit should be given to the dog and handler. A judge should never agree to judge a greater amount of teams in a day than he or she is confident to provide with even standard of evaluation. The amount should be negotiated with the organizers in advance, and the organizer will provide the judges with sufficient breaks in order to help them maintain the quality of judging.

The judges maintain a professional attitude throughout the competition and do not engage in unnecessary discussions with the competitors at the ringside. Obviously the head judge has a duty to inform the competitors about specific issues, like disqualification.

A judge will never criticize the decisions or behaviour of a colleague publicly. A judge is always aware that he/she should lead by example, even when he/she is not officiating. Judges never ask for a judging appointment, it is the organizers' task to invite the judges.

A judge should be dressed according to the occasion: in Championship level competitions it is correct to show respect to the nature of the event by dressing appropriately. If a name tag, rosette or similar is provided by the organizer, the judge is expected to wear it. A judge should always behave properly as a worthy representative of the sport.

3. The Panel of Judges

Dog Dance is judged by a panel of judges to make sure that the evaluation is as fair as possible. The panel of judges consists of 3 or 5 judges, who are lead by a head judge. Every judge does the scoring independently. If incidents occur that are not covered in these regulations and guidelines, each judge decides how to score. If the matter is more general in nature it will be dealt with by the head judge or the chief steward depending on the matter. The head judge always acts as the highest authority during the competition. The judges' decision is final and no competitor shall impugn the decisions.

3.1. The Head Judge

The head judge has the responsibility to make the final decisions as defined in the rules. It is expected that the head judge should discuss matters with his panel of judges whenever the matter is such, that they have the possibility to offer a valuable view on resolving it. The head judge must always be informed about matters affecting the end result of the competition. He should also be informed in case a judge is unable to fulfil his judging appointment. In addition, he must be aware of the national regulations regarding how to deal with incidents at the venue during the competition (for example aggressive dogs).

The organizer is the one to ask the judge to take up the position of a head judge. This position should not be taken up lightly: the head judge should always be one of substantial experience and sufficient authority in making the decisions necessary.

The head judge is the one to lead the judges' meeting before competitions. This kind of a meeting should be held before judging a championship competition, but can also be held in other international competitions.

In case a competition has to be delayed, moved or cancelled during the days of the event due to a force majeure, the head judge and chief steward work together to make this decision. The head judge's responsibility in this case is to make sure that the competition can be conducted in a fair way according to the rules. In order to fulfil this responsibility it is advisable for the head judge to check the competition area.

The head judge is the one to confirm the final results of the competition with his signature on the competitions report. The head judge's role can be divided between several judges during different classes according to national regulations.

3.2 The Other Judges

The judges have to be well aware of the FCI Dog Dancing rules and regulations and the sections of national rules, regulations and laws that apply. The organizers will provide the judges with the necessary information. The other judges' main responsibility is to focus on the scoring and provide the competitors with a fair evaluation.

4. Points awarded

Points are awarded in four different categories according to the FCI Dog Dancing rules. The maximum score a team can gain is 30 points. Points are gained from four different categories so, that a team can gain a score between 0-9 in the three first categories and 0-3 in the fourth one. Each individual judge awards the points with one decimal (so the smallest difference you can make between two differing scores is 0.1).

4.1 Presentation

In the presentation category, a team can gain a maximum of 9 points. The following aspects are being evaluated:

- **Partnership and cooperation.** Ideal co-operation requires the dog to be attentive toward the handler at all time and the handler to be attentive towards the dog equally. This should always be achieved without the help of any props, toys or parts of costume. The team works together in a positive manner, both parties enjoy working and support each other throughout the routine.
- **Flow.** The team's work appears easy and effortless. There are no unintended breaks between the moves.
- **Responsiveness.** The dog responds to handling without hesitation. This means, that in addition to paying attention to what the handler is doing, the dog is motivated and constantly reacts to signalling.
- **Commands and signalling.** All the commands and signals that the handler is giving should be incorporated in the routine. Hand signals should not stand out from the choreography and overall movement of the handler. Vocal commands should never be angry or harsh in tone and a louder voice should only be used when necessary for the dog.
- **Presentation on the day.** The dog and handler should perform the routine fluently without struggling or obvious mistakes from beginning to end.
- **Correct execution of moves.** In HTM the heelwork is performed flawlessly according to the rules. In freestyle the dog executes the moves consistently, is able to perform the moves and the moves are well defined from a clear beginning to a controlled ending.

4.2 Content

In the content category, a team can gain a maximum of 9 points. The following aspects are being evaluated:

- **Focus on the dog.** The handler should never overshadow the dog. The main emphasis in the routine is always on the dog or the teamwork. The handler's movement should never attract more attention than the move the dog is doing simultaneously.
- **Structure of the routine.** The routine must be well planned and have a clear structure. The dog should move throughout the routine, prolonged execution of static poses is not encouraged. Brief stays well incorporated in the routine are evaluated evenly with all other moves.
- **Evenly balanced use of the ring.** The team uses most of the ring space and moves in different shapes and patterns. Different areas of the ring are used evenly throughout the routine.
- **Comprehensive use of the ring.** The team should always cover as much of the ring as possible considering the size and speed of the dog. Even if a dog is covering a slightly smaller area of the ring, the ring use should be well and evenly balanced.
- Balanced amount of moves so the routine is interesting but not too packed. The different moves should be performed with balanced emphasis on all of them, so that none of the moves are used excessively compared to others. A routine is too packed if the dog struggles to keep up with the constant transitions. A heelwork routine should include enough of continuous movement in a position to the chosen direction, so that the quality of heelwork can be enjoyed. The balance between tricks and heelwork performed should be in accordance to the rules of the discipline entered (25-75% or 75-25%). In HTM freestyle tricks only give you additional technical merit if they are used to show the dog's knowledge of the heelwork positions, since heelwork to music is all about presenting excellent heelwork.

- Variety of moves. The routine consists of a good variety of different types of moves. Variety can be achieved through different aspects: height of movement, stationary vs. moving tricks, distance to handler, positioning in relation to handler, speed, different directions in dog movement (backing, side-stepping...) etc. If a prop is included in the routine it should be well used: preferably having the dog perform various moves with it and/or use the prop as an essential part of conveying the theme. The prop should never be used to play with the dog or otherwise reward it. This kind of behaviour will result in substantial deductions. Any physical object brought in the ring by the handler will be considered a prop.
- **Difficulty of individual moves.** The difficulty of moves is considered from the point of view of elements included in the trick. If it consists of several elements that have to be combined into the final move, it is considered more difficult than if it consists of a single element.
- **Transitions and links between moves/not a series of disjointed moves.** The dog should be able to move from one exercise to another fluently. The routine should be planned so, that there should not be any abrupt stops after the moves. All the transitions should be fluent and all the links should be beautifully included in the routine.

4.3 Artistic Interpretation

In the artistic interpretation category, a team can gain a maximum of 9 points. The following aspects are being evaluated:

- Visualization of concept. The overall theme or idea and how the team presents it in their choreography. This means the routine can equally consist of a story or a dance theme. These options themselves should be valued equally. The idea of the routine should be clearly understandable for the judges. This means that he emotional journey of the routine should reflect the music and carry the judges through the story even without previous background information. The judge does not judge whether he knows or likes a certain theme they judge whether the concept was interpreted.
- **The music suits the dog's pace and movement pattern.** The music is well chosen to reflect the dog's natural movement, temperament and character.
- **Punctuation (notation in the music).** The team performs the moves timed well together with the music. If the music has specific accents, these will be punctuated with movement.
- Appropriate handler movement. The handler's movement should enhance the dogs' performance. The handler's movement provides a good background for the dog's movement. The handler's movement is also combined with the music; his movement goes together with the theme, atmosphere and tempo of the music.
- **The routine reflects the emotions of the music.** The atmosphere of the music is portrayed through the dog's and handler's movement and the overall theme of the routine.
- **Proper usage of music.** The music chosen should be suitable for family audiences.

4.4 Animal Welfare

In the animal welfare category, a team can gain a maximum of 3 points. The following aspects are being evaluated:

- The routine emphasizes the qualities of the dog (breed, personality, physical abilities, mental abilities etc.). When putting together a routine, the handler has taken into account the capabilities of the dog, and does not demand of it anything that would cause it harm or discomfort. The dog is not showing excessive signs of stress.

- **Health and safety of the dog.** The moves chosen must mind the dog's body structure. None of the moves should be repeated excessively. Moves that could lead to injury shall not be performed and the surface of the ring and the speed of the dog must be taken into consideration in the planning of the routine. The props and handler's costume must be safe for the dog.
- **Partnership.** If, at any point the dog should struggle mentally or physically during the routine, the handler must help the dog without delay.

5. Disqualification

Disqualification leads to termination of the performance and loss of all points awarded. The dog may not continue the program. The following will lead to disqualification without fail:

- A different handler or dog participating. If the dog or handler competing is not the same as was entered, the team will be disqualified.
- An attempt to mislead the judges. If a handler is caught trying to mislead the judges, they will be disqualified. For example failing to inform the organizers that the bitch has come into season, would be such an incident.
- **Cheating.** If the handler fails to obey the regulations, he will be disqualified.
- Not obeying doping rules. If the team is found guilty of breaking the doping rules, they will be disqualified. This rule will also be applied after the competition if the doping tests taken during the competition come back positive after the competition.
- Bringing food into the ring.
- If the dog is out of control and leaves the ring.
- If the dog urinates or defecates in the ring.
- If the handler explicitly turns the routine into a training round, the music will continue until the end.
- Any form of harsh handling (verbal or physical) is never tolerated. Clear cases will lead to a disqualification, milder cases result in deductions.
- If the dog attacks another dog or person in the venue or on the show grounds. Attacks always lead to disqualification, but a judge can also instruct the handler in less severe cases on conduct at the venue.
- The dog being on the lead in the ring during the competition.
- Double handling assistance from outside the ring.
- Touching the dog in order to control it. The handler is not allowed to initiate the touch. This should be done by the dog.
- If the handler takes more than three minutes to put up or remove his props, it will lead to disqualification

Any other violation of these rules may lead to disqualification.

6. Deductions

Any failure to meet the criteria of an ideal performance will lead to deductions in relation to the severity of the issue. The incidents listed below are only some examples of deductions, it is important to base the scoring on the categories described above (section 4).

- If the dog accidentally steps outside of the ring while continuously working, points will be deducted in a similar way to other moves inadequately performed.
- If the music exceeds four minutes, points will be deducted: the team will lose -0,2 pts./second.
- If a prop is misused in any way (threatening or pressuring the dog, rewarding the dog), points will be deducted. If the handler purposefully uses the prop to treat the dog, the deduction will be up to 15 points. If the dog just accidentally shakes a prop and pays it no further attention during the routine, the deduction will be significantly smaller. Pressuring or threatening the dog can even lead to a disqualification.
- Excessive barking throughout the routine leads to a deduction which can be no more than 2 points. A few barks are allowed. Anything in between will be deducted according to the severity of the issue.

The scoring sheet does not include a specific section for deductions, so the deductions will be visible in the overall score of the category involved.

These Guidelines were approved by the FCI General Committee in Budapest, May 2018. They come into force as from publication.