

CCDSA SNATCH-N-SPLASH 2024 TOURNAMENT RULES

The pool will open at 8:00 a.m. for practice at no charge to competitors. **Only paid registered competitors may use the pool during this time.** There will be no “try it” opportunities at this event.

The tournament will begin at 10:00 a.m. following a brief handler’s meeting.

Scoring Rules:

Each team will consist of a thrower (the person throwing the toy), a dog and a holder (optional, the person holding the dog on the dock until the thrower gives the “release” command).

- **The thrower must be the same person throughout all jumps.** You may not use multiple throwers across jumps or splashes; whoever throws for the dog in the first jump must continue to be the thrower throughout the remainder of the tournament.
- The holder may change between jumps or splashes. Teams are not required to use a holder and may opt for a sit- or down-stay if preferred.

The tournament will consist of four splashes; each team will get two jumps per splash.

- For the score from each jump to count, the dog must catch the toy.
- The toy must remain in the dog’s mouth when they hit the water.
- If the dog fails to catch the toy or the toy falls from their mouth (judge’s discretion) before they hit the water, the score will be recorded as 0 for that jump.

Two scores will be recorded for each jump:

- The distance at which the dog catches the toy (catch distance)
- The distance at which the base of the dog’s tail hits the water (jump distance)

Distances are recorded in decimal format. For example:

- 10 ft 3 in will be recorded as 10.03
- 16 ft 11 in will be recorded as 16.11
- 18 ft will be recorded as 18.00

Catch distance and jump distance will be added together to determine the team’s score for each jump.

The score received for each jump will be added together to determine the team’s total score for that splash.

The total scores received for each splash will be added together to determine the team’s final score for the tournament.

There will be no qualifier rounds or finals. The total score across all splashes will determine each team’s final score for placements within each division.

In the event of a tie, the team with the largest total splash score for a single splash will be the winner. If needed, the next tiebreaker will be the team with the largest total jump score across all jumps.

Teams must complete all 8 jumps; if a handler decides not to complete one or more jumps, the team will receive a score of 0 for each jump not completed.

“Handoffs” are not permitted. The toy must be thrown at least 10 feet or the score will be recorded as 0.

Divisions:

After all splashes have been completed, teams will be placed in divisions based on each team's average score for jumps with a catch (i.e. for jumps with a non-zero score).

Guppy Division: Up to 28'11" (≤ 28.11)

Whopper Division: 29' to 38'11" (29.00 – 38.11)

Jaws Division: 39' and above (≥ 39.00)

Placements will be awarded within each division based on the running total for scores across all jumps.

Example:

		Catch Distance	Jump Distance	Total Jump Score	Total Splash Score	Overall Total Score (Running Total)
SPLASH 1	JUMP 1	10.05	13.02	23.07	45.11	45.11
	JUMP 2	9.11	12.05	22.04		
SPLASH 2	JUMP 1	No Catch	14.07	0	25.06	71.05
	JUMP 2	11.10	13.08	25.06		
SPLASH 3	JUMP 1	10.08	12.11	23.07	23.07	95.00
	JUMP 2	No Catch	13.11	0		
SPLASH 4	JUMP 1	11.05	13.08	25.01	51.00	146.00
	JUMP 2	11.10	14.01	25.11		

$$\text{Average non-zero jump score} = \frac{23.07 + 22.04 + 25.06 + 23.07 + 25.01 + 25.11}{8} = 17.92 \text{ or } 24.08$$

The score of 17.92 is converted back into a decimal form of ft-in as follows:

- 92 inches is 7 ft 8 in, or 7.08 in decimal form
- $17 + 7.08 = 24.08$ (Guppy Division)

This team's score for placements within the Guppy Division would be 146.00.

Prizes:

- The 1st place team in each division will receive a \$300 cash prize.
- Trophies will be awarded to the 1st place, 2nd place and 3rd place teams within each division.
- The Moist Clam Grand Slam trophy will be awarded to the team with the lowest overall score with **at least one qualifying catch**.
 - To be eligible for this award, each team must complete all 8 jumps.
- All participants will receive a commemorative participation medal!

Team Conduct:

- Dogs must be on-leash at all times. The only time a dog may be off leash is during that dog's Splash.
- Arguments with judges over scores or handoffs will not be tolerated.
- Bitches in heat may not participate.
- Please be a good sport and **have fun with your dog!**