



# Regulations EO Hoopers NL





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## Chapter 1 Purpose & Definitions

EO Hoopers is a three-day Open Hooper tournament where everyone can participate without a license. The courses are created based on the rules set out below.

### 1.1 Participants

All dogs of any breed and crossbreed are allowed to participate in this competition without a license. Within EO Hoopers NL, there are several conditions that the dogs must meet:

- The minimum age of the dog on the day the competition begins is 15 months.
- There is no maximum age for participation in the competition.
- A dog may run a maximum of 4 courses per day.
- The dog must be in good health.
- The dog must not display aggressive or otherwise dangerous behavior towards other dogs or people.
- Dogs that have been cropped (ears or tail) are excluded from participation. Exceptions may be made on the basis of medical necessity. This must be reported during registration (veterinary certificate in English or Dutch).
- Bitches in heat are allowed to participate in the competition without additional measures. The handler of a bitch in heat must always take as much consideration as possible for the other participants. If, in the opinion of the organization, this is insufficient, the handler in question may receive a warning or be excluded from further participation in the competition.
- Dogs that run with a support aid (brace, tape, etc.) for medical reasons are allowed to participate in the competition. However, if the dog with the aid, in the judgment of the judge and/or organization, runs lame or appears to be in discomfort or pain, the dog may still be excluded from participation.
- For permanent aids (such as wheelchairs, braces, etc.), the handler must notify the organization in advance of participation during registration.

### 1.2 Classes & Heights DJFD and European

#### 1.2.1 Classes:

At EO Hoopers, three different classes are used:

- Open Class (all ages)
- Junior Class (up to 3 years)
- Senior Class ( $\geq 10$  years)

Age is determined on the day the competition begins. Anyone may register in the Open class regardless of age; however, please note that Open class courses are more challenging than Junior/Senior courses. All three classes have their own ranking, prize table, and EO Hoopers NL winner.



### 1.2.2 Height Classes

There are two different height classes:

- **Large:** Dogs with a withers height of 43.00 cm or higher.
- **Small:** Dogs with a withers height up to 42.99 cm.

All small dogs will be measured (when collecting numbers on the day of arrival). This applies to dogs that have not been previously measured at EO Hoopers.

Both small and large dogs run the same course under the same rules during the competition.



	DJFD	European	Team
Handler box	Lines and box 5x5m	5x5 m / 3x3 m	Lines and box 5x5m
Max distance between box and obstacle	-	±15m / ±20m	±15m / ±20m
Obstacle distance	7-9m	8-10m	7-9m
Size of the ring	25x35 m	30x45 m	25x35 m
Equipment (obstacles):	Hoops, Chutes, Barrels, gates, TanGo mat	Hoops, Barrels, gates, Chutes (bottomless tunnels)	Hoops, Barrels, gates, Chutes.
Courses:	Hooper(Hoops only, evt. Chutes)	Hooper (Hoops only, evt. Chutes)	Regular (all obstacles)
	Regular (all obstacles)	Regular (all obstacles)	
Overall flow	Relatively more "technical" lines	flow Mainly "logical" lines	flow Mainly "logical" lines
	Choices and obstacle discrimination allowed	Choices and obstacle discrimination allowed	Choices and obstacle discrimination allowed

## Chapter 2 Individual competition

### 2.1 DJFD courses:

#### 2.1.1 Open Class

**Course Length:** 18-24 obstacles

**Focus:** Emphasis on distance with primarily logical lines. More technical skills (handling, obstacle discrimination) are required for combinations.

The course will be designed using the green handling line in mind. If the dog is at level for the course, handling from that position should be doable.

From the blue line and/or from the designated red handler area, the course may be challenging (see scoring explanation).

There is a maximum course time of 60 seconds for large dogs and 70 seconds for small dogs.

**The MPT (Maximum Course Time)** starts when the dog passes through the start apparatus and the electronic timing is activated.

Exceeding this time results in a disqualification and 0 points.

#### 2.1.2 The Junior and Senior Class (run the same course)

**Course Length:** 16-22 obstacles

**Focus:** Emphasis on distance with primarily logical lines. Some obstacle discrimination and handling is allowed. The course will be designed using the green handling line in mind. If the dog is at level for the course, handling from that position should be doable. From the blue line and/or from the designated red handler area, the course may be challenging (see scoring explanation).

There is a maximum course time of 60 seconds for large dogs and 70 seconds for small dogs.

**The MPT (Maximum Course Time)** starts when the dog passes through the start apparatus and the electronic timing is activated.

Exceeding this time results in disqualification and 0 points.





### 2.1.3 The Regular course:

During the competition, 3 Regular courses are run, of which 1 is the final.

The judge has at his/her disposal:

20 hoops, 4 barrels, 2 gates, 2 chutes, and 1 TanGo mat

Ring Size: 25 m wide and 35 m long

Purpose: To test various skills for each apparatus.

In addition to hoops, this course must obligatorily include a chute, a barrel, a gate, and a TanGo mat.

### 2.1.4 Hooper course:

During the competition, 3 Hooper courses are run.

The judge has at his/her disposal 20 hoops.

Ring Size: 25 m wide and 35 m long

Purpose: To test distance handling on fluid lines.

This course consists solely of hoops and, optionally, chutes; no other obstacle is permitted.

## 2.2 European courses:

### 2.2.1 Open Class:

**Course Length:** 18–24 obstacles

**Focus:** Emphasis on spacing with primarily logical lines.

The premise is that the course must be handled from the handler area (3×3 m or Ø 3 m). The maximum distance from the handler area to an obstacle is 20 m.

There is a **Maximum Ring Time** of 90 seconds for large dogs and 100 seconds for small dogs.

The **MRT (Maximum Ring Time)** starts when the judge whistles to indicate that the combination may enter the arena.

There is also a **Maximum Course Time** of 60 seconds for large dogs and 70 seconds for small dogs.

The **MPT (Maximum Course Time)** starts when the dog passes through the start apparatus and the electronic timing is activated.

Exceeding either the MRT or MPT results in disqualification and 0 points.

### 2.2.2 The Junior and Senior Class (run the same course)

**Course Length:** 16–22 obstacles

**Focus:** Emphasis on spacing with primarily logical lines.

The premise is that the course must be handled from the handler area (5×5 m or Ø 5 m). The maximum distance from the handler area to an obstacle is 15 m.

There is a **Maximum Ring Time** of 90 seconds for large dogs and 100 seconds for small dogs.

The **MRT (Maximum Ring Time)** starts when the judge whistles to indicate that the combination may enter the arena.

There is also a **Maximum Course Time** of 60 seconds for large dogs and 70 seconds for small dogs.

The **MPT (Maximum Course Time)** starts when the dog passes through the start apparatus and the electronic timing is activated.



Exceeding either the MRT or MPT results in disqualification and 0 points.

### **2.2.3 Regular course:**

The judge has at his/her disposal: 20 hoops, 4 barrels, 2 gates, 4 chutes (bottomless tunnel)

Arena Size: 30 m wide and 45 m long

Purpose: To test various skills for each obstacle

In addition to hoops, this course must obligatorily include a barrel, a gate, and chutes.

### **2.2.4 The Hooper Course:**

The judge has at his/her disposal 20 hoops.

Arena Size: 30 m wide and 45 m long

Purpose: To test distance handling on fluid lines.

This course consists solely of hoops and, optionally, chutes; no other apparatus is permitted.

## **Chapter 3 Obstacles DJFD and European courses:**

### **3.1 Hoops**

Hoops are arch-shaped obstacles measuring 90–120 cm high (measured at the top of the arch) and 85–100 cm wide (measured between the two legs).

### **3.2 Barrels**

Barrels are cylindrical obstacles made of sturdy material, standing between 80–105 cm high with a diameter ranging from 55–75 cm.

### **3.3 Gates**

Gates are rectangular, hurdle-shaped obstacles measuring 100–120 cm wide and 80–105 cm high. The gate's frame is made of aluminum. The net of the gate is permitted in all colors and is a closed unit.

### **3.4 Chutes**

The height of the chute must be 90–100 cm, and the width is 80–100 cm. The chute will be 1 meter long and is bottomless. For outdoor use in windy conditions, the chute can be secured or weighted along its sidewalls.

### **3.5 TanGo Mat (DJFD only)**

The TanGo mat is made of a non-slip material that is heavy enough so that it does not shift.

Its length is 180–200 cm, its width is 90–100 cm, and the mat is 1–2 cm thick.

The TanGo mat is marked with 4 cones of a color different from the mat. The cones are 30–45 cm high and are placed next to the corners of the mat along the long side.

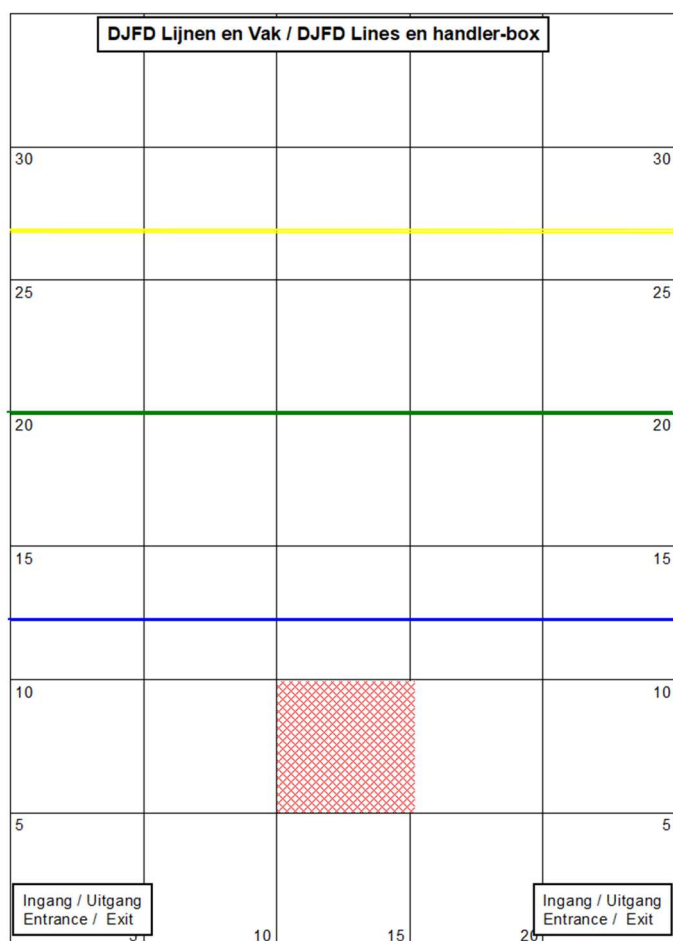
If the TanGo mat needs to be fixed in place, this must be done in such a way that the dog cannot injure itself on the fixation material.



## Chapter 4 Scoring

### 4.1 Regular course and Hooper course "DJFD"

A combination starts each course with 50 points; points are deducted for faults, refusals, course errors, and disqualification (see explanation of faults, refusals, course errors, and disqualification). There are 3 lines and 1 box in the course.



**Blue Line** is the line at the front of the field, closest to the start and finish.

If you are able to handle from behind this line, the achieved score is multiplied by 1.5.

**Green Line:** the middle line. If you are able to handle from behind this line, the achieved score is multiplied by 1.0.

**Yellow Line:** the furthest line. With this line, you can cover almost the entire course. If you handle from behind this line, you only retain 0.5 times the number of points.

**Red box (5x5 m):** is often positioned in such a way that multiple difficulties are incorporated into the course. If you can handle the entire course (from start to finish) from within the box, the achieved score is multiplied by 2.0. If the handler leaves the box during the course, the points are calculated based on the line behind which the handler is then located.

The handler is allowed to accompany the entire course up to the yellow line. If the handler crosses the yellow line, the participant is disqualified.

The assistant judge, once the combination has finished, will signal with a colored flag indicating how far the handler accompanied them (yellow, green, blue, or red).

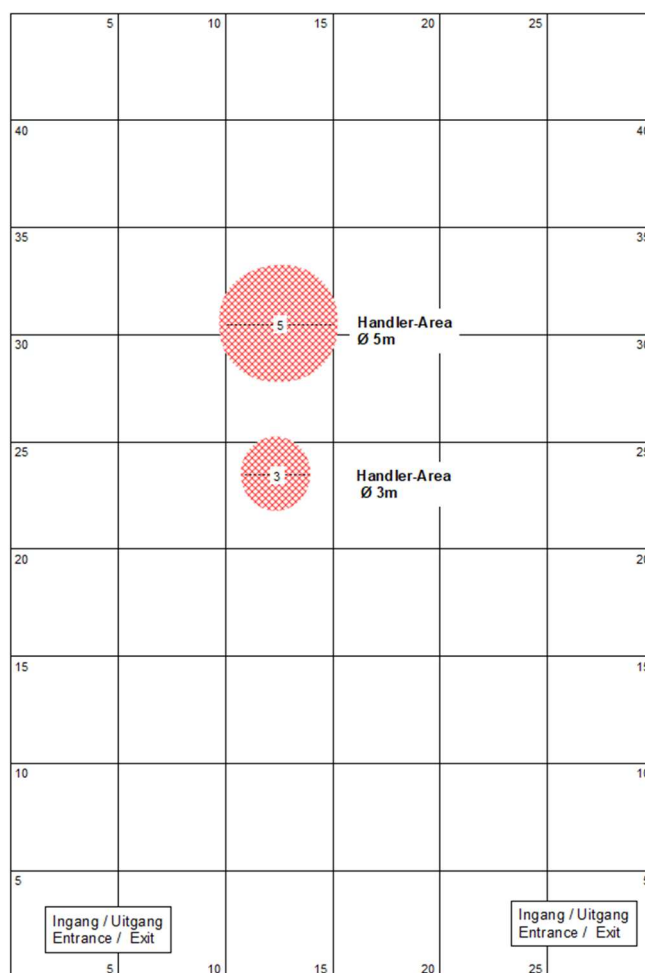
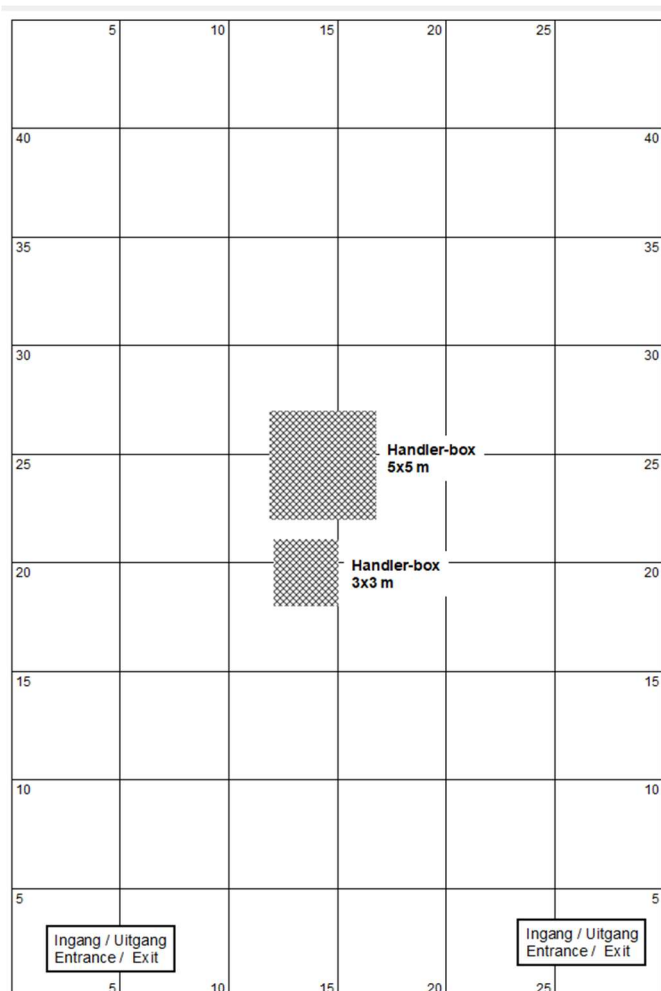




## 4.2 Regular course and Hooper course “European”.

A combination begins each course with 50 points; points are deducted for faults, refusals, course errors, and disqualification (see explanation of faults, refusals, course errors, and disqualification).

There is one handler area in the course where the must handle the entire course from. If the handler leaves the handler area after the dog has started and before the dog has finished, the participant is disqualified. The handler may reposition the dog once at the start, provided that the dog has not yet passed through the starting obstacle (or any other obstacle).





## Chapter 5: Faults, Refusals, Course Errors and Disqualifications

### 5.1 Faults

A fault costs the combination 5 penalty points. The following actions by the dog and/or handler are counted as faults:

- Touching the dog by the handler
- Touching an obstacle by the handler
- Knocking over a hoop, barrel, chute, or gate by the dog
- Not correctly taking the TanGo mat

A fault is indicated by the judge raising an open hand.

Faults may be incurred without limit until no points remain.

### 5.2 Refusals

A refusal costs the combination 5 penalty points. The general idea behind a refusal is that the dog is capable of taking an apparatus but does not do so, or does so in a non fluent manner. The following situations qualify as refusals:

- Passing by an obstacle (1–1.5 m) after which it is corrected and the obstacle is subsequently taken correctly.
- Sticking a nose or paw into the chute, hoop, or onto the TanGo mat, after which the dog withdraws it (this applies when the obstacle that the dog “refuses” should indeed have been taken). Walking incorrectly on the TanGo mat, after which the TanGo mat is completely repaired.
- Approaching the TanGo mat incorrectly, after which the TanGo mat is reset entirely.
- The dog coming to a stop on the line towards the next obstacle in a course. (This refers to situations where the handler does not intentionally stop the dog, but the dog, for some reason, decides not to continue.)
- Refusing to take an obstacle indicated by the handler even though the dog is capable of taking it.

A refusal is indicated by the judge raising an open hand. Refusals may be incurred without limit until no points remain.

### 5.3 Course Errors

A course error costs the combination 20 penalty points in DJFD and 10 penalty points in European and Team competitions.

- Course errors are given if a dog skips 1 or 2 obstacles consecutively and then continues the course at the obstacle that should have been taken according to the numbering.
- For each skipped obstacle, a penalty of 10 or 20 points is assigned by the judge. If a dog skips 2 obstacles consecutively, 2 course errors are given.
- If the dog skips 3 or more obstacles in a row, it results in disqualification.
- Gates: Gates must always be taken along the logical line (as deduced from the order of the course). If the dog takes the gate from the opposite side without this being corrected, it is considered a course error.



- TanGo mat: If the dog approaches the mat incorrectly and this is not corrected, or if the dog completely bypasses the obstacle, a course error is given.
- Chutes and hoops: If the dog completely bypasses these obstacles without correction, it is considered a course error.
- Skipping the start or finish obstacle is also a course error, provided the handler intended for the dog to take the start and/or finish. In both cases, the time is then recorded as the MPT minus 1 second.

A course error is indicated by the judge raising a closed hand (fist). If it is a double course error, the judge raises a fist (hand 1) and two fingers (hand 2).

A third course error in DJFD and a fifth course error in European and Team competitions results in a disqualification.

### 5.3 Disqualification

A disqualification costs the combination 50 points. The following actions by the dog and/or handler result in disqualification:

- Accumulating more than 50 penalty points
- Exceeding the yellow line (DJFD)
- Leaving the zone after the dog has started and before the dog has finished (European)
- Exceeding the maximum course time (MPT) or Maximum Ring Time (MRT)
  - The MPT is the time within which the course must be completed
  - For large dogs, the MPT is set at 60 seconds
  - For small dogs, the MPT is set at 70 seconds
- The handler deliberately chooses not to take the start and/or finish hoop
- The handler positions the dog in such a way that the starting obstacle cannot be taken (e.g., starting at the second apparatus)
- The handler stops the handling or deliberately calls the dog before the finish can be taken
- The handler starts the course with the dog positioned beyond the starting line of the first obstacle
- At the start of the course, the dog must always be behind the starting line so that the first obstacle can be taken directly in the logical line with the first forward movement. The starting line is the imaginary line that runs parallel to the entrance of the first obstacle.
- The handler stops the dog during the course
- The handler visibly has a toy with them in the ring
- The handler has food with them in the ring
- The handler does not wear a start number while running the course
- The dog wears a harness/collar or similar during the course
- The dog leaves the ring before the course is completed
- The dog pees or defecates in the ring
- Hard handling (what constitutes hard handling depends on the situation; the decision to judge an action as hard handling is always at the sole discretion of the judge)

In the event of a disqualification, the judge crosses both arms over their chest. After a disqualification is given, training in the ring is allowed until the MPT is reached. After that, the judge will request that the combination leaves the course.



### **Example 1**

At the start, there are 50 points.

If, during the round, an obstacle is skipped, costing 20 points, and the course was handled from behind the green line, the result is as follows:

50 points at the start – 20 points for skipping an obstacle = 30 points.

Handled from behind the green line, 30 points × 1.0 equals a total of 30 points.

### **Example 2**

At the start, there are 50 points.

The dog waits at the start and the handler stands in the red zone. If the handler remains in the zone for the entire round and no faults, refusals, or course errors are incurred, the result is as follows:

50 points at the start.

Handled from the red zone, 50 points × 2.0 equals a total of 100 points.

### **Example 3**

At the start, there are 50 points.

The dog waits at the start and the handler stands in the red zone. If the handler remains in the zone for the entire round but the dog receives 2 refusals, the result is as follows:

50 points at the start – 10 points for 2 refusals = 40 points.

Handled from the red zone, 40 points × 2.0 equals a total of 80 points.

### **5.5 Competition & Final Individual**

An individual ranking will be kept during the competition. The points completed per course are added together for the total score in the rankings.

### **5.4 Decisions by the Judge**

The judge(s) decide during the run of the combination which faults, course errors, and disqualifications are given. With regard to these decisions, the following applies:

- Decisions made during a run are not reversed.
- No re-evaluation or changes to results will be made based on video material (videos, photos, etc.).

**In cases where the regulations do not provide for a situation, the judge will decide. This decision is binding for the situation in question.**

### **5.5 Individual Competition & Final**

During the competition, an individual ranking is maintained. The points achieved per course are summed to form the total score in the ranking.

### **5.6 Final – Qualification**

The top 40% of the ranking per class qualify for the final and thus for the battle for Champion EO Hoopers. This is based on the number of participants who started on day 1 of the tournament.

There are always 2 finalists.

In the final, points from two components are taken into account to determine the ultimate winner:

- Start points: 10% of the total ranking points achieved (this number is rounded)
- Result of the Regular course (Final course)



### 5.7 Register EO Hoopers individually

Registration is open to everyone who wishes to participate.

Registration takes place via a **Google form**, which is posted on both the EO Hoopers website and on Facebook.

**A separate form** should be completed for each combination that wishes to enter.

A participant's registration is only final once the registration fee has been paid.

If a participant withdraws from the tournament, the registration fee will **be refunded up to 2 weeks before the tournament starts, minus €5.00 administration fees.**





## Chapter 6 Team competition

### 6.1 Team participants:

A team consists of 2 participants. There are no restrictions on team composition regarding “style” (DJFD or European), level, height, or age. A dog may only be in one team, and one handler may not form a team with two dogs.

### 6.2 Team Course

The objective of the team course is to earn points as a team. The team course is a mix of DJFD and European style. The judge has access to:

- 20 hoops, 2 chutes, 4 barrels, 4 gates.
- Ring size: 25 meters wide and 35 meters long.

Course length: 16-22 obstacles

Focus on distance with primarily logical lines. Some obstacle discrimination is allowed.

Some handling is allowed. The course is designed in such a way that the green handling line is the default line, while the blue line and red handler box pose a greater challenge. The start of a team course must be next to the handler box.

The maximum course time is 120 seconds.

There is a maximum course time of 120 sec.

This time is for the entire team and starts when the 1st dog goes through the starting obstacle.

One team member may receive a disqualification while the other does not, meaning points can still be earned for the team.

### 6.3 Obstacles Team course

Hoops, chutes, barrels, gates.

### 6.4 Scoring Team course.

Each team member starts a course with 50 points. Points are deducted for faults, refusals, course errors, and disqualification (see explanation of faults, refusals, course errors, and disqualification).

There are 3 lines and 1 box in the course:

- **Blue line:** The line closest to the start and finish.  
If you stay behind this line, the achieved score is multiplied by 1.5.
- **Green line:** The middle line.  
If you stay behind this line, the achieved score is multiplied by 1.0.
- **Yellow line:** The farthest line, allowing almost full course running.  
If you stay behind this line, you retain 0.5x the earned points.
- **Handler Box** (5x5 m):

The principle is that the course should be manageable from the handler box (5x5 m).

The maximum obstacle distance from the handler box is 15 meters.

If you complete the entire course (start to finish) from the handler box, the score is multiplied by 2.0. The runner may choose to move along or remain stationary in the box. If using the box, the handler must remain in the box from start to finish. If the handler leaves the box during the course, the points are calculated based on the line behind which the handler is positioned.



### 6.5 Competition & Team Finals

During the competition, a Team Ranking is maintained.

The points achieved per team, per course, are added together for the total score in the ranking.

### 6.6 Final – Qualification

**The top 40%** of all teams, based on the ranking, qualify for the final and compete for the Team Champion EO Hoopers title.

This is based on the number of teams that started on Day 1 of the tournament.

In the final, two components contribute to determining the ultimate winner:

- Starting Points: 10% of the total ranking points earned (rounded).
- Result of the Relay Course.

### 6.7 Register EO Hoopers Team

Registration is open to anyone who wants to participate. Registration takes place via a **Google Form**, which will be published on both the EO Hoopers website and Facebook. Each team must complete one form.

A team's registration is only final once the registration fee has been paid. If a team withdraws from the tournament, the registration fee will be refunded up **to two weeks before** the tournament starts, minus a **€5.00 administration fee**.



## Chapter 7 Disciplinary measures

### 7.1 General

At EO Hoopers NL, sportsmanship and fairness are of the utmost importance. This applies both to the dogs and to the handlers. Unfortunately, there are occasions where individuals may lose sight of this and engage in undesirable behaviour towards people and/or dogs. This will not be tolerated.

### 7.2 Definition

Undesirable behaviour is any behaviour that has the potential to cause physical or psychological harm to another. The following – non-exhaustive – list is considered undesirable behaviour:

- **Harsh handling**, including verbal and physical corrections of the dog in such a way that the dog is visibly affected.
- The dog displays **excessively aggressive behaviour** towards other dogs or people.
- Verbal aggression towards fellow participants, volunteers, judges, or other individuals involved in the competition.
- **Physical aggression** towards fellow participants, volunteers, judges, or other individuals involved in the competition.
- **Deliberately attempting to influence another competitor** in such a way that it causes them significant disadvantage.
- **Deliberately attempting to circumvent** the rules to gain an unfair sporting advantage over other competitors.

### 7.3 Sanctions

- Upon the **first occurrence** of undesirable behavior, a **warning** will be issued by the judge and/or competition director.
- Upon the **second occurrence**, the participant will be **disqualified for the entire day**, and an **official warning** will be issued.
- The **official warning** will be discussed with the participant, if possible, during the competition.
- Upon the **third occurrence**, a **competition suspension** will be imposed, and the participant will be **denied access to the venue**.
- Warnings and official warnings can be issued **to both the handler and the dog**. This will always be specified when issuing a (official) warning.

In all cases where the regulations do not provide a clear resolution, the **judge and/or competition management** will decide during the competition.

#### Disclaimer:

These regulations are written and owned by **EO Hoopers NL**.

If other organizations wish to use these regulations in the future, they must request permission from **EO Hoopers NL** at [eohoopers@gmail.com](mailto:eohoopers@gmail.com).

The **DJFD Hoopers rules** are the written property of **DJFD Hoopers**.