

Miniature Australian Shepherd Club of America, Inc.

National's Extreme Aussie Games

Extreme Aussie Games

The Extreme Aussie Games are offered to showcase the amazing abilities of the Australian Shepherd. Unlike the traditional MVA program, Extreme Aussie Games, changes year to year, depending on which events are offered. An Australian Shepherd is attentive and animated, showing strength and stamina combined with unusual agility. The Australian Shepherd is primarily a working dog of strong herding and guardian instincts, he is an exceptional companion. He is versatile and easily trained, performing his assigned tasks with great style and enthusiasm.

All Australian Shepherds are invited to compete in Extreme Aussie Games, as the essence of Australian Shepherds is their versatility and ability to do whatever is asked of them, regardless of size. New dog sports will be added in the future to further demonstrate the amazing abilities of the Australian Shepherd.

Hosting clubs must offer at least 4 games.

EXTREME AUSSIE GAMES SCORING

To qualify for the Extreme Aussie Games (EAG), one must qualify in at least 3 of the following events: Arena Herding, Farm & Ranch Herding, Agility, Obedience, Rally Obedience, Disc Dog (all events offered), dock diving, Scent & Find and acrobatics. Placements will be awarded for all EAG qualifiers. 1st Place winner will earn the title "Extreme Aussie".

Point Calculation:

Points are totaled from all event categories offered.

If there is a tie, the first tie-breaker is to take the highest herding score. 2nd tie-breaker is to take the highest agility score. 3rd tie-breaker is to take the highest Obedience score. 4th tie-breaker is to take the highest Rally Obedience score.

ULTIMATE VERSATILITY AUSSIE (UAV) AWARD

If the 1st Place MVA winner is also the Extreme Aussie Games winner at the same event, the title of UVA (Ultimate Versatility Aussie) will be awarded. A certificate will be awarded at the Award's Ceremony, prize to follow.

EXTREME AUSSIE GAMES CHAIRPERSON

An Extreme Aussie Games Chairperson will be chosen by the MASCA Board and will handle computation of all scores for awarding the Extreme Aussie Games Awards. The Extreme Aussie Games Chair cannot be entered in the Extreme Aussie Games. The Extreme Aussie Games Chair will also head a complaint committee. Two additional complaint committee members will be chosen by the MASCA Board prior to the event. The Host Club will provide a location where all scores will be posted as soon as practicable after each eligible competition is completed. It is the owner/handler's responsibility to check the scores as posted, and report to the Extreme Aussie Games chairperson any discrepancy no later than two hours prior to the time scheduled for awarding Extreme Aussie Games. Complaints may only be filed by the handler for the event where there is a discrepancy. The complaint committee has full power and rights to make decisions on location at the event for any complaints filed. The Extreme Aussie Games awards will be presented at the Award Ceremony.

Judges placements/decisions for all events are final. **Awards for Extreme Aussie Games are final once presented.** Complaints will not be accepted after the event. The Extreme Aussie Games Chairperson will keep records for at least one year after the event. The MVA Chairperson and complaint committee may also be the Extreme Aussie Games chairperson and complaint committee leader.

EXTREME AUSSIE GAMES SPORTSMANSHIP

Complaints must be filed in writing to the Chairperson. Contestants will not complain about results/postings to other contestants, but maintain good sportsmanship. Unsportsmanlike conduct will not be tolerated. The Chairperson and complaint committee has the right and responsibility to remove contestants/spectators that are disrupting the event without refunding entry fees. Those removed will not be eligible to participate or attend any other events at that Nationals.

EXTREME AUSSIE GAMES ENTRANTS

Extreme Aussie Games entrants must be 6 months of age as of the first day of the competition. Individual events may have additional age criteria. Extreme Aussie Games entrants must be Australian Shepherds and registered with one of the following registries: MASCA, NAMASCUSA, ASDR, NSDR, ASCA, AKC, UKC, TASA, or TASCA. Copy of registration papers must be attached to Extreme Aussie Games Entry Form.

ARENA HERDING & mHIC (Extreme Aussie Games)

- A. MVA/Extreme Aussie Games Arena Herding Dog runs will be scored using the MASCA Arena Herding Dog Nationals scores.
- B. The highest score earned at the MASCA Arena Herding Nationals will be used to compute MVA points from the two Arena Trial runs.
- C. Points will be awarded as follows:
 - Arena Herding Dog Level 5(HD-L5) clean = 100, faulted = 95
 - Arena Herding Dog Level 4(HD-L4) clean = 90, faulted = 85
 - Arena Herding Dog Level 3(HD-L3) clean = 80, faulted = 75
 - Arena Herding Dog Level 2(HD-L2) clean = 70, faulted = 65
 - Arena Herding Dog Level 1(HD-L1) clean = 60, faulted = 55
 - Instinct (mHIC) = 50 pts

FARM & RANCH HERDING (Extreme Aussie Games)

- A. Farm & Ranch Herding runs will be scored using the MASCA Farm & Ranch Herding Nationals scores.
- B. The highest score earned at the MASCA Herding Nationals will be used to compute Extreme Aussie points from the Farm & Ranch run(s).
- C. Points will be awarded as follows:
 - Farm & Ranch Level 3 (F&R-L3) clean = 100, faulted = 95
 - Farm & Ranch Level 2(F&R-L2) clean = 90, faulted = 85
 - Farm & Ranch Level 1(F&R-L1) clean = 80, faulted = 75

AGILITY (Extreme Aussie Games)

- A. MASCA Extreme Aussie Games Agility runs will follow venue rules when such items are not addressed in this document.
- B. The jump heights for Extreme Aussie Games agility will be in accordance with venue's rules.
- C. Veteran runs are accepted for Extreme Aussie Games.
- D. Agility Point schedule:
 - MASCA Advanced clean = 100, faulted = 95
 - MASCA Open clean = 80, faulted = 75
 - MASCA Novice clean = 70, faulted = 65
 - MASCA Introductory = 60, faulted = 55
 - CPE Standard Level 4/5/C clean = 100
 - CPE Standard Level 5 faulted = 95
 - CPE Standard Level 4 faulted = 85
 - CPE Standard Level 3 clean = 80, faulted = 75
 - CPE Standard Level 2 clean = 70, faulted = 65
 - CPE Standard Level 1 clean = 60, faulted = 55
 - NADAC Elite clean = 100, faulted L5/C = 95
 - NADAC Open clean = 80, faulted = 75
 - NADAC Novice clean = 70, faulted = 65
 - USDAA Masters/PIII clean = 100, faulted L5/C = 95
 - USDAA Advanced/PII clean = 80, faulted = 75
 - USDAA Started clean/PI = 70, faulted = 65
- E. Bitches in heat will not be allowed to run at the Nationals Specialty Agility Trial. Failure to comply with this rule will result in dismissal from all agility trials held in conjunction with the MASCA Agility National Specialty.

RALLY OBEDIENCE (Extreme Aussie Games)

- A. MASCA Extreme Aussie Games Rally Obedience runs will be scored using venue rules and regulations and criteria for entering levels
- B. The score will be determined from the results of the trial held at the Nationals Specialty Rally Obedience Trial. Participants who enter multiple rounds of the MASCA Nationals Rally Obedience competition may count the best score earned towards Extreme Aussie Games.
- C. Only the highest qualifying scores earned in the trial will count towards Extreme Aussie Games points.
- D. Please see APDT Rally Obedience Rules for additional information.
- E. Points will be awarded as follows:
 - MASCA Advanced/APDT Level 3 clean (200+ Points) = 100, faulted = 95
 - MASCA Open/ APDT Level 2 clean (200+ Points) = 90, faulted = 85
 - MASCA Novice/APDT Level 1 clean (200+ Points) = 80, faulted = 75
 - MASCA Introductory (200+ points) = 60, faulted = 55
- F. Bitches in heat will not be allowed to run at the Nationals Specialty Rally Obedience Trial. Failure to comply with this rule will result in dismissal from all performance trials held in conjunction with the Rally Obedience National Specialty.

OBEDIENCE (Extreme Aussie Games)

- A. MASCA Extreme Aussie Games Obedience runs will be scored using MASCA rules and regulations and criteria for entering levels.
- B. The score will be determined from the results of the trial held at the Nationals Specialty Obedience Trial. Participants who enter multiple rounds of the MASCA Nationals Obedience competition may count the best score earned towards Extreme Aussie Games.
- C. Only qualifying scores earned in the trial will count towards Extreme Aussie Games points.
- D. Please see MASCA Obedience Rules for additional information.
- E. Points will be awarded as follows:
 - MASCA/C-Wags/St. Hubert's Utility clean = 100, faulted = 95
 - MASCA/C-Wags/St. Hubert's Open clean = 90, faulted = 85
 - MASCA/C-Wags/St. Hubert's Novice clean = 80 faulted = 75
 - MASCA Introductory = 60, faulted = 55,
- F. Bitches in heat may be allowed to run at the Nationals Specialty Obedience Trial, please check with the Obedience trial secretary.

DISC DOG (Extreme Aussie Games)

- A. Disc Dog runs will be scored using venue rules and regulations and criteria for entering levels. Skyhoundz, USDDN or UFO rules may be used.
- B. The score will be determined from the results of the trial held at the Nationals Specialty Disc Dog Trial.
- C. Scores earned for "individual rounds" in the trial will count towards Extreme Aussie Games points. Only the highest score in each Disc Dog category will be used.
- D. Please see selected Disc Dog venue rules for additional information

Single Disc Accuracy 12+ points = 35
Single Disc Accuracy 8+ points = 30
Single Disc Accuracy 6+ points = 20
Freestyle 30+ points = 35
Freestyle 28+ points = 30
Freestyle 26+ points = 20
Men's Long Distance 60+ yards = 35
Men's Long Distance 50+ yards = 30
Men's Long Distance 40+ yards = 25
Men's Long Distance 30+ yards = 20
Women's Long Distance 60+ yards = 35
Women's Long Distance 50+ yards = 30
Women's Long Distance 40+ yards = 25
Women's Long Distance 30+ yards = 20

(Note: Dog cannot be entered in both Men's & Women's Long Distance)

Acrobatics (Extreme Aussie Games)

- A. Acrobatic runs will be scored using venue rules and regulations and criteria for entering levels.
- B. The score will be determined from the results of the trial held at the Nationals Specialty Acrobatics Trial.
- C. Scores earned for "individual rounds" in the trial will count towards Extreme Aussie Games points. Only the highest score in each Acrobatics category will be used.
- D. Please see MASCA Acrobatics rules for additional information.

Acrobatic Single Novice - Qualifying score of 24+ points = 30
Acrobatic Single Open - Qualifying score of 28+ points = 40
Acrobatic Single Advanced - Qualifying score of 30+ points = 50
Acrobatic Group Novice - Qualifying score of 24+ points = 30
Acrobatic Group Open - Qualifying score of 28+ points = 40
Acrobatic Group Advanced - Qualifying score of 30+ points = 50

Scent & Find

- A. Scent & Find will be scored using MASCA rules and regulations.
- B. The score will be determined from the results of the trial held at the Nationals Specialty Scent & Find Trial.
- C. Scores earned for the highest level in the trial will count towards Extreme Aussie Games points. Only the highest level score for Scent & Find will be used.
- D. Please see MASCA Scent & Find rules for additional information.

Qualifying Scores (Scent & Find):

Scent & Find Introductory (20 points/passing obstacles) = up to 40
Scent & Find Novice (20 points/passing obstacle) = up to 80
Scent & Find Open (18 points/passing obstacle) = up to 90
Scent & Find Advanced (20 points/passing obstacle) = up to 100

DOCK DIVING

- A. Dock Diving jumps will be scored using MASCA rules and regulations.
- B. The score will be determined from the results of the trial held at the Nationals Specialty Dock Diving Trial.
- C. Scores earned for the longest jump in the trial will count towards Extreme Aussie Games points. Only the longest jump score for Dock Diving will be used.
- D. Please see MASCA Dock Diving rules for additional information.

Qualifying Scores (Jump Distance Level):

0'-4.99' – Introductory Qualifying Jump points = 20
5'-9.99' - Novice = 40
10'-14.99' – Open = 60
15'-19.99' – Advanced = 80
20'+ - Post-Advanced = 100

Qualifying Scores (Speed Jumping):

3+ – Introductory Qualifying Jump points = 20
5+ - Novice = 40
12+ – Open = 60
18+ – Advanced = 80
25+ - Post-Advanced = 100

The Host Club for the MASCA Nationals shall include in their flyer any special awards to be given in the Extreme Aussie Games competition. For questions regarding the Extreme Aussie Games rules please contact the MASCA board.

Sample of Extreme Aussie Games scoring in case of a tie:

	<u>Dog A</u>	<u>Dog B:</u>
Arena Herding score:	90	50
Farm & Ranch Herding Score:	100	0
Agility:	55	100
Rally Obedience:	60	100
Obedience:	75	100
Disc Dog Distance & Accuracy:	35	30
Disc Dog Freestyle:	30	30
Disc Dog Long Distance:	0	35
Dock Diving:	0	0
Acrobatics:	0	0
Scent & Find	0	0
Extreme Aussie Games Total:	540	540

Dog A wins the Extreme Aussie Games "Extreme Aussie" award due to a higher score in Arena Herding. Dog A also wins the Ultimate Versatility Aussie Award for winning both MVA & Extreme Aussie Games.

NON-REGULAR SPECIAL RECOGNITION

Participating in the Extreme Aussie Games is an adventure in itself. A certificate will be awarded to recognize and encourage the following participants/dogs in addition to regular awards listed above:

Non-Regular Handler/Dog Awards - The handler's must show dog in all events in order to be eligible for Handler awards. Multiple handlers may handle Dog for Veteran and Debut awards. Dog does not need to qualify for Extreme Aussie Games for Non-Regular certificate to be awarded. Category must be checked on entry form in order to be eligible.

Highest Score (Handler Age 4-8) Extreme Aussie Games

Highest Score (Handler Age 9-13) Extreme Aussie Games

Highest Score (Handler Age 14-18) Extreme Aussie Games

Highest Score (Handler Age 65+) Extreme Aussie Games

Highest Score (Veteran - Dog Age 7+) Extreme Aussie Games

Highest Score (Debut - Dog 1st time entering MVA or Extreme Aussie Games) Extreme Aussie Games