

Miniature Australian Shepherd Club of America, Inc.



Nationals Extreme Aussie Games

The Extreme Aussie Games are offered to showcase the amazing abilities of the young or new to performance Australian Shepherd. 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 (herding and performance.)

AUSSIE GAMES SCORING

To qualify for the Extreme Aussie Games (EAG), **one must qualify in at least 3 of the following events:** Arena Herding sheep or ducks or cattle, Farm & Ranch Herding, Agility, Obedience, Rally Obedience, Disc Dog, Dock Diving, Scent & Find, or Acrobatics. Placements will be awarded to all EAG qualifiers. 1st Place winner will earn the title "Extreme Aussie."

Point Calculation:

Points are totaled from all event categories offered.

The highest score earned in each event will count towards the EAG. Scores must be qualifying scores.

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 or by members not in attendance. 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 the current Nationals.

EXTREME AUSSIE GAMES PARTICIPANTS

Extreme Aussie Games participants 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, ASDR, NSDR, ASCA, AKC, UKC, TASA, or TASCA. The dog cannot be registered with AKC/FSS as a Miniature American Shepherd. A copy of registration papers must be attached to Extreme Aussie Games Entry Form.

ARENA HERDING & HIC (Extreme Aussie Games)

- A. MVA/Extreme Aussie Games Arena Herding Dog runs will be scored using the MASCA Arena Herding Dog sheep Nationals scores.
- B. The highest score earned at the MASCA Arena Herding sheep Nationals will be used to compute EAG points from the two Arena Trial runs.
- C. Points will be awarded as follows:
 - Arena Herding Dog Level 5(HD-L5) = 100
 - Arena Herding Dog Level 4(HD-L4) = 95
 - Arena Herding Dog Level 3(HD-L3) = 90
 - Arena Herding Dog Level 2(HD-L2) = 85
 - Arena Herding Dog Level 1(HD-L1) = 80
 - Herding Instinct Certificate = 25

A. Extreme Aussie Games Arena Herding Dog runs will be scored using the MASCA Arena Herding Dog ducks and/or cattle Nationals scores. Cattle and ducks are separate events with separate scores.

B. The highest score earned at the MASCA Arena Herding ducks and/or cattle Nationals will be used to compute EAG points from the two Arena Trial runs.

C. Points will be awarded as follows:

- Arena Herding Dog Level 5(HD-L5) = 100
- Arena Herding Dog Level 4(HD-L4) = 95
- Arena Herding Dog Level 3(HD-L3) = 90
- Arena Herding Dog Level 2(HD-L2) = 85
- Arena Herding Dog Level 1(HD-L1) = 80
- Herding Instinct Certificate (ducks) = 25

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 qualifying 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) = 100
 - Farm & Ranch Level 2(F&R-L2) = 95
 - Farm & Ranch Level 1(F&R-L1) = 90

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:

- Standard Advanced clean = 100
- Standard Advanced faulted = 95
- Standard Open clean = 90
- Standard Open faulted = 85
- Standard Novice clean = 80,
- Standard Novice faulted = 75
- Standard Introductory clean = 70
- Standard Introductory faulted = 65

- Jumpers Advanced clean = 60
- Jumpers Advanced faulted = 55

Jumpers Open clean= 50
Jumpers Open faulted = 45
Jumpers Novice clean = 40
Jumpers Novice faulted = 35
Jumpers Introductory clean = 30
Jumpers Introductory faulted = 25

Tunnelers Advanced clean = 60
Tunnelers Advanced faulted = 55
Tunnelers Open clean= 50
Tunnelers Open faulted = 45
Tunnelers Novice clean = 40
Tunnelers Novice faulted = 35
Tunnelers Introductory clean = 30
Tunnelers Introductory faulted = 25

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. Points will be awarded as follows:

MASCA Advanced clean (200+ Points) = 100, faulted = 95
MASCA Open clean (200 + Points) = 90, faulted = 85
MASCA Novice clean (200 + Points) = 80, faulted = 75
MASCA Introductory clean (200 + Points) = 70, faulted = 65

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 Utility clean = 100, faulted = 95
MASCA Open clean = 90, faulted = 85
MASCA Novice clean = 80 faulted = 75
MASCA Introductory clean = 70 faulted = 65

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. MASCA rules will 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 = 50
Single Disc Accuracy 8+ points = 40
Single Disc Accuracy 6+ points = 30
Freestyle 30+ points = 50
Freestyle 28+ points = 40
Freestyle 26+ points = 30
Men's Long Distance 60+ yards = 50
Men's Long Distance 50+ yards = 40
Men's Long Distance 40+ yards = 30
Women's Long Distance 60+ yards = 50
Women's Long Distance 50+ yards = 40
Women's Long Distance 40+ yards = 30

(Note: Dog can 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 Advanced - Qualifying score of 30+ points = 50
Acrobatic Single Open - Qualifying score of 28+ points = 40
Acrobatic Single Novice - Qualifying score of 24+ points = 30

Scent & Find (Extreme Aussie Games)

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):
MASCA Scent & Find Championship = 100
MASCA Scent & Find Advanced = 90
MASCA Scent & Find Open = 80
MASCA Scent & Find Novice = 70
MASCA Scent & Find Introductory = 60

DOCK DIVING (Extreme Aussie Games)

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):
20'+ - Post-Advanced = 60
15'-19.99' - Advanced = 50
10'-14.99' - Open = 40
5'-9.99' - Novice = 30
0'-4.99' - Introductory = 20

Qualifying Scores (Speed Jumping):
25+ - Post-Advanced = 60
18+ - Advanced = 50
12+ - Open = 40
5+ - Novice = 30
3+ - Introductory = 20

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 Sheep score:	90	50
Farm & Ranch Herding Score:	100	0
Agility:	55	100
Rally Obedience:	60	100
Obedience:	75	100
Disc Dog Distance & Accuracy:	30	30
Disc Dog Freestyle:	30	30
Disc Dog Long Distance:	0	30
Dock Diving:	0	0
Acrobatics:	0	0
Scent & Find	0	0
Extreme Aussie Games Total:	540	540

Ties will be allowed.

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.

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 Game

Highest Score (Debut- Dog's first time entering EAG or MVA) Extreme Aussie Game