

Water Derby

(These rules are different from in the past – read carefully)

1. Teams will consist of two dogs.
2. Entry fee will be \$5 per team per run.
3. Dogs may run more than once but must be teamed with different dogs each time.
4. Time starts when the first dog is released by the handler. Time stops when the second dog's front feet cross the line as determined by the judge.
5. All retrieves must be completed to the line.
6. White 2" bumpers or Dokken teal will be thrown a distance of 20-30 yards for each retrieve – the distance for the day to be determined by the testing conditions. All throws will be as consistent as humanly possible. There will be two decoys placed several yards apart with the imaginary line between the two indicating the fall area.
7. Each throw will be preceded by a duck call. The judge will signal when the first dog has officially returned. Any time after that signal, the handler of the second dog may signal for the duck call and toss keeping in mind that the clock is running.
8. The starting time will be one hour after the start of the Roustabout. Entries will close two and one half hours from the start of the Water Derby. The event is over when the last dog is run.
9. Judge's decisions are final.

Awards

Teams may qualify in more than one category

Fastest Teams – 1st, 2nd and 3rd place

Slowest Team – 1st place

Most Comical Team (may include handlers) 1st place

Fastest Junior Teams (under 18; both team members must be juniors) – 1st, 2nd, and 3rd