



# I SMELL A RAT!

OFFICIAL RULE BOOK

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1) OVERVIEW

1.1 – Mission Statement:

I Smell A Rat was founded by a group of dog sport enthusiasts who are like minded individuals when it comes to letting dogs use their nose to the best of their abilities. I Smell A Rat was ultimately created to spread awareness of one of the newest and fastest growing scent sports around. We believe that rat care and safety is of utmost importance as these are an integral part of the sport and are also our beloved family pets.

## 2) DEFINITIONS AND TERMINOLOGY:

### 2.1 – Rat(s):

Rats are the primary animal used in the I Smell A Rat association, however, other small rodents such as Gerbils are acceptable in provinces and states where it is not permitted to own a rat.

### 2.2 – Straw Bales:

Square/Rectangular straw bales are the preferred bale/structure for I Smell A Rat events. Hay bales may be used as a substitute but must be listed in your event premium and event application when submitting for event approval.

### 2.3 – Tunnel(s):

Tunnels used in I Smell A Rat events must be constructed of bales and sanded plywood with an affixed soft padded material at the entry and exit of each tunnel. Minimum tunnel width is 24" spacing between the bales with a maximum width of 26".

### 2.4 – Barrier(s):

Barriers and Fencing are required all rings and sizes. Barriers and Fencing must be a minimum height of 48" and maximum height of 60". Must be constructed of durable material (ie: Affixed snow fencing, lattice, exercise pens) and must have a gate width of 24". The bottom of the barriers/fencing should not exceed 2" from the ground. All gates must have a secure latching mechanism. Permanent walls can be used as barriers for the ring permitting there are no more than 2 walls creating that ring.

### 2.5 – Levels:

Levels are described as Hunting Instinct, Beginner Hunter, Intermediate Hunter, Advanced Hunter, Expert Hunter, and Championship Level Hunter. Each Level has minimum requirements to move up to the next available level outlined in section 5 of this rule book.

### 2.6 – Fun Match(es):

Clubs will need to apply for an I Smell A Rat Fun Match for consideration to become an approved club to host I Smell A Rat events and trials. Non-approved Fun Matches will not be considered for an I Smell A Rat event.

### 2.7 – Handler(s):

Handler is described as the person actively competing with the entered dog in the event.

### 2.8 – Hosting Club:

A Hosting Club for I Smell A Rat events is an Approved Club by the I Smell A Rat Membership Coordinator and Trial Chair.

### 2.9 – Eliminating in The Ring:

Defecation within the boundaries of the event ring at any time whether it is urination, passing a stool or vomiting will result in disqualification of that run.

2.10 – Premium:

Describing full event details to event entrants available to view for the public and attached with the entry form.

2.11 – Entry Form:

Form available to the public for acceptance of entries for approved events.

2.12 – Handler Loading Area

The handler loading area is where the group of handlers and their dogs wait to be called by the gate steward to enter the competition ring and begin their run. Treats and toys are permitted in the loading area but will have to be left on the holding table until your run is complete. Dogs must always be on leash and in control while in the loading area.

### 3) GENERAL RULES:

#### 3.1 – Dog Eligibility and Registration:

Dogs of any breed, sex or size may compete in I Smell A Rat events. The minimum age to compete is 6 months. Only dogs with a valid registration number may compete in I Smell A Rat events in order to collect qualifying scores.

#### 3.2 – Levels:

##### 3.2.1 – Hunting Instinct

This level is optional and not required to move up to Beginner Hunter. A successful qualifying run is one rat found in 60 seconds or less, with one litter tube in the ring. 2 qualifying runs earns the title of Hunting Instinct.

##### 3.2.2 – Beginner Hunter

This level is required to be completed successfully before moving into the Intermediate Hunter level. A successful qualifying run is one rat found in 90 seconds or less, completely entering the tunnel at one end and exiting the tunnel at the opposite end and placing all four paws up onto a bale. There will be one litter tube and one blank tube in the ring hidden in the same manner as the rat tube. 3 qualifying runs completes the title for this level.

##### 3.2.3 – Intermediate Hunter

This level is required to be completed successfully before moving into the Advanced Hunter level. A successful qualifying run is two rats found in 2 minutes or less, completely entering the tunnel at one end and exiting the tunnel at the opposite end and placing all four paws up onto a bale. There will be two litter tubes and two blank tubes in the ring hidden in the same manner as the rat tubes. 4 qualifying runs completes the title for this level.

##### 3.2.4 – Advanced Hunter

This level is required to be completed successfully before moving into the Expert Hunter level. A successful qualifying run is 3 rats found in 2 minutes and 30 seconds or less, completely entering the tunnel at one end and exiting the tunnel at the opposite end, placing all four paws up onto a bale and complete at minimum one distance search. There will be three litter tubes and two blank tubes in the ring hidden in the same manner as the rat tubes. 4 qualifying runs completes the title for this level.

##### 3.2.5 – Expert Hunter

This level is required to be completed successfully before moving into the Championship Excellent Hunter level. A successful qualifying run is four rats found 3 minutes and 30 seconds or less, completely entering the tunnel at one end and exiting the tunnel at the opposite end, placing all four paws up onto a bale and complete at minimum two distance searches. There will be four litter tubes and two blank tubes in the ring hidden in the same manner as the rat tubes. 4 qualifying runs completes the title for this level.



### 3.2.6 – Championship Hunter

#### 3.2.6.A - Championship Excellent Hunter

This level is required to be completed successfully before moving into the Championship Master Hunter level. A successful qualifying run is anywhere from 1 to 6 rats at the judges choice found in 3 minutes and 30 seconds or less, completely entering the tunnel at one end and exiting the tunnel at the opposite end, placing all four paws up onto a bale and complete at minimum two distance searches. There will be four litter tubes and two blank tubes in the ring hidden in the same manner as the rat tubes. 10 qualifying runs completes the title for this level.

#### 3.2.6.B – Championship Master Hunter

A successful qualifying run is anywhere from 1 to 6 rats at the judges choice found in 4 minutes or less, completely entering the tunnel at one end and exiting the tunnel at the opposite end, placing all four paws up onto a bale and complete at minimum two distance searches. There will be 14 tubes total in the ring consisting of rat tubes, litter tubes and blank tubes. The number of litter tubes must be greater than blank tubes. All tubes will be hidden in the same manner as the rat tubes. 25 qualifying runs completes the title for this level.

### 3.2.7 – All Out Rat Out

#### 3.2.7.A – Beginner Rat Out

This level is required to be completed successfully before moving into the Intermediate Rat Out level. A successful qualifying run is to find up to 8 rats in 3 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end. There will be ten litter tubes in the ring hidden in the same manner as the rat tubes. 10 total rats successfully found in qualifying runs completes the title for this level.

#### 3.2.7.B – Intermediate Rat Out

This level is required to be completed successfully before moving into the Advanced Rat Out level. A successful qualifying run is to find up to 8 rats in 3 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end. There will be ten litter tubes in the ring hidden in the same manner as the rat tubes. 20 additional rats, to total 30 rats cumulative, successfully found in qualifying runs completes the title for this level.

#### 3.2.7.C – Advanced Rat Out

This level is required to be completed successfully before moving into the Expert Rat Out level. A successful qualifying run is to find up to 8 rats in 3 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end. There will be ten litter tubes in the ring hidden in the same manner as the rat tubes. 30 additional rats, to total 60 rats cumulative, successfully found in qualifying runs completes the title for this level.

#### 3.2.7.D – Expert Rat Out

This level is required to be completed successfully before moving into the Championship Excellent Rat Out level. A successful qualifying run is to find up to 8 rats in 3 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end. There will be ten litter tubes in the ring hidden in the same manner as the rat tubes. 40 additional rats, to total 100 rats cumulative, successfully found in qualifying runs completes the title for this level.

### 3.2.7.E – Championship Excellent Rat Out

This level is required to be completed successfully before moving into the Championship Master Rat Out level. A successful qualifying run is to find up to 8 rats in 3 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end. There will be ten litter tubes in the ring hidden in the same manner as the rat tubes. 50 additional rats, to total 150 rats cumulative, successfully found in qualifying runs completes the title for this level.

### 3.2.7.F – Championship Master Rat Out

This level is required to be completed to count towards the I Smell A Rat Grand Championship title. A successful qualifying run is to find up to 8 rats in 3 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end. There will be ten litter tubes in the ring hidden in the same manner as the rat tubes. 60 additional rats, to total 210 rats cumulative, successfully found in qualifying runs completes the title for this level.

## 3.2.8 – Snakes and Ratters

### 3.2.8.A – Beginner S&R

This level is required to be completed successfully before moving into the Intermediate S&R level. A successful qualifying run is 2 rats found in 3 minutes and 30 seconds or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end BEFORE searching for your first rat. There will be 2 litter tubes and 2 blank tubes in the ring hidden in the same manner as the rat tube. 2 qualifying runs completes the title for this level.

### 3.2.8.B – Intermediate S&R

This level is required to be completed successfully before moving into the Advanced S&R level. A successful qualifying run is 3 rats found in 3 minutes and 30 seconds and or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end BEFORE searching for your first rat. There will be 3 litter tubes and 2 blank tubes in the ring hidden in the same manner as the rat tube. 3 qualifying runs completes the title for this level.

### 3.2.8.C – Advanced S&R

This level is required to be completed successfully before moving into the Expert S&R level. A successful qualifying run is 4 rats found in 4 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end BEFORE searching for your first rat. There will be 3 litter tubes and 2 blank tubes in the ring hidden in the same manner as the rat tube. 4 qualifying runs completes the title for this level.

### 3.2.8.D – Expert S&R

This level is required to be completed successfully before moving into the Championship Excellent S&R level. A successful qualifying run is 5 rats found in 3 minutes and 30 seconds or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end BEFORE searching for your first rat. There will be 5 litter tubes and 2 blank tubes in the ring hidden in the same manner as the rat tube. 5 qualifying runs completes the title for this level.

### 3.2.8.E – Championship Excellent S&R

This level is required to be completed successfully before moving into the Championship

Master S&R level. A successful qualifying run is 5 rats found in 4 minutes or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end BEFORE searching for your first rat. There will be 5 litter tubes and 2 blank tubes in the ring hidden in the same manner as the rat tube. 10 qualifying runs completes the title for this level.

#### 3.2.8.F – Championship Master S&R

This level is required to be completed to count towards the I Smell A Rat Grand Championship title. A successful qualifying run is 5 rats found in 3 minutes and 30 seconds or less and completely entering the tunnel at one end and exiting the tunnel at the opposite end BEFORE searching for your first rat. There will be 5 litter tubes and 2 blank tubes in the ring hidden in the same manner as the rat tube. 25 qualifying runs completes the title for this level.

### 3.3 – I Smell A Rat! Grand Championship Ratter Title

This title is earned when the dog has received their Championship Master Hunter, Championship Master Rat Out and Championship Master S&R successfully and is the highest achievable title in I Smell A Rat!

### 3.4 – Club Registration and Approval

Clubs must register as a pending club through the website, [www.ismellaratcanada.com](http://www.ismellaratcanada.com) before they may apply to host a Fun Match. The Fun Match is required to be considered to become an approved I Smell A Rat club. An association representative is required to be on site for the Fun Match to oversee the event and will determine club status once the event is complete. Clubs will be directly contacted within 5 business days of the Fun Match to inform the club of their status, approved or denied, with a description of changes and adjustments if they are required.

## 4 – RAT CARE AND SAFETY:

Rat care and safety is the top priority for I Smell A Rat. Rat care and safety MUST be always observed. This includes before, during, and after training, fun matches, and sanctioned events.

### 4.1 - Rat Conditioning and Socializing

Rats must be domesticated, comfortable going in and out of rat tubes, comfortable being handled and display a good temperament and willingness to participate.

### 4.2 - Rat Care

Rats must be weaned before being used in training and trials. Rats must have enough room to move about in the tube and turn around comfortably in the tube.

### 4.3 - Rat Rotation

Rats must be rotated every 60 minutes or level changes, whichever is less. Rats must be placed back in their cage when rotating and not left in their tubes. In case of particularly hot or cold working conditions or if the rat tube has been worked hard, the time must be adjusted accordingly. Trial hosts must have enough rats to ensure rats are not over worked and can be adequately rotated

### 4.4 - Rat Resting Spaces

Resting area must be in a quiet location and must be away from the ring and away from spectators, participants, and dogs. Only trial hosts, volunteers, and judges are permitted in the resting area. Rat

cages must be in sound condition and rats must have access to food, water, clean bedding, and proper ventilation.

## 5) LEVELS AND GAMES:

All levels and games must adhere to ring regulations for fencing/barrier size and height, number of permanently affixed structures and walls and number of fencing/barriers to create your ring. Once the dog has entered the ring, all collars and leashes must be removed and left on the fencing/barriers until your run is complete. All levels and games must also have a safe resting place for the rats who are not currently working that is a minimum distance of 20 feet away from the ring and must also have a form of fencing/barrier to keep dogs and unauthorized people out of the space. If the dog heavily indicates on an incorrect tube, or the handler calls the incorrect tube, the run is called for disqualification and the run has ended. When calling the "rat" you must clearly indicate which tube you are calling. If it is the correct tube and the judge confirms with a "yes", you must restrain your dog at least 3 feet away from the tube while keeping all paws on the ground until the Rat Handler removes the rat from the space. If the dog attempts to remove the tube from the Rat Handlers hands, it is called for immediate disqualification.

**Before entering the Handler Loading Area for each level and game, handlers must leave all electronic devices (cell phones, smart watches, etc) in their benching area or on a table just outside of the Handler Loading Area. All toys and treats must also be left on the holding table for the duration of your run.**

### 5.1 – Hunting Instinct

Hunting Instinct requires there to be 1 live rat tube and 1 litter tube to be lightly hidden on course. The straight bale tunnel is optional in this level. The courses are required to be within the following parameters:

- The ring size must be a minimum of 20 feet x 18 feet and a maximum of 20 feet x 20 feet.
- The bale count within the ring must be between 18 and 24 complete bales.
- The bale tunnel must be a minimum length of 6 feet and maximum length of 9 feet.
- The total time from the time the dog leaves the 30 inch x 30 inch starting zone to being called complete by the judge is 60 seconds.
- The bale height must not exceed two bales high on the main tunnel structure and single bale height on the additional ring structures.
- 2 qualifying runs complete the title for this level although this level is optional.

### 5.2 – Beginner Hunter

Beginner Hunter requires there to be 1 live rat tube, 1 litter tube and 1 completely empty blank tube hidden on course. The straight bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. A climb is required to be completed by the dogs 4 paws on top of a bale, ensuring their paws leave the ground in their entirety to be considered complete. The courses are required to be within the following parameters:

- The ring size must be a minimum of 20 feet x 20 feet and a maximum of 20 feet x 24 feet.
- The bale count within the ring must be between 24 and 32 complete bales.
- The bale tunnel must be a minimum length of 6 feet and maximum length of 9 feet.
- The total time from the time the dog leaves the 30 inch x 30 inch starting zone to being called

complete by the judge is 90 seconds.

- The bale height must not exceed two bales high on the main tunnel structure and the additional ring structures.
- 3 qualifying runs complete the title for this level although this level to move up to Intermediate Hunter.

### 5.3 – Intermediate Hunter

Intermediate Hunter requires there to be 2 live rat tubes, 2 litter tubes and 2 completely empty blank tubes hidden on course. The straight bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. A climb is required to be completed by the dogs 4 paws on top of a bale, ensuring their paws leave the ground in their entirety to be considered complete. The courses are required to be within the following parameters:

- The ring size must be a minimum of 20 feet x 24 feet and a maximum of 24 feet x 24 feet.
- The bale count within the ring must be between 35 and 48 complete bales.
- The bale tunnel must be a minimum length of 10 feet and maximum length of 13 feet.
- The total time from the time the dog leaves the 30 inch x 30 inch starting zone to being called complete by the judge is 2 minutes.
- The bale height must not exceed two bales high on the main tunnel structure and the additional ring structures.
- 4 qualifying runs complete the title for this level although this level to move up to the Advanced Hunter level.

### 5.4 – Advanced Hunter

Advanced Hunter requires there to be 3 live rat tubes, 3 litter tubes and 2 completely empty blank tubes hidden on course, with at least 1 live rat tube elevated off the ground. The one turn bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. A climb is required to be completed by the dogs 4 paws on top of a bale, ensuring their paws leave the ground in their entirety to be considered complete. The courses are required to be within the following parameters:

- The ring size must be a minimum of 24 feet x 24 feet and a maximum of 24 feet x 28 feet.
- The bale count within the ring must be between 40 and 55 complete bales.
- The bale tunnel must be a minimum length of 12 feet and maximum length of 15 feet.
- The total time from the time the dog leaves the 30 inch x 30 inch starting zone to being called complete by the judge is 2 minutes and 30 seconds.
- The bale height must not exceed two bales high on the main tunnel structure and the additional ring structures.
- 4 qualifying runs complete the title for this level although this level to move up to the Expert Hunter level.

### 5.5 – Expert Hunter

Expert Hunter requires there to be 4 live rat tubes, 4 litter tubes and 2 completely empty blank tubes hidden on course, with at least 2 live rat tubes elevated off the ground. The two-turn bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. A climb is required to be completed by the dogs 4 paws on top of a bale, ensuring their paws leave the ground in their entirety to be considered complete. The courses are required to be

within the following parameters:

- The ring size must be a minimum of 24 feet x 28 feet and a maximum of 28 feet x 28 feet.
- The bale count within the ring must be between 50 and 65 complete bales.
- The bale tunnel must be a minimum length of 15 feet and maximum length of 18 feet.
- The total time from the time the dog leaves the 30-inch x 30-inch starting zone to being called complete by the judge is 3 minutes and 30 seconds.
- The bale height must not exceed three bales high on the main tunnel structure and two bales high with the additional ring structures.
- 4 qualifying runs complete the title for this level although this level to move up to the Championship Excellent Hunter level.

## 5.6 – Championship Hunter

### 5.6.1 – Championship Excellent Hunter

Championship Excellent Hunter requires there to be 1 to 6 live rat tubes at the judges' discretion but unknown to the handlers, 4 litter tubes and 2 completely empty blank tubes hidden on course. The two-turn bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. A climb is required to be completed by the dogs 4 paws on top of a bale, ensuring their paws leave the ground in their entirety to be considered complete. The courses are required to be within the following parameters:

- The ring size must be a minimum of 28 feet x 30 feet and a maximum of 30 feet x 34 feet.
- The bale count within the ring must be between 50 and 70 complete bales.
- The bale tunnel must be a minimum length of 18 feet and maximum length of 21 feet.
- The total time from the time the dog leaves the 30-inch x 30-inch starting zone to being called complete by the judge is 3 minutes and 30 seconds.
- The bale height must not exceed three bales high on the main tunnel structure and two bales high with the additional ring structures.
- 10 qualifying runs complete the title for this level although this level to move up to the Championship Master Hunter level.

### 5.6.2 – Championship Master Hunter

Championship Excellent Hunter requires there to be 1 to 6 live rat tubes at the judges' discretion but unknown to the handlers. The combination of the live rat tubes, litter tubes and completely empty blank tubes must total 14 tubes hidden on course. There must be more litter tubes than blank tubes in this combination. The two-turn bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. A climb is required to be completed by the dogs 4 paws on top of a bale, ensuring their paws leave the ground in their entirety to be considered complete. The courses are required to be within the following parameters:

- The ring size must be 30 feet x 34 feet.
- The bale count within the ring must be between 60 and 75 complete bales.
- The bale tunnel must be a minimum length of 18 feet and maximum length of 21 feet.
- The total time from the time the dog leaves the 30-inch x 30-inch starting zone to being called complete by the judge is 4 minutes.
- The bale height must not exceed three bales high on the main tunnel structure and two bales high with the additional ring structures.

- 25 qualifying runs complete the title for this level to obtain this leg towards the Grand Championship Master Ratter title.

#### 5.7 – All Out Rat Out!

The All Out Rat Out games consist of a 24-foot x 24-foot ring size, a minimum of 40 bales and maximum of 55 bales, 8 live rat tubes, 10 litter tubes, and a one turn bale tunnel. The time allotted for each round is 3 minutes which begins once the dog leaves the 30-inch by 30-inch starting zone. The number of rats found in the 3-minute time frame is recorded and accumulated through the levels for each title. If the dog heavily indicates on an incorrect tube, or the handler calls the incorrect tube, the run is called for disqualification and the run has ended. In the case of All Out Rat Out, the number of rats accumulated prior to the disqualifying call is still recorded and counts towards the accumulated rats found. The one-turn bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. A climb is required to be completed by the dogs 4 paws on top of a bale, ensuring their paws leave the ground in their entirety to be considered complete. The accumulation of rats for move-ups is as follows:

##### 5.7.1 – Beginner Rat Out

- 10 total rats found to move-up to Intermediate Rat Out.

##### 5.7.2 – Intermediate Rat Out

- 30 total rats found to move-up to Advanced Rat Out.

##### 5.7.3 – Advanced Rat Out

- 60 total rats found to move up to Expert Rat Out.

##### 5.7.5 – Expert Rat Out

- 100 total rats found to move-up to Championship Excellent Rat Out.

##### 5.7.6 – Championship Excellent Rat Out

- 150 total rats found to move-up to Championship Masters Rat Out.

##### 5.7.7 – Championship Masters Rat Out

- 210 total rats found to complete the title for this level to obtain this leg towards the Grand Championship Master Ratter title.

#### 5.8 – Snakes and Ratters

The Snakes and Ratters games consist of a 24-foot x 24-foot ring size, a minimum of 40 bales and maximum of 55 bales, 5 live rat tubes, 5 litter tubes, 3 completely empty blank tubes, and a one-turn bale tunnel. The one-turn bale tunnel is required to be completed by the dogs' body entirely entering at one end and entirely exiting at the opposite end. The tunnel must be completed before the first live rat tube indication. Each tunnel completed between each live rat tube find will be worth 2 points. If the dog heavily indicates on an incorrect tube or the handler calls the incorrect tube and the dog proceeds to the tunnel before indicating and calling on a live rat tube, the run is then called for disqualification and ends the run. If there are any rat calls without the tunnel completed first, the run is then called for disqualification and ends the run. The time allotted for each round varies by level. There is a time handicap for dogs who are under 15" at the withers of 15 seconds and also for dogs over the age of 7 years old of an additional 15 seconds. Each tunnel after the first is worth 2 points. Dogs will be placed by completed runs, then total additional points. Tunnel points are given in equal parts to number of live rat tubes on the course. IE) Beginner Snakes and Ratters has 2 live rat tubes, therefore the maximum

number of **ADDITIONALLY POINTED** tunnels is 2, for a total of 4 additional points to the run. Any dog that has completed the Championship Masters Title will be sorted in the database by additional points.

5.8.1 – Beginner S&R

- Time: 3 minutes and 30 seconds which begins once the dog leaves the 30 inch by 30 inch starting zone

- Qualifying rounds for move-ups: 2

5.8.2 – Intermediate S&R

- Time: 3 minutes and 30 seconds which begins once the dog leaves the 30 inch by 30 inch starting zone

- Qualifying rounds for move-ups: 3

5.8.3 – Advanced S&R

- Time: 3 minutes and 30 seconds which begins once the dog leaves the 30 inch by 30 inch starting zone

- Qualifying rounds for move-ups: 4

5.8.4 – Expert S&R

- Time: 3 minutes and 30 seconds which begins once the dog leaves the 30 inch by 30 inch starting zone

- Qualifying rounds for move-ups: 5

5.8.5 – Championship Excellent S&R

- Time: 4 minutes which begins once the dog leaves the 30 inch by 30 inch starting zone

- Qualifying rounds for move-ups: 10

5.8.6 – Championship Masters S&R

- Time: 3 minutes and 30 seconds which begins once the dog leaves the 30 inch by 30 inch starting zone

- Qualifying rounds for finishing title to obtain the S&R leg towards Grand Championship Master Ratter Title: 25

6) CODE OF CONDUCT:

6.1 – Sportsmanship of Handler:

6.1.1 - In the Loading Area

Competitors in the loading area must exhibit great sportsmanship to fellow competitors, club hosts, club volunteers, and judges. Competitors shall not be argumentative, disruptive, disrespectful, verbally, or physically abusive, or cheat in any manner. Doing so may result in dismissal from that run, event, and/or future I Smell A Rat events.

6.1.2 - In the Ring



Competitors in the ring must exhibit great sportsmanship to judge, club hosts, club volunteers and their dog. They shall not argue with judges' evaluation and Q/NQ received. Intimidation, bullying, and verbally abusive behavior with judges, club hosts, club volunteers will result in dismissal from that run, event, and/or future I Smell A Rat events.

#### 6.1.3 - On event grounds

Competitors on event grounds must exhibit great sportsmanship to fellow competitors, club hosts, club volunteers, and judges. Competitors shall not be argumentative, disruptive, disrespectful, verbally, or physically abusive. Event grounds include parking lot, benching area, spectator area, loading area and competition ring. Doing so may result in dismissal from that run, event, and/or future I Smell A Rat events.

#### 6.2 - Dog Aggression

Dog Aggression is described as an observed threat by a dog towards another dog or person with intent to harm. Handlers must always maintain control of their dog and be aware of surroundings including other people and dogs when walking to and from loading area or completion ring. Dogs must be able to perform with other people in the ring and be in a loading area with other people and dogs without incident. Dogs who are not under control, need overt physical force to maintain control display aggression, intentionally nip/bite another dog or person anywhere on event grounds will result in immediate dismissal from the event and future I Smell A Rat events. Dog aggression will not be tolerated and is at Club Host and judges' discretion to dismiss dog/handler teams that are deemed aggressive.

The I Smell A Rat association will be notified immediately of any dog dismissed for Dog Aggression by club hosts and will support that club hosts decision to do so. Appeals may be made to the I Smell A Rat Association at which time the association will review all details and come to a final decision.

#### 7) HOSTING A TRIAL:

##### 7.1 – Equipment Requirements:

Before hosting your first event you should have the following:

- Safe and approved rat tubes that must be constructed of 4" PVC pipe with a female adapter, clean out drain adapter and one of 3 acceptable bottom enclosures listed in appendix A of this rule book
- A handheld stopwatch
- Sturdy boards to stack bales for tunnels that are varying between 3 to 5 feet in length and 36 inches wide.
- A rubberized ramp that can be secured in place onto a bale without interfering with the dog or handler
- Marker cones, tape or mats to clearly show the 30 inch by 30 inch starting zone
- The required amount of bales, tubes, fencing and rats for each level that you are offering for your event
- The appropriate ribbons and awards for your event as described in section 7.5 of this rule book

##### 7.2 – Ring Sizes:

Ring sizes for each level and game:

- Hunting Instinct: Minimum 20 feet x 18 feet. Maximum 20 feet x 20 feet.
- Beginner Hunter: Minimum 20 feet x 20 feet. Maximum 20 feet x 24 feet.
- Intermediate Hunter: Minimum 20 feet x 24 feet. Maximum 24 feet x 24 feet.

- Advanced Hunter: Minimum 24 feet x 24 feet. Maximum 24 feet x 28 feet.
- Expert Hunter: Minimum 24 feet x 28 feet. Maximum 28 feet x 28 feet.
- Championship Excellent Hunter: Minimum 28 feet x 30 feet. Maximum 30 feet x 34 feet.
- Championship Master Hunter: 30 feet x 34 feet.
- All Out Rat Out: 24 feet x 24 feet.
- Snakes and Ratters: 24 feet x 24 feet.

### 7.3 – How To Become An Approved Club:

To become an approved club you must first host a fun match. You will create a premium and entry form then submit them online via our online application process. Once I Smell A Rat receives your application with the applicable fees you will then be assigned an association representative who will contact you for further instructions. The representative will then come to your event to oversee your event and assist you if you need help or have questions. Once the event is over and the representative has reported back to the I Smell A Rat Membership Coordinator, you will receive notice via e-mail if your club met all requirements and passed the approval process or was denied and what needs to be changed before re-applying for Club Approval.

### 7.4 – Submitting Trial Applications:

Once you have received club approval you may apply to host trials. Trial application is done via online submission through the website and will be approved or denied within 8 to 10 business days.

### 7.5 – Ribbons and Awards:

The flat ribbons are required to be given out for the following placements of every level and game:

- First Place: Red
- Second Place: Blue
- Third Place: Yellow

The rosette ribbons are required to be given out for the following titles of every level and game:

- High In Class
- High In Trial
- New Title in Level (ie: Beginner Hunter, Expert S&R, Championship Excellent Rat Out)
- Grand Championship Master Hunter

The award certificates are required to be given out for the achieved titles of every level and game, are generated and are distributed by the Association Representative at the end of each class. The Grand Championship Master Hunter title holders will also receive an engraved plaque that is mailed to the registered owner of the title holding dog. Plaques will be created and mailed out semi-annually.

### 7.6 – Acquiring An Approved Judge:

An Approved Judges list is viewable online at [www.ismellarat.com](http://www.ismellarat.com) under the Judges tab. Please refer to section 8 for what qualifications are required to become an I Smell A Rat Approved Judge.

### 7.7 – Schedule Of Fees:

All fees are in Canadian Dollars + taxes and fees.

One-time Individual Membership: \$10.00  
Individual Dog Registration: \$20.00  
Annual Club Membership: \$40.00  
Trial Application Fee: \$10.00  
Fees Per Run Paid to the I Smell A Rat Association: \$1.50  
Judges Fees Per Run Judged: \$1.00  
Returned Cheques/NSF: \$30.00

#### 7.8 – Responsibilities of Trial Chair, Trial Secretary, Association Representative and Rat Handlers during Events:

- Trial Chair:

The Trial Chair is responsible for working alongside the Association Representative to resolve any disputes that should arise. They oversee the event to ensure all I Smell A Rat policies that are outlined in the rulebook are being adhered to.

- Trial Secretary:

The Trial Secretary is responsible for data entry for the event. Processing entry forms, generating a run order and verifying results before passing them on to the Association Representative.

- Association Representative:

The Association Representatives role in a Trial setting is to enter results into the database, answer any questions the event hosts may have and assist in dispute resolution or file a disciplinary action form should it be necessary.

- Rat Handlers:

The role of the Rat Handlers is to assist the judges in the ring by removing the rat from the ring once the handler has called “rat” and the judge has confirmed that it is the correct tube. Rat Handlers are required both inside and outside the ring as they are the only ones to handle the rat tubes between the ring and their safe places.

#### 7.9 – Insurance Requirements:

The Approved Club along with the Event Venue and Grounds must have liability insurance in place prior to the Trial Application submission. Proof of Insurance will be required to be submitted along with the Trial Application. If the application arrives without proper documentation it will be automatically denied.

#### 7.10 – Move-ups:

In the event that a dog or dog(s) receive the required qualifying scores to move-up to the next level within a trial, the qualifying score sheets must be brought to your Association Representative to verify that the dog(s) have successfully completed the requirements for the move-up before being placed into the next level, pending the Host Club has the time and a place for the dog(s) to do so without going over the maximum number of runs per judge per day. Move-ups will be accepted at the discretion of the Host Club.

#### 7.11 – Posting Results:

Results from the previous level and/or game must be visibly posted for all event attendees before commencing the next level and/or game. Results may be viewable on site or online as long as they are fully accessible for attendees. Copies of the Results will also be passed on to the Association Representative so they can enter them into the I Smell A Rat database on site for live results.

#### 7.12 – Event Grounds:

Event grounds must be accessible for all, including wheelchairs and other mobility assistance devices. Indoor events must have separation between the ring and rat resting spaces, as well as the Handler Loading Area. The Handler Loading Area must be at least 20 feet wide x 20 feet long to a maximum of 25 feet wide x 25 feet long and at least 6 feet in height. The walls/barriers for the Loading Area must be solid and non-transparent.

Outdoor events must adhere to the same specifications as indoor events, with the addition of the Ring, Rat Safe Spaces, Handler Loading Area, and the Judges Benching/Data Entry area must be covered in the chance of inclement weather.

### 8) BECOMING AN APPROVED JUDGE:

#### 8.1 – Qualifications:

##### 8.1.1 – Transferring from a different association:

You may transfer to the I Smell A Rat judging program if you have been a judge under a different association for a minimum of 1 year and have judged a minimum of 3 trials. A judges list is available at [www.ismellaratcanada.com](http://www.ismellaratcanada.com)

##### 8.1.2 – Becoming an Apprentice Judge

To become an apprentice judge you must assist in a minimum of 3 events\* as a Rat Handler, observed under a Senior Judge for a minimum of 5 trials and have received approval upon review from the I Smell A Rat Association Board Members. You must be listed as an Apprentice Judge in the hosting clubs trial premium. Apprentice Judges may judge the Instinct, Beginner, Intermediate and Advanced levels of I Smell A Rat Games.

##### 8.1.3 – Moving up to Senior Judge

Once Apprentice Judge Status has been approved you will need to Judge 12 additional trials to move up to Senior Judge, upon I Smell A Rat Association Board Members' approval. Senior Judges are permitted to judge all levels of games at I Smell A Rat Trials.

\*Events may include Fun Matches as well as Official Trials

APPENDIX A:

- 1) Safe and Approved Rat Tubes are required for any and all I Smell A Rat events. They must be well ventilated, glued together with the appropriate bonding agent, and to the size dimensions specified below.



The length of a rat tube must be between 12 and 13 inches from the base/bottom to the top edge of the female adapter that houses the plug/lid. The holes must be half an inch in diameter and well spaced out by no more than 2" and no less than 1" in a row length and width wise. There must be vent holes on the drain plug top as well as the bottom of the tube. The bottoms of the tubes are acceptable with two options:



A PVC snap -in drain as the one shown here



25 to 28 half inch holes drilled into a solid cap as the base



2) Safe and Approved Ring Fencing



Example A: Lattice or Snow Fencing that is secure and goes all of the way to the ground



Example B: Exercise Pens that are 4 feet tall, secured and go to the ground

3) Official Trial Score Sheet and Trial Fee Submission Form

<b><u>I SMELL A RAT OFFICIAL TRIAL SCORE SHEET</u></b>	
<b>Judged By:</b> _____	
<b>Dog Name and ID:</b> _____	
<b>Handler Name and ID:</b> _____	
<b>Handicap:</b> _____	<b>Level and Game:</b> _____
<b>Number of Rats Found:</b> _____	
<b>Additional Tunnel Points:</b> _____	
<b>Run Time:</b> _____	
<b><u>Qualifying Run: Y / N</u></b>	
<b><u>Additional Judges Comments:</u></b>	

**All score sheets must be submitted to I Smell A Rat Association Representative upon completion of each round for verification and database entry.**





**I Smell A Rat Trial Fee Submission Form**

Hosting club: \_\_\_\_\_

Event Number and Date: \_\_\_\_\_

**Fees:**

All fees are in Canadian Dollars + taxes and fees.

One-time Individual Membership: \$10.00

Individual Dog Registration: \$20.00

Annual Club Membership: \$40.00

Trial Application Fee: \$10.00

Fees Per Run Paid to the I Smell A Rat Association: \$1.50

Judges Fees Per Run Judged: \$1.00

Returned Cheques/NSF: \$30.00

**Association Fees:**

Total Number of Runs: \_\_\_\_\_ x \$1.50 = \$ \_\_\_\_\_

Club Membership Renewal if due: \_\_\_\_\_ x \$40.00 = \$ \_\_\_\_\_

Individual Dog Registrations: \_\_\_\_\_ x \$20.00 = \$ \_\_\_\_\_

Individual Handler Membership: \_\_\_\_\_ x \$10.00 = \$ \_\_\_\_\_

**Total Fees to be paid to I Smell A Rat Association: \$ \_\_\_\_\_**

Fees due with results submission. Runs will not be scored in the database without payment.

**Judges Fees:**

Total Number of Runs: \_\_\_\_\_ x \$1.00 = \$ \_\_\_\_\_

Judges Expenses are paid by the host club within 48 hours of the end of the Trial. Run fees are included in these expenses.

**Total Fees to be paid to the Judge: \$ \_\_\_\_\_**

**Trial Chair Name and Signature: \_\_\_\_\_**

**Judges Name and Signature: \_\_\_\_\_**

**Submission Date: \_\_\_\_\_**

**Submitted by: \_\_\_\_\_**