

American Stock Dog Registry shows

In order to show, all dogs must be registered with American Stock Dog Registry. Pending dogs will be allowed with permission from ASDR.

Classes will be run in the following order at all ASDR shows.

Puppies

3-6 month males

6-9 month males

9-12 month males

Best male puppy (winner of each age group compete)

Best male Bred by Puppy (Bred by winner of each age group compete)

3-6 month females

6-9 month females

9-12 month females

Best female puppy (winner of each age group compete)

Best Female Bred by puppy (Bred by winner of each age group compete)

Best of Breed Puppy (winner of **Best male** & **Best female** compete)

Best of Breed Bred by Puppy (winner of **male** & **female Bred By** compete)

Adults

1-3 year males

3-6 year males

Veteran Males (Veterans are all dogs over 6 years of age)

Altered Males

Champion Males (Grand Elite dogs must show in this class unless altered or veteran)

Best Male

Best Male bred by

Best Veteran Male (Veterans are all dogs over 6 years of age)

Best Altered Male

1-3 year females

3-6 year females

Veteran Females (Veterans are all dogs over 6 years of age)

Altered Females

Champion Females (Grand Elite dogs must show in this class unless altered or veteran)

Best Female

Best Female Bred by

Best Veteran Female (Veterans are all dogs over 6 years of age)

Best Altered Female

Best of Breed

Best of Breed Bred by

Best of Breed Veteran

Best of Breed Altered

Best of Breed Champion

Best in Show Puppy

Best in Show Bred by Exhibitor puppy

Best in Show Adult

Best in Show Bred by Exhibitor

Best in Show Veteran

Best in Show Altered

Champion of Champions (All dogs that won best of Breed Champion)

Generations

Breeders Showcase

Once one breed is finished, we will promptly move on to the next breed.

Once all breeds have been judged, all of the puppies that have won Best of Breed will compete for Best in Show Puppy

All puppies that have won Best of Breed Bred by puppy will compete for Best in Show Bred by Puppy.

The breed order will be: Miniature Australian Shepherds, Standard Australian Shepherds, Cattle Dogs, Corgi's, Border Collies & Toy Australian Shepherds will show last.

Bred by will be judged at the time of the regular class.

General Rules

All handlers are required to check in before they can show. There will be a check in the night before the show and the morning of the show, before the show begins. If a dog is not checked in when check in during this time, they will be scratched from the show.

All dogs over the age of 12 months must be wicketed and will be placed in the correct size variety. Once a dog has been measured, they will receive a height card and will not need to be measured again. If asked, the handler must be able to show the height card, or the dog must be re-measured. An ASDR official will be doing the measuring and their word is final.

In the case that a dog shows in the wrong age group, the dog will be scratched from the show and the second-place dog will become first place. It is the handler's responsibility to make sure all dogs are entered in the correct class.

If a dog is late to a class, then the dog will be scratched from the show. If a handler has dogs in back to back classes, it is his/her responsibility to inform the ring steward or have someone holding the dog ringside.

Exhibitors may hand stack their dogs.

Bait may be used but is never to be thrown in the ring. If bait is dropped or your dog's spits it out, it is your responsibility to pick it up. All bait dropped or spit out is to be picked up immediately. If bait is used to distract another dog you will be dismissed from the ring, this includes not picking up any dropped bait immediately or throwing bait. This falls under unsportsmanlike conduct.

Small comb or brush are the only grooming tools allowed in the ring and they need to be stored in a pocket. If such tools are dropped to distract another dog, you will be dismissed from the ring.

Squeakers and toys are only allowed in puppy classes, this includes 3-6 months, 6-9 months, and 9-12 months. Adult classes do not allow squeakers or clickers.

Be on time for your class. Exhibitors are expected to be ready for their class. Numbers will be called with one reminder and then the class will be closed. All dogs not present will be scratched from the class.

It is your responsibility to clean up after your dog in the ring and surrounding areas.

In accordance with state and Federal Laws, all participants from out of state must have a current health certificate. All participants are required to have age appropriate rabies shots and a copy of their shot record (your own shot record is fine, if you give your own shots).

Bitches in season are allowed to participate in all events, but care must be taken to not distract other competitors. They will run last in all events. Exercise is allowed but must be away from other dogs and competition areas. This rule falls under sportsmanlike conduct and should be viewed by officials as such.

No alcohol is to be consumed during show hours on show grounds. After all competition is over, then alcohol is permitted, but please check that the facility allows the consumption of alcohol. This also includes showing up to a show under the influence of alcohol. This also falls under sportsmanlike conduct.

If you have a complaint it, please send an email to the American Stock Dog Registry email. This way it can be seen in writing.

All decisions made by the judge &/or show officials are final.

If you do not agree with a score or judges ruling questions need to be asked before the show is over, but not during a class. A lunch break if you showed in the morning or after the show if you showed in the afternoon, are appropriate times. The judges will not stop the show to answer your question.

Dogs will be evaluated both while gaited and stacked. In order to be properly evaluated, the dog must be compared to the standard while stacked to assess its conformation and gaited to determine the efficiency and athleticism of the dog's movement.

Working dogs are not to be penalized for scars or injuries.

Dogs should be penalized for deviations from the breed standard.

The following are NOT allowed and can be grounds for disqualification:

- Altering the nose, eye, or lip pigment color, gluing ears to alter their natural placement

The Judge shall have the right to disqualify any owner or handler for misconduct, or any dog for growling, snapping or fighting.

Handlers are responsible for their conduct and personal appearance.

ASDR Performance Events

During performance events, we encourage people to watch, but care must be taken to not distract the dogs performing. No dogs around the ringside unless preparing to go into the ring. Dogs must be crated away from the performance ring. Cheering after the performance is encouraged!!

No ex-pens allowed in the facility while performance events are taking place. Any ex-pen put up during conformation must be removed before performance events start.

Show officials or the Judge have the right to request that a handler or spectator be removed from the show site for unsportsmanlike behavior. (Attempting to distract another competitors dog by throwing or dropping bait would be a prime example of this type of behavior.)

Any person intimidating, threatening or injuring a show participant, Judge, club officer, or ASDR representative will be barred for no less than one year, up to life from any ASDR licensed event.

The Judge's decision is final. The Judge's scorecard will give an outline of their impression of the dog. Any questions of the judge must be presented in a sportsmanlike manner.

Performance Rules

- In order to compete in any ASDR Performance event, dogs must be registered with ASDR and must be at least 6 months or older to compete.
- Depending on show size one or two trials may be offered at each show, this will be determined at least a week before the show.
- If more than one trial is offered the highest of the two scores will count towards top ten standings for that show. Competitors must declare if they are entering both trials before the first trial starts. Once the first trial has started, no late entries will be accepted.
- All dog set ups must be at least 15 feet from any course. All dogs must be crated or out of eyesight during all runs, except for the dog running and the dog that is up next. Show official will determine where "out of eyesight" is.
- Competitors cannot stand close to the ring or lean on the ring fencing while another dog is competing. This will be considered un-sportsman-like conduct and you will be asked to leave.
- Only the dog competing is to be loose anytime during all performance events.
- Competitors and spectators are encouraged to watch and clap when a run is over but should be quiet while dogs are competing. Distracting dogs or competitors is considered un-sportsman-like conduct and you will be asked to leave.

- Handlers will be warned once for a disruption (barking dog), if not quieted the dog will be dismissed from the competition.
- Dogs cannot be left unattended on showgrounds, make sure someone is watching dogs at all times or they need to be taken with the handler.
- Be aware of run order and be on time to all events. Dogs name and number will be called a total of three times, then will be scratched.
- Females in heat may run but must wear panties and will be last in the run order. It is your responsibility to inform show officials that your female is in heat at the beginning of the show.
- No alcoholic beverages are to be consumed while the show is in progress.
- Poor sportsmanship will not be tolerated and will be subject to Dismissal from the show. You will get no more than one warning for poor sportsmanship, depending on the offence.
- All decisions made by the judge are final. If you have a question of the Judge, ask once you have gotten your score sheet back.

ASDR Rally Obedience Program

- In order to receive a title in rally, dogs must obtain two qualifying scores per level to earn Level I, Level II, Elite, Elite Silver, Elite Gold, Elite Grand.
- Dogs are not required to move up until their handler feels they are ready to move up, however that dog is only eligible for points associated with the level in which they are currently competing. Once a dog has moved up they are not allowed to go back down.
- To complete a level, a dog must obtain two qualifying scores.
- All dogs must start at Level I and work their way up.
- No treats or toys allowed during competition.
- **No touching** dog while on course doing so will result in a DQ.
- All signs must be attempted, skipping a sign will be constituted as an off course and will result in a DQ.
- Eliminating in the ring is cause for immediate dismissal and a DQ.
- Losing control of Dog will result in a DQ.
- Judges decisions are FINAL. If you have a question of the judge, ask once you have been given you copy of the score sheet.
- In the event of a tie, the fastest time will decide winner.
- There will be a walk through prior to the competition. No dogs are allowed in the ring during a walk through. Questions of the judge may be asked at this time. Courses will also be available at this time.
- All levels will contain one bonus sign, chosen by the judge, that is worth 5 points towards score.

Level I -

Handler will have the option to run on or off leash, if on leash, flat buckle collar only. If run off leash, five bonus points will be awarded to the run score.

Handler may command the dog a max of 3 times before they must move on.

Level II –

Dog must have completed Level I title.

Handler will have the option to run on or off leash, if on leash, flat buckle collar only. If run off leash, five bonus points will be awarded to the run score.

Handler may command the dog a max of 2 times before they must move on.

Elite –

Dog must have completed Level I and Level II title.

Handler will have the option to run on or off leash, if on leash, flat buckle collar only. If run off leash, five bonus points will be awarded to the run score.

Handler may command the dog a max of 2 times before they must move on.

Elite Silver –

Dog must have completed Level I, Level II, and Elite titles.

Dogs must compete off leash.

Handler may command the dog a max of 2 times before they must move on.

Elite Gold –

Dog must have completed Level I, Level II, Elite, and Elite Silver titles.

Dogs must compete off leash.

Handler may command the dog a max of 2 times before they must move on.

Elite Grand -

Dog must have completed Level I, Level II, Elite, Elite Silver and Elite Gold titles.

Dogs must compete off leash.

Handler may command the dog a max of 2 times before they must move on.

Course and Level requirements

Level I –

Signs: 10-15

Qualifying score: 80

Level II –

Signs: 15-20

Qualifying score: 85

Elite –

Signs: 16-24

Qualifying score: 90

Must contain one jump

Must contain a minimum of 2 advanced signs

Silver Elite -

Signs: 16-24
Qualifying score: 94
Must contain one jump.
Must contain a minimum of four advanced signs

Gold Elite -

Signs: 16-26
Qualifying score: 95
Must contain one jump
Must contain a minimum of five advanced signs

Elite Grand -

Signs: 16 – 26
Qualifying score: 96
Must contain one jump
Must contain a minimum of six advanced sign

ASDR Agility Program

- There will be a beginner class offered. This will be the same as level one, but on lead. Puppies must be 6 months old to participate. Puppies 6-12 months cannot jump and will compete with all bars down. The beginner class is not for a title.
- In order to get a title, all dogs must compete off lead.
- Jump Height is up to 2 inches lower than the dog's height.
 - 10 inches and below jumps 8
 - 10 – 12 inches jumps 10
 - 12-14 inches jumps 12
 - 14-16 inches jumps 14
 - 16-18 inches jumps 16
 - 18-20 inches jumps 18
- Veteran Dog jump height will be lowered by a minimum of 4".
- Dogs may wear a flat buckle collar or no collar at all. For beginner class, no choke collars or slip leads of any kind.
- No treats or toys allowed during competition.
- Eliminating in the ring is cause for immediate dismissal and DQ.
- Judges decisions are Final. If there are questions about a run, ask questions of the judge once you have received your score sheet.
- In the event of a tie, fastest time will decide winner.

- Walk through prior to the start of the class, where questions can be asked of the judge. No dogs allowed in the ring during the walk through.
- Loss of control of dog will result in a DQ.
- Refusal is defined as ("dog has four paws on obstacles and stops forward motion. Ex: enters tunnel and comes out of tunnel at the same end dog entered, starts up the dog walk and turns around and comes down or jumps off, starts up A-frame and turns around and comes down or jumps off, enters weave pole on incorrect side.

Course and Level requirements

Standard Agility

Level I –

Obstacles: 10 -16
 Qualifying Score: 80
 One refusal
 2 missed contacts
 One off course

Level II –

Obstacles: 10 – 16
 Qualifying Score: 85
 No refusals
 1 missed contact
 Must include teeter or weave poles
 One off course

Elite-

Obstacles: 14 -18
 Qualifying Score: 90
 No refusals
 1 missed contact
 No off course
 One downed bar
 Must include teeter and weave poles

Elite Silver-

Obstacles: 14 -18
 Qualifying Score: 94
 No refusals
 1 missed contact
 No off course
 No downed bar

Must include teeter, 1 or more tunnels and at least 2 sets of 6 weave poles.

Elite Gold –

Obstacles: 14 -18

Qualifying Score: 95

No refusals

1 missed contact

No off course

No downed bar

Must include teeter, 1 or more tunnels and at least 2 sets of 6 weave poles.

Elite Grand_

Obstacles: 14 -18

Qualifying Score: 96

No refusals

1 missed contact

No off course

No downed bar

Must include teeter, 1 or more tunnels and at least 1 set of 12 weave poles.

Jumpers

Level I -

Obstacles: 10- 16

Qualifying Score: 80

One refusals

One off course

2 downed bars

Must include one tunnel.

Level II -

Obstacles: 10 – 16

Qualifying Score: 85

No refusals

One off course

2 downed bars

Must include one tunnel.

Elite-

Obstacles: 14 -18

Qualifying Score: 90

No refusals

No off course

One downed bar

Must one tunnel.

Elite Silver-

Obstacles: 14 -18
Qualifying Score: 94
No refusals
No off course
One downed bar
Must include 2 tunnels.

Elite Gold-

Obstacles: 14 -18
Qualifying Score: 95
No refusals
No off course
No downed bar
Must include 2 tunnels.

Elite Grand –

Obstacles: 14 -18
Qualifying Score: 96
No refusals
No off course
No downed bar
Must include 2 tunnels.

ASDR Herding Instinct

- At shows where Herding instinct is available dogs will have the opportunity to receive 25 points
- Once receiving two High instinct certificates dogs will receive 25 points
- Once receiving at least two Medium instinct certificates, dogs will receive 15 points.
- Once a dog has received two Low instinct certificates, dogs will receive 10 points.
- When herding instinct is offered and a dog competes, for the first time, the dog will receive the following at that show:
 - 25 for high
 - 15 for medium
 - 5 for low
- Dogs are allowed to keep trying at shows for a higher level.
- If a dog gets a higher level than they currently have at a show they will get those points for that show. For example, if a dog has two medium scores and receives a high at the next show, they will get 25 points, but at the next show must receive another high in order to get more than 15 points.

ASDR Nose work

- Dogs must be 6 months of age to compete.
- Handlers are not allowed to watch other competitors compete.
- Handlers are not to discuss the results of a search area, until everyone in that area has competed. The proper response to a question of how your dog did is a simple thumb up or thumbs down. Do not go into detail of how your search went until the trial is over.
- Only buckle collars and harnesses are allowed to be used in any nose work event. No choke collars, prong collars, or head halters.
- When outside of a search area, dogs need to be kept on a 6 foot leash. (It is fine to have the dog on a longer leash, but the leash must be held with a six foot maximum from handler's hand to dog's collar.)
- Dogs that appear to be injured or ill will be eliminated. Examples of such injury include but are not limited to: open wounds, bandages, limping, etc.
- Dogs need to be crated or in their handler's vehicles while waiting to run. Only the dog running and the dog that is up next are allowed out.
- Eliminating in a search area will result in a disqualification.
- Once a dog has found the hide, the handler will call alert, if correct the judge will say yes, at this time the handler is allowed to reward (treat with food or toy) their dog beside a container, or close to a hide.
- Once a handler has called alert, the judge may ask where, when this happens, the handler will have 5 seconds to point to where their dog was alerting. This location must be specific.
- The handler may call alert in an area that the dog is not currently searching.
- Time starts when dog crosses the start line.
- Time ends when handler calls alert on final hide for levels I – silver elite, and when handler calls finish for gold elite and above.
- Faults include, but are not limited to:
 - Damage to the search area. (ex: excessive pawing or damage to containers or vehicles.)
 - Handling errors (Ex: pulling a dog off odor, intentionally blocking an odor, calling alert on a hide that has already been found)
 - Food dropped in a search area

Odor Recognition Certification

Number of boxes: 10

Number of hides: 1

Search Time: 3 minutes

Number of faults allowed: 2

Distance between boxes: 4 feet

This Certification is required before a dog is allowed to trail. A dog may obtain its ORC and start trialing in the same day.

There will be a different ORC for Birch, Anise, and Clove. ORC-B, ORC-A, and ORC-C.

In-correctly identifying the odor box will result in a non-qualifying run.

Dogs may only have one attempt per 48 hour period.

NACSW ORT tests will be accepted in place of any ORC.

Nose work titles

Each title will require four/five legs to be completed: interior, exterior, vehicles, and containers. (Upper levels will also add Buried Hides)

Each leg passed will carry over until the entire title is passed.

Must finish an entire level before you can move on to the next legs of another.

After a hide has been found you may touch your dog in order to reward them.

You cannot touch any item without the judge's approval, this includes search containers.

There will be a walk through before where questions can be asked about search areas. NO dogs are allowed during a walk through.

Level I

Birch will be the only scent used for level I

Must pass birch ORC

Containers

Number of containers: 14 -20

Number of hides: 1

Search Time: 3 minutes, may be longer at judge's discretion.

Number of faults: 2

Interiors

Number of hides: 1

Search Time will depend on search area

Number of faults: 2

Exteriors

Number of hides: 1

Search Time will depend on search area

Number of faults: 2

Vehicles

Number of hides: 1

Number of vehicles: 1

Search Time: 3 minutes, may be longer at judge's discretion.

Number of faults: 2

Buried

Number of containers: 4

Number of hides: 1

Search Time: 3 minutes, may be longer at judge's discretion.

Number of faults: 2

Level II

Birch or anise can be used in level 2, but only one scent will be used at a time.

Must have passed Birch ORC, Anise ORC, and Level I.

Containers

Number of containers: 18-25

Number of hides: 2

Search Time: 3:30 minutes, may be longer at judge's discretion.

Number of faults: 2

Interiors

Number of hides: 2

Search Time will depend on search area

Number of faults: 2

Exteriors

Number of hides: 2

Search Time will depend on search area

Number of faults: 2

Vehicles

Number of hides: 2

Number of vehicles: 1 or 2

Search Time: 3 minutes, may be longer at judge's discretion.

Number of faults: 2

Buried

Number of containers: 6

Number of hides: 2

Search Time: 3 minutes, may be longer at judge's discretion.

Number of faults: 2

Elite

Birch or Anise can be used in Elite, using only one scent or a combination of two.

Must pass Birch and Anise ORC, Level I, and Level II.

Containers

Number of containers: 20-25

Number of hides: 3

Search Time: 4 minutes, may be longer at judge's discretion.

Number of faults: 2

Interiors

Number of hides: 3

Search Time will depend on search area

Number of faults: 2

Exteriors

Number of hides: 3

Search Time will depend on search area

Number of faults: 2

Vehicles

Number of hides: 3

Number of vehicles: up to 3

Search Time: 4: 30 minutes, may be longer at judge's discretion.

Number of faults: 2

Buried

Number of containers: 10-14

Number of hides: 3

Search Time: 4 minutes, may be longer at judge's discretion.

Number of faults: 2

Silver Elite

Birch, Anise, and Clove can be use in Sliver Elite, using only one scent or a combination of all three.

Must have passes Birch, Anise, and Clove ORC and Level I, Level II, and Elite titles.

Containers

Number of containers: 24-28

Number of hides: 4

Search Time: 4:30 minutes, may be longer at judge's discretion.

Number of faults: 2

Interiors

Number of hides: 4

Search Time will depend on search area

Number of faults: 2

Exteriors

Number of hides: 4

Search Time will depend on search area

Number of faults: 2

Vehicles

Number of hides: 4

Number of vehicles: up to 5

Search Time: 5 minutes, may be longer at judge's discretion.

Number of faults: 2

Buried

Number of containers: 12-20

Number of hides: 4

Search Time: 4 minutes, may be longer at judge's discretion.

Number of faults: 2

Gold Elite

Birch, Anise, and Clove can be use in Gold Elite, using only one scent or a combination of all three.

Must have passes Birch, Anise, and Clove ORC and Level I, Level II, Elite, and Silver Elite titles.

Containers

Number of containers: 25-30

Number of hides: 1-3

Search Time: judge's discretion.

Number of faults: 2

Interiors

Number of hides: 1-3

Search Time will depend on search area
Number of faults: 2

Exteriors

Number of hides: 1-3
Search Time will depend on search area
Number of faults: 2

Vehicles

Number of hides: 1-3
Number of vehicles: up to 5
Search Time: judge's discretion.
Number of faults: 2

Buried

Number of containers: 12-20
Number of hides: 1-3
Search Time: judge's discretion.
Number of faults: 2

Grand Elite

Birch, Anise, and Clove can be use in Gold Elite, using only one scent or a combination of all three.

Must have passes Birch, Anise, and Clove ORC and Level I, Level II, Elite, Silver Elite, and Gold Elite titles.

Containers

Number of containers: 25-30
Number of hides: 0-5
Search Time: judge's discretion.
Number of faults: 2

Interiors

Number of hides: 0-5
Search Time will depend on search area
Number of faults: 2

Exteriors

Number of hides: 0-5
Search Time will depend on search area
Number of faults: 2

Vehicles

Number of hides: 0-5
Number of vehicles: up to 6
Search Time: judge's discretion.
Number of faults: 2

Buried

Number of containers: 12-20
Number of hides: 0-5
Search Time: judge's discretion.
Number of faults: 2