Urban Rat Race

Competitors Handbook

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1.0 - Overview

1.1 History of Urban RAT Race (URR)

* The history of this sport is very short, it is a new sport that has been developed by ABI for all breeds of dogs who enjoy Rat Sports and who would like a rat sport all year round
* URR is essentially Nosework for RATS
* Elements of Barn Hunt, Earth Dog, Trailing and Locating, and Tracking have been used in the development of this new sport
* In the higher levels we would attempt to replicate an Urban city environment where rats would be located

1.2 Purpose of Urban Rat Race (URR)

* The purpose of URR is to demonstrate a dog’s vermin-hunting ability in an Urban Environment.
* URR tests the dog’s hunt drive, combined with the ability to work effectively with a handler as a team.

1.3 Safety & Wellbeing of RATS

* Safety of the RATS is paramount in importance in this sport
* At all costs the RATS’ well-being will be at the forefront of this sport
* Dogs will be able to “work” the tubes however, Dogs who are rough with the tubes i.e., pick-up tubes, will be given a 10-second fault. If it happens a second time, they will be disqualified. NQ
1. General Rules

2.1 Handlers will be able to compete with more than one dog at the same level. The judge must be advised beforehand.

* 1. Handlers can reward their dogs in the ring after each find. Handlers must be careful not to drop food on the floor. If food is dropped on the floor competitors will incur 5 SEC faults.
	2. Handlers may touch objects to draw the dog's attention to obstructed areas. Handlers may not lift up objects to help the dog complete the search.
	3. Bitches in season may not compete in Urban Rat Race.
	4. Dogs who mark in the ring will be disqualified. NQ
	5. Dogs who have obtained a title in another Rat Sport such as Barn Hunt, Earth Dog or Trailing & Locating, may skip the Rookie Level and go directly into the Clever Level. If they do so, they will not earn the Rookie Titles.
	6. An inspector dog will run first to ensure that the rats are findable. The inspector dog will be an experienced dog assigned by the judge.

**3.0 Competition Elements**

3.1 Tubes

* In this element the tubes will be placed in one or more rows

3.2 Unobstructed

* Tubes are placed randomly in an area and are not covered in any way
* Additional props will be used in the search area
* The additional props will NOT obstruct any of the hides

3.3 Obstructed

* Tubes are placed and then hidden under, on or in other items
* The rats may or may not be obstructed in this element
* Obstructed searches at all levels will be given an additional 30 seconds longer than other elements

**4.0 Faults**

4.1 Reasons for faults

* Time faults will be awarded to dogs for the following reasons:
	+ If a dog/handler team indicates that they have located a RAT and the alert is incorrect
	+ Dogs who lift a tube and/or board off of the ground will be given a fault

4.2 - Schedule of faults per level

|  |  |  |  |
| --- | --- | --- | --- |
| LEVEL | # of Faults | # of Faults | NQ |
| Rookie | 2 | 10 seconds each | Upon 3rd fault |
| Clever | 2  | 10 seconds each | Upon 3rd fault |
| Adventurer | 2 | 10 seconds each | Upon 3rd fault  |
| Explorer | 1 | 15 second fault | Upon 2nd fault |
| Detective | 1 | 15 second fault | Upon 2nd fault  |
| Investigator | 1 | 15-second fault | Upon 2nd fault |

**5.0 Title Distinctions**

5.1 Regular URR Title

* At no time during URR will dog/handler teams have to run off lead
* All titles can be earned on a leash at all levels of competition

5.2 Excellent URR Title

* Dog handler teams may choose to run off leash at Adventurer, Explorer, Detective, and Investigator level
* Teams that opt to do so will earn their title with the distinction of excellent for Example Urban Rat Race Rookie Excellent URR-RE

5.3 IMPORTANT

* Handlers must request the judge to run off-leash
* Judges may say no
	+ Judges saying no may do so based on their observations of dogs in the competition ring and may be based on how rough the dogs are with materials and props and RATS
	+ The judge's ruling is final and will not be challenged in any way

**6.0 Competition Levels**

6.1 Rookie

* + 2 Rats
	+ 8 tubes
	+ no distractions
	+ On lead
	+ Time limit 1 – 1.5 minute
	+ Additional 30 seconds for obstructed searches

6.2 Clever

* + 3 Rats
	+ Minimum of 10 – 12 tubes
	+ 1 distraction
	+ Time limit 2 – 2.5 minutes to be decided by the judge.
	+ On lead
	+ Additional 30 seconds for obstructed searches

6.3 Adventurer

* + 4 rats
	+ Minimum of 12 - 14 tubes
	+ 2 distractions
	+ Lead is optional upon the request to run as Excellent
	+ Time limit 3 – 3.5 minutes to be decided by the judge.
	+ Additional 30 seconds for obstructed searches

6.4 Explorer

* + 6 rats
	+ Minimum of 14 -16 tubes
	+ 3 distractions
	+ Lead is optional upon the request to run as Excellent
	+ Time limit 3.5-4 minutes to be decided by the judge.
	+ Additional 30 seconds for obstructed searches

6.5 Detective

* + Unknown number of rats up to 4 rats
	+ Minimum of 16- 18 tubes
	+ 4 distractions
	+ Lead is optional upon the request to run as Excellent
	+ Time limit 4 – 4.5 minutes to be decided by the judge.
	+ Additional 30 seconds for obstructed searches

6.6 Investigator

* + Unknown number of rats up to 6 rats
	+ Minimum of 18 – 20 tubes
	+ 4 distractions
	+ Lead is optional upon the request to run as Excellent
	+ Time limit 4.5 – 5 minutes to be decided by the judge.
	+ Additional 30 seconds for obstructed searches

**7.0 Urban Rat Race Titles**

7.1 Rookie Level

* Dogs who have passed tubes at this level twice will earn the title of Urban Rat Race Rookie Tubes (URR-RT)
* Dogs who have passed unobstructed at this level twice will earn the title of Urban Rat Race Rookie Unobstructed (URR-RU)
* Dogs who have passed obstructed at this level twice will earn the title of Urban Rat Race Rookie Obstructed (URR- RO)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Rookie Champion ( URR-RCH)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Rookie Grand Champion( URR-RGCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Rookie Supreme Champion ( URR-RSCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Rookie Ultimate Champion (URR-RUCH)

7.2 Clever Level

* Dogs who have passed tubes at this level twice will earn the title of Urban Rat Race Clever Tubes (URR-CT)
* Dogs who have passed unobstructed at this level twice will earn the title of Urban Rat Race Clever Unobstructed (URR-CU)
* Dogs who have passed obstructed at this level twice will earn the title of Urban Rat Race Clever Obstructed (URR- CO)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Clever Champion ( URR-CCH)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Clever Grand Champion ( URR-CGCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Clever Supreme Champion (URR-CSCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Clever Ultimate Champion ( URR-CUCH)

7.3 Adventurer Level

\* **Titles at this level can be earned as URR or URR-X if earned off lead**

* Dogs who have passed tubes at this level twice will earn the title of Urban Rat Race Adventurer Tubes (URR-AT)
* Dogs who have passed unobstructed at this level twice will earn the title of Urban Rat Race Adventurer Unobstructed (URR-AU)
* Dogs who have passed obstructed at this level twice will earn the title of Urban Rat Race Adventurer Obstructed (URR- AO)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Adventurer Champion ( URR-ACH)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Adventurer Grand Champion( URR-AGCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Adventurer Supreme Champion (URR – ASCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Adventurer Ultimate Champion( URR-AUCH)

7.4 Explorer Level

**\* Titles at this level can be earned as URR or URR-X if earned off lead**

* Dogs who have passed tubes at this level twice will earn the title of Urban Rat Race Explorer Tubes (URR-ET)
* Dogs who have passed unobstructed at this level twice will earn the title of Urban Rat Race Explorer Unobstructed (URR-EU)
* Dogs who have passed obstructed at this level twice will earn the title of Urban Rat Race Explorer Obstructed (URR- EO)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Explorer Champion ( URR-ECH)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Explorer Grand Champion( URR-EGCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Explorer Supreme Champion ( URR-ESCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Explorer Ultimate Champion ( URR-EUCH)

7.5 Detective Level

\* **Titles at this level can be earned as URR or URR-X if earned off lead**

* Dogs who have passed tubes at this level twice will earn the title of Urban Rat Race Detective Tubes (URR-DT)
* Dogs who have passed unobstructed at this level twice will earn the title of Urban Rat Race Detective Unobstructed (URR-DU)
* Dogs who have passed obstructed at this level twice will earn the title of Urban Rat Race Detective Obstructed (URR- DO)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Detective Champion ( URR-DCH)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Detective Grand Champion ( URR-DGCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Detective Supreme Champion (URR-DSCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Detective Ultimate Champion (URR – DUCH)

7.6 Investigator Level

**\* Titles at this level can be earned as URR or URR-X if earned off lead**

* Dogs who have passed tubes at this level twice will earn the title of Urban Rat Race Detective Tubes (URR-IT)
* Dogs who have passed unobstructed at this level twice will earn the title of Urban Rat Race Detective Unobstructed (URR-IU)
* Dogs who have passed obstructed at this level twice will earn the title of Urban Rat Race Detective Obstructed (URR- IO)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Investigator Champion (URR-ICH)
* Dogs who earn an additional 4 passes in the obstructed element will earn the Title Urban Rat Race Investigator Grand Champion ( URR-IGCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Investigator Supreme Champion (URR-ISCH)
* Dogs who earn an additional 3 passes in the obstructed element will earn the Title Urban Rat Race Investigator Ultimate Champion ( URR-IUCH)

8.0 Challenge Games

Challenge titles have been designed to add a new level of challenge than the regular Urban Rat Race Program. Some of the challenges may be environment or time.

8.1 Fantastic Five Criteria

* The challenge of this game is to find all 5 rats in a short period – 1 minute.
* Dog/handler teams earn 10 points per rat for a total of 50 points
* Teams will have10 points removed upon each false alert
* Placement will be based on the highest score within the time allowed
* The points earned are used for the run in question and do not accumulate in any way

8.2 Fantastic Five Titles

* This is a challenge game that will be offered as a separate titling event
* Dogs who complete this challenge event 5 times, and successfully find all 5 rats in the time allowed will earn a URR-FF
* Dogs may continue to earn an additional 5 times earning the distinction of URR-FF1, with each additional 5 times earned they would earn URR-FF2 and so on
* Fantastic 5 runs are NOT eligible for High In Trial
* Placements in this class will count towards end of year standing points
* 30 additional seconds will be given should the judge present an obstructed search

9.0 The10

9.1 The Ten Criteria

* The challenge of this game is to find all 10 rats in a short period 2.0 minutes.
* An additional 30 seconds will be given should the judge provide an obstructed search
* Dogs who complete this challenge event 5 times, and successfully find all 10 rats in the time allowed will earn a URR-TT
* Dog/handler teams earn 10 points per rat for a total of 100 points
* Teams will have10 points removed upon each false alert
* Placement will be based on the highest score within the time allowed
* Dogs may continue to earn an additional 5 times earning the distinction of URR-TT1, with each additional 5 times earned they would earn URR-TT2 and so on
* runs are NOT eligible for High In Trial
* The points earned are used for the run in question and do not accumulate in any way

9.2 The Ten Titles

* This is a challenge game that will be offered as a separate titling event
* Dogs who complete this challenge event 5 times will earn a URR-TT
* Dogs may continue to earn an additional 5 times earning the distinction of URR-TT1, with each additional 5 times earned they would earn URR-TT2 and so on
* Placements in this class will count towards end-of-year standing points

10.0 Junk Yard

* This is a challenge game that adds the challenge of environment for our Urban Rat Racers and lost of obstruction
* This program will be done outside rather than in the traditional indoor environment at 2 different levels.

10.1 Junk Yard

* In Junkyard competitors will be looking for a known Number of rats (3-4) as well as 2 distractions
* This element will be done outside and will be completed on lead with no off lead option
* Dog handler teams will have 3 - 3.5 minutes
* All other rules regarding faults and conduct are the same as elements that are held indoors
* Placement will be based on the fastest time
* The Dog Handler team must complete and qualify 5 times to earn the Title URR-J
* Dogs may continue to earn an additional 5 times earning the distinction of URR-J1, with each additional 5 times earned they would earn URR-J2 and so on
* Placements in this class will count towards end-of-year standing points
* Junk yard placements will not be eligible for High In Trial

10.2 Junk Yard Extreme

* In Junkyard Extreme competitors will be looking for a known Number of rats (5-6) as well as 4 distractions
* This element will be done outside and will be completed on lead with no off lead option
* Dog handler teams will have 4 - 4.5 minutes
* All other rules regarding faults and conduct are the same as elements that are held indoors
* Placement will be based on the fastest time
* The Dog Handler team must complete and qualify 5 times to earn the Title URR-JX
* Dogs may continue to earn an additional 5 times earning the distinction of URR-JX1, with each additional 5 times earned they would earn URR-JX2, and so on
* Placements in this class will count towards end-of-year standing points
* Junk yard placements will not be eligible for High In-trial

TEAM EVENTS

11.0 Tag Team

* This is a challenge game that adds the challenge of working in teams
* This element will be done in the traditional Urban format inside and will be on leash
* Tag Team will not be eligible for High In Trial, however, placements and Q will count towards individual end-of-year standings
* Competitors will pick the name of another competitor from a hat. This chosen name will be the teammate for the event
* Teams will be searching for 8 rats total and will have 7 minutes to complete this task
* The fastest team to accomplish this is the winner
* All other rules as far as faults for how the tubes are handled are in effect
* 10 seconds for each false alert will be added to the time, there is no limit to the number of false alerts but this time penalty will be incurred each time a false alert happens
* Teams may communicate during the search

11.1 Tag Team Procedure

* Both handlers and dogs will enter the room and go to opposite corners of the search area
* Teams may communicate during the time on the course
* A dog handler team may tag out after they have been searching for a minimum of 30 seconds if they wish to but, the team will incur a time penalty for doing so
* Team members will go out onto the search area to locate a rat or incur a fault. At that time they will return to their designated corner.
* Only once The Team member has arrived behind the line will the next team member go onto the course, if they should go out before they will incur a fault
* This procedure will continue until all rats are located or until the Team times out

11.3 Team Extreme

* This is a challenge game that adds the challenge of working in teams
* This element will be done in the traditional Urban format inside and will be on a leash
* Tag Team will not be eligible for High In Trial, however, placements and Q will count towards individual end-of-year standings
* Competitors will pick the name of another competitor from a hat. This chosen name will be the teammate for the event
* Teams will be searching for up to 0-10 rats (unknown) in total and will have 9 minutes to complete this task
* The fastest team to accomplish this is the winner
* All other rules as far as faults for how the tubes are handled are in effect
* 10 seconds for each false alert will be added to the time, a maximum of 4 faults can be incurred

11.4 Team Extreme Procedure

* Both handlers and dogs will enter the room and go to opposite corners of the search area
* Teams may communicate during the time on the course
* A dog handler team may tag out after they have been searching for a minimum of 30 seconds if they want to but, the team will incur a time penalty for doing so
* Team members will go out onto the search area to locate a rat or incur a fault. At that time they will return to their designated corner.
* Only once The Team member has arrived behind the line will the next team member go onto the course, if they go out before they will incur a fault
* This procedure will continue until all rats are located or the team times out
* AS A TEAM the decision has to be made to call the search area clear

11.5 Mega Team

* This is a challenge game that adds the challenge of working in teams of up to 4
* The setup will be the size of 2 rings
* This element will be done in the traditional Urban format inside and will be on leash
* Tag Team will not be eligible for High In Trial, however placement and Q will count towards individual end-of-year standings
* Competitors will pick the name of another competitor from a hat. This chosen name will be the teammate for the event
* Teams will be searching for 8 rats total and will have 9 minutes to complete this task
* The fastest team to accomplish this is the winner
* All other rules as far as faults for how the tubes are handled are in effect
* 10 seconds for each false alert will be added to the time, there is no limit to the number of false alerts but this time penalty will be incurred each time the alert

11.6 Mega Team Procedure

* 1 dog handler team will enter the ring at a time, the other dog handler teams will be outside the ring and can not see the course of and will not have communication with other team members during the event
* A dog handler team may tag out after they have been searching for a minimum of 30 seconds if they wish to but, the team will incur a time penalty for doing so
* Team members will go out onto the search area to locate a rat or incur a fault. At that time they will return to their designated corner.
* Only once The Team member has arrived behind the line will the next team member go onto the course, if they should go out before they will incur a fault
* This procedure will continue until all rats are located or until the Team times out

11.7 Mega Team Extreme

* This is a challenge game that adds the challenge of working in teams of up to 4
* The setup will be the size of 2 rings
* This element will be done in the traditional Urban format inside and will be on leash
* Tag Team will not be eligible for High In Trial, however placement and Q will count towards individual end-of-year standings
* Competitors will pick the name of another competitor from a hat. This chosen name will be the teammate for the event
* Teams will be searching for 0 – 10 rats total and will have 10 minutes to complete this task
* The fastest team to accomplish this is the winner
* All other rules as far as faults for how the tubes are handled are in effect
* 10 seconds for each false alert will be added to the time, a maximum of 4 faults can be incurred

11.8 Mega Team Extreme Procedure

* 1 dog handler team will enter the ring at a time, the other dog handler teams will be outside the ring and can not see the course of and will not have communication with other team members during the event
* A dog handler team may tag out after they have been searching for a minimum of 30 seconds if they wish to but, the team will incur a time penalty for doing so
* Team members will go out onto the search area to locate a rat or incur a fault. At that time they will return to their designated corner.
* Only once The Team member has arrived behind the line will the next team member go onto the course, if they should go out before they will incur a fault
* This procedure will continue until all rats are located or until the Team times out

11.7 Junk Yard Team

* This Challenge event will have the added difficulty of Junk Yard as well as the Team event