



2021

**Dogs Diving for Dollars (D₃ Series)
Official Rulebook**

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www.d3series.com

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Introduction

Dogs Diving for Dollars Series (hereby known as D3) is an independent governing body located in California, that hosts canine dock diving events. D3 promotes the active relationship between people and their dogs, by hosting the fun and exciting sport of dock diving. Safety and education of the handler and dogs are our number one priority. D3 will track the results, records and titles of all the dogs and handlers who enter our events. D3 was formed solely to promote the fun of dock diving competitions, which includes currently, jumping for distance, jumping to grab a suspended toy, and jumping to catch a toy in the air. Dogs compete and earn titles based on the distance they jump from a dock into a pool of water.

The jump season for D3 is April 1st through September 30th, of any given year. The D3 logo is trademarked. D3 must approve all uses of its logo. D3 competitions are open to legal residents of all 50 United States, the district of Columbia and Canada, who are at least 5 years old. The competition is subject to federal state and local laws and regulations. D3 is sponsored by All Dogs Sports Park, LLC 5111 W. Sargent Rd. Lodi, CA 95242.

In exceptional circumstances, organizers (after consulting with the head judge), have the discretion to modify D3 rules, without advance notice, but only to the extent necessary to safely, efficiently and fairly run a D3 event.

Rules of Conduct/Sportsmanship

D3, in cooperation with All Dogs Sports Park, reserves the right to refuse service to anyone. D3 events are open to all persons and dogs without discrimination (based on race, religion, natural origin etc.). D3 reserves the right to make decisions regarding rules, procedures and events, including the right to modify or alter the equipment, at any time for safety purposes.

Exhibitors, spectators, and hosting facilities are expected to display good behavior and sportsmanship, both on and off the dock. D3 has a quality of sportsmanship, that is expected to be followed by all its members. Violations of this rule, can result in any action from a verbal warning, being excused from an event, to suspension from D3, depending on the offense. Abusive treatment of a dog, or any conduct which might be perceived by spectators as such, will not be tolerated. Event officials may disqualify any competitor who engages in this type of behavior. The decision of the facility and judge will be final.

Sportsmanship is also how competitors act towards each other. Any rude, offensive or derogatory behavior will be handled quickly. Anyone showing un-sportsman like behavior towards workers or other competitors, will not be tolerated, and will be dealt with as needed. D3 reserves the right to remove, delete or block any posts (or person) that is being severely negative, harassing to others or to the topic of the post, on any social media. While we welcome constructive feedback and ideas, we do not want our social media pages to become an unwelcome place for our members. D3 will not stand for trolling, bullying, solicitation or

posters that are not part of the D3 community, antagonizing our members. The D3 social media pages should be fun, informative and friendly place for everyone.

When you're out on the dock competing, don't forget to **have fun** with your best friend!

These rules are guided by industry standards established via the sport of dock diving.

Vaccinations

All participating dogs must have proof of rabies vaccination, and may be asked to show proof at registration.

Canine Influenza, DHLPP and Bordetella vaccinations are strongly recommended but not required. If your dog does not have proof of Canine Influenza, DHLPP and Bordetella vaccinations or a titer test, then a waiver must be signed acknowledging the risks and responsibilities of participation.

Calls of Nature

Dog handlers are required to clean up after their dog's potty breaks. Any non-cleanup may result in disqualification from competition. No refunds will be given in this instance. Human facilities are located next to the red training building, near the parking lot. We are very proud to be able to provide clean restrooms, with running water and plumbing. Please help us continue to do so, by putting trash in the trash can, and only flushing toilet paper. Dogs are NOT allowed in the human restrooms.

General Rules

- Since we cannot create a rule book that will cover every issue, D3's stance is that if something is not covered in the written rules, it should be assumed to be NOT allowed until approved by the D3 officials.
- Any dog of any breed, size, or mix may participate in D3 trials. All breeds are welcome with us.
- Dogs must be 6 months of age or older at the time of the event to compete. Age is calculated by the month. (For example, a dog born February 1st, 2021 could start competing on August 1st, 2021.)
- Dogs that have physical limitations CAN compete, but they must be able to safely perform their jumps and exit the pool. Any handler with a dog with special needs, must inform the judge prior to jumping. It is at the judge's discretion, if any special allowances will be made for special need dogs.
- All dogs must jump off the dock, into the water, COMPLETELY on their own. You cannot physically assist your dog, in a forward motion, in any manner. All dogs must jump freely and without being forced, dropped or tilted into the water. The handler must have their hands, feet and legs completely away from the dog, as the dog jumps. A dog should make

at least one step forward or be fully independent with their forward motion. A handler setting the dog down at the very end of the dock, so the dog has no choice to jump will be warned. This includes the practice of “blocking”. The dog MUST jump entirely of its own free will. It must have the freedom to move; to either jump or not jump.

- Violators will be given one warning immediately in a respectful way.
- The 2nd occurrence will result in the handler being disqualified from the entire wave.
- The 3rd occurrence will result in handler being removed from the event. No refunds will be given for any remaining waves.
- Dogs must be kept on a six (6) foot or shorter leash. Flexi leashes & long lines are NOT allowed in the competition area. No dogs shall be allowed off-leash in any part of the facility, except for on the dock, in the water or in the potty pens. This includes exercising dogs off leash on the field or any other location at the facility.
- The surrounding orchards and vineyards are working agricultural areas. Because of this, dogs are NOT allowed in them at any time, on or off leash.
- The pond, while beautiful, is not for swimming. Please keep dogs and children out of the pond, and refrain from letting dogs chase the ducks/birds.
- Dogs should be kept under immediate handler control. A safe distance (approx. 8 ft.) must be maintained between all dogs, at all times.
- A dog eliminating (urinating or defecating) during competition, on any part of the dock, ramp or in the pool (requiring clean-up), will result in a “NJ” score, for any remaining jumps, and the dog will be asked to leave the dock immediately, so the area can be properly cleaned/sanitized.
- No food or treats are allowed on the dock or in the pool, at any time.
- Buckle type collars, life jackets, goggles, Go-Pros, rash guards and capes are all allowed while jumping.
- The following items are NOT allowed, and must be removed once the dog is on the dock: Chain or fabric choke/slip collars, martingale collars, pinch/prong collars, electronic collars, head collars/halters, harnesses, or any other types of special training collar.
- Dogs must be visibly in good health and condition in order to compete. Dogs that appear to be lame, injured, and ill, or dogs with sutures, bandages, adhesive or any other material that is related to any surgical or medical procedure, may NOT compete. The only exception to the bandage rule is for dogs who have vet wrap on their feet for protection. The judge has the final call to allow such bandages, after a visual inspection.
- Humans are not allowed in the pool during competition waves, except in an emergency. Personal Best, new title type, celebration jumps ARE allowed after the dog has completed all their required jumps in that wave. D3 is not liable for any injury or issue caused from a human voluntarily entering the pool.
- Competitor/dog teams will not be permitted to compete, if they are believed to pose a danger to people or other dogs. Dogs that show signs of provoked or unprovoked aggressive behavior towards others, will be considered aggressive. Acts of aggression, from dog or human can result in any action from a verbal warning, to dismissal from an event,

up to a suspension from D3, depending on the severity of the aggression. D3 may suspend the handler and/or dog permanently from any future trials. Any dog or handler that is removed from the event will not be given a refund.

- It is the handler's responsibility to ensure that their dogs are not entered in more events/waves than would be advisable, considering the fitness and general health of the competing canine, and the prevailing weather conditions. The Head Judge will have final decision, if a dog is fit to compete.

Definitions

- Advanced Title: achieved with 30 jumps in Dollar Jump, 15 grabs in Dollar Grab, and 10 jumps in Dollar Catch, in the same division. This can only be earned after the Division title is earned.
- Back to Back: a handler and dog team takes both jumps while on the dock, and then the next team takes their turn.
- Blocking: when the handler stands at the edge of the dock and places or puts the dog in front of their feet, leaving the dog NO CHOICE but to jump. This is not allowed.
- Bubble: Using each team's best jump of the event, they are placed in order from farthest to shortest, in each division. The Bubble is used to determine who will compete in the Finals, by selecting the top 6 teams of each division, at the end of each event.
- Bumper: floatable foam, pill shaped toy used in Dollar Grab. Some teams use this type of toy to throw for the dog to chase in Dollar Jump/Catch.
- Competition Team/Team: a competition team (or team) consists of one dog and one human handler. A holder is an optional addition to the team. The handler and the holder cannot switch places. This would create a different team. A handler may compete multiple times in the same wave with different dogs, making multiple competition teams. Each dog may compete only once in a wave. Handlers must be at least 5 years old (7 years old to be on the dock by themselves), by the event date.
- Division Title: achieved with five jumps, in the same division.
- Dollar Catch: jumping for distance, plus the distance where the air born toy is caught.
- Dollar Grab: jumping to dislodge a suspended toy at varying distances.
- Dollar Jump: jumping for distance.
- Dollar Team: four dogs and their handlers, jump for distance. Their scores are added together. The goal is to be the DTeam with the total team score, closest to 70'.
- Event: a competition with multiple waves for teams to enter and compete in. Each event is unrelated to the other, and the results will differ from one event to the next.
- Excellent Title: achieved with 55 jumps in Dollar Jump, 25 grabs in Dollar Grab, and 15 jumps in Dollar Catch, in the same division. This can only be earned after the Division title and Advanced titles have been earned.
- Handler: the person throwing the toy for the dog, and is on the record as being one half of the competition dog/handler team.

- Holder: additional person on the dock, who helps the team by holding the dog in place before they jump. Having a holder is optional, and not required for competition.
- Junior Handler: a youth from 5–16 years old, who is the official handler of the team. If there are five (5) or more Junior Handlers at an event, they will have their own finals. They will also be separated for competition during the Grand Championship.
- Lapdog: a dog measuring less than 16 inches at the withers.
- Legend Dog: a dog who is 12 years or older, by September 1st of that year. Legend dogs will only be separated for competition during the Grand Championship.
- Miss: during Dollar Grab, when the bumper is still attached to the extender, despite the dog jumping to try and grab it.
- “NJ”: a no jump score marker, in the event a dog does not jump off the dock in their allotted time.
- Open Dog: any dog that measures 16” or taller at the withers.
- Profile: located on the D3 website. Each competition team will create a profile and password, so they can log in and view the results and rankings for all their dogs. The Profile is also where they will find their Grand Championship invitations.
- Qualifying Grab: In Dollar Grab, when the dog successfully grabs the bumper off the apparatus, making it land in the water.
- Qualifying Jump: when the dog enters the water from the dock, within their allotted timeframe.
- Rankings: using a team’s top 10 jumps in Dollar Jump, their top 5 grabs in Dollar Grab, and/or their top 3 jumps in Dollar Catch, and averaging them together. All ranked teams are put in order from largest to smallest for the official Year End Rankings.
- Sandbagging: handler obviously trying to lower their dog’s score at any time to achieve a title, a placement or a ranking in a division lower than their dog’s ability. This is not allowed.
 - Upon the 1st violation, the handler will be warned verbally in a private and positive manner.
 - The 2nd occurrence will result in the handler receiving a “NJ” for the entire wave.
 - The 3rd occurrence will result in the handler being removed from the event, all scores erased, and no refunds will be given.
- Toy: an object thrown to get the dog to jump into the pool. Can be anything as long as it floats, is not edible, the dog can retrieve it, and it has never been alive. Some examples of common toys used are: ball, Wubba, bumper, dead fowl trainer.
- Veteran Dog: a dog who is 8 years or older, by September 1st of that year. Veteran dogs will only be separated for competition during the Grand Championship.
- Wave: round of competition, and a chance to earn a qualifying jump/grab. Each team can only compete once per wave.

Entering an Event

- Each competitor will enter events through the D3 website. Events will be posted no later than 30 days prior to each event.
- Waves, times, schedule, and specific details related to each event, are listed on the website.
- Pre-registration entry fee is \$25, per wave, per team. On-site/Day Of registration is \$30 per wave. Finals have no entry fees.
- Payment is due at time of registration, for the team to be considered “entered”. After payment, a confirmation email will be sent.
- Online pre-registration will close three (3) days before each event starts. If a competitor pre-registered for an event and does not send an email to pull their dog out prior to the withdrawal deadline (7 days prior to the start of the event) they will not receive a refund. The only exception to this is with a vet or physician’s note, citing an illness or a dog coming into heat during that time. Emails should be sent to info@d3series.com.
- Practice times are to be utilized only for dogs entered in competition, as we cannot guarantee how much time will be allotted. Practice time will run between each wave, until the next wave is scheduled to begin.
- There will be set wave times and the number of competitors will be limited.
- All participants must check in with registration at least 30 minutes before their wave.
- During check in, a running order will be created. Any conflicts should be resolved during your check-in time.
- A handler’s meeting will be held 5 to 10 minutes before each wave. Meeting will include: a finalized running order, competition rules and/or facility reminders, and any announcements. Dogs are NOT allowed at the handler’s meetings.
- It is the competitor’s responsibility to be present at the time of check-in for each wave. Missing a wave time will be a forfeiture of that wave.
- Female dogs in any stage of heat, will not be permitted to compete and are not allowed to be in competition area or venue.
- Each competition team member (thrower and holder) must read and sign, without modification, the D3 series registration form, which contains a liability waiver and publicity release.
- Competitors are responsible for reading and understanding all competition rules before they enter and compete.

General Event Format

- Running order will be posted in alphabetical order (A to Z) or reverse alphabetical order (Z to A) by dog’s call name.
- Teams will compete with two jumps/attempts back to back.
- A dry dog can proceed to the ramp and get wet before their competition jumps (this is not a practice jump and can only be done **once per day**, per dog).

- Scores will be announced after each jump: please wait for your score to be announced, before taking your second jump.
- 30 minutes after the wave is complete, the results and placements will be posted at the registration table.
- Ribbons are self-serve, and will not be mailed.
- After the last wave is finished, the Bubble for finals will be posted. If your team qualified for the finals, you need to check in at registration to participate.

Disciplines:

DOLLAR JUMP

- Each competitor will be given three (3) minutes per wave to take their two (2) competition jumps. The 3 minutes begins when the Team is all on the dock. Time will stop when either the dog completes its 2 jumps, or the judge announces “TIME”. If time ends before the dog is in an active jump, the jump will not count. At any D3 event, the dog must attempt both jumps. They may not pass on the 2nd attempt, unless an injury has occurred.
- The entire team should stay on the dock (or in pool, for dog) during their turn. If either leaves the dock or pool before their turn is over (this includes a dog jumping out of the pool either over the side or off the side by the ramp), that concludes their turn and a “NJ” will be given for any jumps that are not completed.
- The distance is measured from the end of the dock to the base of the dog’s tail, when it enters the water. The base of the tail, is the point where the dog’s tail meets the body.
- The farther of those two jumps, will be that Team’s official score. The official score determines the placement for that wave.
- Due to time constraints, no practice jumps will be permitted during the competition wave. If time permits between waves, the dock will be open for practice. Practice start and end times will be announced throughout the competition day, as it is available.
- If a dog jumps from the dock but the toy has not been thrown, the dog can be recalled to the dock to try again, if it is within the allotted time (three minutes). This will not count as a judged jump. If this causes the team to run out of time for competition jumps, any remaining jumps will be scored as a “NJ”.
- If a dog jumps from the dock and the handler throws the toy into the pool (even if it’s after the dog has jumped) this constitutes a competition jump and will be judged.
- A throwing object (toy) may be used to entice the dog to jump. It is not required. Any object that is thrown must meet the following requirements:
 - a. The object must float.
 - b. The object cannot be food based: it cannot dissolve.
 - c. It cannot be a living or dead animal, or made up of animal parts.
 - d. It is not required that the dog retrieve the object to receive a qualifying jump.

- A handler may have no more than two (2) toys on the dock during their competition jumps.
- If a dog doesn't jump after the toy is thrown, the toy may be returned to the handler.
- If a toy is thrown out of the pool, it can be returned to the handler or the water (if dog has already jumped).
- The judge will give a scored distance jumped, for each qualifying jump. The farther of the two scores becomes the dog's qualifying score for that wave. The OFFICIAL score is the score written on the scoresheet by the judge.
- If the dog enters the water from the ramp during their competition jumps, it will be scored as a "NJ" for that jump.
- Jumps are considered official once the handler cues/releases the dog to proceed with the jump. If the dog jumps prior to obviously being cued/released and the toy is then thrown, this will be considered as an official jump and be scored accordingly.

Dollar Jump Divisions and Titles

Open class (16 inches or more at the withers).

Novice division 1 inch – 9'11"

Junior division 10 feet – 14'11"

Senior division 15 feet – 19'11"

Master division 20 feet – 23'11"

Elite division 24 feet and up

Lap class (less than 16 inches at the withers)

Lap Novice division 1 inch to 4'11"

Lap Junior division 5 feet to 8'11"

Lap Senior division 9 feet to 12'11"

Lap Master division 13 feet to 17'11"

Lap Elite division 18 feet and up.

- A team will earn one (1) qualifying score towards a Division title based on their longest jump in a wave. A Division title is earned by accumulating five (5) qualifying jumps within the same division.
 - Dollar Jump Novice – DJN
 - Dollar Jump Junior – DJJ
 - Dollar Jump Senior – DJS
 - Dollar Jump Master – DJM
 - Dollar Jump Elite – DJE
- *Lap dogs will receive an (L) at the end of their title.*
- After the Division title is earned, higher title levels can be earned. An **Advanced (A) title** can be earned, with an additional 25 qualifying jumps within a division. This is a total of 30 jumps within the same division. An (A) will be placed behind the Division Title.
 - Dollar Jump Novice Advanced – DJNA
 - Dollar Jump Junior Advanced – DJJA

Dollar Jump Senior Advanced – DJSA
Dollar Jump Master Advanced – DJMA
Dollar Jump Elite Advanced – DJEA

- An **Excellent (X) title** can be earned, after earning an Advanced (A) title, with another additional 25 qualifying jumps within a division. This totals 55 jumps within that division. An (X) will be placed behind the Division Title.
 - Dollar Jump Novice Excellent – DJNX
 - Dollar Jump Junior Excellent – DJJX
 - Dollar Jump Senior Excellent – DJSX
 - Dollar Jump Master Excellent – DJMX
 - Dollar Jump Elite Excellent – DJEX
- Once an Excellent title is earned, any additional 25 qualifying jumps within a division, will earn a numerical number after the X. Example – Dollar Jump Novice Excellent.. DJNX2, DJNX3, etc.
- Qualifying jumps will accumulate within a division. You must earn the Division title before earning a higher title of Advanced (A) or Excellent (X).

DOLLAR GRAB

- The bumper is suspended 2 feet above the dock.
- The team can use all 40' of the dock, if they choose.
- Shortest starting distance allowed from dock is four feet (4') for Open dogs, and two feet (2') for Lap dogs.
- Distances are in whole foot increments (6', 8', 9' etc.).
- The official dollar grab toy is the Dokken, white double rope, foam bumper. It will have two bands of colored tape going around it, to accentuate the visual for the dog.
- Dogs must either grab the bumper or otherwise dislodge the bumper from its suspended position (both clips) to be considered a success at that respective distance.
- The dog does NOT have to land in the water with the bumper in their mouth.
- Each team gets three (3) jump attempts. They can choose ANY distance to start (respective to the open/lap class distances), and can move farther or closer for their subsequent jumps.
- Each team gets 90 seconds to complete their first attempt, upon entering the dock. Should the first jump not be completed in time, "TIME" will be announced, they will receive a "NJ", then proceed directly into their next attempt. If the dog does not jump and time expires, they will be given a score of "NJ".
- Dogs are scored with either a Grab "X" or a Miss "O".
- Scores are determined by each team's furthest successful grab.
- Should a dog jump from the dock, before the handler is ready, it will count as a competition jump. Example: a dog misses on the first attempt. Upon returning to the dock the dog immediately runs from the exit ramp, onto the dock and jumps after the hanging toy. This constitutes a competition jump and will be scored as one of the three attempts.

- The handler may choose to take one (1) 30 second break during their turn. This break may only be made after a successful grab. During this break, the team will stay on the exit platform. This must be called by the Handler, at the start of the break.

Dollar Grab Divisions and Titles

Open class (16 inches or more at the withers).

Novice division 4 feet – 9 feet

Junior division 10 feet – 13 feet

Senior division 14 feet – 17 feet

Master division 18 feet – 21 feet

Elite division 22 feet and up

Lap class (less than 16 inches at the withers)

Lap Novice division 2 feet to 4 feet

Lap Junior division 5 feet to 8 feet

Lap Senior division 9 feet to 12 feet

Lap Master division 13 feet to 17 feet

Lap Elite division 18 feet and up.

Lap dogs will receive an (L) at the end of their title.

- A team will earn one qualifying score towards a Division title based on their farthest grab in each wave. A Division title is earned by accumulating five (5) qualifying grabs within the same division.

Dollar Grab Novice – DGN

Dollar Grab Junior – DGJ

Dollar Grab Senior – DGS

Dollar Grab Master – DGM

Dollar Grab Elite – DGE

- After the Division title is earned, higher title levels can be earned. An **Advanced (A) title** can be earned, with an additional ten (10) qualifying grabs within the same division. This is a total of 15 grabs within a division. An (A) will be placed behind the Division Title.

Dollar Grab Novice Advanced – DGNA

Dollar Grab Junior Advanced – DGJA

Dollar Grab Senior Advanced – DGSA

Dollar Grab Master Advanced – DGMA

Dollar Grab Elite Advanced – DGEA

- An **Excellent (X) title** can be earned, after earning an Advanced (A) title, with another additional ten (10) qualifying grabs within a division. This totals 25 grabs within that division. An (X) will be placed behind the Division Title.

Dollar Grab Novice Excellent – DGNX

Dollar Grab Junior Excellent – DGJX

Dollar Grab Senior Excellent – DGSX

Dollar Grab Master Excellent – DGMX

Dollar Grab Elite Excellent – DGEX

- Once an Excellent title is earned, any additional ten (10) qualifying grabs within a division, will earn a numerical number after the X. Example – Dollar Grab Novice Excellent... DGNX2, DGNX3, etc.
- Qualifying grabs will accumulate within a division. You must earn the Division title before earning a higher title of Advanced (A) or Excellent (X).

DOLLAR CATCH

- Each team will have three (3) minutes to take two (2) competition jumps, back to back.
- For each jump, the score is a combination of the distance that the toy/bumper was caught at, PLUS the distance when the base of the dog's tail enters the water.
- The best of those two combined scores, determines the team's official score.
- If there is no catch during a jump, that jump score is "zero".
- The toy must be airborne (released from the handler's hand) before the dog can catch the toy out of the air, for a Dollar Catch score.
- If the dog lands in the water, and then catches the toy, that will still count as a qualifying score. As long as no part of the toy touches the water before the catch.
- The team will receive a "zero" if the toy is thrown AFTER the dog has entered the water.

Dollar Catch Divisions and Titles

Open class (16 inches or more at the withers).

Novice division 1 inch – 14'11"

Junior division 15 feet – 29'11"

Senior division 30 feet – 44'11"

Master division 45 feet – 59'11"

Elite division 60 feet and up

Lap class (less than 16 inches at the withers)

Lap Novice division 1 inch to 9'11"

Lap Junior division 10 feet to 19'11"

Lap Senior division 20 feet to 28'11"

Lap Master division 29 feet to 34'11"

Lap Elite division 35 feet and up.

Lap dogs will receive an (L) at the end of their title.

- A team will earn one qualifying score towards a Division title based on their longest jump in a wave. A Division title is earned by accumulating five (5) qualifying jumps within the same division.

Dollar Catch Novice – DCN

Dollar Catch Junior – DCJ

Dollar Catch Senior – DCS

Dollar Catch Master – DCM

Dollar Catch Elite – DCE

- After the Division title is earned, higher title levels can be earned. An **Advanced (A) title** can be earned, with an additional five (5) qualifying jumps within the same division. This is a total of 10 jumps within a division. An (A) will be placed behind the Division Title.
 - Dollar Catch Novice Advanced – DCNA
 - Dollar Catch Junior Advanced – DCJA
 - Dollar Catch Senior Advanced – DCSA
 - Dollar Catch Master Advanced – DCMA
 - Dollar Catch Elite Advanced – DCEA
- An **Excellent (X) title** can be earned, after earning an Advanced (A) title, with another additional five (5) qualifying jumps within a division. This totals 15 jumps within that division. An (X) will be placed behind the Division Title.
 - Dollar Catch Novice Excellent – DCNX
 - Dollar Catch Junior Excellent – DCJX
 - Dollar Catch Senior Excellent – DCSX
 - Dollar Catch Master Excellent – DCMX
 - Dollar Catch Elite Excellent – DCEX
- Once an Excellent title is earned, any additional five (5) qualifying jumps within a division, will earn a numerical number after the X. Example – Dollar Catch Novice Excellent... DCNX2, DCNX3, etc.
- Qualifying jumps will accumulate within a division. You must earn the Division title before earning a higher title of Advanced (A) or Excellent (X).

DOLLAR TEAM

- Each Dollar Team must consist of four (4) different dogs. They can be owned/handled by different people, or the same person.
- Each DTeam must register a name. That name must be unique to that team.
- DTeam members can change from event to event, but a dog can only be on one team, per event. The DTeam members do not have to stay the same all season.
- To enter, each DTeam member will pay \$25 Pre-Entry/\$30 Day Of, and select the “D3 Dollar Team” option. They will then provide their DTeam name at the time of registration.
- Dollar Teams may be formed before the event, during pre-registration, or at the event for Day Of registration.
- We encourage people to get to know others, since all jump distances will be valuable for the DTeam.
- After registration, each DTeam member will have one of the waves they registered for, during the event, SECRETLY selected to be their DTeam wave. The score for that wave, will be the score used for the Dollar Team score. The wave for each team member will be chosen by a random number generator, before ANY of that DTeam member jumps are completed. Which wave is chosen, will NOT be disclosed to any competitors.
- During the event, the DTeam selected wave for each dog, will be marked, and once they have jumped in that wave, their score will be used for their Dollar Team score.

- Which jumps are used for each DTeam member, will not be publically posted. Each individual dog's jump score WILL appear under the results for each wave.
- Only the DTeam's total score will appear on the event results.
- After all four (4) team members have jumped, their jumps will be added together. EX: $23' + 16'3'' + 9'11'' + 19'7'' = 68'9''$
- The DTeam with the total score, CLOSEST to 70', will be the winners. For each foot/partial foot away from 70' (above OR below), the DTeam will be given one (1) point. Ex: $70' - 68'9'' = 1'3'' = 1.03$ points
- Dollar Team results will be announced Sunday after all waves have been completed, before the Event Finals begin. All DTeam members do NOT have to be there on Sunday, but at least one DTeam member must be available to collect any prizes, as they will NOT be mailed.
- The top three (3) placements will receive the following prize money: 1st place: \$400, second place: \$300, 3rd place: \$200. All prize money will be evenly divided between the four (4) team members.
- There will be a "Top Dollar Team" year-end award. For a DTeam to be eligible for the year end award, that team must compete in a minimum of two (2) events.
- For the year end award, each DTeam will have their points averaged from each event. The DTeam with the lowest point average will win the "Top Dollar Team" award.

Judging

- By entering D3 events, each competition team agrees to accept the decision of the judge as final.
- No person may interfere with the judge in any way while he/she is judging a wave.
- For consistency in scoring, regardless of the competition event, judges should not be substituted in the middle of a competitive round. The exception to this rule, is if a judge will be competing in the wave they are judging. This is allowed, if a substitute judge is available. Judging will be via camera measurement system. In the event of a technical malfunction, judging by eye is permitted.
- D3 will not allow "instant replay" type reviews of jumps, on personal recording devices, to attempt to change the judge's call. Once a judge calls a score, it is final.
- The judge will sign all sheets for each wave they judge.

Resolving Ties

DOLLAR JUMP/DOLLAR CATCH

- Each competition team's second longest jump distance, will be used as the first tiebreaker.
- If a tie remains, during a regular wave those teams will share the placement and will each earn their own ribbon.
- During the event finals, if a tie remains, a third tiebreaking jump will be taken. The farther of the third jumps will determine the winner of the tie breaker/jump off.

- At the Grand Championship, if a tie remains, the third jump will be used to break the tie. If a tie remains, then the teams will share the placement, and an additional ribbon will be ordered.

DOLLAR GRAB

- The competition team with the least number of overall misses will be the top placement.
- If a tie remains, the team with a successful grab at the shortest distance, will earn the top placement.
- During a regular event, if a tie remains, the teams will share the placement and will each earn their own ribbon.
- At the Grand Championship, if a tie remains, the teams will each attempt an additional grab, at any distance of their choosing. Each handler will secretly submit a distance to the judge, that their dog will make one (1) attempt at during the jump-off. The requirements for the jump-off distances are as follows:
 - The Handler cannot pick a distance greater than the farthest distance the dog attempted at that event.
 - The jump-off distance will be made privately and given to the judge. These distances will not be shared until all distances are turned into the judge. Once they are submitted, they can NOT be changed for any reason.
 - Jump-Off distance may be made in any three inch (3") increments.
 - Once all the handlers have privately submitted their distances, the judge will announce them. The team with the farthest attempt distance will go first.
 - If this dog grabs at that distance, then it cleanly secures the highest of the tied positions. The next dog will each get to try at its selected distance.
 - If the 1st dog misses, they would then have to wait until after the other teams make their attempts. If all teams grab, then the team with the miss, would be in the lowest tied position as it did not make a grab.
- Any additional jumps done for the sole purpose of breaking a tie, will not count towards titles and year end rankings.

Ribbons/Awards

- Scores/results will be posted after each qualifying wave is completed.
- Ribbons will be awarded to the top four competition teams, in each division in each wave.
- Ribbons are self-serve at the registration table. We function on the honor system, and trust that each person will only take what their dog has earned.
- Ribbons will NOT be mailed.

Junior Handlers

- Handlers ages 5-16 years old, as of the event date, are considered a Junior Handler.
- Junior Handlers compete within regular competition waves.

- They will have their own finals at events, if there are five (5) or more. The finals will be non-divisional, and will compete head to head.

Lap Dogs

- Lap dogs are dogs UNDER 16” at the point of the shoulder (withers), to the ground while standing naturally.
- Lap dogs compete within regular competition waves. Their scores are put into a different class, specifically for the lap dogs.
- Lap dogs have their own, non-divisional finals at events, if there are five (5) or more. They will compete head to head.

Event Finals

- At the end of each event, the top six (6) competition teams in each division, will be invited to compete on Sunday during the Dollar Jump Finals.
- Teams must have competed in at least three (3) Dollar Jump waves over that event weekend, to qualify for a spot in the finals.
- Finals Ribbons will be awarded to the top three (3) competitors in each division/class.
- If a team jumps out of their division during their finals round by more than 11 inches, they will be moved up to the appropriate division for their score, and ranked within that division for finals placement.

Championship Qualification

To qualify for the Grand Championship, a competition team needs to be ranked in that discipline and participate in at least two (2) D3 events in that same calendar year.

Ranking Requirements:

- Minimum of ten (10) scores required from D3 events during that competition year, to be ranked in Dollar Jump.
- Dollar Jump rankings will be determined by the team’s average of their top 10 scores.
- Minimum of five (5) scores required from D3 events during that competition year, to be ranked in Dollar Grab.
- Dollar Grab rankings will be determined by the team’s top five (5) scores.
- Minimum of three (3) scores required from D3 events during that competition year, to be ranked in Dollar Catch.
- Dollar Catch rankings will be determined by the team’s top three (3) scores.

Grand championship

- All competition teams will compete within their qualified division, with two back to back jumps. Then, the top 50% of teams from each division will move on to take a third jump. (Example: if 26 teams in a division, then 13 move on for a third jump.)
- The best of those three jumps determines the rankings and the winners.
- Lap class finals will be divisional.
- Veteran class finals will be divisional.
- Legend class finals will NOT be divisional, but will have their own separate finals.
- Junior Handler class finals will NOT be divisional, but will have their own separate finals.
- All classes/divisions must have a minimum of two (2) teams to constitute a championship wave, for a class and/or division, otherwise the team will be moved to compete in the next available class/division.

Contesting A Score

Whether you agree with your scores or not, you are expected to treat the judges, officials, and event organizers with respect and interact with them as you would want them to interact with you.

- If, in a handler's opinion, the judge is incorrect, they may file a formal score inquiry, (within 7 days of the jump in question) by email to D3 at score@d3series.com. This email must include the following:
 - Still photo and/or video evidence. The photo/video provided, must be taken in line with the distance the dog is landing in the pool, and with the numbers clearly visible on both sides of pool. The camera should also be lined up with the same numbers on both sides, to avoid an angle distorting the landing distance of the dog.
 - A deposit of \$50, sent via PayPal, is required to open a score dispute. The deposit must be sent within 48 hours of the initial Score Dispute email. The PayPal email address is alldogssportspark@gmail.com. If it is found that the judge's call was incorrect, this will be returned to the competitor. If the judge's call stands, the fee will be retained by ADSP. This fee was implemented, because we take accusations of unfair judging seriously, and want competitors to also. If you truly believe the judge was incorrect, you also believe the deposit will be returned to you.
- D3 will investigate and make a ruling within five (5) business days. Once a decision is made, you'll be notified in writing. This decision is FINAL. Should the judge's call stand, no further action will be taken. We ask that everyone move on, and get excited about their next jumps.
- Should the judge be found to have made an error, the score will be corrected in the official results, and the \$50 deposit will be returned. The judge will be made aware of the error, and may also be required to have additional training.

Refund policy

- Entry fees will NOT be refunded if a dog is absent, disqualified, excused, or barred from competition.
- Entry fees will NOT be refunded if a dog refused to jump or misses the competition wave.
- Entry fees WILL be refunded for females in heat, if a dog is sick, or if a dog gets injured during the event. A vet note will be required for a refund. This request must be made, in writing, within 7 days of the completion of the event. Send emails to info@d3series.com.
- Fees will be refunded if the event is canceled due to bad weather.
- Other refund circumstances will be addressed by the event coordinator, on a case by case basis.

Inclement weather

- If the pool must be closed at any time for inclement weather, all activities will immediately stop. Competition will resume, once it's deemed safe.
- Once competition resumes, if time to complete the event is restricted, practice will stop so that competitive jumps can be completed.
- If the event is unable to be completed due to weather, refunds will be issued for uncompleted waves.