



HAPPY RATTERS

Fun Vermin Hunting for Dogs

Official Rule Book

effective

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Thank you, Bonnie Bartlett, for pulling this rule book together.

Happy Ratters General Rules and Guidelines

Happy Ratters is a sport where dogs receive points for finding rats, crossing bridges, and going into burrows. The point system varies according to the level. A judge may allow a find, if dog shows a change of behavior, handler calls rat, and dog is not right on top of the rat.

Dog Registration, Eligibility and Restrictions:

- Any breed or mixed breed.
- Must be over the age of 6 months.
- Must be registered with Happy Ratters and have a registration number.
- Dogs in heat run at the end of class. Must wear panties. (NQ if squatting).
 - See [Notes for Hosts](#) for exception.
- Hosts may decide whether or not to allow dogs in heat, but the declaration about not allowing dog in season **MUST** be on the premium list so that competitors will be aware of the restriction.
- Dogs in wheelchairs allowed.
- 3-legged dogs allowed, deaf dogs allowed, vision impaired dogs allowed.
- The judge may ask the handler and dog to leave if dog seems to be in distress.
- Belly bands may be worn by any dog. (NQ if there is leg lifting).
- Panties may be worn by any dog. (NQ if there is squatting).
- Goggles or haloes may be worn by blind/vision impaired dogs to protect their eyes.
- Booties may be worn when competing on slippery floors.
- Dogs may run “naked” or may wear a flat buckle or snap clip collar with no hanging tags or collar plates attached. Martingale style collars are **not** allowed.
 - See [General Competition and Ring Rules of Conduct](#) for harness exception.
- Muzzles may be worn by dogs, who may be inclined to pick up or retrieve tubes, in order to protect the rats.
 - Muzzles are **not** intended to be used to mask or hide human or dog aggression. Aggression towards people or dogs is not tolerated in Happy Ratters.
- Shirts may be worn for extenuating circumstance, i.e., stitches scheduled to be removed within 3 days of the trial date, a healing sore that isn't "quite there," and similar scenarios to be permitted on a case-by-case basis. Shirts must be secured in such a fashion that they will not loosen or easily snag on items on the Happy Ratter course.
 - *It is up to the individual judge to determine whether the dog will be able to navigate the course safely. The judge's decision is final.*

Not Permitted:

- Sick dogs.
- Dogs with recently sutured wounds, and the sutures are scheduled to be removed more than 3 days from the date of the trial.
- Dogs inappropriate for competition for health reasons.
- DOG HEALTH AND SAFETY COMES FIRST.
- Prong, Choke, Pinch, or electric collars are not allowed in the staging area or on the way from the staging area to the ring.
 - *Hosts who prefer that any particular type of collar is not permitted on their grounds should say so in their premium or registration form.*

- People other than the handler, judge, ring workers, rat wranglers in the ring while competing, this includes babies being carried in backpacks while the handler is in the ring competing.

Dogs showing signs of aggression toward people or other dogs will not be allowed.

Aggression is not tolerated and includes actual contact, multiple lunging or excessive barking/growling at dogs and/or people. This will result in an NQ and the dog being removed from the trial.

Handler Eligibility:

- Anyone over 5 years
- Minors must be accompanied by an adult.
- Good sportsmanship must be exhibited at all times.

Handler Conduct:

- Respect, kindness, and courtesy is expected from all.
- No bare feet in the ring, please.
- Disrespectful treatment of judges, trial hosts, volunteers, other competitors, or property is not allowed and may result in dismissal from the trial with no refunds.
- Inappropriate, abusive, or foul language and/or harassment of any kind directed to or about a host, judge, volunteer, or competitor is not allowed and may result in dismissal from a trial with no refunds.
- Repeat offenders may be banned from future events.
- We expect people to set a good example of a welcoming community and family-friendly atmosphere.

Junior Handler Registration and Program:

- Open to handlers aged 5 years to 18 years.
 - Junior handlers must be accompanied by an adult.
- Must be registered as a Junior Handler (JH) with Happy Ratters to obtain a (JH) registration number.
 - To get a Junior Handler registration number, email happyratter@gmail.com with your name and age.
- When a Junior Handler enters a trial, it is important to note both the JH number and the dog's registration number on the entry so the points will be credited to both the handler and the dog.
- Junior Handlers can earn points towards their JH titles by **running any dog in any class**.
 - They do not need to run the same dog each time they enter a trial.
 - All standard classes **and** games count towards the Junior Handler titles.
 - Points earned by the dog will be credited towards that dog's titles in the classes earned.
 - Send an email with points as they are accumulated to happyratter@gmail.com.
Be sure to include the following information in your email:
 - Name
 - Junior Handler Number
 - Dog's Name
 - Dog's Registration Number
 - Trial date the points were earned
 - Junior Handlers may have help by a parent, or other adult, in bringing their dogs to the ring.
 - The dog leash will be handed to the JH at the ring gate who will enter alone with their dog.
 - Only the handler is allowed in the ring with the dog.
- All rules in the Happy Ratters Rule Book, as well as dog eligibility and restrictions, apply to Junior Handlers.

Junior Handler Titles:

- JH Ratter 2,000 points
- JH Happy Ratter 4,000 points
- JH Expert Ratter 6,000 points
- JH Champion Ratter 8,000 points
- JH Extraordinaire Ratter 10,000 points
- JH Extreme Ratter 15,000 points
 - *Note that although the JH title names follow the same pattern as the Standard Class names, the points accumulation can be earned from any class or game. It is not a requirement that the JH needs a Champion title on the dog to become a JH Champion Ratter. They only need to earn a total of 8,000 points.*

Ring Set-up, Worker Stationing, and Ring Gate Procedure:
See [“Appendix”](#) for Ring Set-up ideas and suggestions.

- Ring Size
 - The ring should be approximately 400-600 square feet for Ratter, Happy Ratter and Expert levels and 500-900 square feet for Champion and Extraordinaire.
 - The ring may be any shape.
 - The ring must be securely fenced at approximately a 4-foot height.
- Start Box.
 - There must be a clearly defined start box area, approximately 4 feet x 4 feet in size, to accommodate the handler and a dog of any size.
 - The start box can be designated by tape, a cone placed at each corner of the start box area, with child foam interlocking play mats, a rubber mat cut to size, or any other similar method that clearly defines an approximate 4-foot x 4-foot square area for the team entering the ring.
 - Start box can be anywhere in the ring, but generally works best at the entry.
 - A MAZE ing Rat, Dump Hunter, and Ultimate Distance have specific instructions about the start box location or have a start line. Please see rules for those games for ring set up.
- Judge/Worker Stationing
 - Workers in the ring: Judge, Rat Steward.
 - Once the working team has left the start box, the best place for the judge and steward to stand is usually the start box. Rat steward will remove rat as needed and return to start box.
 - Workers outside the ring: Timer, Rat Catcher
 - Timer starts stopwatch when *all of the dog's feet* leave the start box
 - Rat Catcher will take the Rat from the inside Rat Steward
- Ring Gate Procedure
 - Once the team is in the search area, the gate will close
 - The gate **MUST** remain closed until the dog is on leash again at the end of their run.
 - Some games may be run outside in an unfenced area with the dog on leash, so there will be no ring gate to worry about. Please see rules for the individual [games](#) for guidance.

Competitor Staging:

- Formal staging in blinds is not required.
- Dogs only need space to be separated – in a large parking lot or field.
- 2 or 3 EZ Ups can be used to give dogs more space.
- Handler should be near enough and ready to enter the ring when called for their turn.

General Competition and Ring Rules of Conduct:

- Time starts when all of the *dog's feet* leave the start mat/start box.
 - Dogs shall leave the start area first OR in conjunction with the handler.
 - Exception: in the [Earn-A-Rat](#) game, the handler may lead out at the start.
- The judge has the final say in rings.
- Go Pros or other similar recording devices may be worn with the following restrictions:
 - Devices must be firmly attached with nothing hanging or bouncing.
 - Devices must be set and ready to go when the handler enters the ring.
 - Video will not be used for scoring purposes.
 - Video will not be used to question a judge's call.
 - Video may be used for timing purposes in case of a timer malfunction.
- Handlers may **not** use a stopwatch, countdown timer, phone, or other means to self-time.
- When competing dogs must be off leash and run naked **or** may run in a flat buckle or snap clip collar with no tags or collar plates. Martingale style collars are **not** allowed. See below for exceptions where a dog may be run wearing a harness or on lead attached to a harness or collar.
 - Handlers may carry their own leash while in the ring, place the leash in their pocket, or place the leash on the floor in the start box.
 - An exception is made for dogs in wheelchairs, dogs who need a harness for balance reasons, and dogs that are blind.
 - Disabled dogs may wear a harness with a handle for safety.
 - Blind dogs may wear a harness with a handle for safe guidance to avoid colliding with an obstacle.
 - A flat collar or harness **and** lead may be worn for classes that are run outside as a safety precaution and in [Rat Trap](#). **No choke collars or slip leads are allowed.** See Games Rules for games where running on lead is permitted.
- When "Rat" is called, the judge must confirm before the handler goes in to reward the dog. See below for other occasions when treats are allowed.
- If a dog is wearing a collar, the handler may hold the collar while the rat is being removed.
 - All of the dog's paws must remain on the ground.
 - The handler will receive a [fault](#) for lifting by the collar or moving the dog for a restart.
- Small dogs may be picked up and held if the rat is being removed.
 - The handler may not move from position until the dog is placed on the ground and will receive a [fault](#) if handler moves before dog is touching the ground with all paws.
- The handler must ask the judge if they want to move items out of the way in those games/classes where the rules allow movement. Otherwise, touching/moving items will incur faults or NQ depending on the class or game.
 - At the judge's discretion, under extenuating circumstances, (dog in cart, dog without vision) an exception can be made to the number of moves allowed.
- Handlers running blind dogs (*dogs without any useful vision*) may tap objects to help orient the dog to obstacles on course. The judge must be notified prior to starting the run that the dog is blind and the handler may touch objects to help with navigation.
- Dogs must be on leash, entering and leaving the ring, even if the handler carries the dog.
- Please tell the judge if you have finished a title at the end of your run. The information will be noted on the score sheet so your title ribbon can be prepared by the score table.

- **Treats and toys are allowed. Faults for dropped treats.**
 - It is permitted to feed in the start box.
 - Food and/or toys must be in a handler's pocket or treat pouch until the dog is being rewarded.
 - Food and/or toy rewards are allowed at the rat, after completing a burrow or a bridge.
 - Food and/or toy rewards may be used for rewarding a dog for coming when called.
 - Treat and/or toy must not be in the handler's hand until the dog reaches the handler.
 - Food and/or toy is NOT to be used as a lure. Luring is a 10-point fault deducted for each occurrence.
 - Toys MAY be thrown to reward for rat, bridge, burrow.
 - Food is NOT to be thrown and must be delivered from the handler's hand directly to the dog's mouth. 10-point fault for each treat dropped on the course.
 - Toys must be quiet: no squeakers!

- **Praise is a must and ALL must have fun!** Food, toys, petting and/or verbal are all praise.
 - Remember to take that moment when the rat is found to connect with your dog and let them know how special they are.
 - Handlers can reward dogs with hands-on pets/scratches for a short period of time instead of using treats or a toy.

For the **Standard/Regular** class/es, all dogs will start at the Ratter Level with the following exceptions:

- Dogs with a Barn Hunt Association Novice title, or higher, may begin trialing at the Happy Ratter Level if they prefer.
- Dogs with a Barn Hunt Association Open title, or higher, may begin trialing at the Expert Level if they prefer.

For the **Games** classes, all dogs must start at the beginning level in each of the games and work their way up. There is no "grandfathering" for the Games Classes.

Teams may opt to remain in a level instead of moving up after earning their title. They are then scored in the metallic class for that level, except for Extraordinaire (REX). They compete against other metallic teams for placements and can earn bronze, silver, gold, and platinum medallions for points accumulated. See Extraordinaire (REX) and Extreme Ratter (XREX) rules for details specific to metallics for Extraordinaire.

- Medallions at any level (Metallics): At each level medallions may be earned.
 - Bronze requires 1,000 points.
 - Silver 2,000 points.
 - Gold 3,000 points.
 - Platinum 5,000 points.

Points are cumulative from the start of that dog's runs in that particular level.

Titles with medallions get the letter after the title - so a bronze Ratter would be RATB, A gold Happy Ratter would be HRATG.

Handlers may drop dogs to a lower level at any time but may only compete in one level at any given trial. On a day with multiple trials, they could do one level trial 1 and a different level trial 2, if for example, they complete a title and wish to move up to the next level.

Handlers will tell the judge if they have earned a title at the end their run. This information will be recorded on the score sheet.

Handlers may enter a maximum of 6 runs/day/dog. Entries can be a combination of games or regular classes depending on the number of trials being offered that day.

Handlers may not enter the same dog twice in the same class on the same day.

- Example: A handler runs their dog in Expert. There is only one Expert class being offered at the trial that day. They may not sign up for two runs at the Expert level. If a host is offering two Expert runs at the trial, the handler may run once in each of those classes but is limited to one run in each of the classes' offerings. They cannot "tack on" an extra run in the same class.

Acceptable Behavior (not faultable):

- Biting at the tube is okay and not a fault.
- Shredding a box is okay and not a fault unless the handler is stalling and a rat is in the box. (see below under "Faults.")
- A dog that pushed the rat tube **straight** from one end without rolling the tube is not faulted.

Faults (-10 points):

- False alert (Handler calls "rat" at a location where there is no rat).
- Dropping food at any time while in the ring, including *after* completion of the run.
 - Each dropped food occurrence will incur a separate fault.
 - Toys **may** be thrown as a reward and is **not** a fault.
- Luring with food or toy.
- Physically assisting the dogs unless the dog is disabled and needs assistance, or an older dog is "stuck" on the course.
- Moving items without asking judge's permission in classes/games where moves are allowed.
- Roughing the rat.
 - *Biting at the tube is okay and not a fault.*
 - *Shredding a box is okay and not a fault UNLESS the handler is stalling and a rat is in the box. (see below)*
 - Dog picking up and/or carrying the tube is not okay and will be faulted. Repeated roughing will be an NQ.
 - Dog rolling the tube is not okay and will be faulted. This includes dogs wearing muzzles. Repeated roughing will be an NQ.
 - Rolling the rat tube out of container or tie down in games where rat tube is contained or strapped to hold it steady. ([A-MAZE-ing Rat](#), [Rat Trap](#), [Road Rage Rats](#), [Village Rats](#))
- Stalling: The handler is deciding to call (stalling) and the dog is rolling the rat.
 - Continuing this pattern is an NQ.
- Handler picks up rat tube by end and doesn't hold it horizontally when passing it off to the Rat Steward.

- Chasing Rat Steward or Judge:
 - *A dog that follows the Rat Steward a few steps and without chasing or charging, then goes back to hunting on the handler's cue is not to be faulted. ("Where's my rat going? Oh, okay, my handler says it's fine, and I can get back to work.")*
 - If a dog lightly jumps on a judge/steward/person, in a friendly manner, without perceived ill intent, the judge may issue a 5–10-point fault at the judge's discretion.
 - If a dog chases or charges at the person, it is a 10-point fault.
 - If a dog jumps at/on the rat steward or judge with perceived ill intent, it is a 20-point fault and *the host's discretion* on whether to remove the dog from the search area and remainder of the trial.
 - If a dog bites clothing or rat steward or judge, this is an NQ and the dog is removed from the search area and the remainder of the trial.
 - If a dog makes grabs, bites, shakes, bruises, abrades, or breaks skin of human or dog, an Incident Report Form must be filed with Happy Ratters and the dog is removed from the remainder of the trial. Happy Ratters office will review all reports and make a determination on the fitness of that dog to continue competing in Happy Ratters.

A note about assessing faults:

No "double" faults on a single action.

- Example: In Rat Trap, if a handler makes a false alert on a tube and the dog tips the holder at the same time, only one fault is assessed.

Non-Qualifying (NQ):

Dog and handler will be asked to leave the search area.

- Dog is in distress or is asked to leave by the judge.
- Elimination in the ring, urine, feces or vomitus.
- Leg lifting in a belly band or squatting in panties as though the dog was going to eliminate.
- Poor sportsmanship.
- Continued roughing the rat, i.e., rolling the tube, carrying the tube, repeatedly picking up and dropping the tube. This includes dogs wearing muzzles.
- ***Dog and handler will be asked to leave the search area and the trial if dog bites or makes contact with clothing or the rat steward or judge during rat removal.***

Bonus Points:

- It is the judge's prerogative to offer 10 bonus points for dogs that hunt well on their own, dogs that take direction well, dogs exhibiting sheer enjoyment of the sport, or judge wants to recognize an improvement in the teamwork of the dog/handler.
- The judge may also award 10 bonus points for fun or cute antics, by the dog, that makes the judge smile.

Obstacles and Performance:

- **Bridge:** all four feet must get on the bridge. The four feet do not need to be on the obstacle at the same time. If a dog lands on the bridge with its front feet, then follows through with the rear feet as the front feet step off, that is a successful performance of the bridge.
 - At the Ratter and Happy Ratter levels, the bridge may be plywood or boards on the ground, dog car ramp on the ground, low agility table, Klimb® table, a PVC ladder on the ground, or boxes to walk on.
- **Burrow:** all four feet must go through or in the burrow (through burrow is a tunnel-like structure).
 - At the Ratter and Happy Ratter Levels, the through burrows are 3 feet or less in length. Burrows may be agility chute houses, secured lawn/leaf bags, large, secured trashcans. A dog going completely into a cardboard box also counts a burrow.
 - At the Expert Level, the through burrows can be up to 10 feet in length. Agility Tunnels may be used.
 - At the Champion and Extraordinaire Levels, through burrows can be up to 20 feet in length. Agility Tunnels may be used.
 - At any level, a dog may go into a burrow, turn around, and come out. If all four feet have gone into the burrow, the dog will receive credit for completing the burrow.
 - Official burrows must be at least 24" across (diameter).

Rats, Containers, and Removal Guidelines:

*Gerbils: In countries or provinces where ownership of rats is not allowed, gerbils may be used in place of rats. Rats **must** be used where ownership is not prohibited. When gerbils are used, substitute the word "gerbil" for "rat" in this rule book.*

Hosts in provinces using gerbils must state so on their premium lists.

Rat Age: Rats must be at least 4 months old to be used in a Happy Ratters Trial

Practice Rat: Host clubs may opt to have a tube with a practice rat available during the Ratter and Happy Ratter Levels only.

If a club is offering a Games only trial or a Game is the first class, then the practice rat can be out for dogs running at the lowest level.

- The rat, in its container, is to be strapped to a board or placed in a box and monitored.
- The rat is to be removed when the Happy Ratter level finishes running. If both the Ratter and Happy Ratter level runs take longer than two hours to complete, the rat must be changed at each two-hour interval.
- Only the tube with the practice rat is available. No litter tubes or empty tubes will be available for practice.

Rat Placement: Safety of the rats is paramount in all classes, games, and at all levels, including levels where the rat tube may be elevated.

- The rat, in its container, should be secured in such a manner so that it does not roll or fall to the floor/ground.
 - The tube should be tied down or bolstered so that it cannot be easily dislodged.

- If the rat tube is placed on a shelf, there should be other items on the shelf so the rat location will not be obvious to the competitor.
- **NEW!** It is *suggested* that rat tubes be placed in plastic or cardboard boxes similar in size to the tube to help prevent rolling and roughing the rat. Ideas would be window boxes, flower boxes, cardboard tube boxes with an open end, or similarly sized OPEN top containers. Do not put rat tubes in a completely closed box.
- The grill of the tube (end with the air holes) should be placed so it faces front, not the back of a box.
- The location of rats will be changed if between staging groups of competitors at the discretion of the judge if none of the competitors are volunteering in or near the ring or watching other groups. The location of the rats must be changed if volunteers have watched groups or volunteered prior to running their dogs. The location of the rats must always be changed for competitors running multiple dogs in the same class and level.
 - When relocating rats, remove the box or container the rat had been in or simply reuse that entire container, with the rat, by placing it in another location.
- Rat tubes that are placed above floor or ground level must be **firmly** anchored in place to prevent dislodging by the dog.

Rat Removal: Rat Containers may be removed from the search area at any time, not just when they are found.

- **Removing Containers**
 - Any container may be removed at any time, including dirty or clean containers.
 - Rat tube being removed must be held level. The tube should not be held upright (on end), at an angle, or rolled. Rat safety is paramount.
 - Dog must be restrained by the handler or under control in a stand, sit, or down stay and kept four feet (4') away from the container as the (Judge/ Steward) removes the container. Alternately, if a dog will NOT chase after the person removing the container, they may simply be released to hunt without being restrained.
 - *A dog that follows the rat steward a few steps and without chasing or charging, then goes back to hunting on the handler's cue is not to be faulted. ("Where's my rat going? Oh, okay, my handler says it's fine, and I can get back to work.")*
 - If a dog lightly jumps on a rat steward or judge, in a friendly manner, without perceived ill intent, the judge may issue a 5–10-point fault at their discretion.
 - If a dog chases or charges at the person, it is a 10-point fault
 - If a dog jumps at/on the rat steward or judge with perceived ill intent, it is a 20-point fault and *the host's discretion* on whether to remove the dog from the search area and remainder of the trial.
 - If a dog bites clothing or rat steward or judge, this is an NQ and the dog is removed from the search area and the remainder of the trial.
 - If a dog makes grabs, bites, shakes, bruises, abrades, or breaks skin of human or dog, an Incident Report Form must be filed with Happy Ratters and the dog is removed from the remainder of the trial. Happy Ratters office will review all reports and make a determination on the fitness of that dog to continue competing in Happy Ratters.
 - Once a rat tube is removed, it must be a minimum of ten feet (10') from the search area.

- When a rat is removed from a rat tube, that tube should be removed from the search area and turned up on end and only be used for placing another rat to prevent a dog from getting stuck in hot residual rat odor.

Aggression is not tolerated and includes actual contact, multiple lunging or excessive barking/growling at dogs and/or people. This will result in an NQ and the dog being removed from the trial.

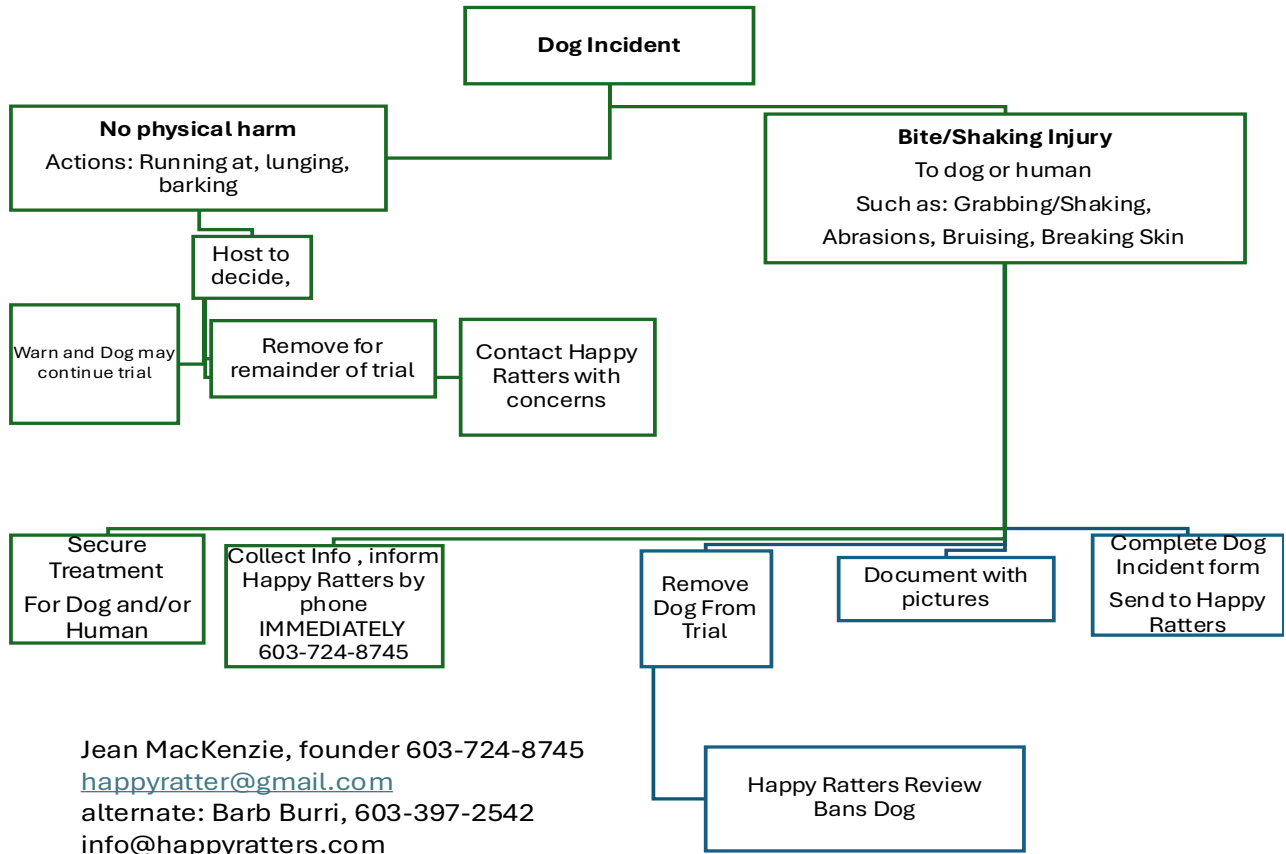
NOTE about rat injuries or death:

In the unfortunate circumstance of rat injury or death during a trial, please notify Happy Ratters with the details of the situation at: info@happyratters.com

Dog Conduct, Contact, and Incidents:

Any contact that involves physical harm to either dog or human must be reported to Happy Ratters and an Incident Report Form must be filed. See Flow Chart below for guidance.

Happy Ratters Incident Flow Chart:



Note about Rat Injuries or Death:

In the unfortunate circumstance of rat injury or death during a trial, please notify Happy Ratters with the details of the situation at: info@happyratters.com

Happy Ratters Incident Report Form:

Hosting Club: _____

Host Contact info: Name _____ Phone: _____

Email: _____

Time, Date and location of incident: _____

Handler/Owner: (name phone email) _____

Dog HR #: _____

Dog Name: _____ Dog Breed: _____

Injured Party information: Human: _____

Address: _____

Telephone: _____ Email: _____

Dog: _____ Breed: _____

Description of incident. Please be very detailed. Feel Free to use additional sheets.

Witnesses to incident (include statements if witnesses are willing) Names, phone, email

Was treatment procured for Dog/Human: please explain

Host Signature: _____ Date: _____

Send by email to happyratter@gmail.com, info@happyratters.com include images, witness statements etc. or send papers to Jean MacKenzie, 942 Londonderry Turnpike, Auburn NH 03032.

Save a copy for your records

When things go wrong:

- **Judge/Timer Mistakes:** This will always be corrected to the benefit of dog and handler.
- **Forgetting to place rat in search area:** Run stops, handler praises dog and leaves. Rat(s) replaced. Time starts anew and the team gets credit for bridges/burrows previously performed.
- **Call "no" when rat IS in tube:** If discovered during the run, credit dog, add more time if dog needs it to continue working (30 second average). Make sure the time on the score sheet is within the allowable running time for that class or game. If discovered after the run, credit dog with the find and adjust score sheet.
- **Timer Malfunction:** If discovered right away, stop run and restart. Credit any bridge/burrow/rat. If discovered later in the run, give handler the option of maximum time for the class or game or offer a re-run of the class/game.

Notes for Judges:

Rat Placement: Safety of the rats is paramount in all classes, games, and at all levels, including levels where the rat tube may be elevated.

- The rat, in its container, should be secured in such a manner so that it does not roll or fall to the floor/ground.
 - The tube should be tied down or bolstered so that it cannot be easily dislodged.
 - If the rat tube is placed on a shelf, there should be other items on the shelf so the rat location will not be obvious to the competitor.
 - **NEW!** It is *suggested* that rat tubes be placed in plastic or cardboard boxes similar in size to the tube to help prevent rolling and roughing the rat. Ideas would be window boxes, flower boxes, cardboard tube boxes with an open end, or similarly sized OPEN top containers. Do not put rat tubes in a completely closed box.
- The grill of the tube (end with the air holes) should be placed so it faces front, not the back of a box.
- The location of rats will be changed if between staging groups of competitors at the discretion of the judge if none of the competitors are volunteering in or near the ring or watching other groups. The location of the rats must be changed if volunteers have watched groups or volunteered prior to running their dogs. The location of the rats must always be changed for competitors running multiple dogs in the same class and level.
 - When relocating rats, remove the box or container the rat had been in or simply reuse that entire container, with the rat, by placing it in another location.

Rat tubes that are placed above floor or ground level must be **firmly** anchored in place (bungee cord or snugly tucked into hiding spot) to prevent dislodging by the dog.

Judging reminders and tips:

- No special dispensation for any team (such as clearing the building): a level playing field for all.
 - An exception is made for dogs in wheelchairs and/or dogs who need a harness for balance reasons.
 - Disabled dogs may wear a harness with a handle for safety.
 - Goggles or haloes may be worn by blind/vision impaired dogs to protect their eyes.

- Booties may be worn when competing on slippery floors.
- Dogs may run while wearing a flat buckle or snap clip collar with no tags or collar plates.
- Handlers running blind dogs (*dogs without any useful vision*) may tap objects to help orient the dog to obstacles on course. The judge must be notified prior to starting the run that the dog is blind and the handler may touch objects to help with navigation.
- Muzzles may be worn by dogs, who may be inclined to pick up or retrieve tubes, in order to protect the rats.
 - Muzzles are **not** intended to be used to mask or hide human or dog aggression. Aggression towards people or dogs is not tolerated in Happy Ratters.
- When multiple rings are running concurrently, if a dog ahead is barking or zooming or otherwise “carrying on” to a point where the next dog will be concerned or “drawn into the action,” the judge may hold up running the 2nd dog until the situation settles.
- Spectators should not be hanging over the fence to watch, and it is fine to ask them to step back.
- The rat steward should try to stay in or near the start box until needed and not anticipate retrieving the rat.
- Judge's movement should be minimal, staying out of the way of the working dog. The start box or behind the start line in some of the games is a good place to stand.
- In all levels **except** Extraordinaire, Extreme Ratter, and games, (Infestation, Level 5 in the games) with an unknown number of rats on course, judges should call Rat 1, Rat 2, Rat 3, etc.
- In Extraordinaire, Extreme Ratter, Infestation, and Level 5 in games, the judge will quietly say “yes” or make a gesture to the handler that the rat called is correct if other competitors are within earshot.
 - If the number of rats on course in the afore mentioned classes *changes* for each competitor *or* the other competitors are out of sight and hearing, the judge may call Rat 1, Rat 2, etc.
- Judges may not have food of any kind on them.
 - Rat stewards, timers, or rat catchers may not have food of any kind on them.

Judge's kits

It may be beneficial to have on hand:

- Pen light
- Baggies
- Stop Watch
- Anti-bacterial wipes
- Laser pointer to show handler where rat is located if necessary.
- Happy Ratters Rule Book

Definitions of roles:

Note: *Jobs may be combined if there are not enough volunteers.*

- **Judge**
 - Give general class briefing before starting classes to go over the basic rules of that class and to answer questions from competitors ahead of starting the class. This should shorten the amount of time competitors actually spend in the ring because they will already have been reminded about the rules and have had the opportunity to ask questions.
 - Responsible for set up of search area, directing helpers with the physical set up of the search area, ensuring all obstacle requirements for the class or game are in place and the search area is safe for competitors and dogs.
 - Placement of rats, clear (if applicable) and litter tubes (if applicable) may be done by the judge or by the rat steward under the judge's direction.
 - Ensure the timer knows the search time and parameters (whether a 30-second warning is to be announced in each class/game) and the specific timing instructions for Rat Race and Silen Hunt.
 - Give instructions to Rat Steward. (See below)
 - Give instructions to Rat Catcher. (See below)
 - **Briefly** remind that handler upon entering the ring about number of rats, the location of bridge and burrow (if applicable to the class), and to have fun when they enter the search area to compete.
 - Confirms rat location when the handler calls or signals "rat."

- **Rat Steward**
 - Works inside the ring with the judge.
 - Stands on start mat once dog has begun searching.
 - Removes rats (or litter/clear tubes, if handler requests) when safe to do so.
 - Dog must be restrained by the handler or under control in a stand, sit, or down stay and kept four feet (4') away from the container as the (Judge/Steward) removes the container.
 - If a dog will NOT chase after the person removing the container, they may simply be released to hunt without being restrained.
 - Rat tube should be held level and not tipped on end, held at an angle, nor rolled.
 - Hands the rat tube to the Rat Catcher outside the ring.
 - Returns to start mat.
 - Should not anticipate when the handler will call "rat." Move in once the judge has confirmed.

- **Rat Catcher**
 - Stands outside the ring.
 - Do not lean on or over the fencing.
 - Takes the rat tube from the Rat Steward
 - Places the rat tube in a predetermined location which must be at least 10' from the ring gating.
 - Be prepared to move quickly around the ring perimeter to take the rat from any location.

- **Timer**
 - Confirms with judge the maximum time for the class or game.
 - In classes or games, where a 30 second warning is allowed, calls “30 seconds” when there are 30 seconds remaining.
 - Some classes and games levels do not have a 30-second warning. The judge will remind you before the class starts.
 - At all levels, calls “time” when the maximum time has been reached.
 - Rat Race and Silent Hunt have special timing instructions. The judge will help you understand the parameters.
 - Rat Race requires two timers and two stopwatches.
 - Records any faults, # of rats found, bridge, burrow, bonuses on the score sheet as the judge reports during the dog’s run.
 - Writes the elapsed time on the score sheet.
 - Record the maximum course time if the handler runs out of time.

- **Scribe**
 - Records any faults, # of rats found, bridge, burrow, bonuses on the score sheet as the judge reports during the dog’s run.
 - Writes the elapsed time on the score sheet.
 - Record the maximum course time if the handler runs out of time.
 - Records new titles earned on the score sheet
 - Competitors should tell judge if they have earned a title, so it can be recorded.

- **Score Table (and Assistant)**
 - Receives the score sheets from the timer, judge, scribe, or other trial helper.
 - It is a good practice to have a printed copy of the Summary Tables for the Standard classes and the Games on the score table.
 - Tallies final scores from the information on the score sheet (time, rats found, faults, bonus points) and enters scores in Secreterrier.
 - **Assistant Score Table person** may be helpful for the Score table to assist with tallying scores or verifying the information entered into Secreterrier.
 - Gets placement and qualifying ribbons ready for handing out to competitors.
 - Prepares new title ribbons or medallions for competitors.

Notes for Hosts/Trial Chairs regarding late arrivals:

- If there are extenuating circumstances for a competitor arriving late and missing their run (i.e. traffic accident, family emergency), and the ring has **not** been reset for the next class or game, a late arrival competitor may run **AFTER** the dogs in heat blind has been fully completed.
- If the competitor arrives **while** the ring is being set up for, **or after** the ring has been set up for the next class or game, they will not be allowed to run their dog in that class.
- Hosts are not required to wait for a competitor to arrive if the entire class has already been judged.
- Hosts will not be required to delay preparing for the next class.
- In no case will a ring be reset to a previous class.
- The goal is to run trials efficiently; resetting a course is time consuming.
- Late arrivals will be allowed to run their dog/s in any classes that have not yet been judged or run.

Happy Ratters Regular/Standard Classes and Titles

Dogs receive points for finding rats, crossing bridges, and going into burrows. The point system varies according to the level. Handlers may run multiple dogs in the same level. The rat/s will be moved to a different location for dogs being run by the same handler.

For the **Standard/Regular** class/es, all dogs will start at the Ratter Level with the following exceptions:

- Dogs with a Barn Hunt Association Novice title, or higher, may begin trialing at the Happy Ratter Level if the handler prefers.
- Dogs with a Barn Hunt Association Open title, or higher, may begin trialing at the Expert Level if the handler prefers.

Rat Scoring:

- A judge may allow a find, if dog shows a change of behavior, handler calls rat and dog is not right on top of the rat.
- The handler may point to where a rat has been found by the dog previously, but not called by the handler and receive credit for the rat. The dog does not need to “re-find” the rat.

Visibility of Tubes:

- At the Ratter and Happy Ratter Levels, rat containers should be somewhat visible.
- At the Expert, Champion and Extraordinaire/Extreme Ratter Levels, rat containers are concealed from sight.

Height of Tubes:

- The key to rat placement is rat safety. Each level has a maximum height for the placement of rats, *if they can be safely secured* at that height.

Timing:

- There is a 30 second warning at the Ratter, Happy Ratter, Expert, and Champion Levels.
- There is NO 30-second warning at the Extraordinaire and Extreme Ratter Levels (which is why calling clear before time runs out creates bonus points).

Faults:

- Please review the list of all [faults](#) before going into the ring.

Class Level Details:

Ratter Level, (RAT)

- 2 ½ minutes, 1 rat, 1 Empty, 1 litter tube.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- All containers should be somewhat visible.
- No moving of items allowed.
- Title requires 300 points, 100 points are available each run.
Rat 60 points, burrow 20 points, bridge 20 points.
- Unlimited [faults](#) allowed, but faults are still counted and deductions taken until a score of “zero” has been reached.
 - No negative scores.
- *No points (NQ) if no rat is found.*

Happy Ratter Level (HRAT)

- 3 minutes, 2 Rats, 2 litter tubes.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- Rats must be no closer than 6 feet apart.
- All containers should be somewhat visible.
- No moving of items allowed.
 - Exception may be made for disabled dogs/ handlers in wheelchairs or using walkers.
- Title requires 300 points, 100 points available each run.
Rat 40 points, burrow 10 points, bridge 10 points.
- Unlimited [faults](#) allowed, but faults are still counted and deductions taken until a score of “zero” has been reached.
 - The handler keeps points earned.
 - No negative scores.
- *No points (NQ) if no rat is found*

Expert Ratter Level (XRAT)

- 3 ½ minutes, 3 Rats, 2 litter tubes.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 18" or lower if this can safely be done and tubes are firmly anchored.
- Rats must be no closer than 4 feet apart.
- All containers must be concealed from sight.
- One item may be moved with judge's permission only.
- Title requires 300 points, 100 points available each run.
Rat 20 points, burrow 20 points, bridge 20 points.
- Maximum of four (4) [faults](#) allowed.
 - The handler keeps points earned.
- *No points (NQ) if no rat is found.*

Champion Ratter Level (CHR)

- 4 minutes, 4 Rats, 2 litter tubes.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 2 feet or lower if this can safely be done and tubes are firmly anchored.
- Rats must be no closer than 2 feet apart.
- All containers must be concealed from sight.
- No moving of items allowed.
- Title requires 300 points, 100 points available each run.
Rat 20 points, burrow 10 points, bridge 10 points.
- Maximum of three (3) [faults](#) allowed.
 - The handler keeps points earned.
- *No points (NQ) if no rat is found.*

Extraordinaire Ratter Level (REX)

- 4 ½ minutes. 1 to 5 rats (number unknown to handler), 2 litter tubes.
 - NO 30-second warning.
- Max Height of tubes: 3 feet or lower if this can safely be done and tubes are firmly anchored.
- Multiple rats can be in the same area.
- All containers must be concealed from sight.
- No moving of items allowed.
- Title requires 500 points, 100 points available each run (5 legs).
- All rats 80 points, each rat is a % of 80 points, burrow and bridge 10 pts each.
- Maximum of two (2) [faults](#) allowed.
 - The handler keeps points earned.
- *No points (NQ) if no rat is found.*
- Bonus points in Extraordinaire:
 - Calling clear correctly under 4 ½ minutes earns a 30-point bonus.
 - Calling clear correctly between 3 ½ - 4 minutes, earns a 50-point bonus.
 - Calling clear under 3 ½ minutes, earns a 75-point bonus.
 - The team does not have to be fault free to earn the bonus, just correct on rat finding.
 - *Calling clear with rats remaining or bridge/burrow not completed ends play; no bonus points will be awarded.*
 - *Calling clear indicates to the judge that the handler is done, and handler/dog must leave the course. The handler cannot “remember” to do a bridge or burrow once they have called “clear.”*

Extreme Ratter (XREX) - Extreme Ratter is the metallic level for Extraordinaire.

(Teams must enter XREX (Extreme Ratter) after earning 500 points in REX or may drop down to a lower-level RAT – Champion)

- 4 ½ minutes. 1 to 5 rats (number unknown to handler), 2 litter tubes.
 - NO 30-second warning.
- Max Height of tubes: 3 feet or lower if this can safely be done and tubes are firmly anchored.
- Multiple rats can be in the same area.

- All containers must be concealed from sight.
- No moving of items allowed.
- All rats 80 points, each rat is a % of 80 points, burrow and bridge 10 pts each.
- No [faults](#) are allowed.
 - The run ends when a fault has been made.
 - The handler keeps points earned.
- *No points (NQ) if no rat is found.*
- Bonus points in Extreme Ratter
 - Calling clear correctly under 4 ½ minutes earns a 30-point bonus.
 - Calling clear correctly between 3 ½ - 4 minutes, earns a 50-point bonus.
 - Calling clear under 3 ½ minutes, earns a 75-point bonus.
 - *Calling clear with rats remaining or bridge/burrow not completed ends play; no bonus points will be awarded.*
 - *Calling clear indicates to the judge that the handler is done, and handler/dog must leave the course. The handler cannot “remember” to do a bridge or burrow once they have called “clear.”*
- This prestigious award is given to the team that accomplishes thirty (30) 100- or 130-point* or higher runs, after earning the REX title.
 - The REX legs do not count towards the XREX.
 - Ten (10) of the 30 must be 110 or 130-point or higher runs. *
 - *Prior to June 2021, the bonus was only 10-points, so 110-points scores acquired **before** June 2021 fulfil the requirement of 10 “130-point” runs.*

Extraordinaire Ratter and Extreme Ratter Classes Staging:

Depending on the physical set up of the facility, Extraordinaire and Extreme Ratter teams can wait outside, or in another room, where they can't hear how many rats are found. If there is no way to isolate the competitors, the judge may change the number of rats for each run. If Extraordinaire teams can be isolated and not hear the number of rats found, the judge may use the same number of rats for each *group* of competitors or change for each person as above.

Special Note about Medallions for REX and XREX competitors:

Medallions (Bronze, Silver, Gold, Platinum) – both REX and XREX runs count towards medallions. Example: 500 points earned from REX and 1500 additional points earned from XREX will designate the REX-S title.

Additional Titling for REXP and XREX – Multiples

Teams who have earned REXP (Extraordinaire Platinum) will continue to accumulate points toward new titles following the format below:

- REXP2 – 10,000 points.
- REXP3 - 15,0000 points.
- And so on for each 5,000 points earned.

Teams who have earned XREX (Extreme Ratter) will continue to accumulate points toward new titles following the format below:

- XREX2 - 60 perfect scores, after earning the REX title. 20 of those 60 scores must be 110 points or higher.

- XREX3 - 90 perfect scores, after earning the REX title. 30 of those 90 scores must be 110 points or higher.
- And so on for each additional 30 perfect scores with 10 scores 110 (130 if earned after June 2021) points or higher.

Teams may opt to remain in a level instead of moving up after earning their title, *except for REX*.

Teams must move to XREX only if they wish to continue competing at that level. Teams always have the option to move to a lower level at any time.

They are then scored in the metallic class for that level. They compete against other metallic teams for placements and can earn bronze, silver, gold and platinum medallions for points accumulated.

- Medallions at any level (Metallics): At each level medallions may be earned.
 - Bronze requires 1,000 points.
 - Silver 2,000 points.
 - Gold 3,000 points.
 - Platinum 5,000 points.

Points are cumulative from the start of that dog's runs in that particular level.

Titles with medallions get the letter after the title - so a bronze Ratter would be RATB, A gold Happy Ratter would be HRATG

SUMMARY TABLE—Regular/Standard Classes
JUDGES and SCORE TABLE SHOULD PRINT AND REFERENCE.

Level	Time	Rats	Other Tubes	Height/Spacing	Other
Ratter RAT	2 ½ minutes	1 rat	1 empty 1 litter	Max 1' height	No points if no rat found. No moving of items. Unlimited number of faults. No negative scores.
Happy Ratter HRAT	3 minutes	2 rats	2 litter	Max 1' height. Rats no closer than 6' apart.	No points if no rat. No moving of items. Unlimited number of faults. No negative scores.
Expert XRAT	3 ½ minutes	3 rats	2 litter	Max 18" height Rats no closer than 4' apart.	No points if no rat. One item may be moved with judge's permission. Maximum of 4 faults.
Champion CHR	4 minutes	4 rats	2 litter	Max 2' height. Rats no closer than 2 feet apart	No points if no rat No moving of items allowed. Maximum of 3 faults.
Extraordinaire REX	4 ½ minutes	1-5 rats number unknown to handler	2 litter	Max 3' height. Multiple rats may be in one place.	No points if no rat No moving of items. REX bonuses for calling clear: < 4 ½ min, 30 pt 3 ½ - 4min, 50 pt < 3 ½ min, 75 pt Call clear rats remain, game over. No bonus Maximum of 2 faults.
Extreme Ratter XREX (Teams must enter XREX after earning 500 points in REX or may drop down to a lower level, RAT – Champion)	4 ½ minutes (30) 100 point or higher runs after REX title with 10 runs scoring 130 points or more	1-5 rats number unknown to handler	2 litter	Max 3' height. Multiple rats may be in one place	Same as Extraordinaire, except no faults allowed. (30) 100 point or higher. 10 runs scoring 130 points* or more. XREX count starts AFTER the REX title earned. *110-point bonus for scores recorded before June 2021

Happy Ratters Games Rules and Titles

Happy Ratters games are designed to test specific tasks/skills of dog and handler teamwork.

Games are valued at 100 points with bonuses as indicated in the individual rules for each game.

Faults will be deducted from the 100-point value in games where faults are allowed. Please familiarize yourself with the rules for the game you will be entering in a trial.

All dogs start at the beginning levels in each of the games. The games are open to **all** dogs competing in Happy Ratters.

Rat placement (revised for 2026):

Thank you to all clubs for your input.

Rats **will** be moved in the Games Classes for handlers running more than one dog in the same game and level.

- The handler's first dog will be in the running order with handlers having only one dog.
- The handler's second (third, etc.) will be placed in at the end of the running order after all the single dog handlers have run.
 - The rat/s **will** be moved to a different location in the ring.
 - Use a cone, soccer dot, or other visible marker to indicate where a rat was placed in the earlier runs.
 - Or remove the entire box or bag that the rat was in when taking out the rat and moving to a new location.

A-MAZE-ing Rat: A fun maze game

Objective: To demonstrate a dog's puzzle solving skills to get to the rat.

Faults: Please review the list of all [faults](#) before going into the ring.

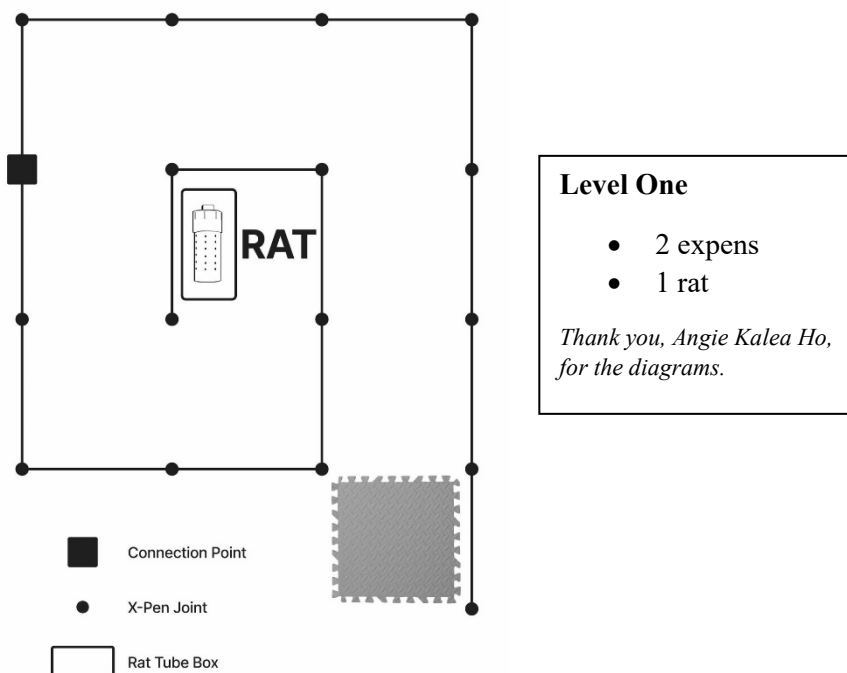
- Equipment: Expens
 - Two (2) – six (6) standard 8-panel expens that are approximately 3 feet in height.
 - The quantity of expens required is dependent upon the level being set up.
 - Create spiral mazes **as shown in the diagrams** below. The expens should be connected with double sided clips, carabiners, bungee cords, or other means to allow the handler quick access to the rat and to reward and collect the dog. The dog can be brought out of the maze at this location and does not need to follow the maze back to the start line.
- For Levels One and Two, leave enough room around the perimeter of the maze to allow the handler to move outside the entire maze to support the dog as it navigates its way to the rat. The handler can call and direct the dog from the perimeter of the maze.
 - The handler may not leave the start box until all 4 paws of the dog have entered the maze.
 - The handler's hands may reach over the top of the maze while moving around the perimeter but handler may not touch the dog.
 - The handler may not lure the dog with food or toy. Food and toy should not be in the handler's hand and must be in handler's pocket or treat pouch until rewarding at rat.
- In Levels Three, Four, and Five, the handler must remain in the start box until the judge calls "rat."
 - The handler may speak to, and help direct, the dog while standing in the start box.
- 1 rat in center of maze/spiral at all levels. The box with the rat will be placed against the last inner section of the expen spiral as shown in the diagrams. Some levels require a clean, litter, or both clean and litter tubes.
- The rat tube **MUST** be secured in a safe box, at ground level, that cannot be opened by the dog and cannot easily roll around. *Rat safety is paramount.*
 - Ammo boxes work well for this application. (See [appendix](#) for photo).
- The entrance to the maze must remain open at all times. The dog is free to enter and exit at will. Please do not close the entrance to the maze to "shut" the dog in.
- Handler cannot block the entrance to "trap" the dog inside.
 - The dog should be able to exit if it needs to.
- The judge will call "rat" at which point the handler may go in to reward and retrieve the dog.
 - The judge will call "rat" when the dog's nose gets to the rat tube.
 - If the dog stays on the fence side of the box with the rat (dog's nose poking through the expen to touch the box), the judge will count, "1 one thousand, 2 one thousand, 3 one thousand" then call "rat."
 - If the dog alerts on the rat in this location, then looks up and back at the rat, the judge will not restart the count, but will resume the count to 3. (i.e. Dog does a look back, but stays at the rat.)

Level One:

- 2 minutes, 1 rat.
- The tube with the rat MUST be secured in a safe box, at ground level, that cannot be opened by the dog and cannot easily roll around. *Rat safety is paramount.*
- Two (2) standard 8-panel expens
- Start box will be located at the entrance to the maze.
 - The handler must stay in the start box until the dog has entered the maze with all four feet.
- The judge will call “rat” at which point the handler may disconnect the clip, bungee cords, or snaps holding the expens together or may follow the path of the maze, to reward and retrieve their dog.
- The handler can call the dog and direct from outside the maze, but the handler may not enter the maze until “rat” is called. The handler’s hands may reach over the top of the maze, but may not touch or lure the dog with food/toy.
- NQ if handler enters the maze before the judge calls “rat,” except for guiding the dog with hands as allowed above.
- The handler may hold the leash in their hands while the dog is working to allow quick retrieve and reward.
- Tube must be at ground level, not elevated.
- 1 [fault](#) allowed.
- Additional faults for this game:
 - 10-point fault for touching the dog while it is in the maze if the handler is directing from the perimeter of the maze.

A-MAZE-ing Rat Level One Maze Set-up:

Please set up exactly as shown.

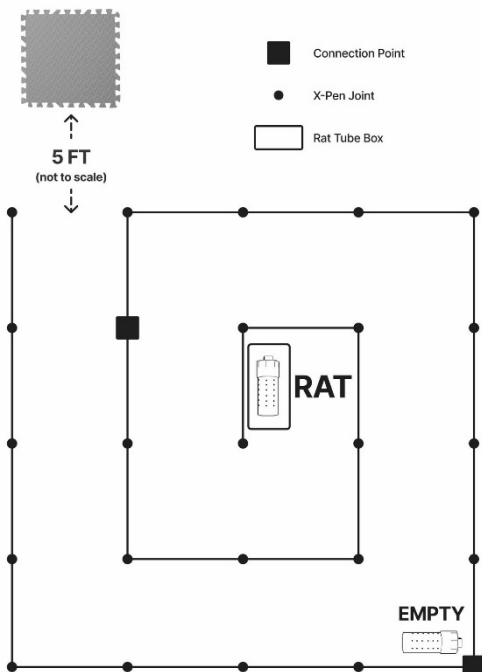


Level Two:

- 2 ½ minutes, 1 rat, 1 empty tube midway in the maze.
- The tube with the rat MUST be secured in a safe box, at ground level, that cannot be opened by the dog and cannot easily roll around. *Rat safety is paramount.*
 - The empty tube will simply be placed on the floor/ground.
- Three (3) standard 8-panel expens
- Start box will be located five (5) feet from entrance to the maze.
 - The handler must stay in the start box until the dog has entered the maze with all four feet.
- The judge will call “rat” at which point the handler may disconnect the clip, bungee cords, or snaps holding the expens together or may follow the path of the maze, to reward and retrieve their dog.
- The handler can call the dog and direct from outside the maze, but the handler may not enter the maze until “rat” is called. The handler’s hands may reach over the top of the maze, but may not touch or lure the dog with food/toy.
- NQ if handler enters the maze before the judge calls “rat,” except for guiding the dog with hands as allowed above.
- The handler may hold the leash in their hands while the dog is working to allow quick retrieve and reward.
- Tube must be at ground level, not elevated.
- 1 [fault](#) allowed.
- Additional faults for this game:
 - 10-point fault for touching the dog while it is in the maze if the handler is directing from the perimeter of the maze.

A-MAZE-ing Rat Level Two Maze Set-up:

Please set up exactly as shown.



Level Two

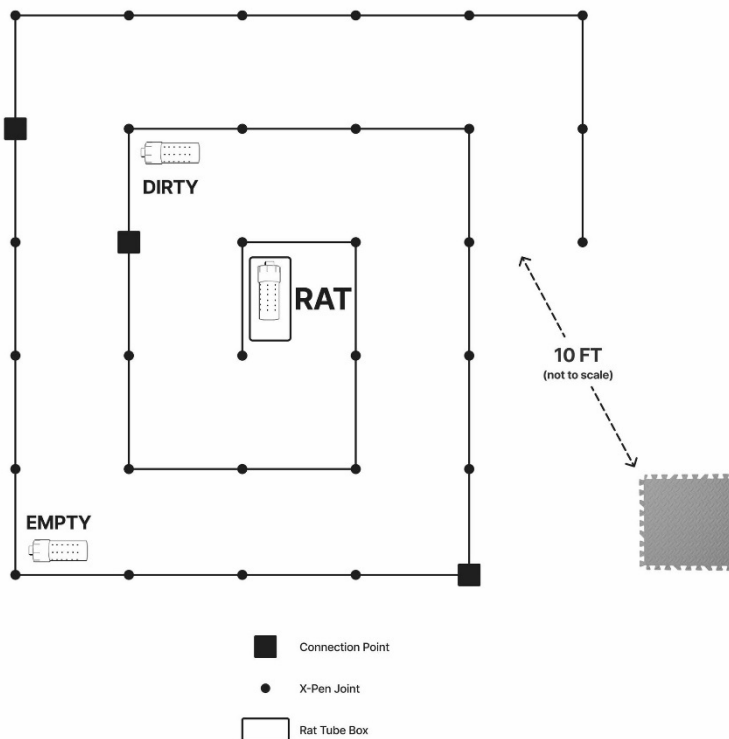
- 3 expens
- 1 rat
- 1 empty tube

*Thank you, Angie Kalea Ho,
for the diagrams.*

Level Three:

- 3 minutes, 1 rat, 1 empty tube, 1 litter tube in the maze as shown in the diagram.
- The tube with the rat **MUST** be secured in a safe box, at ground level, that cannot be opened by the dog and cannot easily roll around. *Rat safety is paramount.*
 - The empty and litter tubes will simply be placed on the floor/ground.
- Four (4) standard 8-panel expens
- Start box will be located ten (10) feet from the entrance to the maze.
- The judge will call “rat” at which point the handler may disconnect the clip, bungee cords, or snaps holding the expens together or may follow the path of the maze, to reward and retrieve their dog.
- The handler **MUST** stay in the start box
 - The handler may not move around the exterior of the maze at this level.
- NQ if handler leaves the start box before judge calls “rat.”
- The handler may hold the leash in their hands while the dog is working to allow quick retrieve and reward.
- Tubes must be at ground level, not elevated.
- No faults allowed.

A-MAZE-ing Rat Level Three Maze Set-up: Please set up exactly as shown.



Level Three

- 4 expens
- 1 rat
- 1 empty tube
- 1 dirty litter tube

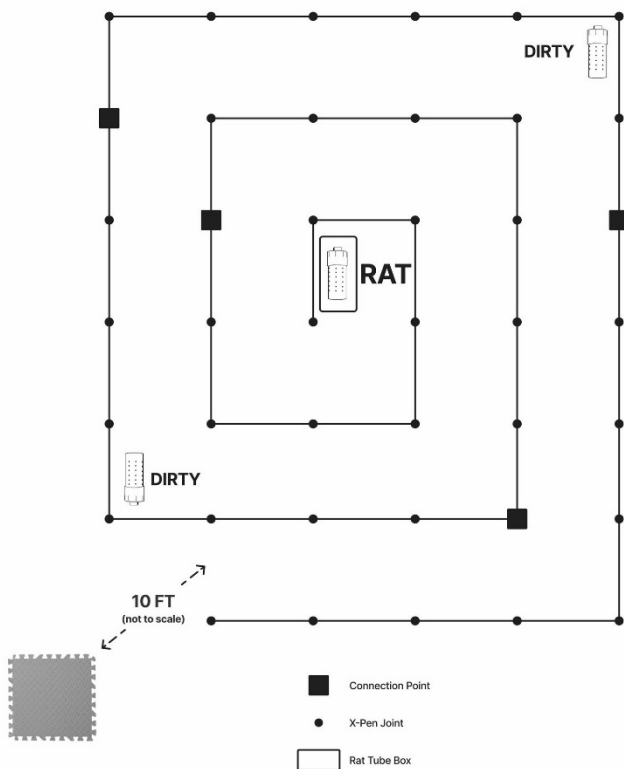
Thank you, Angie Kalea Ho, for the diagrams.

Level Four:

- 3 ½ minutes, 1 rat, 2 litter tubes randomly placed in the maze.
- The tube with the rat MUST be secured in a safe box, at ground level, that cannot be opened by the dog and cannot easily roll around. *Rat safety is paramount.*
 - The litter tubes will simply be placed on the floor/ground.
- Five (5) standard 8-panel expens
- Start box will be located ten (10) feet, at an angle, from the entrance to the maze.
- The judge will call “rat” at which point the handler may disconnect the clip, bungee cords, or snaps holding the expens together or may follow the path of the maze, to reward and retrieve their dog.
- The handler MUST stay in the start box
 - The handler may not move around the exterior of the maze at this level.
- NQ if handler leaves the start box before judge calls “rat.”
- The handler may hold the leash in their hands while the dog is working to allow quick retrieve and reward.
- Tubes must be at ground level, not elevated.
- No [faults](#) allowed.

A-MAZE-ing Rat Level Four Maze Set-up:

Please set up exactly as shown.



Level Four

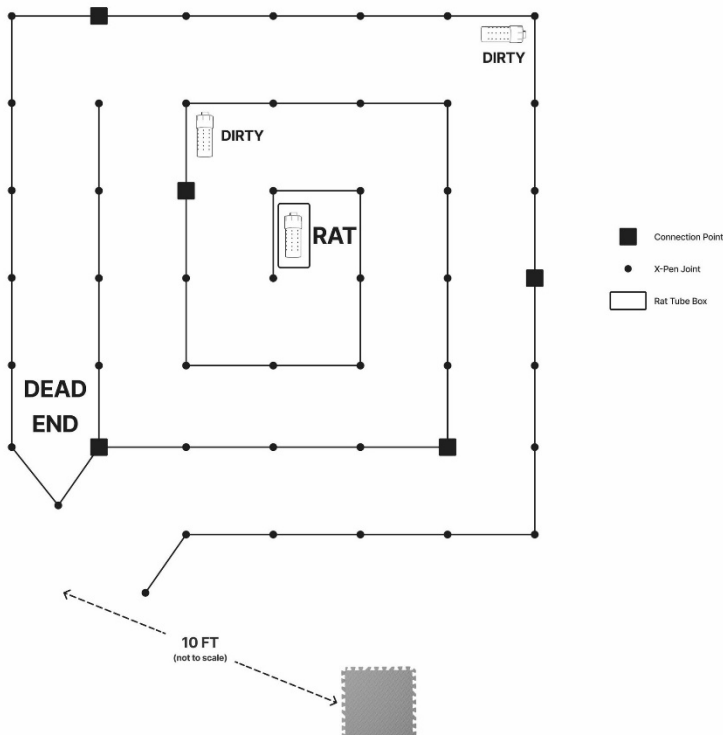
- 5 expens
- 1 rat
- 2 dirty litter tubes

Thank you, Angie Kalea Ho, for the diagrams.

Level Five:

- 4 minutes, 1 rat, 2 litter tubes randomly placed in the maze, which will have a “dead end”.
- The tube with the rat MUST be secured in a safe box, at ground level, that cannot be opened by the dog and cannot easily roll around. *Rat safety is paramount.*
 - The litter tubes will simply be placed on the floor/ground.
- Six (6) standard 8-panel expens.
 - There is a “dead end” component to Level Five. One section of the maze will lead to a dead end which adds a twist to the dog’s problem-solving skills.
- Start box will be located ten (10) feet, at a sharp angle, from the entrance to the maze.
- The judge will call “rat” at which point the handler may disconnect the clip, bungee cords, or snaps holding the expens together or may follow the path of the maze, to reward and retrieve their dog.
- The handler MUST stay in the start box
 - The handler may not move around the exterior of the maze at this level.
- NQ if handler leaves the start box before judge calls “rat.”
- The handler may hold the leash in their hands while the dog is working to allow quick retrieve and reward.
- Tubes must be at ground level, not elevated.
- No [faults](#) allowed.

A-MAZE-ing Rat Level Five Maze Set-up: Please set up exactly as shown.



Level Five

- 6 expens
- 1 rat
- 2 dirty litter tubes

Thank you, Angie Kalea Ho, for the diagrams.

A-MAZE-ing Rat (HRMZ) Titles

- Happy Ratter Maze Level 1 (HRMZ1) – 300 points
- Happy Ratter Maze Level 2 (HRMZ2) – 300 points
- Happy Ratter Maze Level 3 (HRMZ3) – 300 points
- Happy Ratter Maze Level 4 (HRMZ4) – 300 points
- Happy Ratter Maze Level 5 (HRMZ5) – 500 points
 - Handler may elect to remain at any level or go back to any level, once title has been earned and run “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog earns 1,000 points in A-MAZE-ing Rat Level 1(Bronze) HRMZ1B
 - Example: Dog earns 3,000 points in A-MAZE-ing Rat Level 2 (Gold) HRMZ2G

Box-A-Rat

Objective: To show dogs can find rats hidden in multiple layers of boxes

Faults: Please review the list of all [faults](#) before going into the ring.

- No clean or dirty tubes at all levels.
- Tubes must be concealed and not visible to handler.
- Only boxes are used on the course; no bags or any other items.
- Dogs can move the boxes while searching but will be *faulted* if there is major shredding.
- In levels with more than one rat, more than one rat may be placed in the same area at the discretion of the judge.

Level One:

- 2 minutes, 1 rat.
 - 30-second warning given before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- 2 [faults](#) allowed.
 - Third fault ends the game with an NQ and no score.
- 1 box may be moved with judge's permission only.

Level Two:

- 2 ½ minutes, 2 rats.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- 2 [faults](#) allowed.
 - Third fault ends the game.
 - Handler keeps points accumulated.
- 1 box may be moved with judge's permission only.

Level Three:

- 3 minutes, 3 rats.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 18" or lower if this can safely be done and tubes are firmly anchored.
- 1 [fault](#) allowed.
 - Second fault ends the game.
 - Handler keeps points accumulated.
- NO moves allowed.

Level Four:

- 3 ½ minutes, 4 rats.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 2 feet or lower if this can safely be done and tubes are firmly anchored.
- 1 [fault](#) allowed.
 - Second fault ends the game.
 - Handler keeps points accumulated.
- NO moves allowed.

Level Five:

- 4 minutes, 1-4 rats (number unknown to handler).
 - NO 30-second warning.
- Max Height of tubes: 3 feet or lower if this can safely be done and tubes are firmly anchored.
- NO faults allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.
- NO moves allowed.
- Bonus points in Level Five
 - Calling clear correctly under 4 minutes earns a 30-point bonus.
 - Calling clear correctly between 3 – 3 ½ minutes, earns a 50-point bonus.
 - Calling clear under 3 minutes, earns a 75-point bonus.
 - *Calling clear with rats remaining ends play, no bonus points will be awarded.*

Box-A-Rat (HRBR) Titles

- Level 1 – HRBR1 – 300 points.
- Level 2 – HRBR2 – 300 points.
- Level 3 – HRBR3 – 300 points.
- Level 4 – HRBR4 – 300 points.
- Level 5 – HRBR5 – 500 points.
- Handler may elect to remain at any level or go back to any level, once title has been earned and run “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 2 Rats in the House and continues to earn a total of 2,000 points (silver) HRBR2S.
 - Example: Dog stays at Level 1 Rats in the Garden and continues earns 3,000 points (gold) HRBR1G.

Dump Hunter: A distance game

Objective: To show dog's ability to hunt independently, to work at a distance, and handler read at a distance.

Faults: Please review the list of all [faults](#) before going into the ring.

- 2 minutes. 1 rat.
 - 30-second warning given before time elapses.
- No bridge. No burrow.
- The rat tubes are placed so they cannot be seen, but are not buried deeply in the items on the course.
- Handler has to stay on the start box or behind the start line. Handler can go to reward dog once they call rat and judge confirms
- Handler can call the dog and direct and even call dog back to them, but the handler may not leave the box or cross the start line.
 - *NQ if handler crosses the start line or leaves the start box **before** calling "rat."*
- No [faults](#) allowed.
 - Fault ends the game.
- Level 1 - Rat must be set 5' from the start line or box.
- Level 2 – Rat must be set 10' from the start line or box.
- Level 3 - Rat must be set 15' from the start line or box.

Dump Hunter can be played in either a line with all the obstacles against a wall with tape or cones to mark the line the handler cannot cross, or in more circular format where the obstacles are on multiple sides, and the handler stays in a start box or on a start mat.

It is preferable to move the **start line** for each level and not move the obstacles/rats. It is cleaner and easier to move people, not rats and boxes. If you **MUST** move the rats, to create distance, please remove any boxes, paper, bags, etc., that rats were nested in.

Dump Hunter Titles (300 points needed per title)

- Level 1, 5' distance - Dump Hunter Novice (HRDN): 300 points
- Level 2, 10' distance - Dump Hunter Pro (HRDP): 300 points
- Level 3, 15' distance - Dump Hunter Master (HRDM): 300 points
- Handler may elect to remain at any level or go back to any level, once title has been earned and run "Metallic" for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 2 and earns a total of 1,000 points (bronze). HRDPB
 - Example: Dog stays at Level 1 and earns a total of 3,000 points (gold) HRDNG

Earn A Rat: A handling/handler awareness game

Objective: To show the teamwork of dog and handler, ability to do obstacles (burrow or bridge) before finding a rat.

Faults: Please review the list of all [faults](#) before going into the ring.

- 2 ½ minutes. 3 rats.
- No dirty or clean tubes.
- Rats should not be placed in close proximity (at least 10' apart).
- Obstacles on course:
 - Bridge/s: table or ramp or ladder.
 - Burrow/s: chute, tunnel, barrel.
 - Handler can reward at bridge or burrow as well as at rat.
- Two (2) items can be moved with the judge's permission.
- Game starts in a start box.
 - Earn A Rat is the only game/class where a handler may lead out to start.
 - Time starts when handler leaves the box if handler leads out, otherwise time will start when all dogs' feet leave the start mat.
 - Performing a bridge or burrow earns the right to hunt a rat.
 - Handler calls "rat" when one is found.
 - After rat is found, dog must do another bridge or burrow (either) to earn the next rat
 - If there is a false alert, the dog must be directed to do a bridge/burrow to earn right to hunt again

Judging and Scoring Earn A Rat

Earn A Rat has unique rules and criteria with regards to judging and ending play of the game.

- Rat found and **called** followed by rat found and **called** automatically ends the game. The team is done and exits the ring. The team may keep any points accumulated.
- Rat found and called, followed by rat found and **NOT** called, team may continue. The handler may reward the dog at this rat but must do a bridge or a burrow before the handler can call "rat."
 - The handler may point to where a rat has been found by the dog previously but not called by the handler. The dog does not need to "re-find" the rat.
 - Handler keeps track of whether it is safe to call "rat."
- If the dog takes two obstacles (bridge or burrow) in a row, it is a 10-point fault **only** if the dog was directed by handler.
- If the dog takes two obstacles in a row as they fall in the dog's path, that is not a fault. There is no penalty.
- Handler may cue a dog to down or sit to call dog through a burrow or over a bridge (optional – no fault, only time wasted).
- Two faults are allowed with the third fault ending the game, bearing in mind that a rat found and **called** followed by rat found and **called without doing a bridge or burrow between automatically** ends the game.

Earn a Rat Title

- Happy Ratter Handler (HRER): 300 points
- Earn A Rat is a point game and does not have difficulty levels like some of the other games.
- Once HRER is earned, competitors continue to earn points as “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes. HRERB, HRERS, HRERG, HRERP.
 - Example: Dog earns 1,000 points in Earn a Rat (Bronze) HRERB.
 - Example: Dog earns 3,000 points in Earn a Rat (Gold) HRERG.

Infestation: A multi-rat game

Objective: To show handler's ability to read dog; to know when the dog is done finding rats.

Faults: Please review the list of all [faults](#) before going into the ring.

- 3 ½ minutes. 2-6 rats, number unknown to handler.
- No dirty or clean tubes.
- No 30-second warning
- Only 2 moves of obstacles allowed with judge's permission
- No burrow or bridge requirement
- 100 points per run
 - 100/# of rats = points per rat
- The course will be packed with lots of "stuff" to resemble an urban alley.
- One [fault](#) is allowed.
 - Second fault ends the game.
 - Handler keeps points accumulated.
- Earn bonus points if handler calls "Clear" successfully when all rats are found and has have incurred no faults.
 - Calling clear correctly under 3 ½ minutes earns a 30-point bonus.
 - Calling clear correctly between 2 ½ - 3 minutes, earns a 50-point bonus.
 - Calling clear under 2 ½ minutes, earns a 75-point bonus.
 - *Calling clear with rats remaining ends play, no bonus points will be awarded.*
- Scoring is calculated on points then time

Infestation Titles: Once HRJP title has been earned (300 points), competitors compete as "Metallic." Infestation is a point game and does not have difficulty levels like some of the other games. Title levels are:

- Junior Pest Control (HRJP): 300 points
- Pest Control (HRPC): 600 points
- Terminator (HRTB): 1,000 points (Bronze)
- Exterminator (HREXS): 2,000 points (Silver)
- Master Exterminator (HRMXG): 3,000 points (Gold)
- Rat Dispatcher (HRDP): 5,000 points (Platinum)

Rats in the Garden and Rats in the House: Searching games in unique and challenging locations.

Objective: To show dog's hunting skills in new environments.

Faults: Please review the list of all [faults](#) before going into the ring.

The rules for Rats in the Garden and Rats in the House are the same, the only variable is the location in which the game is played.

- No clean or dirty tubes at all levels.
- Tubes must be concealed and not visible to handler.

Rats in the Garden – an outdoor searching game with a yard or garden theme (wheelbarrows, planters, flowerpots, kids' toys, slides, pools). Dogs may be run off leash in a secure fenced-in area or on leash (any length). See [General Competition and Ring Rules of Conduct](#) for list of allowed collars/harnesses.

Rats in the House – an indoor searching game using a house theme (chairs, tables, sofas, book cases, laundry bags, things found in a home).

Level One:

- 2 ½ minutes, 1 rat.
 - 30-second warning given before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- 1 [fault](#) allowed.
 - Second fault ends the game with an NQ and no score.
- 1 item may be moved with judge's permission only.

Level Two:

- 3 minutes, 2 rats.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- Rats must be no closer than 6 feet apart.
- 1 [fault](#) allowed.
 - Second fault ends the game.
 - Handler keeps points accumulated.
- 1 item may be moved with judge's permission only.

Level Three:

- 3 ½ minutes, 3 rats.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 18" or lower if this can safely be done and tubes are firmly anchored.
- Rats must be no closer than 4 feet apart.
- NO [faults](#) allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.
- 1 item may be moved with judge's permission only.

Level Four:

- 4 minutes, 4 rats.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 2 feet or lower if this can safely be done and tubes are firmly anchored.
- Rats must be no closer than 2 feet apart.
- NO [faults](#) allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.
- NO moves allowed.

Level Five:

- 4 ½ minutes, 1-6 rats (number unknown to handler).
 - NO 30-second warning.
- Max Height of tubes: 3 feet or lower if this can safely be done and tubes are firmly anchored.
- Multiple rats can be in the same area.
- NO [faults](#) allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.
- NO moves allowed.
- Bonus points in Level Five
 - Calling clear correctly under 4 ½ minutes earns a 30-point bonus.
 - Calling clear correctly between 3 ½ - 4 minutes, earns a 50-point bonus.
 - Calling clear under 3 ½ minutes, earns a 75-point bonus.
 - *Calling clear with rats remaining ends play, no bonus points will be awarded.*

Rat in the House (HRRH) and Rats in the Garden (HRGR) Titles

- Level 1 – HRRH1/HRRG1 – 300 points.
- Level 2 – HRRH2/HRRG2 – 300 points.
- Level 3 – HRRH3/HRRG3 – 300 points.
- Level 4 – HRRH4/HRRG4 – 300 points.
- Level 5 – HRRH5/HRRG5 – 500 points.
- Handler may elect to remain at any level or go back to any level, once title has been earned and run “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 2 Rats in the House and continues to earn a total of 2,000 points (silver) HRRHS.
 - Example: Dog stays at Level 1 Rats in the Garden and continues earns 3,000 points (gold) HRRGG.

Rat Race: A hunting speed game

Objective: To show dog's ability to find a rat quickly and handler's ability to read dog quickly

Faults: Please review the list of all [faults](#) before going into the ring.

- 4 tubes with rats on course.
 - no dirty or clean tubes.
 - no bridge.
 - no burrow.
- Initially, handlers/dogs are given 35 seconds to start.
- If a rat is successfully found in the first 35 seconds, the team earns another 30 seconds to hunt for next rat.
- Each rat found earns another 30 seconds.
 - Handlers are encouraged to take time to reward their dogs when a rat is found.
 - The next 30 second time period starts only when the handler has released the dog to hunt or the dog independently resumes hunting without handler direction.
- Game ends with a [fault](#) or when 4 rats found in time allotted.
- 25 points awarded per rat found.
- Team keeps points earned.
- Scoring is calculated on points then time.
- The class will require *two* timers: one timing/resetting for the 30 second increments and one timer running overall clock. It may be possible to run the class with a single multi-tasking timer, but two timers are preferred.

Rat Race Titles

- Happy Ratter Rat Race (HRRR): 300 points
- Rat Race is a speed game and does not have difficulty levels like some of the other games.
- Once HRRR is earned, competitors continue to earn points as “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes. HRRRB, HRRRS, HRRRG, HRRRP.
 - Example: Dog earns 1,000 points in Rat Race (Bronze) HRRRB.
 - Example: Dog earns 5,000 points in Rat Race (Platinum) HRRRP.

Rat Trap: A scent tube detection game

Objective: To show dog's ability to find the rat/s on a course full of tubes.

Faults: Please review the list of all [faults](#) before going into the ring.

- An indoors or outside searching game with many tubes.
 - Only tubes with the rat/s and clean tubes are on the course. No litter tubes.
- All tubes are visible.
- All tubes are secured to the ground or, if played indoors, the tubes may be secured to a block or some sort of holder, so the tubes are secured and will not roll. Alternatively, the tubes may be placed in boxes, flower boxes, or other secure containers on the ground.
 - Tubes will not be elevated.
 - 10-point fault assessed if the rat tube is rolled out of the container by the dog.
- Run on or off leash indoors if fenced. See [General Competition and Ring Rules of Conduct](#) for **list of allowed collars/harnesses**.
- Can be run either off leash outdoors a secure fenced in area, or on leash (any length). See [General Competition and Ring Rules of Conduct](#) for **list of allowed collars/harnesses**.
- Rat tube can be removed when there is more than one rat on the course.

Level One:

- 2 minutes, 1 rat.
 - 30-second warning given before time elapses.
- 12 -20 tubes total.
- 2 [faults](#) allowed.
 - Third fault ends the game with an NQ and no score.

Level Two:

- 2 ½ minutes, 2 rats.
 - 30-second warning given to exhibitors before time elapses.
- 12 -25 tubes total.
- 2 [faults](#) allowed.
 - Third fault ends the game.
 - Handler keeps points accumulated.

Level Three:

- 3 minutes, 3 rats.
 - 30-second warning given to exhibitors before time elapses.
- 12 -25 tubes total.
- 2 [faults](#) allowed.
 - Third fault ends the game.
 - Handler keeps points accumulated.

Level Four:

- 3 ½ minutes, 4 rats.
 - 30-second warning given to exhibitors before time elapses.
- 15 -30 tubes total.
- 1 [fault](#) allowed.
 - Second fault ends the game.
 - Handler keeps points accumulated.

Level Five:

- 4 minutes, 2-10 rats, number unknown to handler.
 - NO 30-second warning.
- 15 -30 tubes total.
- No [faults](#) allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.
- Bonus points in Level Five:
 - Calling clear correctly under 4 minutes earns a 30-point bonus.
 - Calling clear correctly between 3 ½ - 3 minutes, earns a 50-point bonus.
 - Calling clear under 3 minutes, earns a 75-point bonus.
 - *Calling clear with rats remaining ends play, no bonus points will be awarded.*

Rat Trap Titles

- Rat Trap Level 1 – HRRT1 – 300 points.
- Rat Trap Level 2 – HRRT2 – 300 points.
- Rat Trap Level 3 – HRRT3 – 300 points.
- Rat Trap Level 4 – HRRT4 – 300 points.
- Rat Trap Level 5 – HRRT5 – 500 points.
- Handler may elect to remain at any level or go back to any level, once title has been earned and run “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 1 and continues to earn a total of 5,000 points (platinum) HRRT1P.
 - Example: Dog stays at Level 4 and continues earns 3,000 points (gold) HRRT4G.

Road Rage Rats: Search for rats in wheeled items

Thank you to Happy Ratters competitor, Elaine Loranz, for this innovative twist on rat hunting!

Objective: To show dog's ability to find the rat/s in a wheeled toy vehicle, wagon, dolly, or cart where every "vehicle" has a tube.

Faults: Please review the list of all [faults](#) before going into the ring.

- An indoors or outdoors searching game using many tubes placed on items or toys with wheels.
- Only tubes with the Rat/s and clean tubes are on the course
 - No litter tubes.
- All tubes are visible.
- All tubes should be firmly anchored and secured in the wheeled vehicle, so they cannot be easily rolled or pushed out by the dog.
- Indoors is always run OFF leash. Dogs may run naked or wear an approved [collar](#).
 - If run outdoors, the dog can be run on leash (any length) for safety. See [General Competition and Ring Rules of Conduct](#) for list of allowed collars/harnesses.
- Rat tube can be removed when there is more than one rat on the course.



Sample Road Rage Rats Set Up
All wheeled items have tubes secured in or on the wheeled item.

Level One:

- 2 ½ minutes, 1 rat.
 - 30-second warning given before time elapses.
- 10 - 12 wheeled items total.
- 2 [faults](#) allowed.
 - Third fault ends the game with an NQ and no score.

Level Two:

- 3 minutes, 2 rats.
 - 30-second warning given to exhibitors before time elapses.
- 12 -15 wheeled items total.
- 1 [fault](#) allowed.
 - Second fault ends the game.
 - Handler keeps points accumulated.

Level Three:

- 3 ½ minutes, 3 rats.
 - 30-second warning given to exhibitors before time elapses.
- 14 -17 wheeled items total.
- 1 [fault](#) allowed
 - Second fault ends the game.
 - Handler keeps points accumulated.

Level Four:

- 4 minutes, 4 rats.
 - 30-second warning given to exhibitors before time elapses.
- 17 -20 wheeled items total.
- No [faults](#) allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.

Level Five:

- 4 ½ minutes, 1-5 rats (number unknown to handler).
 - NO 30-second warning
- 17 -20 wheeled items total.
- No [faults](#) allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.
- Bonus points in Level Five:
 - Calling clear correctly under 4 ½ minutes earns a 30-point bonus.
 - Calling clear correctly between 3 ½ - 4 minutes, earns a 50-point bonus.
 - Calling clear under 3 ½ minutes, earns a 75-point bonus.
 - *Calling clear with rats remaining ends play, no bonus points will be awarded.*

Road Rage Rats Titles

- Road Rage Rats Level 1 – HRRR1 – 300 points.
- Road Rage Rats Level 2 – HRRR2 – 300 points.
- Road Rage Rats Level 3 – HRRR3 – 300 points.
- Road Rage Rats Level 4 – HRRR4 – 300 points.
- Road Rage Rats Level 5 – HRRR5 – 500 points.
- Handler may elect to remain at any level or go back to any level, once title has been earned and run “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 1 and continues to earn a total of 5,000 points (platinum) HRRR1P.
 - Example: Dog stays at Level 4 and continues earns 3,000 points (gold) HRRR4G.

Silent Hunt: Showcase working independence

Objective: To show dog's ability to find rat/s without handler motion or verbal assistance.

Faults: Please review the list of all [faults](#) before going into the ring.

- Ring may be set up in any configuration as allowed in the Standard classes, except there will be no bridge or burrow. See [Appendix](#) for ideas.
- Handler and dog will start in a designated start box
- Once the handler cues the dog to hunt, *the handler must remain perfectly still and silent.*
 - No pointing or gesturing.
 - Handler should be a statue.
- The judge will inform the handler when rat is found, and the handler may move in to reward the dog.
- At Levels 2 and 3, the handler may go in to reward the dog when the judge calls that a rat has been found. The handler then must go back to the start box and may recue the dog to hunt if the dog has not gone off hunting on its own. Handler must again remain still and silent after recuing the dog, if needed, or returning to the box if the dog has started hunting without a recue.
 - The handler may remove each rat as it is found and hand to the ring steward or restrain the dog while the rat is removed.
 - The time will pause when the handler goes to reward and while the rat is being removed.
 - Time will restart when the handler is back in the start box and recues the dog to hunt, if the dog is not already hunting on its own.
 - If the dog is quick and finds a rat while the handler is en route to the start box, the handler may go in to reward the dog and does not need to go to the start box, then back out to the dog.
 - The judge does not restart the team after the first rat is found, only restarts the time when the handler is back in the start box.
- No clean or dirty tubes at all levels.
- Tubes must be concealed and not visible to handler.
- No bridge; no burrow.

Level One:

- 2 minutes, 1 rat.
 - No 30-second warning given before time elapses. The judge is calling the “rat,” so the handler doesn’t need to know.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- 1 [fault](#) allowed.
 - If the **handler** calls “Rat,” a 10-point fault will be incurred.
- NQ if handler moves or speaks (except for calling “Rat” as stated above) after releasing the dog.

Level Two:

- 3 minutes, 2 rats.
 - No 30-second warning given before time elapses. The judge is calling the “rat,” so the handler doesn’t need to know.
- Max Height of tubes: 18” lower if this can safely be done and tubes are firmly anchored.
- No [faults](#) allowed.
 - If the handler calls “Rat,” this will end the game.
 - Handler keeps any points accumulated.
- Game ends if handler moves or speaks after restarting the dog to find rat 2, with the exception of the handler returning to the start box.
 - Handler keeps any points accumulated

Level Three:

- 3 ½ minutes, 3 rats.
 - No 30-second warning given before time elapses. The judge is calling the “rat,” so the handler doesn’t need to know.
- Max Height of tubes: 2 feet or lower if this can safely be done and tubes are firmly anchored.
- No [faults](#) allowed.
 - If the handler calls “Rat,” this will end the game.
 - Handler keeps any points accumulated.
- Game ends if handler moves or speaks after restarting the dog to find rats 2 and 3, with the exception of the handler returning to the start box.
 - Handler keeps any points accumulated

Silent Hunt Titles

- Level 1 – HRSH – 300 points.
- Level 2 – HRSSH – 300 points.
- Level 3 – HRSSSH– 300 points.
- Handler may elect to remain at any level or go back to any level, once title has been earned and run “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 1 Silent Hunt and continues to earn a total of 2,000 points (silver) HRSHS.
 - Example: Dog stays at Level 3 Silent Hunt and continues to earn 3,000 points (gold) HRSSSHG.

Ultimate Distance: A distance game

Objective: To show dog's ability to hunt independently and work at a distance, while the handler sits in a chair.

Tip: *A chair with arms will make it easier for handlers to get up to reward their dogs.*

Faults: Please review the list of all [faults](#) before going into the ring.

- 2 minutes. 1 rat.
 - 30-second warning given before time elapses.
- No bridge no burrow.
- Rat tube is placed so the tube cannot be seen, but it is not buried deeply.
- Handler has to stay **SEATED** while the dog is hunting but can get up to reward dog once they call rat and the judge confirms.
- Handler can call and direct, call dog back to them, but may not leave the chair!
 - NQ if handler gets out of chair before judge confirms "rat" call.
- No [faults](#) allowed.
- Level 1 - Rat must be set 5' from the start line or box.
- Level 2 – Rat must be set 10' from the start line or box
- Level 3 - Rat must be set 15' from the start line or box.

Ultimate Distance can be played in either a line with all the obstacles against a wall and tape or cones to mark the distance line for the handler chair, or in more circular format where the obstacles are on multiple sides, and the handler sits in a chair.

It is preferable to move the **start line** for each level and not move the obstacles/rats. It is cleaner and easier to move people, not rats and boxes. If you **MUST** move the rats, to create distance, please remove any boxes, paper, bags, etc., that rats were nested in.

Ultimate Distance Titles (300 points needed per title)

- Level 1, 5' distance – Ultimate Distance Novice (HRUDN): 300 points.
- Level 2, 10' distance – Ultimate Distance Pro (HRUDP): 300 points.
- Level 3, 15' distance – Ultimate Distance Master (HRUDM): 300 points.
- Handler may elect to remain at any level or go back to any level, once title has been earned and run "Metallic" for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 1 and earns a total of 3,000 points (gold) HRUDNG
 - Example: Dog has Level 3 and continues to earn 2,000 points (silver) HRUDM

Village Rats: Search for rats in fabric pop-up playhouses, tents and plastic playhouses

Objective: To show dog's ability to differentiate between clean tubes and rat tubes in a course created entirely of pop-up fabric play tents and houses, and plastic playhouses.

Faults: Please review the list of all [faults](#) before going into the ring.

- An indoors searching game using clean tubes and rat tubes placed in fabric pop-up playhouses or tents and plastic playhouses.
 - Playhouses should be **stable** and stand upright.
 - A combination of fabric and plastic playhouses may be used.
 - If a dog gets caught up or tangled in a playhouse, the handler can help the dog escape without incurring a fault. Timer will pause the stopwatch until dog is free, then restart the watch.
- In Levels One and Two, flaps of the fabric tent houses should be tied up so the house is "open."
- In Levels Three, Four, and Five, having the flaps of the fabric tent houses tied up is optional. Judge's choice as to whether the flaps will be up or down.
- Only tubes with the Rat/s and clean tubes are on the course
 - No litter tubes.
- In Levels One and Two, all tubes are *slightly* visible.
 - Boxes, bags, towels, sheets, etc., must be used to partially hide the tubes.
- In Levels Three, Four, and Five, all tubes should be completely hidden.
 - Boxes, bags, towels, sheets, etc., must be used to completely hide the tubes.
- All tubes should be placed securely on the ground and in boxes or plastic bins. No elevated tubes in the "houses."
- Rat indication and handler "rat" call can be made from either inside or outside the playhouse. The dog need not enter the fabric house if the dog is alerting correctly on a rat.
- Rat tube can be removed when there is more than one rat on the course.



Level One:

- 2 ½ minutes, 1 rat, 2 clean tubes. Tubes may be slightly visible.
 - 30-second warning given before time elapses.
- 5 or 6 playhouses total.
- 2 [faults](#) allowed.
 - Third fault ends the game with an NQ and no score.

Level Two:

- 3 minutes, 2 rats, 2 clean tubes. Tubes may be slightly visible.
 - 30-second warning given to exhibitors before time elapses.
- 6-7 playhouses total.
- 2 [faults](#) allowed.
 - Third fault ends the game.
 - Handler keeps points accumulated.

Level Three:

- 3 ½ minutes, 3 rats, 3 clean tubes. All tubes must be well-hidden and not visible.
 - 30-second warning given to exhibitors before time elapses.
- 7-8 playhouses total.
- 1 [fault](#) allowed
 - Second fault ends the game.
 - Handler keeps points accumulated.

Level Four:

- 4 minutes, 4 rats, 4 clean tubes. All tubes must be well-hidden and not visible.
 - 30-second warning given to exhibitors before time elapses.
- 8-9 playhouses total.
- 1 [fault](#) allowed
 - Second fault ends the game.
 - Handler keeps points accumulated.

Level Five:

- 4 ½ minutes, 1-5 rats (number unknown to handler), 4 clean tubes. All tubes must be well-hidden and not visible.
 - NO 30-second warning
- 9-10 (or more if desired) playhouses total.
- No [faults](#) allowed.
 - Fault ends the game.
 - Handler keeps points accumulated.
- Bonus points in Level Five:
 - Calling clear correctly under 4 ½ minutes earns a 30-point bonus.
 - Calling clear correctly between 3 ½ - 4 minutes, earns a 50-point bonus.
 - Calling clear under 3 ½ minutes, earns a 75-point bonus.
 - *Calling clear with rats remaining ends play, no bonus points will be awarded.*

Village Rats Titles

- Village Rats Level 1 – HRVR1 – 300 points.
- Village Rats Level 2 – HRVR2 – 300 points.
- Village Rats Level 3 – HRVR3 – 300 points.
- Village Rats Level 4 – HRVR4 – 300 points.
- Village Rats Level 5 – HRVR5 – 500 points.
- Handler may elect to remain at any level or go back to any level, once title has been earned and run “Metallic” for Bronze (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 1 and continues to earn a total of 5,000 points (platinum) HRVR1P.
 - Example: Dog stays at Level 4 and continues earns 3,000 points (gold) HRVR4G.

Happy Ratters Team Games

Happy Ratters team games are designed to encourage teams of handlers to have fun, promote camaraderie while strategizing to earn points. A major component of these games is to test your dog's ability to stay focused on hunting for rats in a highly charged environment.

Games are valued at 100 points as indicated in the individual rules for each game.

Faults will be deducted from the 100-point value in games where faults are allowed.

Please familiarize yourself with the rules for the game you will be entering in a trial.

All dogs start at the beginning levels in each of the games. The games are open to **all** dogs competing in Happy Ratters, but may not be suitable for all dogs.

Please carefully consider your dog's stress and stimulation levels when working in close proximity to other dogs before entering.

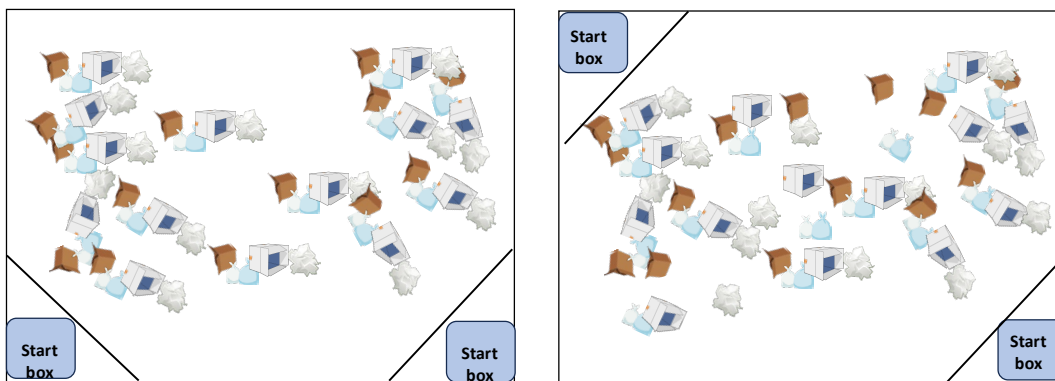
Double Dutch game will be coming back, along with a new three dog team game: Three Dog Night! Hosts will be notified when Secreterrier is set up to accept registrations for the team games. Hosts: Please do not offer these games as an option until the programming has been done. We will make an announcement to let you know when the fun can begin!

Double Dutch: A pairs game where one team honors (is not working) the other team while they hunt.

Objective: To challenge the dog's ability to work individually with another dog in the ring honoring, and the dog's ability to watch from the sidelines while another team hunts.

Faults: Please review the list of all [faults](#) before going into the ring.

- Ring may be set up in any configuration as allowed in the Standard classes, except there will be no bridge or burrow. See [Appendix](#) for ideas.
- Ring Setup: two fenced (lattice fencing, ring gates, expens) start boxes in corners of the ring.
 - The fencing should be covered with a blanket or tarp to create a visual barrier



Double Dutch Start Box locations.

Start boxes can be on the same side of the ring OR in opposite corners. The black line designates fencing with a tarp or blanket over it to create a visual barrier.

See rules for guidelines.

- Handlers and dogs will start in designated start boxes. One team in each of the two boxes.
- If a handler wants to run two of their own dogs, a second person will be needed to hold the dog not working (honoring).
- Before the game starts, both dogs must be in their respective start boxes, on leash and under control of their handlers. If the handler of a small dog is holding their dog in their arms, the dog must be on leash, and before leaving the start box to hunt, all of its paws must be on the ground. The dog cannot be carried out into the rat hunting course. It must leave the box on all paws.
- Teams decide which dog will run first.
- Time will start when Dog 1 is released to hunt, while Dog 2 waits, on leash, in its start box.
 - The handler of the hunting dog, goes with the dog as in the regular classes.
 - The handler of the non-working (honoring) dog waits in their start box. Small dogs may be picked up and held by the handler, *but must be on leash*. (Note: slip leads might save time.) Remember all paws must be on the ground prior to leaving the start box.
- Dog 1 finds a rat and returns with its handler to the Dog 1 start box

- If Dog 1 has a false alert, the dog and handler must return to the start box. There are no faults for a dog not finding a rat, it simply time wasted in switching back and forth between the dogs.
- Dog 1 will have a chance to hunt again after Dog 2 finds a rat.
- When Dog 1 is on leash, Dog 2 may begin hunting and will enter the course as in the regular classes.
- Dog 2 finds a rat and returns with its handler to the Dog 2 start box
 - If Dog 2 has a false alert, the dog and handler must return to the start box. There are no faults for a dog not finding a rat, it simply time wasted in switching back and forth between the dogs.
 - Dog 1 will go back out to hunt.

Notes:

- If all the rats have not been found, repeat back at dog 1, continue until time runs out.
 - Teams may opt to have one or two of the dogs find all the rats if time is running out. *(30-second warning is your friend)*
 - This will result in a 25-point deduction if a dog is unable to find a rat.
- Strategize with your team!
 - Suggest places to hunt.
 - Mention to your team mate a location where perhaps your own dog has shown interest.
 - Help one another and have fun.
- Dog returning to start box must be put on leash and under control before next dog runs
- The type of fencing used (lattice, expens, ring gating) must be noted in the trial premium so the exhibitors have the information needed to make an informed decision on whether to enter their dog in the game.

Level One:

- 2 minutes, 2 rats (50 pts/rat)
 - 30-second warning given before time elapses.
- Visual divider between the dogs.
- Rats should be no closer than 10 feet from the start boxes.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- No moving of items allowed.
- 25-point deduction if a dog doesn't find a rat (all rats are found by one dog).
- Two different rats must be found to earn the points.
 - If both dogs find the same rat, that rat may be removed.
- Both teams get the same number of points

Level Two:

- 4 minutes, 4 rats (25 pts/rat)
 - 30-second warning given to exhibitors before time elapses.
- Visual divider between the dogs.
- Rats should be no closer than 10 feet from the start boxes.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- No moving of items allowed.
- 25-point deduction if a dog doesn't find a rat (all rats are found by one dog).
- Four different rats must be found to earn the points.
 - If both dogs find the same rat, that rat may be removed.
- Both teams get the same number of points.

Double Dutch Titles

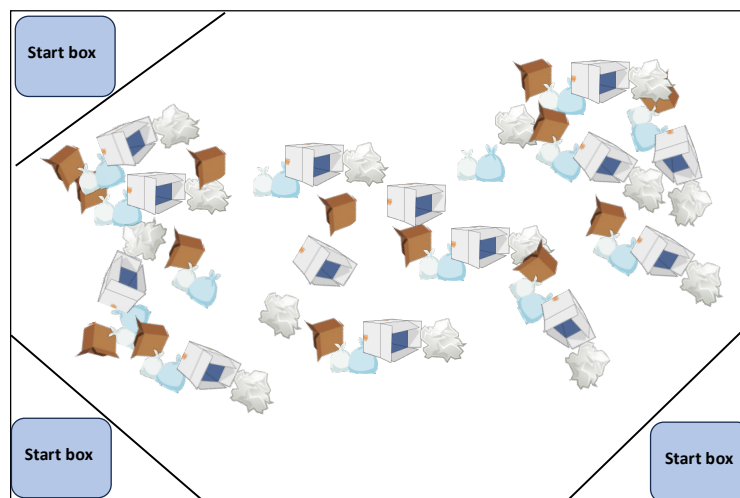
- Level 1 - HRDD1 – 300 points
- Level 2 - HRDD2 – 300 points
- Metallic Medallions can be earned at any level. (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 1 and earns a total of 3,000 points (gold) HRDD1G

Three Dog Night: A three dog/handler team game where two teams honor (are not working) a third team while they hunt.

Objective: To challenge the dog's ability to work individually with two other dogs in the ring honoring, and the dog's ability to watch from the sidelines while another team hunts. To encourage handler strategy and support while finding all the rats.

Faults: Please review the list of all [faults](#) before going into the ring.

- Ring may be set up in any configuration as allowed in the Standard classes, except there will be no bridge or burrow. See [Appendix](#) for ideas.
- Ring Setup: three fenced (lattice fencing, ring gates, expens) start boxes in corners of the ring.
 - The fencing should be covered with a blanket or tarp to create a visual barrier



Three Dog Night Start Box locations.

Set up start boxes in three corners of the ring. The black line designates fencing with a tarp or blanket over it to create a visual barrier.

See rules for guidelines.

- Handlers and dogs will start in designated start boxes. U One team in each of the three boxes.
- If a handler wants to run two (or three) of their own dogs, a second (and third) person will be needed to hold the dog not working (honoring).
- Before the game starts, all dogs must be in their respective start boxes, on leash and under control of their handlers. If the handler of a small dog is holding their dog in their arms, the dog must be on leash, and before leaving the start box to hunt, all of its paws must be on the ground. The dog cannot be carried out into the rat hunting course. It must leave the box on all paws.
- Teams decide which dog will run first, second, and third.
- Time will start when Dog 1 is released to hunt, while Dogs 2 and 3 wait, on leash, in their start boxes.
 - The handler of the hunting dog, goes with the dog as in the regular classes.
 - The handler of the non-working (honoring) dog waits in their start box. Small dogs may be picked up and held by the handler, *but must be on leash*. (Note: slip leads might save time.) Remember all paws must be on the ground prior to leaving the start box.

- Dog 1 finds a rat and returns with its handler to the Dog 1 start box
 - If Dog 1 has a false alert, the dog and handler must return to the start box. There are no faults for a dog not finding a rat, it simply time wasted in switching back and forth between the dogs.
 - Dog 1 will have a chance to hunt again after Dogs 2 and 3 find a rat.
- When Dog 1 is on leash, Dog 2 may begin hunting and will enter the course as in the regular classes.
- Dog 2 finds a rat and returns with its handler to the Dog 2 start box
 - If Dog 2 has a false alert, the dog and handler must return to the start box. There are no faults for a dog not finding a rat, it simply time wasted in switching back and forth between the dogs.
 - Dog 2 will have a chance to hunt again after Dog 3.
- When Dog 2 is on leash, Dog 3 may begin hunting and will enter the course as in the regular classes.
 - Repeat the procedure above until all rats have been found.

Notes:

- If all the rats have not been found, repeat back at dog 1, continue until time runs out.
 - Teams may opt to have one or two of the dogs find all the rats if time is running out. (*30-second warning is your friend*)
 - This will result in a 25-point deduction if a dog is unable to find a rat.
- Strategize with your team!
 - Suggest places to hunt.
 - Mention to your team mate a location where perhaps your own dog has shown interest.
 - Help one another and have fun.
- Dog returning to start box must be put on leash and under control before next dog runs
- The type of fencing used (lattice, expens, ring gating) must be noted in the trial premium so the exhibitors have the information needed to make an informed decision on whether to enter their dog in the game.

Level One:

- 3 ½ minutes, 3 rats (33, 33, 34 pts/rat)
 - 30-second warning given before time elapses.
- Visual divider between the dogs.
- Rats should be no closer than 10 feet from the start boxes.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- No moving of items allowed.
- 25-point fault if a dog doesn't find a rat (all rats are found by one or two dogs).
 - 25-point deduction for each dog that does not find a rat.
 - 1 dog not finding a rat is 25 points off
 - 2 dogs not finding a rat it 50 points off
- Three different rats must be found to earn the points.
 - If two dogs find the same rat, that rat may be removed.
- All three teams get the same number of points.

Level Two:

- 5 minutes, 5 rats (20 pts/rat)
 - 30-second warning given to exhibitors before time elapses.
- Visual divider between the dogs.
- Rats should be no closer than 10 feet from the start boxes.
- Max Height of tubes: 1 foot or lower if this can safely be done and tubes are firmly anchored.
- No moving of items allowed.
- 25-point fault if a dog doesn't find a rat (all rats are found by one or two dogs).
 - 25-point deduction for each dog that does not find a rat.
 - 1 dog not finding a rat is 25 points off
 - 2 dogs not finding a rat is 50 points off
- Five different rats must be found to earn the points.
 - If two dogs find the same rat, that rat may be removed.
- All three teams get the same number of points.

Three Dog Night Titles

- Level 1 - HRTDN1 – 300 points
- Level 2 - HRTDN2 – 300 points
- Metallic Medallions can be earned at any level. (1,000 points), Silver (2,000 points), Gold (3,000 points), and Platinum (5,000 points) Medallions as in the Regular/Standard Classes.
 - Example: Dog stays at Level 1 and earns a total of 3,000 points (gold) HRTDN1G

GAMES Summary Tables for Quick Reference and Course Set Up
See rules for how to play. SCORE TABLE SHOULD PRINT AND REFERENCE.

Game	Time	Levels	# Rats (max height other info)	Notes/Equipment	<u>Faults</u> Allowed
A-MAZE-ing Rat	2 m.	Level One	1	2 expens	1 fault
	2 ½ m.	Level Two	1 (1 clean tube)	3 expens	1 fault
	3 m.	Level Three	1 (1 clean & 1 litter tube)	4 expens	0 faults
	3 ½ m.	Level Four	1 (2 litter tubes)	5 expens	0 faults
	4 m.	Level Five	1 (2 litter tubes)	6 expens	0 faults
Box-A-Rat	2 m.	Level One	1 (12")	Only Rats.	2 fts/1 move
	2 ½ m.	Level Two	2 (12")	Boxes only. No bags/other items.	2 fts/1 move
	3 m.	Level Three	3 (18")	Level 5 Bonuses for calling clear:	1 flt/0 moves
	3 ½ m.	Level Four	4 (24")	< 4 min, 30 pt	1 flt/0 moves
	4 m.	Level Five	1-4 (36")	3 – 3 ½ min, 50 pt < 3 min, 75 pt	0 flt/0 moves
Dump Hunter 3 levels	2 m.	Level One 5' Level Two 10' Level Three 15'	1	No bridge, no burrow, no other tubes	No faults. False alert ends game.
Earn A Rat	2 ½ m.	300 HRER, then metallic	3 Rats > 10' apart.	Only Rats Bridge, burrow, ramp, ladder, chute, tunnel, barrel	False alert, B/B to cont. no fault if obst taken w/o direction 2 faults 2 moves 2 rats called in a row, ends game.
Infestation	3 ½ m.	300 HRJP, then metallic Bonus points for quick call "clear"	2-6	Only Rats Bonuses for calling clear: < 3 ½ min, 30 pt 2 ½ - 3min, 50 pt < 2 ½ min, 75 pt	1 fault 2 moves no 30s warning

Game	Time	Levels	# Rats (max height other info)	Notes/Equipment	<u>Faults</u> Allowed
Rats in the Garden	2 ½ m. 3 m. 3 ½ m. 4 m. 4 ½ m.	Level One Level Two Level Three Level Four Level Five	1 (12") 2 (12". Rats > 6 ft apart) 3 (18". Rats > 4 ft. apart) 4 (24". Rats > 2ft apart) 1-6 (36". Rats can be in same area)	Only Rats. Outdoors. On leash or fenced. Garden, yard items. Level 5 Bonuses for calling clear: < 4 ½ min, 30 pt 3 ½ - 4min, 50 pt < 3 ½ min, 75 pt	1 flt /1 move 1 flt /1 move 0 flt /1 move 0 flt /0 move 0 flt /0 move <i>no 30s warn at Level 5</i>
Rats in the House	2 ½ m. 3 m. 3 ½ m. 4 m. 4 ½ m.	Level One Level Two Level Three Level Four Level Five	1 (12") 2 (12". Rats > 6 ft apart) 3 (18". Rats > 4 ft. apart) 4 (24". Rats > 2ft apart) 1-6 (36". Rats can be in same area)	Only Rats. Indoors. House-like stuff Furniture, etc. Level 5 Bonuses for calling clear: < 4 ½ min, 30 pt 3 ½ - 4min, 50 pt < 3 ½ min, 75 pt	1 flt /1 move 1 flt /1 move 0 flt /1 move 0 flt /0 move 0 flt /0 move <i>no 30s warn at Level 5</i>
Rat Race	35s, 30s, 30s, 30s	300 HRRR, then metallic	4	Only Rats. Two timers. 1 for overall, 1 for 30 second timings.	False alert ends game.
Rat Trap	2 m. 2 ½ m. 3 m. 3 ½ m. 4 m.	Level One Level Two Level Three Level Four Level Five	1 12-20t 2 12-25t 3 12-25t 4 15-30t 2-10 15-30t (t = tubes)	Indoors or outdoors. On leash or fenced. Rat tubes and empty tubes. No litter tubes Level 5 Bonuses for calling clear: < 4 min, 30 pt 3 – 3 ½ min, 50 pt < 3 min, 75 pt	2 faults 2 faults 2 faults 1 fault 0 faults <i>no 30s warn at Level 5</i>

Game	Time	Levels	# Rats (max height other info)	Notes/Equipment	<u>Faults</u> Allowed
Road Rage Rat	2 ½ m.	Level One	1 (10-12 items)	Level 5 Bonuses for calling clear: < 4 ½ min, 30 pt 3 ½ - 4min, 50 pt < 3 ½ min, 75 pt	2 faults
	3 m.	Level Two	2 (12 -15 items)		1 fault
	3 ½ m.	Level Three	3 (14-17 items)		1 fault
	4 m.	Level Four	4 (17-20 items)		0 faults
	4 ½ m.	Level Five	1-5 (17-20 items)		0 faults <i>no 30s warn at Level 5</i>
Silent Hunt	2 m.	Level One	1 (12")	No bridge, burrow or other tubes. Handler must be still and silent.	1 fault
	3 m.	Level Two	2 (18")		No faults
	3 ½ m.	Level Three	3 (24")		No faults <i>pause timer when handler goes in to reward dog & remove rat; time restarts when handler recues dog</i>
Ultimate Distance 3 levels	2 m.	Level One 5' Level Two 10' Level Three 15'	1	No bridge, no burrow, no other tubes. Chair, Handler remains seated	No faults. False alert ends game.
Village Rats	2 ½ m.	Level One	1 rat/2 clean (5-6 items)	Level 5 Bonuses for calling clear: < 4 ½ min, 30 pt 3 ½ - 4min, 50 pt < 3 ½ min, 75 pt	2 faults
	3 m.	Level Two	2 rats/2 clean (6-7 items)		2 faults
	3 ½ m.	Level Three	3 rats/3 clean 7-8 items)		1 fault
	4 m.	Level Four	4 rats/4 clean (8-9 items)		1 fault
	4 ½ m.	Level Five	1-5 rats/4 clean (9-10+ items)		0 faults <i>no 30s warn at Level 5</i>

TEAM GAMES Summary Tables for Quick Reference and Course Set Up
See rules for how to play. SCORE TABLE SHOULD PRINT AND REFERENCE.

Game	Time	Levels	# Rats (max height other info)	Notes/Equipment	<u>Faults</u> Allowed
Double Dutch	2 m. 4 m.	Level One Level Two	2 4	Fencing and tarp or blanket for visual barrier in 2 corners of the ring. See rules for ring set up.	See rules. Deductions for dogs that do not find a rat.
Three Dog Night	3 ½ m. 5 m.	Level One Level Two	3 5	Fencing and tarp or blanket for visual barrier in 3 corners of the ring. See rules for ring set up.	See rules. Deductions for dogs that do not find a rat.

Versatility Titles

At each Level in Happy Ratters, competitors can earn Versatility and Ultimate Versatility Titles.

Versatility Title: Complete the Standard Level Title and 5 games at that level.

Ultimate Versatility: Complete the Standard Level Title and 7 games at that level.

A-MAZE-ing Rats, Box-A-Rat, Rats in the Garden, Rats in the House, Rat Trap, Road Rage Rats and Village Rats have 5 levels. Versatility titling levels are determined as follows:

Ratter	Level One in A-MAZE, Box-A-Rat, Rats in the Garden/House, Rat Trap, Road Rage, Village Rats
Happy Ratter	Level Two in A-MAZE, Box-A-Rat, Rats in the Garden/House, Rat Trap, Road Rage, Village Rats
Expert	Level Three in A-MAZE, Box-A-Rat, Rats in the Garden/House, Rat Trap, Road Rage, Village Rats
Champion	Level Four in A-MAZE, Box-A-Rat, Rats in the Garden/House, Rat Trap, Road Rage, Village Rats
Extraordinaire	Level Five in A-MAZE, Box-A-Rat, Rats in the Garden/House, Rat Trap, Road Rage, Village Rats

Dump Hunter, Silent Hunt and Ultimate Distance have three levels. The designation for versatility will be applied as follows:

Ratter/Happy Ratter	Level One in Dump Hunter, Silent Hunt, Ultimate Distance
Expert	Level Two in Dump Hunter, Silent Hunt, Ultimate Distance
Champion/Extraordinaire	Level Three in Dump Hunter, Silent Hunt, Ultimate Distance

Earn A Rat, Infestation, and Rat Race don't have levels per se, so versatility titling levels will be determined by points as follows:

Ratter	300 points in Earn A Rat, Infestation, Rat Race
Happy Ratter	600 points in Earn A Rat, Infestation, Rat Race
Expert	900 points in Rat, Earn A Rat, Infestation, Rat Race
Champion	1200 points in Earn A Rat, Infestation, Rat Race
Extraordinaire	2000 points in Earn A Rat, Infestation, Rat Race

Double Dutch and Three Dog Night have 2 levels. The designation for versatility will be applied as follows:

Ratter/Happy Ratter/Expert	Double Dutch 1, Three Dog Night 1
Champion/Extraordinaire	Double Dutch 2, Three Dog Night 2

Example: A team earns their Ratter title, 300 points in Earn A Rat, Level 1 in Dump Hunter, Level 1 in Ultimate Distance, Level 1 in Rats in the House, and 300 points in Rat Race (Standard level title plus 5 games at that level), they have earned their RV – Ratter Versatility.

Then if they continue on and earn Level 1 in Rat Trap, and Level 1 in Box-A-Rat (Standard class title plus 7 games at that level) that team is now RUV – Ratter Ultimate Versatility.

Versatility Titles Chart

- **Versatility Title:** Complete the Standard Level Title and 5 games at that level.
- **Ultimate Versatility:** Complete the Standard Level Title and 7 games at that level.

Level	Versatility Titles <i>See previous page for games titles needed at each level.</i>
Ratter	RV, RUV
Happy Ratter	HRV, HRUV
Expert	XRV, XRUV
Champion	CHV, CHUV
Extraordinaire	REXV, REXUV

Games Versatility Titles

Competitors may earn Games Versatility Titles by titling (at any level) in the number of games listed below.

Games Versatility Titles Chart

Games Versatility Titles	Number of games
Bad Ratter Versatility (BRV)	Team has titled in 8 different games (any level)
Mad Ratter Ultimate Versatility (MRUV)	Team has titled in 11 different games (any level)

Certificates for Versatility Titles will be created by the Happy Ratters office and sent to the competitors.

Lifetime Achievement Awards

Awards are based on the cumulative number of points earned by a dog across all classes in that dog's lifetime. Points will be tallied annually.

Number of Points	Lifetime Level
10,000	Amethyst
15,000	Topaz
20,000	Ruby
25,000	Emerald
30,000	Sapphire
35,000	Diamond
40,000	Black Diamond
45,000	Platinum
50,000	Fool's Gold

Certificates for Lifetime Achievement Awards will be created by the Happy Ratters office and sent to the competitors.

Appendix

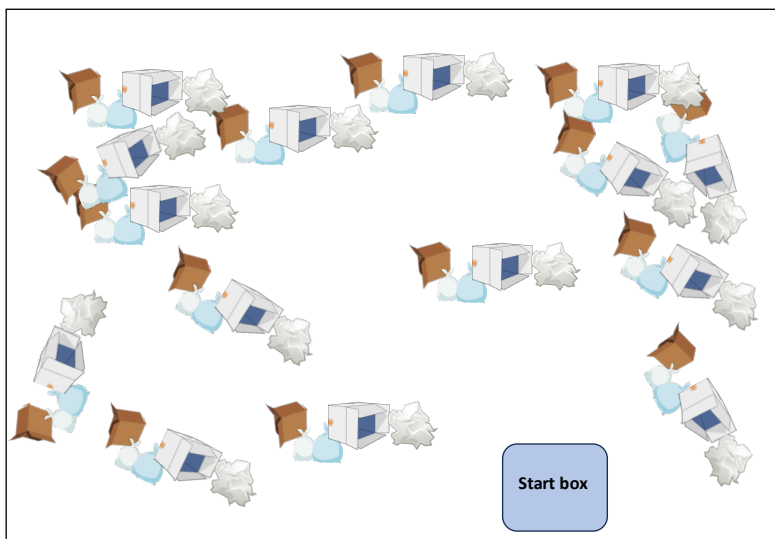
Ring Set-up Suggestions for Standard Classes. The following diagrams are meant to give you some ideas and inspiration.

You are encouraged to be creative.

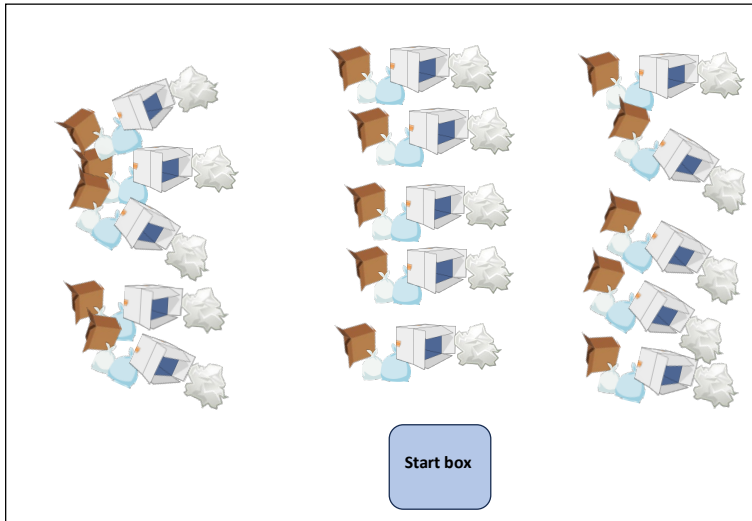
Ring Size

- The ring should be approximately 400-600 square feet for Ratter, Happy Ratter and Expert levels and 500-900 square feet for Champion and Extraordinaire.
- The ring may be any shape.
- The ring must be securely fenced at approximately a 4-foot height.

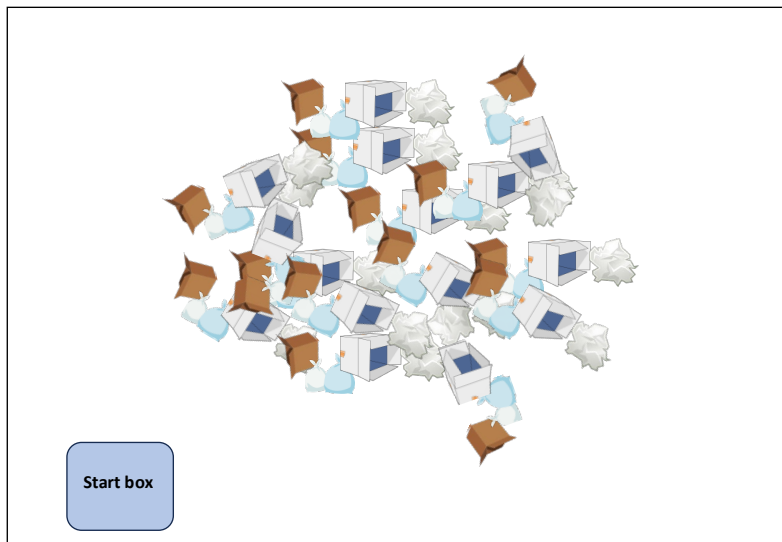
Note that Bridges and Burrows are not drawn in the diagrams. For Standard classes and Earn-A-Rat, place Bridges and Burrows in locations that make sense for flow, leaving enough room for dogs to safely enter and exit the burrow/s.



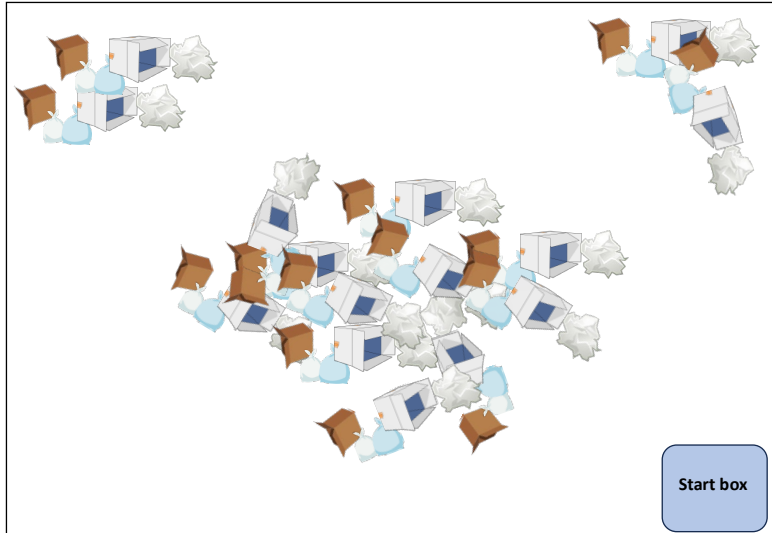
Random set up. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



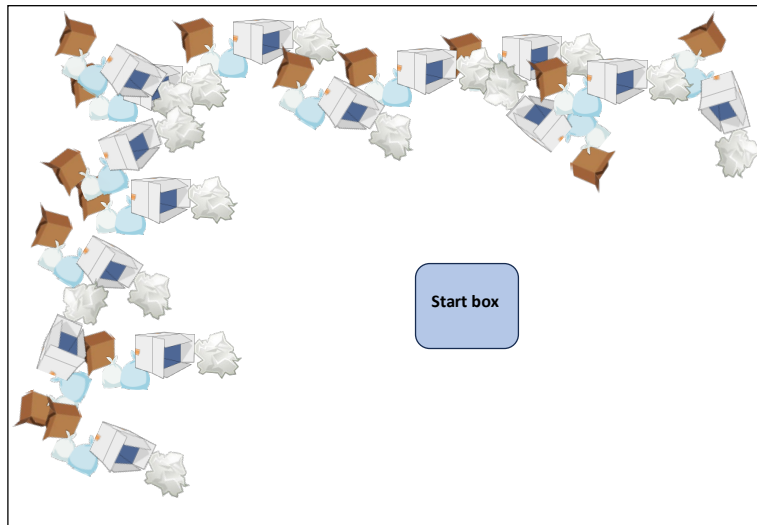
Set up with items in rows. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



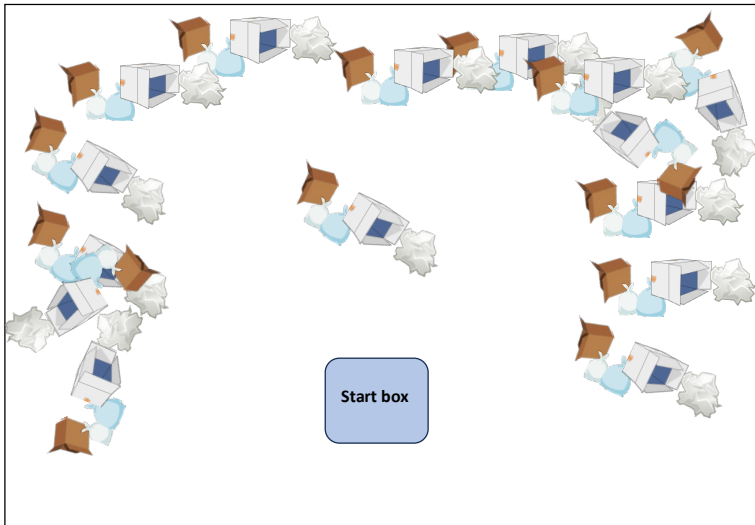
Set up with items in center. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



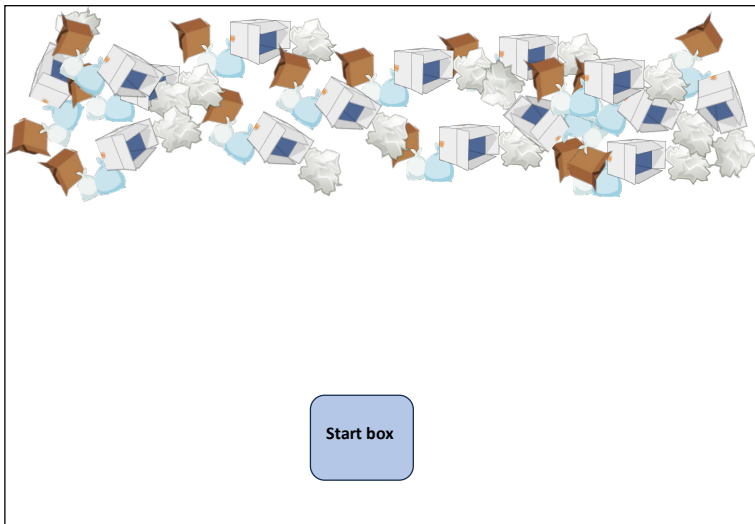
Set up with most items in center and two smaller clusters. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



Set up with items in L-shape along two sides of the ring. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



Set up with items in U-shape along three sides of the ring with small cluster in middle. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



Set up with items piled along one side of the ring. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.

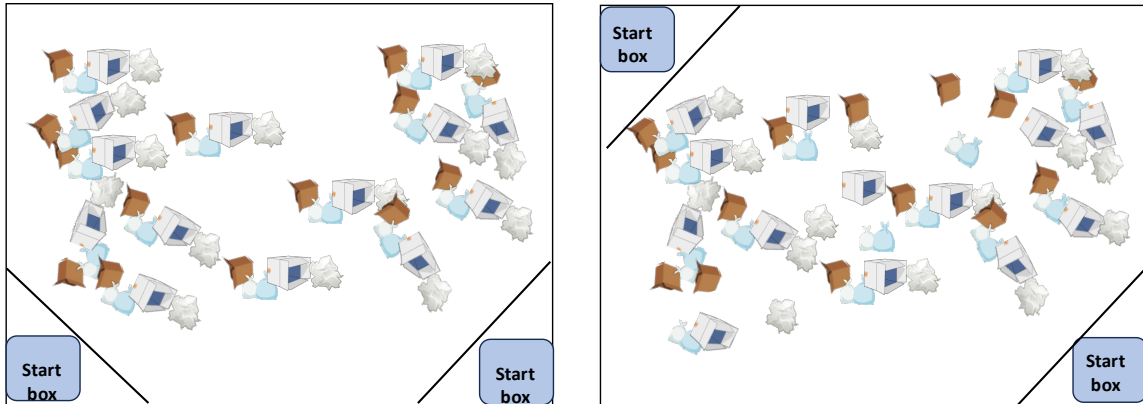


Set up with items in an "X" pattern. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.

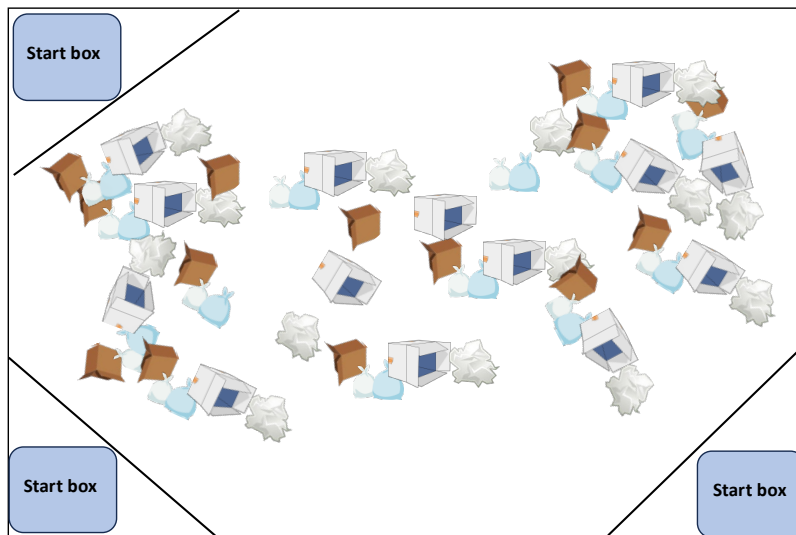
Ammo Boxes:



Team Games Ring Setups:



Double Dutch Start Box locations.
Start boxes can be on the same side of the ring OR in opposite corners. The black line designates fencing with a tarp or blanket over it to create a visual barrier.
See rules for guidelines.



Three Dog Night Start Box locations.
Set up start boxes in three corners of the ring. The black line designates fencing with a tarp or blanket over it to create a visual barrier.
See rules for guidelines.

Ribbons

Qualifying ribbons are awarded for each qualifying score. Ribbons must display the Happy Ratters logo on the ribbon as well as the words “Happy Ratters”. Sample styles are shown.

- **Orange qualifying ribbon** (known as “hot tomato” is awarded for 100 or more points earned in the Standard Classes.
- **Green qualifying ribbon** is awarded for scores less than 100 points earned in the Standard Classes.
- **Rainbow qualifying ribbon** is awarded for Metallic qualifiers in the Standard Classes, regardless of the number of points earned.
- **Hot Pink qualifying ribbon** is awarded for all games qualifiers, regardless of the number of points earned.



Placement ribbons are awarded for 1st through 4th place.

- In the USA
 - 1st place – blue
 - 2nd place – red
 - 3rd place – yellow
 - 4th place – white
- **Flat ribbons, rosettes, any size and style. Each host will choose.**
- Ribbons should display the Happy Ratters logo and wording.
- Your country’s colors may be different, depending on your country’s standard placement coloring convention.



Title Ribbons **are not required** but are nice to award. Host are encouraged to be creative. There is no standard convention for title ribbons. Be as creative as you wish.

- Rosettes
- Flats
- Tabs, with the titles on them, to attach to the ribbons
- “Medals” for the medallion titles (bronze, silver, gold, platinum)
- Awards for versatility and lifetime achievement
- Special awards if you desire! (Fastest, Oldest, Most Improved, Perfect Day, Team Having the Most Fun, Judge’s Choice)



Happy Ratters Logo

Happy Ratters Logo

Hodges Badge has the logo (Button Logo AT228, Ribbon AT227)

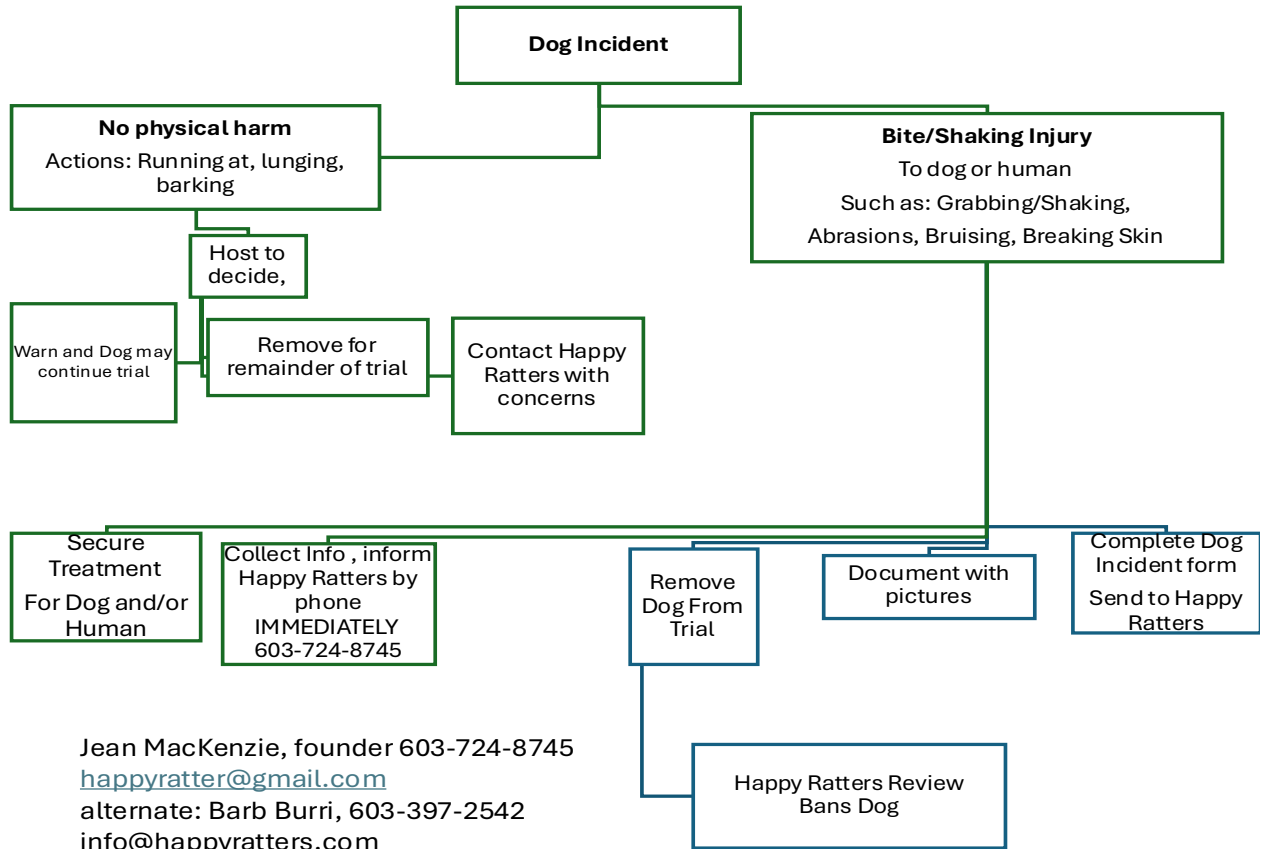


Header for Premiums



Dog Incident Reports

Happy Ratters Incident Flow Chart:



NOTE about rat injuries or death:

In the unfortunate circumstance of rat injury or death during a trial, please notify Happy Ratters with the details of the situation at: info@happyratters.com

Happy Ratters Incident Report Form:

Hosting Club: _____

Host Contact info: Name _____ Phone: _____

Email: _____

Time, Date and location of incident: _____

Handler/Owner: (name phone email) _____

Dog HR #: _____

Dog Name: _____ Dog Breed: _____

Injured Party information: Human: _____

Address: _____

Telephone: _____ Email: _____

Dog: _____ Breed: _____

Description of incident. Please be very detailed. Feel Free to use additional sheets.

Witnesses to incident (include statements if witnesses are willing) Names, phone, email

Was treatment procured for Dog/Human: please explain

Host Signature: _____ Date: _____

Send by email to happyratter@gmail.com, info@happyratters.com include images, witness statements etc. or send papers to Jean MacKenzie, 942 Londonderry Turnpike, Auburn NH 03032.

Save a copy for your records

Secreterrier Assistance for Happy Ratters

Colleen Fowler graciously shared her videos on how to enter a trial and how to find your dogs' scores in Secreterrier. Thank you, Colleen, for the step-by-step, detailed instructions.

- **Register your dog and get a dog ID in Secreterrier**

You can find the video on YouTube here: <https://youtu.be/LY6AiFmMX9c>

- **Enter a trial and select the correct levels and streams in Secreterrier.**

NOTE: This assumes the trial premium has a link to take you to the correct page

You can find the video on YouTube here: <https://youtu.be/HGFmRro-duk>

- *If your host's premium does NOT have a direct link to the registration page, follow the "How to find a Happy Ratters trial in Secreterrier" instructions below, then you can follow along with the YouTube video above.*

- **How to find your dog's scores in Secreterrier.**

You can find the video on YouTube here: <https://youtu.be/dAzUXi6NKSA>

How to find a Happy Ratters trial to enter, using Secreterrier

1. Log in to your Secreterrier Account.
2. Go to Upcoming Events

The screenshot shows the 'Upcoming Events' page in the Secreterrier application. The page has a blue header with the title 'Upcoming Events' and navigation icons. On the left, there is a sidebar with 'Upcoming Events' and 'Filters' (Countries, States, Sports). The main content area is a table with the following columns: Event Type, Location, Dates, and Online Entry Status. The table contains a list of events, with 'Happy Ratters Trial' events highlighted with green dots. The events listed include various trial types like 'Rodeo Dog Trial', 'Barn Hunt Trial', 'AKC Scent Work Trial', 'UKC Nose Work Trial', 'NASDA Trial', and 'Happy Ratters Trial' across different locations and dates.

Event Type	Location	Dates	Online Entry Status
Rodeo Dog Trial	Canton, OH	Thu Feb 27 2025 -Thu	Closed
Barn Hunt Trial	West Columbia, SC	Fri Feb 20 -Sun	Closes Thu Feb 19 at 6:00PM
AKC Scent Work Trial	Bee Cave, TX	Fri Feb 20 -Sun	Closed
Barn Hunt Trial	Slinger, WI	Fri Feb 20 -Sun	Closes Sun Feb 22 at 8:00AM
Barn Hunt Trial	Strasburg, CO	Fri Feb 20 -Sun	Closes Mon Feb 23 at 12:31AM
Barn Hunt Trial	Olive Branch, MS	Fri Feb 20 -Sun	Closed
AKC Scent Work Trial	Las Vegas, NV	Sat Feb 21 -Sun	Closed
UKC Nose Work Trial	Spring, TX	Sat Feb 21 -Sun	Closed
AKC Scent Work Trial	Ephrata, PA	Sat Feb 21 -Sun	Closed
Barn Hunt Trial	Sapulpa, OK	Sat Feb 21 -Sun	Closed
Barn Hunt Trial	McKinney, TX	Sat Feb 21 -Sun	Closed
Happy Ratters Trial	Youngsville, NC	Sat Feb 21 -Sun	Closes Fri Feb 20 at 5:00PM
Barn Hunt Trial	Ashland, OH	Sat Feb 21 -Sun	Closed
Happy Ratters Trial	Evanston, IL	Sat Feb 21 -Sun	Closes Mon Feb 23 at 12:59AM
NASDA Trial	Wanette, OK	Sat Feb 21 -Sun	Closed
NASDA Trial	Roy, WA	Sat Feb 21 -Sun	Closed
NASDA Trial	Phelan, CA	Sat Feb 21 -Sun	Closed
NASDA Trial	Richmond, VA	Sun Feb 22	Closed
Happy Ratters Trial	Queensbury, NY	Sun Feb 22	Closed

3. Filter for Happy Ratters

The screenshot shows the 'Upcoming Events' page. On the left, there is a 'Filters' sidebar with 'Happy Ratters' selected under the 'Sports' category. The main content area displays a table of events with columns for Event Type, Location, Dates, and Online Entry Status. The first row is highlighted, indicating it is selected.

Event Type	Location	Dates	Online Entry Status
Happy Ratters Trial	Youngsville, NC	Sat Feb 21 -Sun	Closes Fri Feb 20 at 5:00PM
Happy Ratters Trial	Evanston, IL	Sat Feb 21 -Sun	Closes Mon Feb 23 at 12:59AM
Happy Ratters Trial	Queensbury, NY	Sun Feb 22	Closed
Happy Ratters Trial	Louisville, KY	Sat Feb 28 -Sun	Closes Fri Feb 27 at 12:00PM
Happy Ratters Trial	Livonia, MI	Wed Mar 04	Closes Tue Mar 03 at 11:59PM
Happy Ratters Trial	Emmett, ID	Fri Mar 06 -Sun	Closes Mon Feb 23 at 2:00PM
Happy Ratters Trial	St. Peters, MO	Sat Mar 07 -Sun	Closes Sun Mar 08 at 1:40PM
Happy Ratters Trial	Hackettstown, NJ	Sat Mar 07 -Sun	Closed
Happy Ratters Trial	Livonia, MI	Wed Mar 11	Closes Tue Mar 10 at 11:59PM
Happy Ratters Trial	Pilot Mountain, NC	Fri Mar 13	Closes Thu Mar 12 at 12:00AM
Happy Ratters Trial	Antioch, IL	Fri Mar 13 -Sun	Closes Mon Mar 09 at 9:00AM
Happy Ratters Trial	Lewisberry, PA, PA	Sat Mar 14 -Sun	Closes Sat Mar 14 at 8:00AM
Happy Ratters Trial	Pilot Mountain, NC	Sat Mar 14 -Sun	Closes Fri Mar 06 at 8:00PM
Happy Ratters Trial	Berwick, ME	Sun Mar 15	Closed
Happy Ratters Trial	Livonia, MI	Wed Mar 18	Closes Tue Mar 17 at 11:59PM
Happy Ratters Trial	Ogden, UT	Sat Mar 21	Closes Wed Mar 18 at 2:05AM
Happy Ratters Trial	Livonia, MI	Wed Mar 25	Closes Tue Mar 24 at 11:59PM

4. Click on the trial you want to enter. On the right-hand side you will see Enter Event

5. Click on Enter Event at the top of the box on the right-hand side. (If you click on Premium, you will be able to download the Premium for this trial.)

The screenshot shows the 'Upcoming Events' page with the 'Enter Event' modal open for the first event. The modal displays details for the 'Happy Ratters Trial' event, including the name, event type, status, host club, location, and start date. A 'PREMIUM' button is visible in the 'Files' section.

Event Type	Location	Dates	Online Entry Status
Happy Ratters Trial	Youngsville, NC	Sat Feb 21 -Sun	Closes Fri Feb 20 at 5:00PM
Happy Ratters Trial	Evanston, IL	Sat Feb 21 -Sun	Closes Mon Feb 23 at 12:59AM
Happy Ratters Trial	Queensbury, NY	Sun Feb 22	Closed
Happy Ratters Trial	Louisville, KY	Sat Feb 28 -Sun	Closes Fri Feb 27 at 12:00PM
Happy Ratters Trial	Livonia, MI	Wed Mar 04	Closes Tue Mar 03 at 11:59PM
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Happy Ratters Trial	Livonia, MI	Wed Mar 11	Closes Tue Mar 10 at 11:59PM
Happy Ratters Trial	Pilot Mountain, NC	Fri Mar 13	Closes Thu Mar 12 at 12:00AM
Happy Ratters Trial	Antioch, IL	Fri Mar 13 -Sun	Closes Mon Mar 09 at 9:00AM
Happy Ratters Trial	Lewisberry, PA, PA	Sat Mar 14 -Sun	Closes Sat Mar 14 at 8:00AM
Happy Ratters Trial	Pilot Mountain, NC	Sat Mar 14 -Sun	Closes Fri Mar 06 at 8:00PM
Happy Ratters Trial	Berwick, ME	Sun Mar 15	Closed
Happy Ratters Trial	Livonia, MI	Wed Mar 18	Closes Tue Mar 17 at 11:59PM
Happy Ratters Trial	Ogden, UT	Sat Mar 21	Closes Wed Mar 18 at 2:05AM
Happy Ratters Trial	Livonia, MI	Wed Mar 25	Closes Tue Mar 24 at 11:59PM

Enter Event

Name
Teamworks Happy Ratters Feb 21-22, 2026

Event Type
Happy Ratters Trial

Event Status
Closes in 1 day, 7 hours, 54 minutes and 54 seconds

Host Club
[Teamworks Dog Training](#)

Location
Youngsville, North Carolina, United States
Teamworks Dog Training - 195 Robbins Rd

Start Date
Saturday Feb 21

Files
PREMIUM

Additional Details
No details provided

6. Select the dog you want to enter in this trial

Teamworks Happy Ratters
Feb 21-22, 2026

Online entry closes in **1 7 51 42**
Day Hours Minutes Seconds

About
Enter

Select a dog to create entries

Fallon

Your Cart (Empty) Sign Checkout Clear Cart

Click or tap table rows to edit an entry

Dog	Item
No entries in your cart yet	

Complete Entries

This table is just for reference

Dog	Item
No entries	

7. After you select your dog, you can enter the classes you wish to run.

Online entry closes in **1 7 49 47**
Day Hours Minutes Seconds

Select a dog to create entries

Fallon Enter →

Your Cart (Empty) Sign Checkout Clear Cart

Click or tap table rows to edit an entry

Dog	Item
No entries in your cart yet	

Complete Entries

This table is just for reference

Dog	Item
No entries	

Fallon

Ratter

Sat T1 Sat T1M Sat T2 Sat T2M

Sun T1 Sun T1M

Sun T2 Sun T2M

Happy Ratter

Sat T1 Sat T1M Sat T2 Sat T2M

Sun T1 Sun T1M

Sun T2 Sun T2M

Expert

Sat T1 Sat T1M Sat T2 Sat T2M

Sun T1 Sun T1M

Sun T2 Sun T2M

Champion

Sat T1 Sat T1M Sat T2 Sat T2M

Sun T1 Sun T1M

Sun T2 Sun T2M

Extraordinaire

Sat T1 Sat T1M Sat T2 Sat T2M

Sun T1 Sun T1M

Sun T2 Sun T2M

Infestation

Sat T1 Sat T1M Sat T2 Sat T2M

8. Refer the video tutorial above on [Entering a Trial](#)

