



Kennel Union of Southern Africa

SCHEDULE 05V – REGULATIONS FOR HOOPERS

(Effective 01.10.2025)

SUMMARY

Hoopers is a low impact dog sport inspired by Agility, Dog Jumping and Flyball, and which is accessible to all breeds of dog. The emphasis is on enjoyment and the dog and Handler working together as a team in a safe environment.

1. LICENSING AND SHOW REGULATIONS

The Regulations and other matters governing Championship Shows are set out in Schedule 03 of the KUSA Constitution. These Regulations apply to Hoopers insofar as they are relevant and not in conflict with the terms of this Schedule 05V.

2. SCOPE OF LICENCE

- 2.1 A Club which is qualified to hold a Championship Show may hold Championship and/or a Non-championship Hoopers Classes in conjunction with either of such shows under the same licence or separate licence.
- 2.2 A Club which is not qualified to hold a Championship Show may hold a Non- championship Hoopers Classes in conjunction with such event and under the relevant license.

3. REGISTRATION AND ELIGIBILITY OF DOGS FOR COMPETITION

- 3.1 The dog shall be registered with the Kennel Union of Southern Africa (KUSA) in the Primary Breed Register, Canine Dogsport Record, or Appendix Register.
- 3.2 Any dog that satisfies the Regulations of the Schedule may compete in Hoopers, provided it had not been disqualified or suspended from competition by KUSA.
- 3.3 A dog must be a minimum of twelve (12) months of age to take part in Hoopers.
- 3.4 A dog entered in any Show may not be entered in more than one Hoopers Class at the same Show. However, it is permissible for a dog to enter both the Regular (singles) and Teams divisions at any Show.
- 3.5 A dog, having become eligible to compete in a Class, may continue to compete in that Class until it is suspended or disqualified from competition, or until it has qualified out of that Class.
- 3.6 It is permissible for a dog to partake in a higher Class than the Class entered in advance of a Show, provided that the dog has qualified out of the lower Class prior to the Show. The Handler is to present the dog's Hoopers Record Card to the Judge prior to the commencement of the draw.

- 3.7 Dogs that are ill or injured, or visibly lame, are not permitted to compete in Hoopers Classes. A dog that has an injury which affects its mobility, must, when applying for a Record Card, or moving into the Handy Dandy Class for the first time, present a letter from a registered Veterinarian stating their diagnosis and confirming that the dog is not in pain and that, despite the injury, is fit to compete in Hoopers.

Notwithstanding the presentation of the said letter, the Judge retains the discretionary powers to bar the dog from competition if, in the Judge's opinion, the dog is unfit to compete.

- 3.8 Bitches may not participate if they:

- 3.8.1 are in season;
- 3.8.2 are pregnant – a bitch that has been mated will be assumed to be pregnant until proven otherwise; or
- 3.8.3 have given birth less than 75 days before the first day of the Hoopers event.

4. DEFINITION OF DIVISIONS AND CLASSES

4.1 DIVISIONS

Hoopers will consist of two (2) divisions, each with six (6) classes of difficulty and each consisting of three different height categories for the dogs. These are:

- 4.1.1 Regular (singles)
 - 4.1.1.1 Open to any physically abled dog that meets the Registration and Eligibility requirements as described in Regulation 3.
- 4.1.2 Handy Dandy
 - 4.1.2.1 Dogs with permanent disabilities may participate in Hoopers providing that the Registered Owner submits a letter signed by a Veterinarian when applying for the Hoopers Record Card. The Veterinarian must state the nature of the disability and that it is permanent, i.e. dog is deaf, blind, partially paralysed etc.
 - 4.1.2.2 The person issuing the Record Card must note the nature of the disability clearly on the Record Card. The Veterinarian's letter need not be produced again.
 - 4.1.2.3 Should a dog become disabled after having already competed in Hoopers Regular division, it may move across to the Handy Dandy division provided that the Registered Owner, and/or their deputised Handler, makes application to their Provincial Council Hoopers Sub-Committee and the Hoopers Record Card is so endorsed.
 - 4.1.2.4 Once a dog is noted as having a disability that enables it to take part in the Handy Dandy Division, it may not compete in the Regular division again.

4.2 HEIGHT CATEGORIES

- 4.2.1 Three (3) height categories exist:

Height Category	Dogs Height at Withers
Small (S)	For dogs measuring less than 35 cm at the withers
Medium (M)	For dogs measuring 35 cm or more and less than 43 cm at the withers
Large (L)	For dogs measuring 43 cm or more at the withers

- 4.2.2 Dogs may only compete in their own height category, with the exception of Regulation 9.9.
- 4.2.3 Prior to entering a Hoopers event for the first time, the Handler must produce the dog's Certificate of Registration to prove the dog's age and the dog must be measured.
- 4.2.4 The dog must be twelve (12) months old before it may be officially measured by three (3) KUSA Championship Judges (Hoopers, Agility and/or Dog Jumping) appointed by the Provincial Council Hoopers Sub-Committee and the Hoopers Record Cards must be endorsed by all three (3) Judges. The Provincial Council Hoopers Sub-Committee may designate specific measuring days.
- 4.2.5 A dog's height category may only be disputed twice. The dispute may only be made at a Show by the officiating KUSA Hoopers Championship Judge. Should there be a dispute regarding a dog's height category, it should be re-measured by three (3) different KUSA Hoopers Championship Judges on the same day and the Hoopers Record Card must be endorsed by all three (3) Judges.
- 4.2.6 Once a dog has been measured out of a height category, it is not permitted to compete at that height again. The dog must immediately move to the new height category.
- 4.2.7 All dogs in all height categories will be required to be measured on a flat hard surface to determine the height at the withers. An acceptable and genuine measuring device must be used.
- 4.2.8 If a dog is re-classified into a different height category, any qualifications won in the previous height category will count towards Champion status in the new height category.
- 4.2.9 If there is a mandatory amendment to height categories, all qualifications won in the previous height category will be transferred to the new height category.

4.3 CLASSES

4.3.1 Foundation

- 4.3.1.1 This Class will be offered at Non-championship Shows only.
- 4.3.1.2 Any dog with a valid Hoopers Record Card and that is twelve (12) months or older on the day of the Hoopers event may participate in Foundation provided that the dog has not obtained a qualification in a higher Class.
- 4.3.1.3 The following training aid is permitted on the course: Toy. Handlers will, however, not be permitted to throw a ball on the course. Toy rewards are to be controlled, for example, the dog may tug on a rope. Only silent toys may be used. Food is not permitted on the course.
- 4.3.1.4 Dogs that have qualified ten (10) times in the Foundation Class will be required to move up to the Beginners Class. A dog's Hoopers Record Card will be completed and signed by the Judge each time it achieves a clear round.
- 4.3.1.5 The provision of incentives for the Foundation Class, such as rosettes and/or prizes, shall be at the sole discretion of the Show-holding Club.

4.3.2 Beginners

- 4.3.2.1 This Class may be offered at Championship and Non-championship Shows.

- 4.3.2.2 Any dog with a valid Hoopers Record Card and that is twelve (12) months or older on the first day of the Hoopers event may participate in Beginners provided that the dog has not obtained a qualification in a higher Class.
- 4.3.2.3 A qualification in Foundation is not necessary for a dog to participate in Beginners.
- 4.3.2.4 Training aids are not permitted on the course (see Regulation 9.9).
- 4.3.2.5 Dogs that have qualified three (3) times in the Beginners Class will be required to move up to the Novice Class. A dog's Hoopers Record Card must be completed and signed by the Judge each time it achieves a qualification.
- 4.3.3 Novice
 - 4.3.3.1 This Class may be offered at Championship and Non-championship Shows.
 - 4.3.3.2 Novice is only open to dogs that have achieved the minimum requirement of at least three (3) Qualifications in Beginners, but which have not yet qualified in a higher Class.
 - 4.3.3.3 Training aids are not permitted on the course (see Regulation 9.9).
 - 4.3.3.4 Dogs that have qualified three (3) times in the Novice Class will be required to move up to the Intermediate Class. A dog's Hoopers Dog Record Card must be completed and signed by the Judge each time it achieves a qualification.
- 4.3.4 Intermediate
 - 4.3.4.1 This Class may be offered at Championship and Non-championship Shows.
 - 4.3.4.2 Intermediate is only open to dogs that have achieved the minimum requirement of at least three (3) Qualifications in Novice, but which have not yet qualified in a higher Class.
 - 4.3.4.3 Training aids are not permitted on the course (see Regulation 9.9).
 - 4.3.4.4 Dogs that have qualified three (3) times in the Intermediate Class will be required to move up to the Advanced Class. A dog's Hoopers Record Card must be completed and signed by the Judge each time it achieves a qualification.
- 4.3.5 Advanced
 - 4.3.5.1 This Class may be offered at Championship and Non-championship Shows.
 - 4.3.5.2 Advanced is only open to dogs that have achieved the minimum requirement of at least three (3) Qualifications in Intermediate, but which have not yet qualified in a higher Class.
 - 4.3.5.3 Training aids are not permitted on the course (see Regulation 9.9).
 - 4.3.5.4 Dogs that have qualified three (3) times in the Advanced Class under at least two (2) different Judges, at Championship Shows, will be required to move up to the Proficient Class once they have achieved Champion status from KUSA. A dog's Hoopers Record Card must be completed and signed by the Judge each time it achieves a qualification.
- 4.3.6 Proficient
 - 4.3.6.1 This Class may be offered at Championship and Non-championship Shows.
 - 4.3.6.2 Proficient is open to dogs that have achieved the minimum requirement of at least three (3) Qualifications in Advanced. Dogs must have achieved Champion status.

- 4.3.6.3 Training aids are not permitted on the course (see Regulation 9.9).
- 4.3.6.4 A dog's Hoopers Record Card must be completed and signed by the Judge each time it achieves a qualification.

4.4 Teams

- 4.4.1 This is a non-competitive Class that may only be held at Non-championship Shows.
- 4.4.2 Teams will be run after all Regular (singles) and Handy Dandy dogs have been tested.
- 4.4.3 A Team will consist of two (2) dogs and two (2) Handlers in the same height category.
- 4.4.4 Team members can change from Show to Show but no dog in a Team may be competing at a higher level than that at which the Team is entered.
- 4.4.5 The two (2) dogs will each run the full course with the first Handler providing a 'tag' to the second Handler thus enabling that Handler and his dog to start. The 'tag' will consist of a hand touch in the style of a high-5.
- 4.4.6 The 'tag' line must be clearly marked and will be situated 2 m before the first obstacle.
- 4.4.7 Teams will be scored as per Regulation 14.3 and ranked according to their cumulative faults and time.
- 4.4.8 A record of the times and members of the Teams will be recorded by the relevant Provincial Council Hoopers Sub-Committee or, where none exists, the information will be provided by the Show-holding Club to the National Hoopers Sub-Committee (NHSC) or KUSA Office.
- 4.4.9 The Teams course will always have a Standard Course time of sixty (60) seconds and a Maximum Course Time of 120 seconds.
- 4.4.10 The provision of incentives for the Teams Class, such as rosettes and/or prizes, shall be at the sole discretion of the Show-holding Club.

5. QUALIFICATION OF HOOPERS JUDGES

- 5.1 All locally domiciled Judges shall be members in good standing with KUSA and shall be over the age of eighteen (18) years at the time when formal studies or activities towards a judging qualification commence, and/or any judging is undertaken.
- 5.2 Before approving a foreign Judge to officiate at any Hoopers event held under this Schedule, the Executive Committee of KUSA shall be satisfied that such Judge is recognised and approved to judge such events in his country of permanent residence as is proposed he should judge within the KUSA area of jurisdiction.

5.3 CANDIDATE JUDGES

- 5.3.1 Fast track judges
 - 5.3.1.1 In order for existing Dog Jumping or Agility Judges, or Hoopers Judges qualified under another organisation, to judge Hoopers, they must:
 - 5.3.1.1.1 Attend a Hoopers Judges' Workshop and submit two (2) course maps for all Classes for scrutiny by their peers. This workshop may take place virtually or in person and will be run by the Fedco Task Team appointed to establish Hoopers within KUSA.

- 5.3.1.1.2 Judge at least five (5) dogs either in the presence of at least two (2) other peers or submit videos of such judging sessions to the Fedco Hoopers Task Team. Such judging does not need to take place at a Show.
- 5.3.1.1.3 Pass a written closed book exam on Schedule 05V, with a pass mark of 80% (eighty percent), set by the Fedco Hoopers Task Team.
- 5.3.1.2 Upon completion of marking of the exam, the Fedco Hoopers Task Team shall submit the results to the KUSA Office under strict confidentiality.
- 5.3.1.3 Once checked and verified, the KUSA Office shall be the only authority to release results to the candidates.
- 5.3.1.4 After successfully completing the above, KUSA will accredit candidates as Licensed Judges and they may accept appointments to judge Hoopers at Championship and Non-championship Shows.
- 5.3.1.5 This option is only valid for three (3) months following publication of this Schedule.
- 5.3.2 Aspirant Judges
 - 5.3.2.1 All Aspirant Judges must:
 - 5.3.2.1.1 Have competed in Hoopers at a minimum of three (3) Shows, or act as a Scribe or a Timekeeper or a Judge's Assistant at a minimum of five (5) Shows.
 - 5.3.2.1.2 Make application in writing to their Provincial Council Hoopers Sub-Committee.
 - 5.3.2.1.3 Attend a Hoopers Judges' Workshop, hosted by the Provincial Council Hoopers Sub-Committee.
 - 5.3.2.1.4 Pass a written closed book exam on the following KUSA Schedules, both with a pass mark of 80% (eighty percent):
 - 5.3.2.1.4.1 A paper on Schedule 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09 Appendix B, set by the Judges Education Council (JEC) of KUSA; and
 - 5.3.2.1.4.2 A paper on Schedule 05V, set by the National Hoopers Dog Sub-Committee.
 - 5.3.2.1.5 Upon completion of marking of either exam, the JEC or the National Hoopers Sub-Committee, as the case may be, shall submit the results to the KUSA Office under strict confidentiality.
 - 5.3.2.1.6 Once checked and verified, the KUSA Office shall be the only authority to release results to the candidates.
 - 5.3.2.1.7 Once these steps have been successfully completed, the Aspirant Judge is now considered a Learner Judge.
- 5.3.3 Learner Judge
 - 5.3.3.1 The Learner Judge must judge Foundation, Beginners and/or Novice at a minimum of three (3) Championship or Non-championship Shows and be signed off as proficient by the supervising Licenced Hoopers Judge who will be appointed by the Provincial Council Hoopers Sub-Committee.
 - 5.3.3.2 The course maps must be provided to the Licenced Judge for sign off before the Show.

- 5.3.3.3 The Learner Judge must judge Intermediate, Advanced and/or Proficient Classes at one (1) Non-championship Show and be signed off as proficient by the supervising Licenced Hoopers Judge who will be appointed by the Provincial Council Hoopers Sub-Committee.
- 5.3.3.4 Course maps for all three Classes (Intermediate, Advanced and Proficient) must be provided to the Licenced Judge for sign off before the Show.
- 5.3.3.5 The Learner Judge's Record Card must be signed off by the Licenced Judge on each occasion.
- 5.3.3.6 The Learner Judge must undertake their first appointment within two (2) years of becoming a Learner Judge failing which they must complete all the steps again.

5.4 REFRESHER COURSES

- 5.4.1 A Judge is required to attend a Hoopers Refresher Course at least once every two (2) years to maintain his judging status.
- 5.4.2 Such a Refresher Course will be organised by the Provincial Council Hoopers Sub-Committee, however, the content must be approved by the NHSC.
- 5.4.3 The Provincial Council Hoopers Sub-Committee must monitor and keep a record of the Judges attending the Refresher Courses. The list of Judges' names having completed each Refresher Course must be sent to the NHSC, which will in turn submit these names to KUSA for ratification.
- 5.4.4 Any queries that arise at these Refresher Course and that cannot be resolved must be forwarded to the NHSC for clarification.

5.5 INACTIVE JUDGES

- 5.5.1 In the event of a Judge not judging for a period of two (2) years or more, such Judge will be required to:
 - 5.5.1.1 Attend a Refresher Course and judge a minimum of one (1) Show at a KUSA Non-championship Show under supervision; and
 - 5.5.1.2 Pass a written closed book exam on Schedule 05V with a pass mark of 80% (eighty percent).

6. HOOPERS RECORD CARDS

- 6.1 A dog may compete in Hoopers, provided it has been issued with a Hoopers Record Card (see Regulation 6.4). Such Record Card can be obtained from a Provincial Council Hoopers Sub-Committee or from the KUSA Office. The issuing authority will advise the Handler what information and documentation is required for the issuing of the Hoopers Record Card.
- 6.2 Then Handler must present their dog(s) Hoopers Record Card to the Judge or his Scribe or Scorer at each Show prior to their Class commencing.
- 6.3 At the conclusion of a Class, if the dog has qualified, the Judge will enter the necessary information onto the dog's Hoopers Record Card.
- 6.4 Should Handlers who have not acquired a Hoopers Dog Record Card wish to enter the Foundation Class, they may do so as Not for Competition (NFC) (see Regulation 9.9). A dog entered NFC is not eligible for a placing, or to receive a qualification. Such dog may not be entered more than three (3) times without a Record Card. A Provincial Council Hoopers Sub-Committee is entitled to request a

Handler to refrain from entering further Hoopers events if no attempt is made to obtain a Hoopers Dog Record Card.

7. HOOPERS QUALIFICATIONS

In all Hoopers tests, a Qualification shall only be gained if the dog completes the Hoopers round without accumulating any faults and within time.

7.1 QUALIFICATIONS

7.1.1 Any dog that has earned ten (10) clear rounds in Foundation must advance to Beginners.

7.1.2 Any dog that has had three (3) clear rounds, in either a Championship or Non-championship Show, must advance as follows:

Beginners	→ Novice
Novice	→ Intermediate
Intermediate	→ Advanced
Advanced	→ Proficient (providing dog has earned Champion status)

7.2 QUALIFYING CERTIFICATES

7.2.1 A KUSA Hoopers Qualifying Certificate in each height category provided for in these Regulations will be awarded at Championship Shows to dogs in the Advanced and Proficient Classes with the fastest clear rounds.

7.2.2 The number of Qualifying Certificates to be awarded per height category is as per the following table:

Number of Dogs	Number of QC's
One (1) to ten (10)	One (1)
Eleven (11) to twenty (20)	Two (2)
Twenty-one (21) and above	Three (3)

7.3 CHAMPION STATUS

7.3.1 *Champion*

A dog awarded three (3) Hoopers Qualifying Certificates, in any one (1) height category, and in any one Division (i.e. Regular (singles) or Handy Dandy), under two (2) different Judges, the dog will qualify for Champion status and a KUSA Champion Certificate to this effect may be applied for.

7.3.2 *Grand Champion*

Once a dog is a Hoopers Champion, it will progress to the Proficient Class. A dog awarded ten (10) Qualifying Certificates at Championship Shows, evenly issued by a minimum of three (3) different Judges in the Proficient Class, will qualify for Grand Champion status and a KUSA Grand Champion Certificate to this effect may be applied for. At least one Judge must be an out-of-province Judge but the qualification may be done either at home or away.

8. MANAGEMENT OF HOOPERS EVENTS

8.1 THE SHOW MANAGER

- 8.1.1 The management of any Hoopers event at a Show shall be entrusted to the Show Manager who shall be a Member in good standing of KUSA and appointed by the show-holding Club.

8.2 OFFICIALS

- 8.2.1 The Provincial Council Hoopers Sub-Committee will assist Clubs, if required, in finding a Hoopers Judge for each Show where Hoopers is to be included in the Show Schedule.

- 8.2.2 The Judge shall be assisted by:

- 8.2.2.1 two (2) Timekeepers, or an electronic device and one (1) Timekeeper;

- 8.2.2.2 a Scribe or Scorer; and

- 8.2.2.3 any other assistants/helpers as may be required.

8.3 DISPUTES

- 8.3.1 Any disputed matter requiring a decision on the ground shall be decided by the Show Manager and the Judge. However, the control of all matters connected with the dogs during the Hoopers event shall be the prerogative of the Judge of the event but the Show Manager may be called upon for assistance, if required.

- 8.3.2 No Competitor shall impugn the decision of the Judge. The Judge's decision is final.

- 8.3.3 Unseemly behaviour towards the Judge will result in disqualification.

8.4 COMPLAINTS

- 8.4.1 Complaints lodged by Competitors will be dealt with in accordance with the Kennel Union of Southern Africa's Regulations.

8.5 OTHER MATTERS

- 8.5.1 Any matter not provided for in these Regulations or in the KUSA Constitution and Schedules on the day shall be decided by a simple majority of votes exercised by the Show Manager and the Hoopers Judge and their decision will be final. In the event of an equality of votes, the Licenced Judge or Observer where no Licenced Judge is officiating, shall cast the deciding vote. Alternatively, the Show Manager will cast the deciding vote and the decision made shall be final.

- 8.5.2 In such instances, the Show Manager shall submit a written report to KUSA setting out all the details within fourteen (14) days of the close of the Show.

- 8.5.3 The Hoopers Judge shall ensure that an up-to-date copy of KUSA Schedule 05V, as well as the Hoopers Judges' Guidelines shall be on hand at all times.

9. GENERAL

9.1 NUMBER OF DOGS TO BE JUDGED

- 9.1.1 No Judge shall be required to judge more than a total of three hundred (300) dogs in one day. If the number of entries in Classes to be judged by one (1) person exceeds these limits, the Committee of the Show-holding Club shall appoint an extra Judge(s) and shall allocate Handlers as equally as possible among the Judges by a draw.

- 9.1.2 If a dog competing in a Championship Show in the Advanced Class has already been awarded a Hoopers Qualifying Certificate, the Handler shall have the right to claim exemption from the draw if one of the appointed Hoopers' Judges is the Judge under whom the dog qualified for the said Certificate.

9.2 CONDITIONS

- 9.2.1 It is the responsibility of the Show Manager and the Hoopers Judge(s) to ensure that all dogs competing in a Class compete under the same conditions as far as practical.

9.3 WEATHER

- 9.3.1 When any Hoopers event is held at any open-air venue, it shall be at the sole discretion of the Hoopers Judge whether or not any Hoopers Class should be interrupted on account of inclement weather.
- 9.3.2 Cancellation of a Hoopers event shall be at the sole discretion of the Show Manager in consultation with the Hoopers Judge(s) officiating on the day.

9.4 STARTING TIMES

- 9.4.1 All Handlers shall be informed of the starting time for their Class. Handlers and dogs in each Class shall be present at the Show venue at least thirty (30) minutes before that time.
- 9.4.2 If Handlers in the Class are delayed through competition elsewhere in the Show falling behind schedule, the Judge shall have the discretion to postpone the starting time of a Class and the draw for order of competition for a reasonable period.
- 9.4.3 Such postponement shall be made known to all Handlers in the Class who are present. Any Handler who is not present at the end of such postponement shall be regarded as having withdrawn from the Class and shall not be allowed to compete.
- 9.4.4 The Judge has the discretion to commence a Class without all Handlers being present.

9.5 THE COMPETITION

- 9.5.1 The order of competition shall be determined by a draw among Handlers entered for that Class, where applicable, supervised by the Hoopers Judge or any person to whom this authority is delegated, immediately before the first round of the Class is due to begin.

OR

- 9.5.2 The order of competition shall be determined by a random computer draw of exhibit numbers for that Class, where applicable, before the Show, supervised by the Hoopers Judge or any person to whom this authority is delegated. In the case of Non-championship Shows, if there are late entries (i.e. on the day of the Show), these shall run first.
- 9.5.3 Amendments to the draw shall be at the Judge's discretion.

9.6 HOOPERS RINGS

- 9.6.1 The Hoopers ring shall be a minimum of 25 m × 30 m.

The Show Manager is responsible for the demarcation of the areas to be used for Hoopers Classes and is responsible for ensuring that the surface of the ring is level and clean (e.g. no broken glass, nails, etc.).

9.6.2 The perimeter of the ring must be clearly and safely demarcated.

9.7 PROVISION OF OBSTACLES

9.7.1 The Show Holding Club and/or the Provincial Council Hoopers Sub-Committee is responsible for the provision of obstacles, markers and similar objects, which may be required in any Class for which entries are accepted. The Provincial Council Hoopers Sub-Committee is responsible for ensuring that all obstacles, markers, objects and other articles to be used comply with these Regulations.

9.8 COLLARS AND HARNESSSES

9.8.1 For safety reasons, a dog is not permitted to wear a collar, harness or lead whilst under test with the exception of the Foundation Class and Handy Dandy division. Spike, electric or any other aversive device or means, e.g. muzzle, is not permitted.

9.9 NOT FOR COMPETITION

9.9.1 Handlers shall be able to enter their dogs as 'Not for Competition' (NFC) at any KUSA-licenced Hoopers Event.

9.9.2 The dog entered as NFC should be clearly marked as such on the Official Dogsport Show Entry Form and the score sheet.

9.9.3 Where dogs are entered NFC, Handlers may use silent toys only, i.e. a tug. Squeaky toys and food may not be used.

9.9.4 NFC dogs must run at the end of the Class and will have a maximum of one (1) minute on the course. Handlers will have a maximum of twenty (20) seconds to start the course or attempt a start (i.e. if practicing a start line stay).

9.10 ENTRY BY AN OFFICIAL

9.10.1 A Judge at a Show may not handle a dog in the same Dogsport (Breed, Obedience, Working Trials, IGP, Dog Jumping, Agility, Carting etc.) as that in which they are officiating. This restriction does not apply in respect of another Show held on the same day at the same venue but under a different Show Licence.

9.10.2 A Hoopers Judge at a Show may enter or handle a dog or dogs in any other Dogsport on the day(s) that they are officiating, providing the following criteria are strictly adhered to:

9.10.2.1 The Dogsport they are judging will take preference at all times.

9.10.2.2 At no time may the Dogsport they are judging be stopped or halted in any way so that they may compete in another Dogsport.

9.10.2.3 The Dogsport they intend entering must have a commencement time after the Dogsport they are judging or sufficiently in advance that that Dogsport is likely to be completed in time for the Judge to fulfil their judging appointment in Hoopers.

10. HANDLERS AND DOGS

10.1 CATALOGUE NUMBER

10.1.1 Before starting the course, Handlers must announce their Catalogue number to the Scribe if requested. However, it is not necessary to wear the Catalogue number while in the ring.

10.2 PRACTICE

- 10.2.1 Handlers will be allowed to practice with their dogs at a Show subject to the provision of Regulation 13.9 but no practice or training may take place in the ring either before the event commences or while any Class is in progress or remains uncompleted, or in such a way as to interfere with or distract competing dogs or Handlers.

10.3 WALKING THE COURSE

- 10.3.1 Handlers will be allowed to walk the course, without their dogs, before the Class begins and, at the Hoopers Judge's discretion, will have a minimum of five (5) minutes and a maximum of ten (10) minutes to do such.
- 10.3.2 The course map must be available to Competitors at the start of the Class and just prior to course walking beginning.

10.4 REWARDING DOGS

- 10.4.1 Baiting, the offering of any goods, food substance or other inducement whilst in the ring, including any object belonging to the competing Handler that is placed in line with the start or finish obstacle, inside or outside of the ring, attracts immediate disqualification. However, words of praise and encouragement are permitted by the Handler whilst in the ring.
- 10.4.2 Toys may be used in the Foundation Class but such toys must be silent, i.e. not a squeaky toy.

10.5 HANDLER'S COMMANDS

- 10.5.1 In all Classes, the Handler may use the dog's "call name" and may signal without penalty. The use of any kind of manufactured whistle is prohibited.

10.6 WITHDRAWAL/EXPULSION FROM COMPETITION

- 10.6.1 Any Registered Owner or designated Handler entering or competing in Hoopers does so at his own and the dog's risk and the dog must compete in the Class in which it is entered, unless expelled by the Hoopers Judge or excused by the Judge on request by the Registered Owner or Handler and the Show Manager.

10.7 COMMENCEMENT OF COURSE

- 10.7.1 The Handler enters the ring placing the dog in either the "Sit", "Down" or "Stand" position behind the start line. If the dog is still on the lead, then the dog's lead and collar are removed and handed to the Judge's Assistant at hand.
- 10.7.2 With the exception of the Foundation Class, the Handler is not permitted to have any object in his hands or on his person.
- 10.7.3 The Handler may position himself anywhere on the course and may only start his dog on the Judge's signal.
- 10.7.4 The time will commence running as soon as the dog crosses through the start line. The run is finished and the time stopped when the dog crosses the finish line by negotiating the last obstacle in the correct direction. Should the dog leave the ring without completing the last obstacle, it will be disqualified.
- 10.7.5 A variety of commands and signals are permitted during the course. The Handler must ensure that the dog traverses the obstacles in the correct order, without him making any physical contact with the dog or any obstacle. The Handler may not touch or negotiate any obstacle or part thereof.

- 10.7.6 Handler and dog are under the Judge's supervision from the moment they enter the ring until both have left the ring.

11. COURSES

11.1 GENERAL

- 11.1.1 The aim is to let the dog negotiate the course correctly and within the Standard Course Time (SCT). The SCT, however, is only a reference and speed should not be the main criterion. A Hoopers course is about skill, not about speed.
- 11.1.2 A course is built using the prescribed number of obstacles and the manner in which the obstacles are placed determines the degree of difficulty. The dog must complete the course within a predetermined time and the obstacles must be negotiated in the correct order.

11.2 OBSTACLES

With the intention that all obstacles used countrywide are of the same construction and not unsafe for the dogs, they must comply with the specifications and constructed in accordance with the specifications and diagrams provided below.

11.2.1 Hoops

- 11.2.1.1 The Hoops for all height categories will consist of two uprights, approximately but not more than 90cm apart. The Hoop should be constructed as follows:

Upright struts – 30 cm in length, 25 mm PVC pipe
Hoop – any diameter, the apex must measure 90 cm from the ground
Stabilisers – 30 cm in length, 25 mm PVC pipe

- 11.2.1.2 A crossbar at the bottom of the Hoop is not permitted.

- 11.2.1.3 The Hoop may be stabilised by sandbags, tent pegs or sand/cement in the PVC pipes.

- 11.2.1.4 The Hoop may not have any protrusions that could pose a threat to the safety of a dog, i.e. t-piece joints sticking out on the inside of the obstacle.



Credit for left picture: Hoopers Equipment

11.2.2 Barrels

- 11.2.2.1 The Barrels can be made of mesh, cloth or solid materials.

- 11.2.2.2 The recommended size of the Barrel is:

Diameter: 50 – 70 cm
Height: 60 – 100 cm

11.2.2.3 For safety reasons, the Barrels must be a bright colour(s) easily visible to dogs. A fabric sleeve may be used to cover the Barrel.

11.2.2.4 Barrels can be stabilized with internal weights.



11.2.3 Gates

11.2.3.1 The Gate can be made of see-through mesh or weaved material (e.g. shade-cloth) on PVC pipe. For safety reasons, the Gate must be a bright colour(s) easily visible to dogs. Striped material may not be used.

11.2.3.2 The Gate must have no protrusions that could cause hazard or danger to a dog.

11.2.3.3 The size of the Gate is 100 x 100 cm. The stabilisers at the base must be 30 cm in length.

11.2.3.4 The Gate may not be pegged down but may be stabilised by tent pegs or sand/cement in the PVC pipes. Sandbags may not be used.

11.2.3.5 The Gate may not have any protrusions that could pose a threat to the safety of a dog, i.e. t-piece joins sticking out.



11.2.4 Tunnels

11.2.4.1 For safety reasons, the Tunnel must be a bright colour(s) easily visible to dogs.

11.2.4.2 The Tunnel must always be fully stretched and must be stable and weighed down with a sandbag or pegs.

11.2.4.3 The dimensions of the Tunnels are as follows:

Length: 1 m or 2 m in length

Round Tunnel diameter: 61 cm

Baseless Tunnel: 80 cm high x 80 cm width



11.2.5 Distance Handling Boxes and Challenge Lines

11.2.5.1 The edge of Distance Handling Boxes can be marked with any safe material, e.g. sand, chalk, spray-paint, tape etc., as long as it is clearly visible to the Handler and does not present a trip hazard.

12. COURSE DESIGN

- 12.1 The design of the course is at the Judge's discretion, provided that it complies with the requirements of the Class and takes safety and weather conditions into account.
- 12.2 Before the start of a Hoopers event, the Hoopers Judge will inspect the obstacles for compliance to Regulation 11.2.
- 12.3 The Hoopers Judge will check the course to make sure it is laid out correctly.
- 12.4 A well designed course will allow a dog to go round easily and smoothly and should test different skills and abilities of both dog and Handler.
- 12.5 The aim is to obtain the correct balance between the control over the dog, avoiding faults on the obstacles and the speed with which the course is negotiated.
- 12.6 It is advisable to change the design of the course and the position of the obstacles frequently in order to avoid any automation in the dogs.
- 12.7 All courses must contain at least one Bonus Point challenge.
- 12.7.1 Distance Handling Box – obstacles should not be located inside the Distance Handling Box. The handling box can be placed close to the dog's natural path but may not cross it.
- 12.7.2 Challenge Lines – a line will be drawn across the course at the Judge's discretion. Handlers may not cross this line to score the relevant Bonus Point. This option is only available for Foundation, Beginners and Novice.

12.8 REQUIREMENTS FOR THE COURSES

- 12.8.1 The first and last obstacle must be a hoop. The same Hoop may be used as the first and last obstacle.
- 12.8.2 A dog will be required to traverse from thirteen (13) to twenty-five (25) obstacles depending on the Class in which it is competing.
- 12.8.3 Obstacles may include Hoops, Tunnels, Gates and Barrels.
- 12.8.4 From the position of the numbers, it must be clear from which side the obstacle has to be negotiated. The only exception is a Barrel where the number can be placed in the middle to indicate that either side can be taken.
- 12.8.5 The number and type of obstacles to be negotiated in each Class is as follows:

Class	Number of Obstacles	Wraps	Class requirements	Distance between signs
Foundation	13 to 15	No	1 x Barrel, 1 x Gate, 1 x Tunnel	3-4m
Beginners	13 to 20	No	1 x Barrel, 1 x Gate, 1 x Tunnel 1 change of side, but not more than 2	4.5-6m
Novice	15 to 20	Yes	2 x Barrel, 1 x Gate, 1 x Tunnel 2 changes of side, but not more than 3	4.5-6m
Intermediate	15 to 25	Yes	4 x Barrel, 2 x Gate, 2 x Tunnel 2 changes of side, but not more than 3	5-8m
Advanced	20 to 25	Yes	Any combination of obstacles and change of side	5-8m
Proficient	20 to 25	Yes	Any combination of obstacles and change of side	5-8m
Permanent Disabled	Same as above per class			

- 12.8.6 Where the number of obstacles is specified in Regulation 12.8.5, the obstacle may only be used the specified number of times. For example, in Foundation, a tunnel may only be navigated once. In Intermediate, a tunnel may only be navigated twice.

12.9 DISTANCES BETWEEN OBSTACLES

- 12.9.1 The minimum distance on the dog's natural path between consecutive obstacles must be as per Regulation 12.8.5.
- 12.9.2 All distances must be measured from the nominal point that the dog leaves the obstacle to the nominal point that the dog arrives at the next obstacle.
- 12.9.2.1 For Hoops, this is the midpoint between the uprights.
- 12.9.2.2 For a Tunnel it is the nominal entry/exit points of this obstacle.
- 12.9.2.3 For a Gate and Barrel the natural path it is a distance of 0.5m away from the actual obstacle.
- 12.9.3 The Handler must be able to pass each obstacle on either side.

12.10 DISTANCE HANDLING BOXES AND CHALLENGE LINES

- 12.10.1 The location of the box and/or lines is at the discretion of the Judge.
- 12.10.2 For Intermediate, the DHB will be between 3m x 3m to 5m x 5m. Boxes may be square or rectangular. If a circle is used, the diameter must be between 4 m x 4 m to 6 m x 6 m diameter.
- 12.10.3 For Advanced and Proficient, the DHB will be between 2.5m x 2.5m to 4.5m x 4.5m. Boxes may be square or rectangular. If a circle is used, the diameter must be between 3m x 3m to 5.5m x 5.5m diameter.
- 12.10.4 An obstacle may not be placed further than
- Foundation – 12m maximum
 - Beginners – 12m maximum
 - Novice – 12m maximum
 - Intermediate – 15m maximum
 - Advanced and Proficient – 15m maximum

from a DHB or a Challenge Line, as may be relevant to the Class being judged.

12.11 APPROACH TO OBSTACLES

- 12.11.1 The Tunnel must always be presented in a straight line.

13. JUDGING OF HOOPERS CLASSES

13.1 KNOWLEDGE OF THE REGULATIONS

- 13.1.1 All Handlers and Judges must have a thorough knowledge of the Regulations covering the Class entered or to be judged.

13.2 ADHERING TO REGULATIONS

- 13.2.1 No Hoopers Judge shall require any dog or Handler to do anything nor penalise a dog or Handler for failing to do anything, which is not required by these Regulations and the relevant

Schedules.

- 13.2.2 The Hoopers Judge must deal with all unexpected circumstances and must be consistent at all times.

13.3 FEATURES OF JUDGING

- 13.3.1 The purpose of a Hoopers course is to demonstrate the usefulness and agility of the dog as a companion to man. Hoopers is meant to test the agility, obedience and fitness of the dog as well as the Handler's skill to train and direct his dog faultlessly and quickly through an obstacle course.
- 13.3.2 It is the responsibility of the Hoopers Judge to ensure that the courses being performed are both interesting for spectators and worthwhile for the Handler and the dog.
- 13.3.3 Dogs must be judged on their ability to negotiate the course as laid out and not upon their breed qualities.
- 13.3.4 Standardised judging is of paramount importance. Hoopers Judges must not introduce their own variations into their judging and must ensure that each Handler and dog executes the various obstacles exactly as described. Hoopers Judges must adhere strictly to the Regulations.
- 13.3.5 Where the Executive Committee has approved the appointment of a Hoopers Judge whose normal permanent residence is outside the KUSA area of jurisdiction, it shall be the responsibility of the Show Manager to ensure that such Judge is familiar with and applies the Regulations and terms of this Schedule.

13.4 DOGS JUDGED SEPARATELY

- 13.4.1 The Judge must judge each competing dog separately and adjudicate each attempted obstacle.

13.5 BRIEFING OF HANDLERS

- 13.5.1 Before commencing the Hoopers event, the Hoopers Judge may brief the Handlers. He may draw their attention to some of the Regulations, explaining the nature of the event, Standard Course Time, Maximum Course Time and the manner in which the event will be run.

13.6 HOOPERS JUDGE'S ORDERS

- 13.6.1 The Judge's orders are required to be clearly spoken so heard by everyone following the judging.
- 13.6.2 The Handler cannot start the dog before the Judge has signalled that he is ready.

13.7 ADDITIONAL COMMANDS

- 13.7.1 The Hoopers Judge shall position himself in the ring so as to be aware of physical handling/guiding of the dog, at all times.

13.8 INTERFERENCE WITH HANDLERS

- 13.8.1 The Hoopers Judge must expel any dog entered contrary to Regulation 3 and may remove any dog which behaves in an uncontrollable manner, any Handler who wilfully interferes with another Handler or his dog. The Hoopers Judge may expel any dog that he considers unfit to compete, or any bitch, which appears so attractive to males as to be a disturbing and disruptive element.

13.9 DISCIPLINE OF DOGS

- 13.9.1 From the time the Hoopers Judge takes control of assembled Handlers to begin judging a Class until he dismisses the Handlers after the results of a Class have been announced, no Handler in that Class shall physically discipline a dog either inside or outside the ring.
- 13.9.2 In the event of such physical disciplining occurring, or in the event of serious uncontrollable behaviour of a dog in the ring, the Hoopers Judge will severely penalise the dog concerned by adding faults to the total score of the dog. In addition he may, at his discretion, exclude the dog from further participation in the event.

13.10 ABNORMAL CIRCUMSTANCES

- 13.10.1 If, in the Hoopers Judge's opinion, the dog's performance at any obstacle was prejudiced by peculiar and/or unusual circumstances, he must stop the Handler and re-judge the dog on the entire course.

13.11 FORCE MAJEURE

- 13.11.1 Under circumstances beyond the Handler's control, such as fallen obstacles, obstacle moves, etc., the Hoopers Judge can stop the Handler and when the obstacle has been rebuilt, he will restart the dog from the beginning.
- 13.11.2 All faults incurred before the dog was stopped will still apply. Up to that point no other faults will be given, however, the Handler and dog must still negotiate the course to the best of their ability; i.e. must make a good attempt.
- 13.11.3 Additional faults are incurred only after the point at which the dog was originally stopped.

13.12 FOULING IN THE RING

- 13.12.1 A dog will be disqualified should it foul the ring.






14. TIMING AND SCORES/RESULTS

14.1 TIMING

- 14.1.1 A course is built with obstacles, the set-up of which determines the degree of difficulty.
- 14.1.2 The dog must complete the course within a predetermined time and the obstacles must be negotiated in the correct order.
- 14.1.3 The Standard Course Time allowed will be sixty (60) seconds and the Maximum Course Time allowed will be ninety (90) seconds following which the dog and Handler must leave the course.
- 14.1.4 The timing devices must be placed as close as possible in front of the first obstacle and as close as possible after the last obstacle.

14.2 FAULTS

- 14.2.1 Penalties are incurred in the case of:
 - 14.2.1.1 Failure to negotiate the course correctly.
 - 14.2.1.2 Failure to complete the course within the SCT.
- 14.2.2 Faults will be indicated as follows:

Fault	Hand signal
5 Faults	
Refusal	
Disqualification / Elimination	
Training in the Ring (Disqualification)	
Bonus points awarded	

14.3 TYPES OF FAULTS

Faults will be judged as follows for all levels:

14.3.1 General faults

Fault	Description
5 faults (Standard)	<ul style="list-style-type: none"> • Dog touches obstacle or timer (unless Judge determines it was the dogs tail) • Handler touches dog, obstacle or timer
5 faults (Refusal)	<ul style="list-style-type: none"> • Dog stops all motion (freezes) for three (3) or more seconds • Dog crosses refusal line • Dog passes an obstacle on the wrong side
Time Faults	<ul style="list-style-type: none"> • Dogs will be faulted with one penalty for each second, or part thereof, that it takes over the SCT • Should the dog run past the Start, the dog will be penalised with 5 faults and the SCT will be applied (i.e. 60 seconds)
Disqualification	<ul style="list-style-type: none"> • Dog misses a cumulative total of three (3) obstacles • Dog takes an off-course obstacle • Dog misses two (2) consecutive obstacles • Dog takes an obstacle in the wrong direction or goes the wrong way around a barrel or gate • Dog fouls in the ring • Dog leaves the ring • Harsh handling • Aggression • Handler carrying something in their hand other than a mobility aid (except for Foundation or NFC where toy is allowed) • Starting before given permission by the Judge/Timer/Scribe • Food in the ring • Dog running in the wrong Class

	<ul style="list-style-type: none"> • Dog wearing a collar or harness (except for Foundation and Handy Dandy) • Having a tag on collar or harness (only relevant to Foundation and Handy Dandy)
Training (Disqualification)	<ul style="list-style-type: none"> • Handler deliberately calls dog back to negotiate a faulted obstacle and takes at least one (1) obstacle before the faulted obstacle

14.3.2 Start and Finish

14.3.2.1 The Start and Finish must be negotiated.

14.3.2.2 Should the dog run past either, the dog must be taken back to negotiate the obstacle.

14.3.2.3 Should the dog fail to negotiate the Start or Finish, the dog will be disqualified if it does not correct the error.

14.3.2.4 Should the dog run past the Start, the dog will be penalised with 5 faults and the SCT applied (60 seconds).

14.3.2.5 Should the dog run past the Finish and leave the ring, the dog will be disqualified.

14.3.2.6 Should the dog run past the Start and take the second obstacle, the dog will be taking an obstacle out of sequence and will be disqualified.

14.3.3 Other obstacles

14.3.3.1 All obstacles must be negotiated in order.

14.3.3.2 Barrels must be negotiated from the specified side (note: Judge can put number on top of barrel to indicate that it is the Handlers choice as to which way around the dog goes).

14.3.4 Understanding run pasts or missed obstacles, refusals and time wasting

14.3.4.1 Refusal (5 faults) – a refusal is incurred when any part of the dog crosses the refusal line and the dog reattempts the obstacle. The dog must not have moved past the obstacle.

14.3.4.2 Run past (5 faults) – when a dog runs past or misses an obstacle, it must not be corrected, i.e. dog takes #1, #3, #4 etc. but misses #2 missed. The dog is faulted with a 5 faults refusal fault.

14.3.4.3 Run past (disqualification) – should a dog miss two (2) obstacles consecutively, it must be disqualified. I.e. dog takes #1, misses #2 and #3, but then continues by taking #4, #5 etc.

14.3.4.4 Missing three (3) or more obstacles (disqualification) – should a dog miss three (3) obstacles in total, it must be disqualified. I.e. dog takes #1, #3, #5, #7 but misses #2, #4 and #6.

14.3.4.5 Refusals (5 faults) – a refusal is incurred when the dog is fully committed to take an obstacle, i.e. is on the correct line, and directly in front of the obstacle, but turns away from it when in a position to navigate the obstacle.

14.3.4.6 Time wasting (0 faults) – when a dog messes around in front of an obstacle, or bouncing around the Handler, but is not fully committed to the obstacle.

14.4 BONUS POINTS

14.4.1 Bonus points can be earned using a Distance Handling Box or Challenge Lines.

- 14.4.2 Dogs that successfully complete the Bonus Point challenge will be rewarded by having five (5) or ten (10) seconds removed from their time.
- 14.4.3 It is up to the Judge to decide the value of the Bonus Point. This must be announced during the Judge's briefing.

14.5 HANDLER'S SCORE

- 14.5.1 As each dog completes an obstacle, its score for the obstacles must be entered on a score sheet by the Scribe or Scorer and that score must be made known to the Handler and to Spectators before the next Handler commences his round.
- 14.5.2 Scores may not be subsequently changed except to correct arithmetical errors or add faults for contravention of Regulation 8.5.
- 14.5.3 Total faults means the sum of all the faults incurred on the obstacles as well as the faults for exceeding the SCT (refer to Regulation 14).

14.6 TEAM SCORES

- 14.6.1 Team rounds will be scored in the same manner as Regular (singles) rounds but the score of both members of the Team will be added together to give an overall score.

14.7 EQUAL SCORES

The following is taken into account to decide equal scores:

- 14.7.1 If the total faults are the same, the fastest dog is scored first.
- 14.7.2 If both the course and time faults are exactly the same after the results have been calculated according to Regulation 14.1, 14.2 and 14.3, a run-off must be conducted (either a shortened course or a new course) to determine the placing.
- 14.7.3 When working out the ranking and results, the following is taken into account:

Total penalty (course penalty + time penalty)

14.8 ANNOUNCEMENT OF RESULTS

After the scores are totalled and winners decided, before announcing the placings, the Hoopers Judge may inform the public as to the SCT and the MCT. The Judge shall then announce the winner, any awards of Hoopers Qualifying Certificates, Qualifications and the scores of other Handlers placed.



© The Kennel Union of Southern Africa

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise without written permission from the publisher.

Fedco 12-2024

Fedco 06-2025/CPA/Updated 23.07.2025

This Schedule has an effective implementation date of 01.10.2025