



SOUTH AFRICAN DOG DANCING ASSOCIATION

Affiliated to



SOUTH AFRICAN WORKING DOGS ASSOCIATION

Presents the

RULES and GUIDELINES

For

MUSICAL FREESTYLE and HEELWORK TO MUSIC

Version 2.0 (Last updated 7 October 2016)

1. Definition of Musical Freestyle & Heelwork to Music

Musical Freestyle (MF) and Heelwork to Music (HTM) are team dance routines where one member of the team is a dog, and the other member of the team is of course, a human being.

Both MF and HTM routines should create a visually exciting display which is enjoyable to watch and which is equally enjoyable to dogs and handlers executing the programs.

In both MF and HTM, the team must showcase to the judge what it is that they can do, as they are judged accordingly.

The movements of the handler/dog team should be in time with and match the style or theme of the music being played. In some cases, the movements will be in the form of dance steps and body positions. In other cases, as in a theatrical or story-telling routine, the team will be performing interpretive movements, moods, and/or expressions to match the music selected.

In both Musical Freestyle and Heelwork to Music, all movements performed by the dog (and handler) are to be natural, comfortable and safe, with no forced or un-natural movements displayed.

With each higher level of competition, (Beg, Nov, Int, Adv), the team will be expected to perform a higher quality / level of interpretive movements in their routine.

MUSICAL FREESTYLE can be described as a choreographed musical routine performed by handlers and their dogs. Any move is allowed within Musical Freestyle, as long as it does not endanger the dog or handler in any way, or is cruel and malicious to the dog.

Distance work, weaves, jumps, send-outs, and other innovative new moves are encouraged. Moves may be performed from any position.

There are no required specific move/s at each level of Musical Freestyle, which makes it possible for any dog and handler, regardless of athletic prowess, to compete in Musical Freestyle, and allows full freedom in the creation of imaginative, artistic routines which showcase the bond between handler and dog as they perform and demonstrate the unique abilities of the individual dog / handler partnership.

Subjective judging, (based on the Qualifying Explanations in each Category) is applied.

A **HEELWORK TO MUSIC** routine should be done with the dog and the handler in close proximity to each other throughout the routine. On all moves, the dog and handler team should move as one entity throughout the routine, displaying heelwork and creativity in the many positions and behaviours possible in HTM.

Heelwork is defined as any position between the handler and the dog within 360 degrees radius and includes, but is not limited to: right heel; left heel; face-to-face; face-to-back; back-to-back; back-to-face; and all angled positions between handler and dog within 360 degrees.

During a move such as a spin, the closest part of the dog's body in relation to the handler (head, shoulder, side, rear) should maintain the same close proximity.

The general heelwork position and proximity in a HTM routine will be determined during the first 15 seconds of the routine.

HTM routines may include:

- a. Sustained close-in heelwork sequences, with the dog and handler moving together in sustained parallel position to one another (straight, curved or circular patterns);
- b. Moving or stationary close-in heelwork behaviours done next to the other or together (for example, spins, turns, pivots, paws or hands on moves etc.);
- c. Close-in connecting moves (either stationary or in motion) that connect heelwork sequences together;
- d. Other creative and/or original close-in moves.

HTM routines may not include:

No distance work should be included in HTM routines.

The dog or the handler should not weave through or be in-between the other's legs or arms in HTM routines. (Note: The dog's tail is excluded from this).

No intentional attempt on the part of the dog or the handler to jump, either horizontal or vertical, should be included in HTM routines.

Subjective judging, (based on the Qualifying Explanations in each Category) is applied.

2. Classes & Eligibility

In order to enter any SADDA Musical Freestyle or SADDA Heelwork to Music class, both dog and handler must be a registered and paid-up member of:-

The **dog** must be a registered and paid-up member of **SAWDA**, (South African Working Dogs Association) and will then be allocated a SAWDA number, whilst the **handler** must be a registered and paid-up member of **SADDA** (South African Dog Dancing Association), and will then be allocated a SADDA number. These numbers to be clearly displayed on the entry forms.

All types of dogs of 6 months old and older are welcome to enter competitions.

Bitches in season are not allowed to enter competitions (special consideration will be given to the refunding of entry fees). In a single competitive titling event, a handler and dog may be entered in multiple classes, provided that they are only entered once in each of the MF and HTM style categories in the “Singles” division, and once in each or any of the other appropriate divisions with the same handler and dog team.

HANDLERS

Handlers are divided into (voluntary) groups:

JUNIORS = 18 years and younger (you become an ADULT handler on your 19th birthday)

ADULTS have 3 categories: ADULT SINGLES (19 years and older)

ADULT GOLDEN OLDIE (60y and older and/or dog 9y and older)

HANDY DANDY (handler/dog with physical/mental challenges)

PLEASE NOTE: the ADULTS categories are merely there as a guide in order to accommodate all different types of handlers and dogs. All ADULT handlers wishing to enjoy the sport do however have the right to choose which category they would like to enter, and then have to adhere to the stipulations dictated for that particular category.

DOGS

Dog are divided into three groups:

1. Adult – 6 months and older
2. Golden Oldie – 9 years and older
3. Handy Dandy – dog with physical and/or mental challenges

CLASS CATEGORIES

MUSICAL FREESTYLE – ADULTS

| | |
|---------------------|---|
| ADULT SINGLES | entry of one dog and one handler off lead only |
| ADULT BRACE | entry of two dogs and one handler off lead only |
| ADULT PAIRS | entry of two dogs and two handlers off lead only |
| ADULT TEAM | entry of three to eight handlers (adult or junior) and three to eight dogs off lead only |
| ADULT GOLDEN OLDIES | entry of one adult (60 years old and older), <u>and / or</u> one dog (9 years old and older) <i>(Option to do on or off lead)</i> |
| ADULT HANDI DANDI | entry of one dog and one handler with physical or mental challenges – challenges apply to dog and/or handler <i>(Option to do on or off lead)</i> |

HEELWORK TO MUSIC – ADULTS

| | |
|---------------------|---|
| ADULT SINGLES | entry of one dog and one handler off lead only |
| ADULT GOLDEN OLDIES | entry of one adult (60 years old and older), <u>and / or</u> one dog (9 years old and older) <i>(Option to do on or off lead)</i> |
| ADULT HANDI DANDI | entry of one dog and one handler with physical or mental challenges – challenges apply to dog and/or handler <i>(Option to do on or off lead)</i> |

MUSICAL FREESTYLE – JUNIORS

| | |
|--------------------|---|
| JUNIOR SINGLES | entry of one dog and one handler off lead only |
| JUNIOR BRACE | entry of two dogs and one handler off lead only |
| JUNIOR PAIRS | entry of two dogs and two handlers off lead only |
| JUNIOR HANDI DANDI | entry of one dog and one handler with physical or mental challenges – challenges apply to dog and/or handler <i>(Option to do on or off lead)</i> |

HEELWORK TO MUSIC – JUNIORS one category only for HTMJ

| | |
|----------------|--|
| JUNIOR SINGLES | entry of one dog and one handler off lead only |
|----------------|--|

ROOKIE CLASSES

NON-COMPETITIVE, no legs or titles, all categories may enter. The ROOKIE CLASS allows for a *competitive like setting* for those beginning Musical Freestyle and Heelwork to Music, but who feel that they are not quite ready to enter a Beginners Class.

- Rookies do not need to be members of SAWDA and SADDA in order to enter an event.
- Rookies may enter a Rookie Class twice, before moving onto entering the Beginners Class
- Rookies may use treats and/or toys to motivate and encourage their dogs throughout the execution of their routine.

3. Scoring System

Both MF and HTM routines are scored on Technical Merit (50% of total score) and Artistic Impression (50% of total score).

As this is a creative sport, subjective judging will apply, according to the Qualifying Criteria specified for each Class

As this is a team sport, the handler and dog are judged as one unit. Consideration is given to both handler(s) and the dog(s) on all scores.

Some areas of scoring may affect other areas of scoring.

For example:

- Execution may affect Flow; Difficulty may affect Execution;
- Content may affect Quality and Creativity of Choreography;
- Moving/Stepping in Time to Music/Theme may affect Flow and/or Execution.

Competing Teams receive a score for TECHNICAL MERIT and for ARTISTIC IMPRESSION. Both these scores are added together to get the final score for the competing team.

Technical Merit (TM)

- a) 50% of Total Score
 - b) Lowest 1.0 to 10.0 highest
 - c) Total TM points possible = 10.0 (the competing team are given a score out of 10.0)
1. **Content** (amount or variety of different moves, different types of movements, fullness of routine) – **3.0** points maximum.
Also includes:
 - Different positions the dog is worked on in relation to the handler (within 360 degree radius of the handler).
 - Different body positions/movements (with arms, legs, head, feet, etc. – handler and dog)
 - Main moves and Transitional moves (moves used as transitions between the main moves).
 2. **Precise Execution of All movements** by dog(s) and handler(s) – **2.0** points maximum.
Also includes:
 - How “Precise”, synchronized, and together the handler(s) and dog(s) are throughout.
 - How effective handler’s cues are, how quick and well dog responds.
 - Consideration of mistakes and/or refusals.
 - How well the handler disguises cues to the dog.
 3. **Flow of movements from one to another** by dog(s) and handler(s) – **2.0** points maximum. Also includes:
 - Consideration of set-ups, starts and stops, and breaks in routine.
 - Flow of main and transitional moves.
 - Flow of the overall routine.
 4. **Difficulty of Routine** (intricacy of steps, different paces, difficulty of handler(s) movements with dog(s) movements) – **2.0** points maximum.
Also includes:
 - Difficult use of different handler and dog body positions/movements.
 - Control of handler's body and movements with dog's movements.
 - Complex and/or new, innovative moves and combinations. (especially pertaining to the level of the team)
 5. **Stepping in Time to the Music** - staying with the beat – **1.0** point maximum.
 - Includes using the entire body, upper and lower (arms, legs, head, etc.).
 - Includes the “body language” and positions displayed by the dog

Artistic Impression (AI)

- a) 50% of Total Score
 - b) Lowest 1.0 to 10.0 highest
 - c) Total AI points possible = 10.0 (the competing team are given a score out of 10.0)
1. **Animation, Attitude, Attention, and Harmonious Interaction** (Bonding) of dog(s) and handler(s) – **2.5** points maximum.
Also includes:
 - Concentration, and readiness of handler(s) and dog(s) throughout.
 - Focus of dog on handler
 - The way the team “move” together around the arena
 2. **Quality and Creativity of Choreography**, layout of routine – **2.0** points maximum.
 - How well and creative all movements are arranged and laid out in the routine, in order to showcase them to the judge.
 3. **Use of 75% Ring Space** (50% for juniors and small dogs) – **1.5** points maximum.
 - How fully, completely, and balanced the 75%/50% ring area is covered by the handler(s) and dog(s).
Note: A small dog is one that is 14 inches (36 cm) or under at the withers. Small dogs and golden oldie dogs and handy dandy dogs and junior competitors need only use 50% of the ring.
 4. **Coordination of Routine with Music, Musical Interpretation** – **1.5** points maximum.
 - How well the routine matches the music and/or theme that is/are presented.
 5. **Costume Coordination with Music and Routine** – **1.5** points maximum.
 - How well the handler’s costume and the dog’s adornment match and/or complement the music, theme, and routine presented.
 6. **Spectator Appeal** – **1.0** points maximum.
 - How well the spectators appreciate, enjoy, and respond to the routine.

Equal Scores

Tied scores will be broken by Artistic Impression marks.

4. Deductions

The following table details deductions for violations.

| Occurrence | TM score deduction | | AI score deduction | |
|--|--------------------|-------------------|--------------------|-----------------------|
| | | | | |
| Use of prop as motivator | 0.1 - 0.5 | Total | | |
| Prop not an integral part of routine | 1.0 | Total | 1.0 | Total |
| Excessive talking | | | 0.1 – 0.3 | Animation/Interaction |
| Excessive barking | | | 0.1 – 0.3 | Spectator Appeal |
| Each instance of physical manipulation of the dog (less than 50% of the routine) | 0.3 | Precise execution | 0.3 | Animation/Interaction |
| Loss of heelwork proximity in HTM routines | 0.1 – 1.0 | Precise execution | | |
| Distance work, weaving / in-between legs or arms, or jumping in HTM routines | 0.3 – 1.0 | Content | | |

5. Disqualifications

A routine will be disqualified for any of the following:

- a) Fouling/eliminating in the ring.
- b) Intentionally leaving the ring (dog and/or handler at any time during the routine).
- c) Food/treats/bait/training aids in the ring. *(except for the Rookies)*
- d) Using/presenting a prop/item that causes marked change in the dog’s drive and/or demeanour. *(except for the Rookies)*
- e) Any additional humans or dogs (outside of competition definitions) in the ring, at any point during the routine. *(except for the Rookies)*
- f) Routine too short or too long.
- g) Abusive and disrespectful behaviour toward dog, referee, judge(s), or ring steward.
- h) Physical manipulation of the dog (i.e. grabbing of collar, tight leash, pushing, pulling, tapping, holding, prodding, screaming at dog, mistreating doge).
- i) Costume, Music, or Routine offensive, disrespectful or sexually suggestive in language or presentation.
- j) Any violation of dog attire or adornment. Within the execution of all routines, dogs MAY NOT wear the following :
 - Choke-chain, or slip collars of any shape, style or make
 - Glitter, paint, hair dye or nail colour
 - The dog wearing “doggy clothing” of any kind or wearing a “snood”
 - Head halters

6. How Levels Advance

ADULTS

- Adults receive **titles** in the form of a “name”, i.e. an Adult Beginners Title, an Adult Advanced Title, etc.
- Adults need to receive a certain amount of “**legs**” in order to achieve a title

As an example:

An Adult Beginner who is executing a Musical Freestyle Routine must achieve **2 legs** in order to get a **TITLE**. These legs are recorded in your SADDA record book, and then you achieve the TITLE of: SADDA AS Beg MF etc. for each class.

ADVANCING FROM ADULTS TO GOLDEN OLDIE

You and your dog are classified as Golden Oldies when you turn 60 years old during the course of your Freestyle career, OR if your dog turns 9 years old during the course of your Freestyle career.

If you already obtained a leg on any level from Beginners upwards when this happens, then you have ONE of the following choices:

1. Continue with the route in which you obtained a leg(s) and do not compete as Golden Oldie;
OR
2. Complete the level by obtaining a title and from the next level onwards compete as Golden Oldie; OR
3. Start at Beginners as Golden Oldie with a “clean slate”.

ROOKIES

- The same handler and dog team may enter the Rookie Class twice before moving up to the Beginners Class.

JUNIORS

Juniors receive titles in the form of a “level”, i.e. Junior First Level Title, Junior Second Level Title and Junior Third Level Title

JUNIOR LEVEL ONE: JUNIOR LEVEL TWO: JUNIOR LEVEL THREE

7. Description of Classes for Adults

ROOKIES

This class is open to teams who want a “competition-like” setting, but are not quite ready to enter a competitive class at that moment.

The Rookie class is optional. A Rookie class is offered at the discretion of the hosting club.

BEGINNERS LEVEL QUALIFYING EXPLANATIONS

Routine Length

- 1:30 – 2:15 minutes Routine executed off lead expect for option offered to Handi Dandi and Golden Oldie

Technical Merit (TM)

1. Content - There is a basic amount and variety of main moves and transitional moves. The routine must be 65% full. There is a basic variety of different moves showcased. Mostly fundamental and straightforward moves are showcased. The dog is worked on at least 2 sides of the handler.
2. Precise Execution - All moves are executed with 65% (fair) precision. Some hand cues are noticeable and allowed for the Beginners Category, but must be faded out as the team progress. The dog responds to the first or second cues. The handler and dog are fairly synchronized throughout the routine.
3. Flow - The routine flows fairly well (65%). There is some setting up of the handler and/or dog for the main moves. The transitional moves are fairly smooth.
4. Difficulty of Routine - Most of the steps, moves, and body positions are simple and fundamental. There is a very small amount of complexity, difficulty and intricacy. The routine has basically one pace. There is 65% control in the routine.
5. Stepping in Time to the Music - The handler and dog move with 65% (fair) accuracy in time to the music/beat/rhythm or theme.

Artistic Impression (AI)

1. Animation, Attitude, Attention, and Harmonious Interaction (Bonding) - There is 65% attention, concentration, readiness, focus and animation from the dog and the handler throughout the routine. The interaction between the handler and the dog is 65% (good).
2. Quality and Creativity of Choreography, layout of routine - The choreography of the routine is laid out and done fairly in the ring space that is used, showing 65% balance.

3. Use of 75% Ring Space (50% for Juniors/ Handi Dandi / Golden Oldie and small dogs) - The handler and dog team cover a fair amount of the 75%/50% of the total ring space.
4. Coordination of Routine with Music, Musical Interpretation - The routine matches the music/theme fairly well.
5. Costume Coordination with Music and Routine - The handler's costume and the dog's attire complement the music, routine, and/or theme fairly well.
6. Spectator Appeal - The routine is appreciated and enjoyed fairly well.

| Class | Division | Minimum score TM & AI | Legs required to qualify | SADDA Title |
|--------------------|----------|-----------------------|--------------------------|-------------|
| ADULT Singles | MF | 7.3 | 2 | AS Beg MF |
| | HTM | | | AS Beg HTM |
| ADULT Brace | MF | 7.3 | 2 | AB Beg MF |
| ADULT Pairs | MF | 7.3 | 2 | AP Beg MF |
| ADULT Team | MF | 7.3 | 2 | AT Beg MF |
| ADULT Golden Oldie | MF | 6.7 | 2 | AGO Beg MF |
| | HTM | | | AGO Beg HTM |
| ADULT Handi Dandi | MF | 6.0 | 2 | AHD Beg MF |
| | HTM | | | AHD Beg HTM |

NOVICE LEVEL QUALIFYING EXPLANATIONS

Routine Length

- 1:45 – 2:30 minutes for Singles, Pairs, Teams, Brace executed off lead
- 1:30 – 2:15 for Golden Oldie, Handi Dandi executed on/off lead

Technical Merit (TM)

1. Content - There is a moderate (and progressive) amount and variety of main moves and transitional moves. The routine must be 75% full. The dog is worked on at least 3 sides of the handler.
2. Precise Execution - All moves are executed with 75% (nice) precision. Few hand cues are noticeable. The dog responds nicely on the first cues most of the time. The handler and dog are nicely synchronized throughout the routine. Novice Level must show a pace change within the execution of their routine.
3. Flow - The routine flows nicely (75%). There is a limited amount of setting up of the handler and/or dog for the main moves. The transitional moves flow nicely.

4. Difficulty of Routine - There are some intricate steps, moves, and different body positions. Some of the moves are fairly complex and original. There is 75% control in the routine.
5. Stepping in Time to the Music - The handler and dog move with 75% (good) accuracy in time to the music/beat/rhythm or theme.

Artistic Impression (AI)

1. Animation, Attitude, Attention, and Harmonious Interaction (Bonding) - There is 75% attention, concentration, readiness, focus and animation from the dog and the handler throughout the routine. The interaction between the handler and the dog is 75% (nice).
2. Quality and Creativity of Choreography, layout of routine - The choreography of the routine is laid out and done nicely in the ring space that is used, showing 75% balance.
3. Use of 75% Ring Space (50% for juniors / Handi Dandi / Golden Oldie and small dogs) - The handler and dog team cover a nice amount of the 75%/50% of the total ring space.
4. Coordination of Routine with Music, Musical Interpretation - The routine matches the music/theme nicely.
5. Costume Coordination with Music and Routine - The handler's costume and the dog's attire complement the music, routine, and/or theme nicely.
6. Spectator Appeal - The routine is appreciated and enjoyed very much.

| Class | Division | Minimum score TM & AI | Legs required to qualify | SADDA Title |
|--------------------|----------|-----------------------|--------------------------|-------------|
| ADULT Singles | MF | 8.0 | 3 | AS Nov MF |
| | HTM | | | AS Nov HTM |
| ADULT Brace | MF | 8.0 | 3 | AB Nov MF |
| ADULT Pairs | MF | 8.0 | 3 | AP Nov MF |
| ADULT Team | MF | 8.0 | 3 | AT Nov MF |
| ADULT Golden Oldie | MF | 7.5 | 3 | AGO Nov MF |
| | HTM | | | AGO Nov HTM |
| ADULT Handi-Dandi | MF | 7.2 | 3 | AHD Nov MF |
| | HTM | | | AHD Nov HTM |

INTERMEDIATE LEVEL QUALIFYING EXPLANATIONS

Routine Length

- 2:00 – 2:45 minutes for Singles, Pairs, Teams, Brace executed off lead
- 1:45 – 2:30 for Golden Oldie, Handi Dandi executed on/off lead

Technical Merit (TM)

1. Content - There is a high amount and variety of main moves, intricate moves and transitional moves. The routine is 90% full. The dog is worked on all 4 sides of the handler. The balance of the amount of moves between the dog and the handler is 90%.
2. Precise Execution - Most of the moves are executed with 90% (great) precision. Rarely are visual cues noticeable. The dog responds efficiently to all cues. The handler and dog are mostly synchronized throughout the routine. A few pace changes must be showcased.
3. Flow - The routine flows greatly (90%). There is a rare amount of setting up of the handler and/or dog for the main moves. The transitional moves are very smooth.
4. Difficulty of Routine - There are many intricate steps, moves, and different body positions. Complex and/or original moves are apparent. There are a few pace changes in the routine. There is 90% control in the routine.
5. Stepping in Time to the Music - The handler and dog move with 90% (great) accuracy in time to the music/beat/rhythm or theme.

Artistic Impression (AI)

1. Animation, Attitude, Attention, and Harmonious Interaction (Bonding) - There is 90% attention, concentration, readiness, focus and animation from the dog and the handler throughout the routine. The interaction between handler and the dog is 90% (great).
2. Quality and Creativity of Choreography, layout of routine - The choreography of the routine is laid out and done with great quality in the ring space that is used, showing 90% balance.
3. Use of 75% Ring Space (50% for Juniors / Handi Dandi / Golden Oldie and small dogs) - The handler and dog team cover a great amount of the 75%/50% of the total ring space.
4. Coordination of Routine with Music, Musical Interpretation - The routine matches the music/theme greatly.
5. Costume Coordination with Music and Routine - The handler's costume and the dog's attire complement the music, routine, and/or theme greatly.

6. Spectator Appeal - The routine is appreciated, acknowledged and enjoyed greatly.

| Class | Division | Minimum score TM & AI | Legs required to qualify | SADDA Title |
|--------------------|-----------|-----------------------|--------------------------|---------------------------|
| ADULT Singles | MF HTM | 8.5 | 3 | AS Int MF AS Int HTM |
| ADULT Brace | MF | 8.5 | 3 | AB Int MF |
| ADULT Pairs | MF | 8.5 | 3 | AP Int MF |
| ADULT Team | MF | 8.5 | 3 | AT Int MF |
| ADULT Golden Oldie | MF HTM | 8.2 | 3 | AGO Int MF AGO Int HTM |
| ADULT Handi-Dandi | MF HTM | 8.0 | 3 | AHD Int MF AHD Int HTM |

ADVANCED LEVEL QUALIFYING EXPLANATIONS

Routine Length

- 2:25 – 3:25 minutes for Singles, Pairs, Teams, Brace executed off lead
- 2:00 – 2:45 for Golden Oldie, Handi Dandi executed on/off lead

Technical Merit (TM)

1. Content - There is an extensive amount and variety of main moves, intricate moves and complex moves as well as various transitional moves. The routine must be 95% full. The dog is worked on more than 4 sides of the handler (up to full 360-degree radius).
2. Precise Execution - All moves are executed with 95% precision. No visual cues are noticeable. The dog responds efficiently to all cues. The dog and handler are "as one" throughout the routine, with constant synchronization.
3. Flow - The routine flows almost perfect (95%). There is no setting up of the handler and/or dog for the main moves. The transitional moves flow almost flawlessly.
4. Difficulty of Routine - Intricate and complex steps, moves, and different body positions are expected throughout the routine, with original and innovative moves present. There are many pace changes. There is 95% control in the routine.
5. Stepping in Time to the Music - The handler and dog move with 95% (extreme) accuracy in time to the music/beat/rhythm or theme.

Artistic Impression (AI)

1. Animation, Attitude, Attention, and Harmonious Interaction (Bonding) - There is 95% attention, concentration, readiness, focus and animation from the dog and the handler throughout the routine. The interaction between handler and the dog is 95% throughout the routine.
2. Quality and Creativity of Choreography, layout of routine - The choreography of the routine is laid out and done with extensive quality in the ring space that is used, showing 95% (extensive) creativity and balance.
3. Use of 75% Ring Space (50% for juniors / Handi Dandi / Golden Oldie and small dogs) - The handler and dog team completely cover the 75%/50% of the total ring space.
4. Coordination of Routine with Music, Musical Interpretation - The routine matches the music/theme identically.
5. Costume Coordination with Music and Routine - The handler's costume and the dog's attire complement the music, routine, and/or theme exactly.
6. Spectator Appeal - The routine is appreciated, acknowledged, and enjoyed extremely.

| Class | Division | Minimum score TM & AI | Legs required to qualify | SADDA Title |
|--------------------|-----------------|----------------------------------|---------------------------------|--------------------|
| ADULT Singles | MF | 9.2 | 3 | AS Adv MF |
| | HTM | | | AS Adv HTM |
| ADULT Brace | MF | 9.2 | 3 | AB Adv MF |
| ADULT Pairs | MF | 9.2 | 3 | AP Adv MF |
| ADULT Team | MF | 9.2 | 3 | AT Adv MF |
| ADULT Golden Oldie | MF | 9.0 | 3 | AGO Adv MF |
| | HTM | | | AGO Adv HTM |
| ADULT Handi-Dandi | MF | 8.5 | 3 | AHD Adv MF |
| | HTM | | | AHD Adv HTM |

CHAMPION LEVEL QUALIFYING EXPLANATIONS

The CHAMPION qualification can only be earned by an ADULT SINGLE TEAM, competing in either HTM or MF and also by an ADULT PAIRS TEAM competing in MF.

Technical Merit (TM)

1. Content - There is an extensive amount and variety of main moves and transitional moves (95% full, with no dead spots). Moves are intricate, involved and complex, whilst remaining enjoyable to watch as an onlooker. The dog is worked on more than 4 sides of the handler (up to full 360-degree radius).
2. Precise Execution - All moves are executed with 95% precision. No visual cues are noticeable. The dog responds efficiently to all cues. The dog and handler are "as one" throughout the routine, with constant synchronization.
3. Flow - The routine flows almost perfect (95%). There is no setting up of the handler and/or dog for the main moves. The transitional moves flow almost flawlessly.
4. Difficulty of Routine - Intricate and complex steps, moves, and different body positions are expected throughout the routine, with original and innovative moves present. There are many pace changes. There is 95% control in the routine.
5. Stepping in Time to the Music - The handler and dog move with 95% (extreme) accuracy in time to the music/beat/rhythm or theme.

Artistic Impression (AI):

1. Animation, Attitude, Attention, and Harmonious Interaction (Bonding) - There is 95% attention, concentration, readiness, focus and animation from the dog and the handler throughout the routine. The interaction between handler and the dog is 95% (wonderful, "as one") throughout the routine.
2. Quality and Creativity of Choreography, layout of routine - The choreography of the routine is laid out and done with extensive quality in the ring space that is used, showing 95% (extensive) creativity and balance.
3. Use of 75% Ring Space (50% for small dogs) - The handler and dog team completely cover the 75%/50% of the total ring space.
4. Coordination of Routine with Music, Musical Interpretation - The routine matches the music/theme identically.

5. Costume Coordination with Music and Routine - The handler's costume and the dog's attire complement the music, routine, and/or theme exactly.
6. Spectator Appeal - The routine is appreciated, acknowledged, and enjoyed extremely.

| Class | Division | Minimum score TM & AI | Legs required to qualify | SADDA Title |
|---------------|----------|-----------------------|--------------------------|-------------|
| ADULT Singles | MF | 9.5 | 2 | CH- AS MF |
| | HTM | | | CH-AS HTM |
| ADULT Pairs | MF | 9.5 | 2 | CH-AP MF |

8. Description of Classes for Junior Division

JUNIOR FIRST LEVEL QUALIFYING EXPLANATIONS

The Junior should move to the beat of the music and may be on or off leash. They will be judged on: how many moves the dog and handler successfully complete; the variety of moves; how the dog and handler are interacting; and control of the dog by the handler. The routine should cover 50% of the ring space. The handler and dog should appear to be having an enjoyable experience.

Judges must look to see if the handler has control of their dog.

FIRST LEVEL TITLING INFORMATION:

In order to receive a title at this First level of competition, handlers and dogs must qualify with the following minimum average scores in both the total Technical Merit (TM) and the total Artistic Impression (A.I.) scores, the following number of times (legs/shows). The routine length must be within the following times (plus or minus 15 seconds, allowed for recording and playback device speeds).

JUNIOR Level 1 Singles HTM or MF: Avg. score 5.5, 2 shows, 1:30-2:15 minutes.

Title = SADDA JSLevel1 Title – MF or HTM

JUNIOR Level 1 Brace MF: Avg. score 5.5, 2 shows, 1:30-2:15 minutes.

Title = SADDA JBLevel1 Title - MF

JUNIOR Level 1 Pairs MF: Avg. score 5.5, 2 shows, 1:30-2:15 minutes.

Title = SADDA JPLLevel1 Title MF

Junior Level 1 Handi Dandi MF: Avg. Score 5.5, 2 shows 1:30-2:15 minutes.

Title = SADDA JHDLevel1 Title MF

JUNIOR SECOND LEVEL QUALIFYING EXPLANATIONS

In Musical Freestyle (MF), the Junior should be dancing to the music with dance steps (foot movement) and have arm (and/or hand) movements to the beat of the music. In Heelwork to Music (HTM), the Junior should be moving to the beat of the music with foot movement and have arm (and/or hand) movements to the beat of the music. The routine must be off leash. There must be a good variety of moves successfully completed. The routine must cover 50% of the ring space. The dog and handler should be interacting positively and should appear to be dancing/moving as a team.

SECOND LEVEL TITLING INFORMATION:

In order to receive a title at this Second level of competition, handlers and dogs must qualify with the following minimum average scores in both the total Technical Merit (TM) and the total Artistic Impression (A.I.) scores, the following number of times (legs/shows). The routine length must be within the following times (plus or minus 15 seconds, allowed for recording and playback device speeds).

JUNIOR Level 2 Singles HTM or MF: Avg. score 6.5, **2 shows**, 1:30-2:15 minutes.

Title = SADDA JSLevel2 Title – MF or HTM

JUNIOR Level 2 Brace MF: Avg. score 6.5, **2 shows**, 1:30-2:15 minutes.

Title = SADDA JBLevel2 Title – MF

JUNIOR Level 2 Pairs MF: Avg. score 6.5, **2 shows**, 1:30-2:15 minutes.

Title = SADDA JPLevel2 Title - MF

JUNIOR Level 2 Handi-Dandi MF: Avg. Score 6.5, **2 shows** 1:30-2:15 minutes.

Title – SADDA JHDLevel2 Title – MF

JUNIOR THIRD LEVEL QUALIFYING EXPLANATIONS

The Junior and dog should be dancing/moving together as a team with no visible hand signals and the dog must be off leash. All the skills from other levels are to be included. The routine must cover 50% of the ring space. The dog and handler should be interacting and flowing from one move to the other with a good variety of successfully completed moves.

THIRD LEVEL TITLING INFORMATION:

In order to receive a title at this Third level of competition, handlers and dogs must qualify with the following minimum average scores in both the total Technical Merit (TM) and the total Artistic Impression (A.I.) scores, the following number of times (legs/shows). The routine length must be within the following times (plus or minus 15 seconds, allowed for recording and playback device speeds).

JUNIOR Level 3 Singles HTM or MF: Avg. score 7.0, **2 shows**, 1:30-2:15 minutes.

Title = SADDA JSLevel3 Title – MF or HTM

JUNIOR Level 3 Brace MF: Avg. score 7.0, **2 shows**, 1:30-2:15 minutes.

Title = SADDA JBLevel3 Title - MF

JUNIOR Level 3 Pairs MF: Avg. score 7.0, **2 shows**, 1:30-2:15 minutes.

Title = SADDA JPLLevel3 Title - MF

JUNIOR Level 3 Handi Dandi MF: Avg. score 7.0, **2 shows**, 1:30-2:15 minutes.

Title = SADDA JHDLevel3 Title MF

9. Props

- a) Props may be stationary or movable.
- b) Dogs and/or handlers may carry or retrieve a prop.
- c) Dogs and/or handlers may carry and/or retrieve a stationary prop or retrieve a prop immediately after being thrown as long as it fits the theme of the routine, and is not used as a motivator. This action will be evaluated by the judge(s), and if it is determined to be a motivator, 0.1 to 0.5 point can be deducted from the TM score for each instance.
- d) Props must be an integral part of the routine and must be used by the handler and dog team. A violation of this will result in a deduction of 1.0 point from the Total Technical Merit (TM) score and 1.0 point from the Total Artistic Impression (AI) score.
- e) Setting up and taking down of props must be done as swiftly and speedily as possible. The handler may ask for assistance in setting up of props, and in the removal of props.
- f) No Human or Animal Props are allowed in competitive divisions. A violation of this will result in the routine being disqualified.
- g) A prop or other item should not aid the dog and/or handler in the execution of a move. Ring gating, barriers, or other items should not be used to aid movement(s) in the routine.
- h) Dog toys and training aids may not be used as props. Their use may result in the routine being disqualified. When a prop or other item is used/presented in the routine, the dog's demeanour and/or drive should not change markedly. However, if a dog/handler team demonstrates animation, connection and harmonious interaction (bonding), they will not be penalized if the dog's head or eyes follow the movement of a prop.

10. Costumes

| |
|-----------------|
| Handlers |
|-----------------|

Handler costumes are permitted and should be suited to the theme of the music. If the music does not have a theme, costuming is at the discretion of the handler.

Costume chosen should conform to generally accepted rules of decorum and not be offensive or sexually suggestive in its presentation.

Costumes should not interfere with the performance of the dog and handler, and may in no way distract the dog from the execution of the routine.

Dogs

Within the execution of all routines, dogs may wear the following:

- a) Neck scarf, bandana, “plain” collar
- b) Un-decorated harness, with no added adornments to it
- c) Decorated ankle bands, on any number of the four legs, placed low on each foot, covering no more than 2 cm of the leg

Any violation of these rules will result in disqualification of the routine.

11. Music

Music within the public domain is acceptable, as long as it is not offensive or sexually suggestive. The music shall reflect a respect for the judge/s, the dog, the audience, and the sport of Musical Freestyle and Heelwork to Music.

Handlers must submit their music to the music desk or DJ at least 45 minutes before the start of the event and a sound check must be done with each one.

CD CASES MUST BE CLEARLY MARKED, AS FOLLOWS:

= Name of handler = Name of dog

= Class entered = Title of song

= Artist of song

A final sound check will be done in the ring before each routine. The handler has the opportunity to adjust the sound to suit the team.

12. Ring Size & Demarcation

The ring size for all events is to be a minimum of 10m x 20m.

The floor surface must be non-slip. All qualifying Live SADDA Titling Events are to be preferably held in an indoor venue, (on a non-slip surface), free from wind, rain, overhead distractions and other “natural” elements associated with an outdoor event.

The ring is to be clearly demarcated and secured.

For all events the judges will sit along one long side of the ring

There should be an allocated practise area for competitors. Practise area to be safe, and “out-of-sight” of the main ring, so as to not distract or interfere with a competitor whilst executing his / her routine.

SADDA, the organising club, and the judge/s present will ensure that each competitor receives a fair, complete and un-interrupted performance of their routine.

The routine executed must start, continue and finish within the confines of the ring area

The judging time of the routine begins when either the dog or handler begins to move, (not necessarily when the music starts). The time will stop when both the dog and handler have stopped moving (the ending pose of the routine), or when the time limit is reached, whichever comes first.

Spectators to be placed at least 1 (one) meter away from the perimeter of the ring space.

No dogs allowed in the spectator area

Spectators to adhere to general rules of basic good manners, and not intentionally distract the dog in any way, or throw anything into the ring. Should this occur, the organising club reserves the right to request that particular member of the audience to vacate the premises

13. Judges

Qualification of judges

A prospective judge needs to complete the following sequence to the satisfaction of SADDA:

- A judging workshop / training course
- Shadow judge a minimum of 2 live events and submit a report for scrutiny
- Co-judge a minimum of 2 live events and submit a report

Competition by judges

A judge may enter a competition which he/she is judging, and may only receive qualifying scores, but not a placement. He/she may receive a leg or title

General

Competitors may only discuss their scores with the judge once the competition is finished, and the judge has finished scoring all competitors.

Judges may only discuss the individual scores of the specific competitor enquiring or objecting about his/her scores.

No handler shall impugn the decision of the judge/s. The judges’ decision is final.

14. ADDITIONAL GUIDELINES

It is the responsibility of the hosting club to draw up the Dance Card, displaying the order in which the routines are to be performed, and this Dance Card to be clearly displayed for competitors.

Rosettes will be handed out for first, second and third placing in each Category, regardless of whether the team achieved a leg or not.

Prizes handed out at a SADDA Titling Event are done so at the discretion of the hosting club.

A time length requirement (min and max) for all routines is listed for each of the classes. The routine must be executed within those times, however 15 seconds will be allowed over or under each requirement to allow for various playback and / or record speeds of music devices. If the routine time is shorter or longer than the allowable time,, including the 15 second over/under allowance, the routine will be disqualified.

Upon the receiving of a “leg” within any of the divisions, competitors will be awarded certification within their SADDA MUSICAL FREESTYLE AND HEELWORK TO MUSIC Record Book, and when they achieve a title, they receive a certificate, awarded by SADDA.

Within the execution of the routine, the handler may use verbal cues, as well as physical cues, however, excessive use of using hands to lure the dogs will result in penalties being awarded.

In live events, competitors are responsible for picking up their score sheets from the judge/s at the end of their division AS WELL AS collecting their Record Books.

In live events, competitors and exhibitors are responsible for picking up their music CDs and/or tapes at the end of their performance. The organizers will not be held responsible.

A handler/dog team may choose to move up to the next division level immediately once a title is granted. For example: on the next day in back-to-back events (Move-up forms are available at back-to-back events). Or alternatively, if a handler/dog team decides to remain in a division level in which they have attained their title, they may do so, BUT any scores they receive in any events while remaining at that level will not count towards their next level title.

There is no rule stating that a routine should be retired after it has won a title.

However, it is recommended that handler/dog teams change their routines, (and music) to display their innovation and progression to the best advantage with new routines.

Any routine which earns qualifying scores within its class is eligible for a leg, (and prizes at the discretion of the hosting club, for the first three highest scores), regardless of the number of entries in that specific class.

Any routine that does not earn qualifying scores for a leg is still eligible for a placement and a rosette and a prize which was allocated for that specific category and class – regardless of how many entries were received within that specific category and class. (Prizes at the discretion of the hosting club.)

If a routine is disqualified, no scores, or placements or prizes will be awarded to that specific dog and handler team.

All handlers must clean up after their own dogs. Failure to do so may result in the handler and dog being excused.

All handlers and dogs enter events at their own risk, and while every care will be taken, the organizers will not accept responsibility for loss, damage or injury, however caused, to dogs, persons or property while at the event.

END OF DOC