



SOUTH AFRICAN DOG DANCING ASSOCIATION

affiliated to



SOUTH AFRICAN WORKING DOGS ASSOCIATION

presents the

RULES and GUIDELINES

for

MUSICAL FREESTYLE and HEELWORK TO MUSIC

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.

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.

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, 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. 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.

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 heelwork sequences, behaviours, and/or moves the dog and the handler should maintain the same close proximity to each other throughout each type of sequence, behaviour, or move. 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.

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 SOUTH AFRICAN WORKING DOGS ASSOCIATION (SAWDA) and the SOUTH AFRICAN DOG DANCING ASSOCIATION (SADDA).

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

Dogs are divided into three groups:

- a. Adult – 6 months and older
- b. Golden Oldie – 9 years and older
- c. Handy Dandy – dog with physical and/or mental challenges

CLASS CATEGORIES

MUSICAL FREESTYLE – ADULTS

ADULT SINGLES	*	entry of one dog and one handler
ADULT BRACE	*	entry of two dogs and one handler
ADULT PAIRS	*	entry of two handlers and 2 dogs
ADULT TEAM	*	entry of three to eight handlers(adult or junior) and three to eight dogs.
ADULT GOLDEN OLDIES	*	entry of one adult (60 years old and older), <u>and / or</u> one dog (9 years old and older).
ADULT HANDI DANDI	*	entry of one dog and one handler with physical or mental challenges – challenges apply to dog <u>and/or</u> handler

HEELWORK TO MUSIC – ADULTS

ADULT SINGLES	*	entry of one dog and one handler
ADULT GOLDEN OLDIE	*	entry of one dog (9 years old and older) <u>and / or</u> one handler, (60 years and older)
ADULT GOLDEN OLDIES	*	entry of one dog and one handler with physical or mental challenges – challenges apply to dog <u>and/or</u> handler

MUSICAL FREESTYLE – JUNIORS,

JUNIOR SINGLES	*	entry of one dog and one handler
JUNIOR BRACE	*	entry of two dogs and one handler
JUNIOR PAIRS	*	entry of two handlers (both junior) and 2 dogs
JUNIOR HANDI DANDI*		entry of one dog and one handler with physical or mental challenges – challenges apply to dog and/or handler

HEELWORK TO MUSIC – JUNIORS one category only for HTMJ

JUNIOR SINGLES

Entry of one dog (under 9 years of age) and one handler (under 18 years of age)

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.

Within the Pairs and Teams classes, handler and dog teams may switch partners (or dogs) within the execution of the routine.

Routines are done off lead, except for option in Golden Oldies and Handi Dandi classes for blind and/or deaf dogs.

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.

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:

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

Technical Merit (TM)

- a. 50% of Total Score
- b. lowest/10.0 highest
- c. Total TM points possible = 10.0

1. **Content** (amount, variety of moves, 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.

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.).

Artistic Impression (AI)

- a. 50% of Total Score
- b. lowest / 10.0 highest
- c. Total AI points possible = 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.

2. **Quality and Creativity of Choreography**, layout of routine – **2.0** points maximum.

How creative and well all movements are arranged and laid out in the routine.

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 or under at the withers.

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.

4. Equal Scores

Tied scores will be broken by Artistic Impression marks.

5. 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
Prop setup longer than 60 seconds	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		

6. Disqualifications

A routine will be disqualified for any of the following:

- a. Fouling/eliminating in the ring.
- b. Leaving the ring (dog and/or handler at any time during the routine).
- c. Food/treats/bait/training aids in the ring.
- d. Using/presenting a prop/item that causes marked change in the dog's drive and/or demeanour.
- e. Any additional humans or dogs (outside of competition definitions) in the ring, at any point during the routine.
- f. Any violation of dog attire or adornment. Within the execution of all routines, dogs MAY NOT wear the following :-
- g. Choke-chain, or slip collars of any shape, style or make

- h. Glitter, paint, hair dye or nail colour
- i. Snoods
- j. The dog wearing “doggy clothing” of any kind
- k. Head halters
- l. Costume, Music, or Routine offensive, disrespectful or sexually suggestive in language or presentation.
- m. Routine too short or too long.
- n. Abusive and disrespectful behaviour toward dog, referee, judge(s), or ring steward.
- o. Physical manipulation of the dog (i.e. grabbing of collar, tight leash, pushing, pulling, tapping, holding, prodding, etc.) done forcefully or over 50% of routine.

7. How Levels Advance

FOR ADULTS

Adults receive **titles** in the form of a “name”

ie: an Adult Beginners Title, an Adult Advanced Title, and so on

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 . . . and so on for each class.

ADVANCING FROM ADULTS TO GOLDEN OLDIE (*using Beginners Adult Singles as an example*)

If 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, then you and your dog are classified as Golden Oldies, and you need to enter a Titling Event as such.

If you have one leg in Beginners Adult Singles and you either turn 60 or your dog turns 9, then **you have a choice of** either staying in Beginners Adult Singles in order to get your Title, (as a Adult Singles Beginner), and then once your Title has been achieved you need to enter future competitions as a Golden Oldie Novice and obtain Golden Oldie Titles.

OR

You may choose to “go back” and enter the event as a Beginners Adult Singles Golden Oldie, which means that you leg achieved in Beginners Adult Singles does not get taken into consideration. You start the Golden Oldie Class Category on a “clean slate”, and move forward to obtain the Title of Beginners Adult Singles Golden Oldie, and then move on to the Novice Level in Golden Oldie.

FOR ROOKIE CLASS

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

FOR JUNIORS

Juniors receive titles in the form of a “level”

ie: Junior First Level Title, Junior Second Level Title and Junior Third Level Title

JUNIOR LEVEL ONE : JUNIOR LEVEL TWO : JUNIOR LEVEL THREE

8. Description of Classes

ROOKIE

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

Technical Merit (TM):

1. Content - There is a basic amount and variety of main moves and transitional moves (65% full). The dog is worked on at least 2 sides of the handler. The balance of the amount of moves between the dog and the handler is 65%. (*Meaning 67%/33% ratio)
2. Precise Execution - All moves are executed with 65% (fair) precision. Some hand cues are noticeable. 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. There is a very small amount of complexity. 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, 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% (fair) creativity and balance.
3. Use of 75% Ring Space (50% for Juniors 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 HTM	7.3	2	AS Beg MF 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 HTM	6.7	2	AGO Beg MF AGO Beg HTM
ADULT Handi-Dandi	MF HTM	6.0	2	AHD Beg MF AHD Beg HTM

NOVICE LEVEL QUALIFYING EXPLANATIONS

Routine Length = 1:45 – 2:30 minutes for Singles, Pairs, Teams, Brace
 1:30 – 2:15 for Golden Oldie, Handi Dandi

The routine must be done off lead, except for option in Sassy Senior and Handi Dandi divisions for blind and/or deaf dogs)

Technical Merit (TM):

1. Content - There is a moderate amount and variety of main moves and transitional moves (75% full). The dog is worked on at least 3 sides of the handler. The balance of the amount of moves between the dog and the handler is 75%. (*Meaning 62%/38% ratio)
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.
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 a pace change in the routine. 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, 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% (good) creativity and balance.
3. Use of 75% Ring Space (50% for Juniors 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 HTM	7.2	3	AHD Nov MF AHD Nov HTM

INTERMEDIATE LEVEL QUALIFYING QUALIFICATIONS

Routine Length = 2:00 – 2:45 minutes for Singles, Pairs, Teams, Brace
1:45 – 2:30 minutes for Golden Oldies and Handi Dandi

The routine must be done off lead, except for option in Sassy Senior and Handi-Dandi divisions for blind and / or deaf dogs)

Technical Merit (TM):

1. Content - There is a high amount and variety of main moves and transitional moves (90% full). The dog is worked on at least 4 sides of the handler. The balance of the amount of moves between the dog and the handler is 90%. (*Meaning 55%/45% ratio)
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.
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, 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% (great) creativity and balance.
3. Use of 75% Ring Space (50% for Juniors 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

The routine must be done off leash (except for option in Sassy Senior or Handi Dandi divisions for blind and / or deaf dogs)

Routine Length = 2:25 – 3:25 minutes for Singles, Pairs, Teams, Brace
1:45 – 2:30 for Golden Oldie and Handi Dandi

Technical Merit (TM):

1. Content - There is an extensive amount and variety of main moves and transitional moves (95% full, with no dead spots). The dog is worked on more than 4 sides of the handler (up to full 360-degree radius). The balance of the amount of moves between the dog and the handler is 95%. (*Meaning 52%/48% ratio)
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, 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 Juniors 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 HTM	9.2	3	AS Adv MF 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 HTM	9.0	3	AGO Adv MF AGO Adv HTM
ADULT Handi-Dandi	MF HTM	8.5	3	AHD Adv MF 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). The dog is worked on more than 4 sides of the handler (up to full 360-degree radius). The balance of the amount of moves between the dog and the handler is 95%. (*Meaning 52%/48% ratio)

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, 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

JUNIOR DIVISION LEVEL DESCRIPTIONS

JUNIOR FIRST LEVEL

QUALIFYING EXPLANATION

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 JPLevel1 Title MF

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

Title = SADDA JHLevel1 Title MF

JUNIOR SECOND LEVEL

QUALIFYING EXPLANATION

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.

THIRD 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 JHLevel2 Title – MF

JUNIOR THIRD LEVEL

QUALIFYING EXPLANATION

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 JPLevel3 Title - MF

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

Title = SADDA JHLevel3 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. Time allotment for set up and taking down of props at live events is 60 seconds and must be done by the handler only. 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.

However, if the prop is too big or heavy for the handler to pick-up or manoeuvre, the handler may ask permission from the judge and organizing body for someone to help him/her with the setting up and taking down of the prop.

- 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 such as touch sticks and tennis balls 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, 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 1 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.

At the event, handlers must submit their musical CD to the music desk at least 45 minutes before the start of the event, and a sound check must be done with each CD.

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.

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. A judging workshop / training course
- b. Shadow judge a minimum of 2 live events and submit a report for scrutiny
- c. 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 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 about his/her scores.

No handler shall impugn the decision of the judge/s.

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.

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

No food (animal or human), treats, bait, or training aids are allowed in the ring while a routine is being judged. Violations will result in the routine being disqualified.

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.

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 for up to 75 days following attaining that title. Any scores they receive in any events while remaining at that level will not count towards their next level title.

After 75 days of attaining a division level title, the handler/dog team must move up to the next level of competition in that division.

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, 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 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 prize.

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.

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