



HAPPY RATTERS

Fun Vermin Hunting for Dogs

Official Rule Book

effective

April 1, 2025

Happy Ratters Rule Book Table of Contents

Happy Ratters General Rules and Guidelines – page 4

- [Dog Registration, Eligibility, Restrictions](#) – page 4
- [Not Permitted](#) – page 4
- [Handler Eligibility](#) – page 5
- [Junior Handler Registration and Program](#) – page 5
- [Handler Conduct](#) – page 6
- [Ring Set-up, Worker Stationing, and Ring Gate Procedure](#) – page 6
- [General Competition and Ring Rules of Conduct](#) – page 7
- [Faults \(-10 points\)](#) – page 9
- [Non-Qualifying \(NQ\)](#) – page 9
- [Bonus Points](#) – page 10
- [Obstacles and Performance](#) – page 10
- [Rats, Containers, and Removal Guidelines](#) – page 10
- [Notes for Judges](#) – page 12
- [Definitions of roles](#) – page 12
- [Notes for Hosts/Trial Chairs regarding late arrivals](#) – page 14

Happy Ratters Regular/Standard Classes and Titles – page 15

- [Rat Scoring](#) – page 15
- [Visibility of Tubes](#) – page 15
- [Height of Tubes](#) – page 15
- [Timing](#) – page 15
- [Ratter Level, \(RAT\)](#) – page 16
- [Happy Ratter Level \(HRAT\)](#) – page 16
- [Expert Ratter Level \(XRAT\)](#) – page 16
- [Champion Ratter Level \(CHR\)](#) – page 17
- [Extraordinaire Ratter Level \(REX\)](#) – page 17
- [Extreme Ratter \(XREX\)](#) – page 17

SUMMARY TABLE—Regular/Standard Classes - page 20

Happy Ratters Games Rules and Titles – page 21

- [A-MAZE-ing Rat](#) – page 23
- [Box-A-Rat](#) – page 30

- [Dump Hunter](#) – page 32
- [Earn A Rat](#) – page 33
- [Infestation](#) – page 34
- [Rats in the Garden and Rats in the House](#) – page 35
- [Rat Race](#) – page 37
- [Rat Trap](#) – page 38
- [Road Rage Rats](#) – page 40
- [Silent Hunt](#) – page 43
- [Ultimate Distance](#) – page 45

[SUMMARY TABLE - Games](#) – pages 46 - 48

[Versatility Titles](#) – page 49

[Appendix](#) – page 51

- [Ring Set-up Suggestions](#) – pages 51 - 54
- [Retired Game](#) – page 55

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

Happy Ratters General Rules and Guidelines

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

Dog Registration, Eligibility and Restrictions:

- Any breed or mixed breed.
- Must be over the age of 6 months.
- Must be registered with Happy Ratters and have a registration number.
 - *Dog will need to obtain a registration number before entering a trial OR within 7 days after having competed in their first trial. If registration number is not obtained in that time frame, all qualifying runs will be forfeited.*
- Dogs in heat run at the end of class. Must wear panties. (NQ if squatting).
 - See [Notes for Hosts](#) for exception.
- Dogs in wheelchairs allowed.
- 3 legged dogs allowed, deaf dogs allowed, vision impaired dogs allowed.
- The judge may ask the handler and dog to leave if dog seems to be in distress.
- Belly bands may be worn by any dog. (NQ if there is leg lifting).
- Panties may be worn by any dog. (NQ if there is squatting).
- Shirts may be worn for extenuating circumstance, i.e., stitches scheduled to be removed within 3 days of the trial date, a healing sore that isn't "quite there," and similar scenarios to be permitted on a case-by-case basis. Shirts must be secured in such a fashion that they will not loosen or easily snag on items on the Happy Ratter course.
 - *It is up to the individual judge to determine whether the dog will be able to navigate the course safely. The judge's decision is final.*

Not Permitted:

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

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

Aggression is not tolerated and includes actual contact, lunging or excessive barking/growling at dogs and/or people.

Handler Eligibility:

- Anyone over 5 years
- Good sportsmanship must be exhibited at all times.

Junior Handler Registration and Program:

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

Junior Handler Titles:

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

Handler Conduct:

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

Ring Set-up, Worker Stationing, and Ring Gate Procedure:

See [“Appendix”](#) for Ring Set-up ideas and suggestions.

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

General Competition and Ring Rules of Conduct:

- Time starts when all of the *dog's feet* leave the start mat/start box.
 - Dogs shall leave the start area first OR in conjunction with the handler.
 - Exception: in the Earn-A-Rat game, the handler may lead out at the start.
- The judge has the final say in rings.
- Go Pros or other similar recording devices may be worn with the following restrictions:
 - Devices must be firmly attached with nothing hanging or bouncing.
 - Devices must be set and ready to go when the handler enters the ring.
 - Videotaping will not be used for scoring purposes.
 - Videotaping will not be used to question a judge's call.
 - Videotaping may be used for timing purposes in case of a timer malfunction.
- Dogs must be on leash, entering and leaving the ring, even if the handler carries the dog.
- When competing dogs must be off leash and run naked.
 - Handlers may carry their own leash while in the ring, place the leash in their pocket, or place the leash on the floor in the start box.
 - An exception is made for dogs in wheelchairs, and dogs who need a harness for balance reasons.
 - Disabled dogs may wear a harness with a handle for safety.
 - A collar or harness and lead may be worn for classes that are run outside as a safety precaution and in Rat Trap. See Games Rules for when this equipment is allowable.
- When "Rat" is called, the judge must confirm before the handler goes in to reward the dog. See below for other occasions when treats are allowed.
- Small dogs may be picked up and held if the rat is being removed.
 - The handler may not move from position until the dog is placed on the ground.
- The handler must ask the judge if they want to move items out of the way in those games/classes where the rules allow movement. Otherwise, touching/moving items will incur faults or NQ depending on the class or game.
 - At the judge's discretion, under extenuating circumstances, (dog in cart, dog without vision) an exception can be made to the number of moves allowed.
- **Treats and toys are allowed. Faults for dropped treats.**
 - It is permitted to feed in the start box.
 - Food and/or toys must be in a handler's pocket or treat pouch until the dog is being rewarded.
 - Food and/or toy rewards are allowed at the rat, after completing a burrow or a bridge.
 - Food and/or toy rewards may be used for rewarding a dog for coming when called.
 - Treat and/or toy must not be in the handler's hand until the dog reaches the handler.
 - Food and/or toy is NOT to be used as a lure. Luring is a 10-point fault deducted for each occurrence.
 - Toys MAY be thrown to reward for rat, bridge, burrow.
 - Food is NOT to be thrown and must be delivered from the handler's hand directly to the dog's mouth. 10-point fault for each treat dropped on the course.
 - Toys must be quiet: no squeakers!

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

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

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

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

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

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

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

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

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

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

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

- Example: A handler runs their dog in Expert. There is only one Expert class being offered at the trial that day. They may not sign up for two runs at the Expert level. If a host is offering two

Expert runs at the trial, the handler may run once in each of those classes but is limited to one run in each of the classes' offerings. They cannot "tack on" an extra run in the same run.

Faults (-10 points):

- False alert (Handler calls "rat" at a location where there is no rat).
- Dropping food at any time while in the ring, including *after* completion of the run.
 - Each dropped food occurrence will incur a separate fault.
 - Toys **may** be thrown as a reward and is **not** a fault.
- Luring with food or toy.
- Physically assisting the dogs unless the dog is disabled and needs assistance, or an older dog is "stuck" on the course.
- Moving items without asking judge's permission in classes/games where moves are allowed.
- Roughing the rat.
 - *Biting at the tube is okay and not a fault.*
 - Dog picking up, carrying, rolling the tube is not okay and will be faulted. Repeated roughing will be an NQ.
 - Rolling the rat tube out of container or tie down in games where rat tube is contained or strapped to hold it steady. ([A-MAZE-ing Rat](#), [Rat Trap](#))
- The handler is deciding to call (stalling) and the dog is rolling the rat.
 - Continuing this pattern is an NQ.
- Chasing Rat Steward:
 - *A dog that follows the Rat Steward a few steps and without chasing or charging, then goes back to hunting on the handler's cue is not to be faulted. ("Where's my rat going? Oh, okay, my handler says it's fine, and I can get back to work.")*
 - If a dog lightly jumps on a judge/steward/person, in a friendly manner, without perceived ill intent, the judge may issue a 5–10-point fault at the judge's discretion.
 - If a dog chases or charges at the person, it is a 10-point fault.
 - If a dog jumps at/on the rat steward or judge, it is a 20-point fault.
 - If a dog bites clothing or the rat steward or judge, this is an NQ and the dog is removed from the search area.
- In [games](#) where the rat is not moved for handlers of multiple dogs, pointing or directing a dog to a location where the handler knows the rat is hidden.

Non-Qualifying (NQ):

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

- Dog is in distress or is asked to leave by the judge.
- Elimination in the ring, urine, feces or vomitus.
- Leg lifting in a belly band or squatting in panties as though the dog was going to eliminate.
- Poor sportsmanship.
- A dog bites or makes contact with clothing or the rat steward or judge during rat removal.
- Continued roughing the rat, i.e., rolling the tube, carrying the tube, repeatedly picking up and dropping the tube.

Bonus Points:

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

Obstacles and Performance:

- **Bridge:** all four feet must get on the bridge. The four feet do not need to be on the obstacle at the same time. If a dog lands on the bridge with its front feet, then follows through with the rear feet as the front feet step off, that is a successful performance of the bridge.
 - At the Ratter and Happy Ratter levels, the bridge may be plywood or boards on the ground, dog car ramp on the ground, low agility table, Klimb® table, a PVC ladder on the ground, or boxes to walk on.
 - At the Expert level and above, the WagIt® bridge, bang it boards, or a secured teeter (tip no more than 6") or 2x12 board up to 8' long no more than 12" off the ground may be used. (All boards and planks must be secured for safety).
- **Burrow:** all four feet must go through or in the burrow (through burrow is a tunnel-like structure).
 - At the Ratter and Happy Ratter Levels, the through burrows are 3 feet or less in length. Burrows may be agility chute houses, secured lawn/leaf bags, large, secured trashcans. A dog going completely into a cardboard box also counts a burrow.
 - At the Expert Level, the through burrows can be up to 10 feet in length. Agility Tunnels may be used.
 - At the Champion and Extraordinaire Levels, through burrows can be up to 20 feet in length. Agility Tunnels may be used.
 - At any level, a dog may go into a burrow, turn around, and come out. If all four feet have gone into the burrow, the dog will receive credit for completing the burrow.
 - Official burrows must be 24" across (diameter).

Rats, Containers, and Removal Guidelines:

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

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

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

- The rat, in its container, should be secured in such a manner so that it does not roll or fall to the floor/ground.
 - The tube should be tied down or bolstered so that it cannot be easily dislodged.
 - If the rat tube is placed on a shelf, there should be other items on the shelf so the rat location will not be obvious to the competitor.

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

- **Removing Containers**
 - Any container may be removed at any time, including dirty or clean containers.
 - Rat tube being removed must be held level. The tube should not be held upright (on end), at an angle, or rolled. Rat safety is paramount.
 - Dog must be restrained by the handler or under control in a stand, sit, or down stay and kept 3' away from the container as the (Judge/ Steward) removes the container. Alternately, if a dog will NOT chase after the person removing the container, they may simply be released to hunt without being restrained.
 - *A dog that follows the rat steward a few steps and without chasing or charging, then goes back to hunting on the handler's cue is not to be faulted. ("Where's my rat going? Oh, okay, my handler says it's fine, and I can get back to work.")*
 - If a dog lightly jumps on a rat steward or judge, in a friendly manner, without perceived ill intent, the judge may issue a 5–10-point fault. Faults assessed at the judge's discretion.
 - If a dog chases or charges at the person, it is a 10-point fault
 - If a dog jumps at/on the rat steward or judge, it is a 20-point fault.
 - If a dog bites clothing or rat steward or judge, this is an NQ and the dog is removed from the search area.
 - Once a rat tube is removed, it must be a minimum of 10 feet from the search area.
 - When a rat is removed from a rat tube, that tube should be removed from the search area and turned up on end and only be used for placing another rat to prevent a dog from getting stuck in hot residual rat odor.

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

When things go wrong:

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

Notes for Judges:

- No special dispensation for any team (such as clearing the building): a level playing field for all.
 - An exception is made for dogs in wheelchairs and/or dogs who need a harness for balance reasons.
 - Disabled dogs may wear a harness with a handle for safety.
 - When multiple rings are running concurrently, if a dog ahead is barking or zooming or otherwise “carrying on” to a point where the next dog will be concerned or “drawn into the action,” the judge may hold up running the 2nd dog until the situation settles.
- Spectators should not be hanging over the fence to watch, and it is fine to ask them to step back.
- The rat steward should try to stay in or near the start box until needed and not anticipate retrieving the rat.
- Judge's movement should be minimal, staying out of the way of the working dog. The start box or behind the start line in some of the games is a good place to stand.
- In all levels **except** Extraordinaire, Extreme Ratter, and games, (Infestation, Level 5 in the games) with an unknown number of rats on course, judges should call Rat 1, Rat 2, Rat 3, etc.
- In Extraordinaire, Extreme Ratter, Infestation, and Level 5 in games, the judge will quietly say “yes” or make a gesture to the handler that the rat called is correct if other competitors are within earshot.
 - If the number of rats on course in the afore mentioned classes *changes* for each competitor *or* the other competitors are out of sight and hearing, the judge may call Rat 1, Rat 2, etc.
- Judges may not have food of any kind on them.
 - Rat stewards, timers, or rat catchers may not have food of any kind on them.

Definitions of roles:

- **Judge**
 - Responsible for set up of search area, directing helpers with the physical set up of the search area, ensuring all obstacle requirements for the class or game are in place and the search area is safe for competitors and dogs.
 - Placement of rats, clear (if applicable) and litter tubes (if applicable) may be done by the judge or by the rat steward under the judge's direction.

- Ensure the timer knows the search time and parameters (whether a 30-second warning is to be announced in each class/game) and the specific timing instructions for Rat Race and Silen Hunt.
 - Give instructions to Rat Steward.
 - Give instructions to Rat Catcher.
 - Brief handler on rules when they enter the search area to compete.
 - Confirms rat location when the handler calls or signals “rat.”
- **Rat Steward**
 - Works inside the ring with the judge.
 - Stands on start mat once dog has begun searching.
 - Removes rats (or litter/clear tubes, if handler requests) when safe to do so.
 - Dog must be restrained or alternately, off searching independently for the next rat.
 - Rat tube should be held level and not tipped on end, held at an angle, nor rolled.
 - Hands the rat tube to the Rat Catcher outside the ring.
 - Returns to start mat.
 - Should not anticipate when the handler will call “rat.” Move in once the judge has confirmed.
- **Rat Catcher**
 - Stands outside the ring.
 - Takes the rat tube from the Rat Steward
 - Places the rat tube in a predetermined location which must be at least 10’ from the ring gating.
 - Be prepared to move quickly around the ring perimeter to take the rat from any location.
- **Timer**
 - Confirms with judge the maximum time for the class or game.
 - In classes or games, where a 30 second warning is allowed, calls “30 seconds” when there are 30 seconds remaining.
 - Some classes and games levels do not have a 30-second warning. The judge will remind you before the class starts.
 - At all levels, calls “time” when the maximum time has been reached.
 - Rat Race and Silent Hunt have special timing instructions. The judge will help you understand the parameters.
 - Records any faults, # of rats found, bridge, burrow, bonuses on the score sheet as the judge reports during the dog’s run.
 - Writes the elapsed time on the score sheet.
 - Record the maximum course time if the handler runs out of time.
- **Score Table**
 - Receives the score sheets from the timer, judge, or other trial helper.
 - Records all information, including time, rats, found, any faults, and/or bonus points in the Happy Ratters spreadsheet.
 - It is a good idea to have a printed copy of the Summary Tables for the Standard classes and the Games on the score table.

- Tallies final scores and determines qualifying rounds and placements
- Gets ribbons ready for handing out to competitors.
- Makes a note of titles earned.
- Sends final spreadsheet to Happy Ratters office.

The scoring procedure will change once the new Happy Ratters scoring software program has been designed.

Notes for Hosts/Trial Chairs regarding late arrivals:

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

Happy Ratters Regular/Standard Classes and Titles

Dogs receive points for finding rats, crossing bridges, and going into burrows. The point system varies according to the level.

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

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

Rat Scoring:

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

Visibility of Tubes:

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

Height of Tubes:

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

Timing:

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

Faults:

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

Class Level Details:

Ratter Level, (RAT)

- 2 ½ minutes, 1 rat, 1 Empty, 1 litter tube.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done.
- All containers may be somewhat visible.
- No moving of items allowed.
- Title requires 300 points, 100 points are available each run.
Rat 60 points, burrow 20 points, bridge 20 points.
- Unlimited [faults](#) allowed.
 - no minus scores.
- *No points if no rat is found.*

Happy Ratter Level (HRAT)

- 3 minutes, 2 Rats, 2 litter tubes.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 1 foot or lower if this can safely be done.
- Rats must be no closer than 6 feet apart.
- All containers may be somewhat visible.
- No moving of items allowed.
- Title requires 300 points, 100 points available each run.
Rat 40 points, burrow 10 points, bridge 10 points.
- Unlimited [faults](#) allowed.
 - no minus scores.
- *No points if no rat is found*

Expert Ratter Level (XRAT)

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

Champion Ratter Level (CHR)

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

Extraordinaire Ratter Level (REX)

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

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

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

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

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

Extraordinaire Ratter and Extreme Ratter Classes Staging:

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

Special Note about Medallions for REX and XREX competitors:

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

Additional Titling for REXP and XREX – Multiples

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

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

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

- XREX2 - 60 perfect scores, after earning the REX title. 20 of those 60 scores must be 110 points or higher.
- XREX3 - 90 perfect scores, after earning the REX title. 30 of those 90 scores must be 110 points or higher.
- And so on for each additional 30 perfect scores with 10 scores 110 (130 if earned after June 2021) points or higher.

Teams may opt to remain in a level instead of moving up after earning their title, *except for REX*. Teams must move to XREX only if they wish to continue competing at that level. Teams always have the option to move to a lower level at any time.

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

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

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

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

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

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

Happy Ratters Games Rules and Titles

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

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

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

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

Rat Tube Location for Handlers of Multiple Dogs Running in the same Happy Ratter GAME

Class and Level: *Please read as the rule on moving rats for Games Classes differs from the rule for the Standard Classes.*

- Rats will NOT be moved in the Games Classes even if a handler is running more than one dog in the same game and level.
 - In games, the rats are sitting in the same location for a longer period of time than in the Standard Classes. The hot scent/urine collects in that location and when the rats are moved, the second dog handlers are at a disadvantage, generally causing more false alerts when the rats are moved than if they are kept in the same location.
- The handler's first dog will be in the running order with handlers having only one dog.
- The handler's second (third, etc.) will be placed in at the end of the running order after all the single dog handlers have run.
 - The rats will **not** be moved to a different location in the ring.
- **Exception to moving rats for Level Five Games and Infestation when a handler runs multiple dogs**
 - At Level 5 games and Infestation only, the rat location AND the number of rats will be changed for handlers running more than one dog.
 - Level 5 dogs are experienced, and it is expected they can locate live rats and not get hung up on hot scent/urine spots.
 - Level 5 and Infestation games present a challenge of an unknown number of rats on course. Handlers of dogs at this level, should be attuned to when their dogs have finished hunting and the course is clear of rats.

Handlers of Multiple Dogs Running the Same Level in Games Classes:

- Even though you know where the rat/s is/are, your dog must find the rat/s.
- You cannot point to the location where you know, from your previous run, a rat is hidden.
 - A general movement to the area of the ring is acceptable.
 - **Faults** will be assessed if you ask a dog to "check" the area where you know a rat is hidden. Your run will end if you exceed the number of faults allowed for that game and level.

Judges' Guidelines for Multiple Dogs Running the Same Level in Games Classes:

- The handler's dog must find the rat/s.
- Handlers cannot point to the location where they know a rat is hidden.
 - A general movement to the area of the ring is acceptable.
 - [Faults](#) will be assessed if the handler asks a dog to "check" the area where they know a rat is hidden.
 - End the run if the fault limit for that game and level is reached.

A-MAZE-ing Rat: A fun maze game

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

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

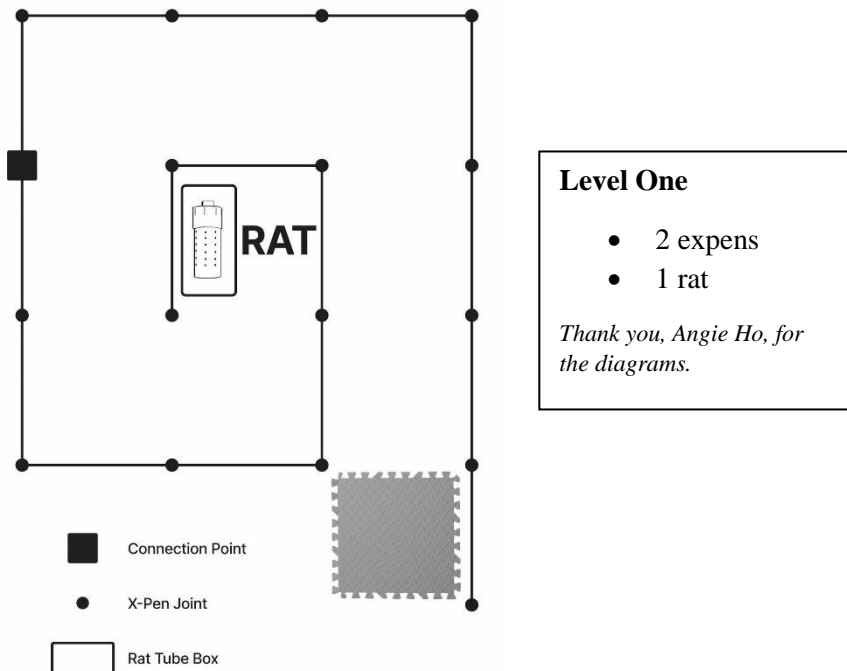
- Equipment: Expens
 - Two (2) – six (6) standard 8-panel expens that are approximately 3 feet in height.
 - The quantity of expens required is dependent upon the level being set up.
 - Create spiral mazes **as shown in the diagrams** under each level description below. The expens should be connected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

Level One:

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

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

Please set up exactly as shown.

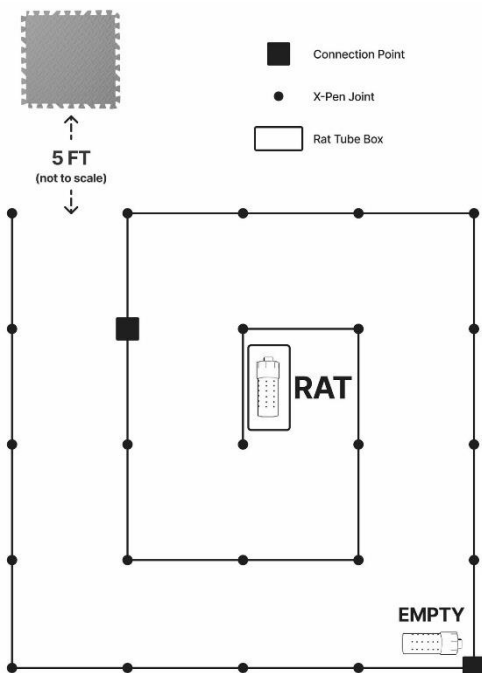


Level Two:

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

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

Please set up exactly as shown.



Level Two

- 3 expens
- 1 rat
- 1 empty tube

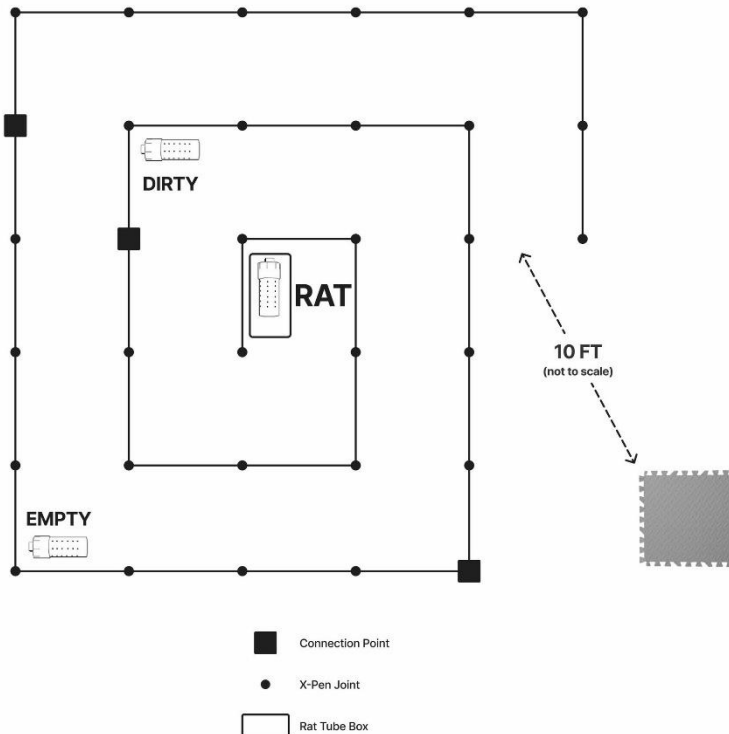
Thank you, Angie Ho, for the diagrams.

Level Three:

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

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

Please set up exactly as shown.



Level Three

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

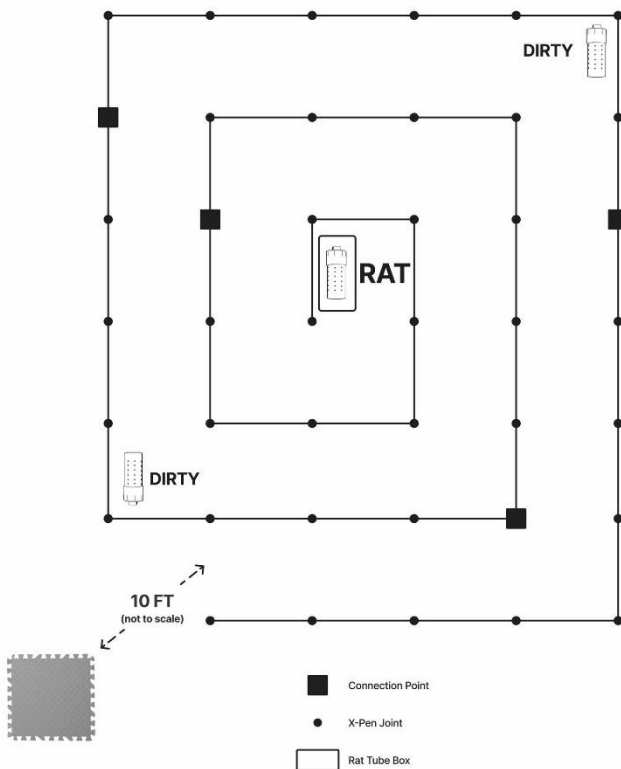
Thank you, Angie Ho, for the diagrams.

Level Four:

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

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

Please set up exactly as shown.



Level Four

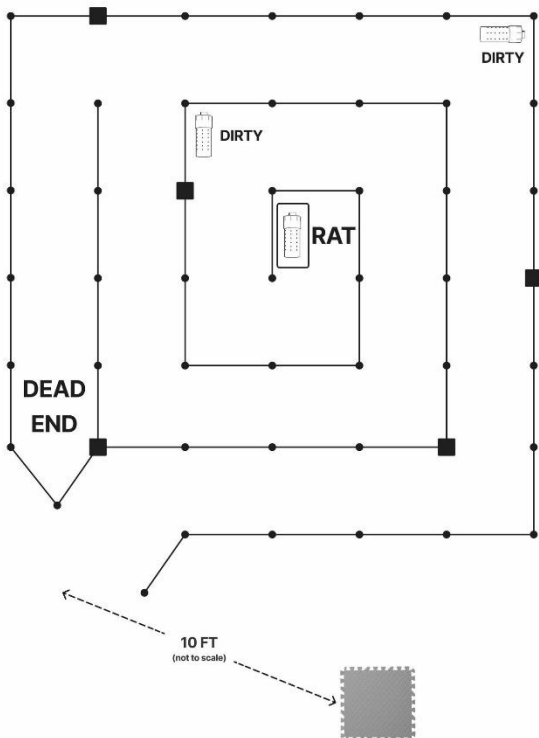
- 5 expens
- 1 rat
- 2 dirty litter tubes

Thank you, Angie Ho, for the diagrams.

Level Five:

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

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



Level Five

- 6 expens
- 1 rat
- 2 dirty litter tubes

Thank you, Angie Ho, for the diagrams.

A-MAZE-ing Rat (HRMZ) Titles

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

Box-A-Rat

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

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

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

Level One:

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

Level Two:

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

Level Three:

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

Level Four:

- 3 ½ minutes, 4 rats.
 - 30-second warning given to exhibitors before time elapses.
- Max Height of tubes: 2 feet or lower if this can safely be done.
- 1 [fault](#) allowed.
 - Second fault ends the game.
 - Handler keeps points accumulated.

- NO moves allowed.

Level Five:

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

Box-A-Rat (HRBR) Titles

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

Dump Hunter: A distance game

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

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

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

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

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

Dump Hunter Titles (300 points needed per title)

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

Earn A Rat: A handling/handler awareness game

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

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

- 2 ½ minutes. 3 rats.
- No dirty or clean tubes.
- Rats are not placed in close proximity (at least 10' apart).
- Obstacles on course:
 - Bridge/s: table or ramp or ladder.
 - Burrow/s: chutes, tunnels barrel.
 - Handler can reward at bridge or burrow as well as at rat.
- Game starts in start box.
 - Earn A Rat is the only game/class where a handler may lead out to start.
 - Time starts when handler leaves the box if handler leads out, otherwise time will start when all dogs' feet leave the start mat.
 - Performing a bridge or burrow earns the right to hunt a rat.
 - Handler calls "rat" when one is found.
 - After rat is found, dog must do another bridge or burrow (either) to earn the next rat
- Rat found and **called** followed by rat found and **called** ends the game. The team is done and exits the ring. The team may keep any points accumulated.
- Rat found and called, followed by rat found and *NOT* called, team may continue. The handler may reward the dog at this rat but must do a bridge or a burrow before the handler can call "rat."
 - The handler may point to where a rat has been found by the dog previously, but not called by the handler. The dog does not need to "re-find" the rat.
 - Handler keeps track of whether it is safe to call "rat."
- If there is a false alert, dog must do a bridge/burrow to earn right to hunt again
- If the dog takes two obstacles (bridge or burrow) in a row, it is a 10-point fault *only* if the dog was directed by handler.
- Handler may cue a dog to down or sit to call dog through a burrow or over a bridge (optional – no fault, only time wasted).
- If the dog takes two obstacles in a row as they fall in the dog's path, that is not a fault. There is no penalty.
- No more than 2 things can be moved with judge's permission.

Earn a Rat Title

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

Infestation: A multi-rat game

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

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

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

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

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

Rats in the Garden and Rats in the House: Searching games in unique and challenging locations.
Objective: To show dog's hunting skills in new environments.

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

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

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

Rats in the Garden – an outdoor searching game with a yard or garden theme (wheelbarrows, planters, flowerpots, kids' toys, slides, pools). Dogs may be run off leash in a secure fenced-in area or on leash (any length).

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

Level One:

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

Level Two:

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

Level Three:

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

Level Four:

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

Level Five:

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

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

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

Rat Race: A hunting speed game

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

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

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

Rat Race Titles

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

Rat Trap: A Scent Tube Detection Game

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

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

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

Level One:

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

Level Two:

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

Level Three:

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

Level Four:

- 3 ½ minutes, 4 rats.
 - 30-second warning given to exhibitors before time elapses.
- 15 -30 tubes total.
- 1 [fault](#) allowed.

- Second fault ends the game.
 - Handler keeps points accumulated.

Level Five:

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

Rat Trap Titles

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

Road Rage Rats: Search for rats in wheeled items

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

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

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

- An indoors or outdoors searching game using many tubes and items or toys with wheels.
- Only tubes with the Rat/s and clean tubes are on the course
 - No litter tubes.
- All tubes are visible.
- All tubes should be placed securely in the wheeled vehicle, so they cannot be easily rolled or pushed out by the dog.
- Indoors is always OFF leash with dog running "naked." (No collars or harness)
 - If run outdoors, can be run on leash (any length) for safety.
- Rat tube can be removed when there is more than one rat on the course.



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

Level One:

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

Level Two:

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

Level Three:

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

Level Four:

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

Level Five:

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

Road Rage Rats Titles

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

Silent Hunt: Showcase working independence

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

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

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

Level One:

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

Level Two:

- 3 minutes, 2 rats.
 - No 30-second warning given before time elapses. The judge is calling the “rat,” so the handler doesn’t need to know.
- *Max Height of tubes: 18” lower if this can safely be done.*

- No [faults](#) allowed.
 - If the handler calls “Rat,” this will end the game.
 - Handler keeps any points accumulated.
- Game ends if handler moves or speaks after restarting the dog to find rat 2, with the exception of the handler returning to the start box.
 - Handler keeps any points accumulated

Level Three:

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

Silent Hunt Titles

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

Ultimate Distance: A distance game

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

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

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

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

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

Ultimate Distance Titles (300 points needed per title)

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

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

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

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

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

Versatility Titles

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

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

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

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

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

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

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

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

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

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

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

Versatility Titles Chart

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

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

Games Versatility Titles

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

Games Versatility Titles Chart

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

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

Lifetime Achievement Awards

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

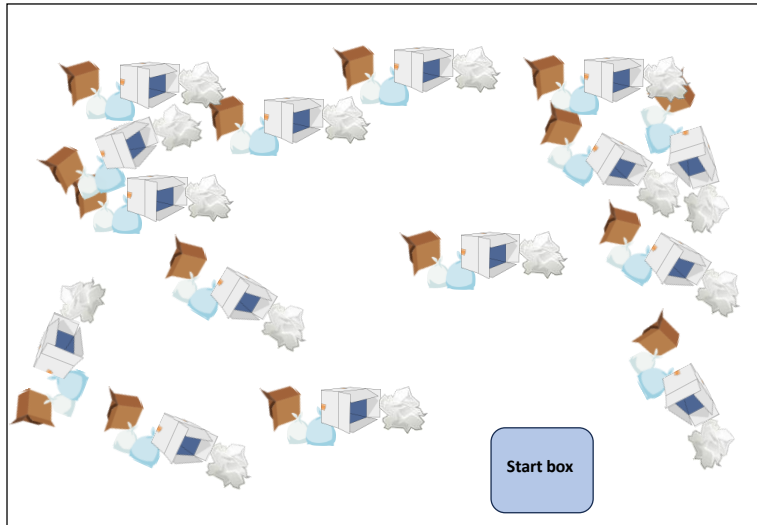
Number of Points	Lifetime Level
10,000	Amethyst
15,000	Topaz
20,000	Ruby
25,000	Emerald
30,000	Sapphire
35,000	Diamond
40,000	Black Diamond
45,000	Platinum
50,000	Fool's Gold

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

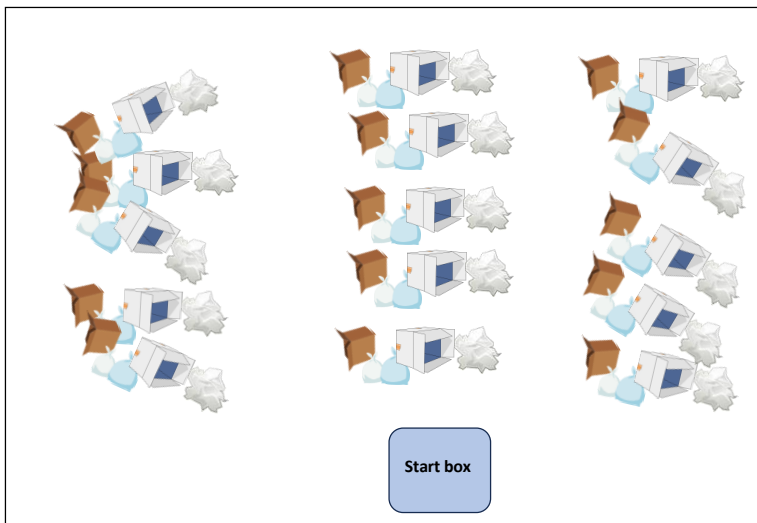
Appendix

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

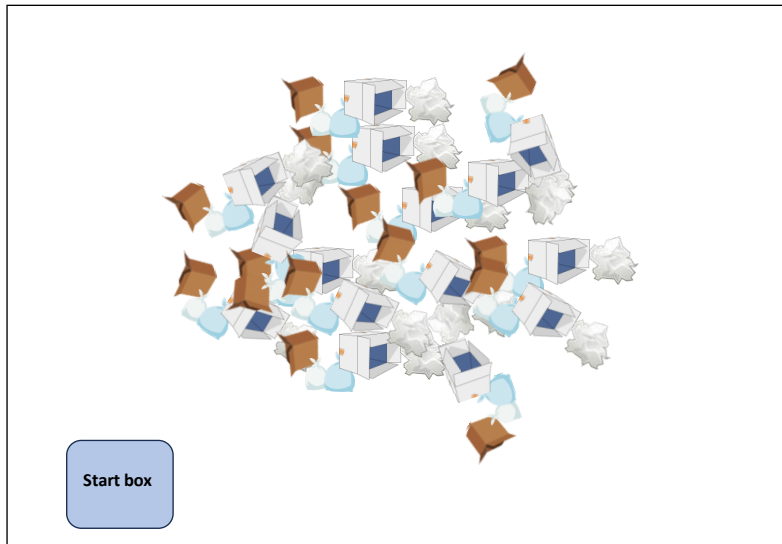
Note that Bridges and Burrows are not drawn in the diagrams. For Standard classes and Earn-A-Rat, place Bridges and Burrows in locations that make sense for flow, leaving enough room for dogs to safely enter and exit the burrow/s.



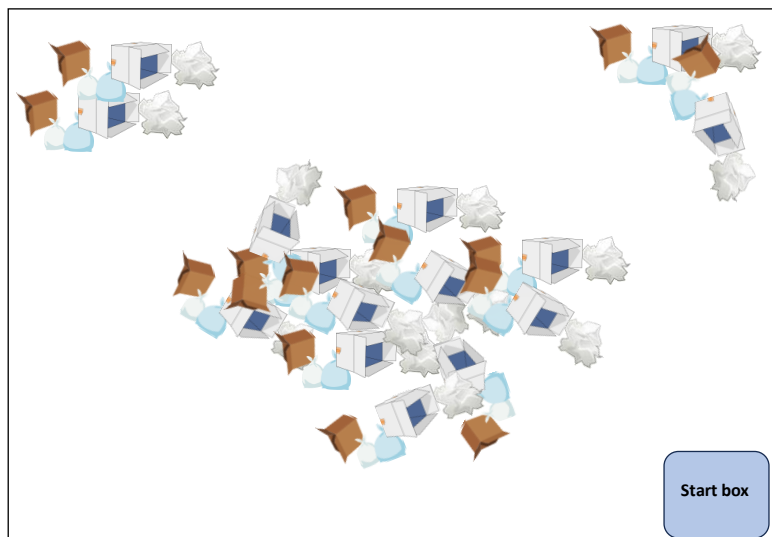
Random set up. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



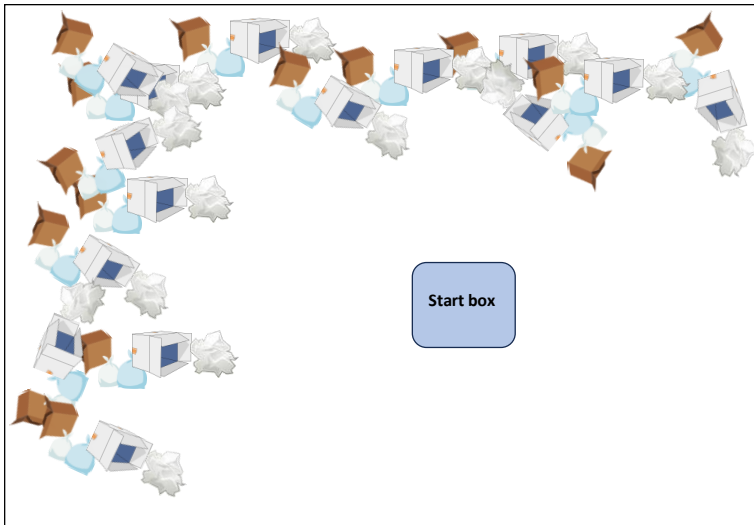
Set up with items in rows. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



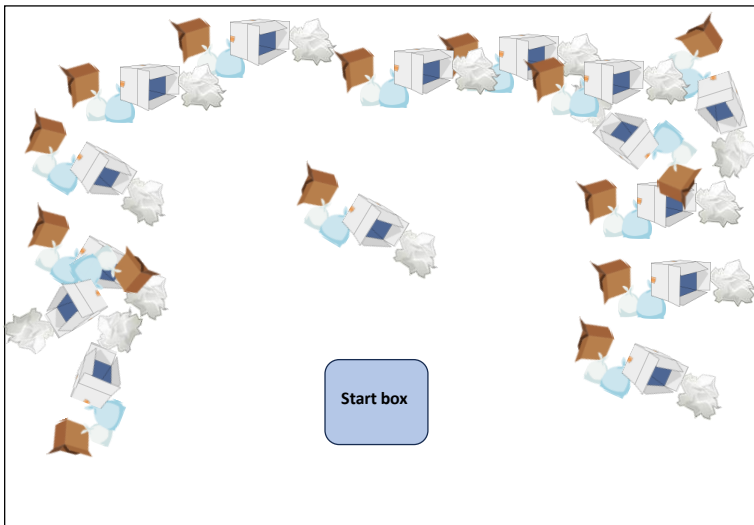
Set up with items in center. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



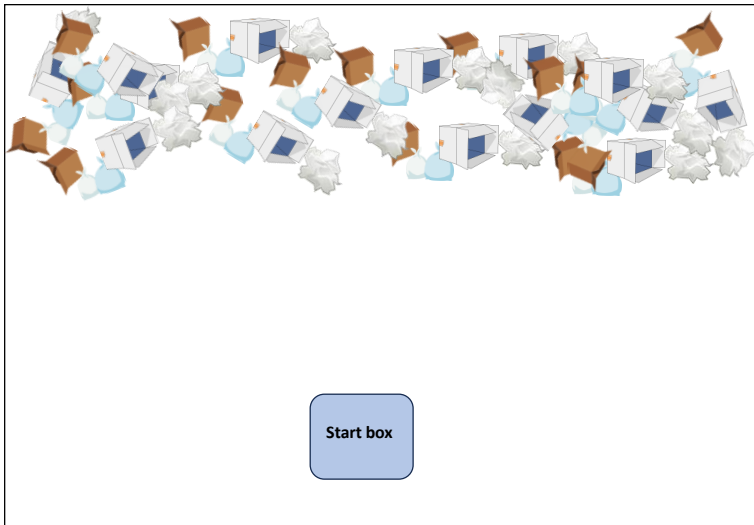
Set up with most items in center and two smaller clusters. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



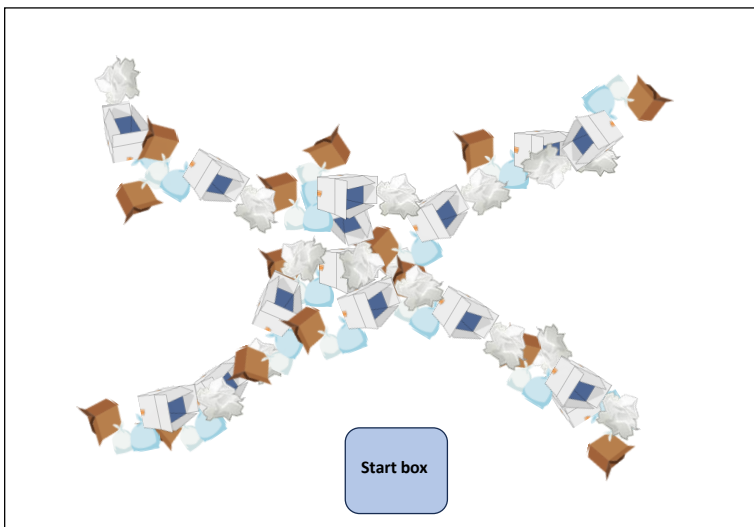
Set up with items in L-shape along two sides of the ring. Put bridge and burrow anywhere that makes sense, leaving enough room for the dog to safely enter and exit the burrow. Start box location is a suggestion only. See rules for guidelines.



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



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



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

Retired Game effective March 2024.

This game is no longer a Happy Ratters trialing option.

Double Dutch: A pairs game where one team honors the other while hunting

Objective: to challenge dogs/handler ability to work individually with another dog honoring while the working team is hunting.

- Ring Setup: two fenced (lattice fencing, ring gates, expens) start boxes on opposite sides of the ring.
 - This may be a visual barrier.
- If a handler wants to run two of their own dogs, they'll need people as holders
- Before the game starts, both dogs must be on leash and under control of their handlers
- Teams decide which dog will run first.
- Dog 1 is released to hunt, while dog 2 waits on leash in its start box. The handler of the running dog, goes with the dog as in the regular classes. Small dogs may be picked up and held by the handler, but must be on leash. (Note: slip leads might save time)
- Dog 1 either finds a rat and returns with its handler to the Dog 1 start box or has a false alert and returns, with handler, to the start box. There are no faults for a dog not finding a rat, it simply time wasted in switching back and forth between the dogs.
- When dog 1 is on leash, dog 2 may be released to hunt. The handler will enter the course with its dog as in the Regular classes.
- Dog 2 either finds a rat and returns with its handler to the Dog 2 start box or has a false alert and returns, with handler, to the start box
- If all the rats have not been found, repeat back at dog 1, continue until time runs out.
- Dog returning to start box must be put on leash and under control before next dog runs
- The type of fencing used (lattice, expens, ring gating) must be noted in the trial premium so the exhibitors have the information needed to make an informed decision on whether to enter their dog in the game.
 - Trial hosts should note in the premium if a visual barrier will be used.

Level 1

- 2 rats
- 2 minutes
- Visual divider between honoring dogs (fence)
- Rats should be no closer than 10 feet to starting box
- Scoring: 100 points, 25-point fault if a dog doesn't find a rat (all rats are found by one dog)
- Both teams get the points

Level 2

- 4 rats
- 4 minutes
- Visual divider between honoring dogs (fence)
- Rats no closer than 10 feet to starting box

- Scoring: 100 points, 25-point fault if a dog doesn't find a rat (all rats are found by one dog)
- Both teams get the points

Double Dutch Titles

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

Retired Game effective March 2024.

This game is no longer a Happy Ratters trialing option.

Double Dutch has 2 levels. The designation for versatility will be applied as follows.

This game is retired, but Double Dutch Titles earned while the game was active, will be credited towards a dog's versatility title.

Ratter/Happy Ratter/Expert	Double Dutch 1
Champion/Extraordinaire	Double Dutch 2