# INFO FOR PARTICIPANTS

## German VDH Prüfungsordnung Treibball
### valid from 1.1.2023

## RUNS

We have two runs in competitions
- Run 1 Classic
- Run 2 Fetch or Shed

Championships have three runs: Classic, Fetch und Shed

## RULES

- All balls have numbers.
- The handler stays in the goal.
- The dog pushes the balls according to the numbers into the goal.

Commands can be given freely except for Outrun and Lift in Run Classic.

## EVALUATION

**Each ball has 10 points.**

The faults per ball are deducted from these 10 points. At the end of the run, the remaining points are added together and time faults or faults per run are deducted.
Points of both runs are added together to give the total numbers of points and the ranking.  In the event of a tie, the time elapsed will decide.

## FAULTS

**Faults per ball**

The following faults are counted per ball. A maximum of 10 faults is deducted per ball.

**1 fault is deducted if**

the handler
- enters the field without authorisation,
- touches the ball without authorisation but without changing the ball's position.

the dog
- pushes a ball while the handler is on the field,
- or, in run 2 variety Fetch, pushes a ball out of sequence from its ring whether directly or indirectly.

**10 faults are deducted if the dog:**

- pushes a wrong ball into the goal or
- pushes a ball from the field.
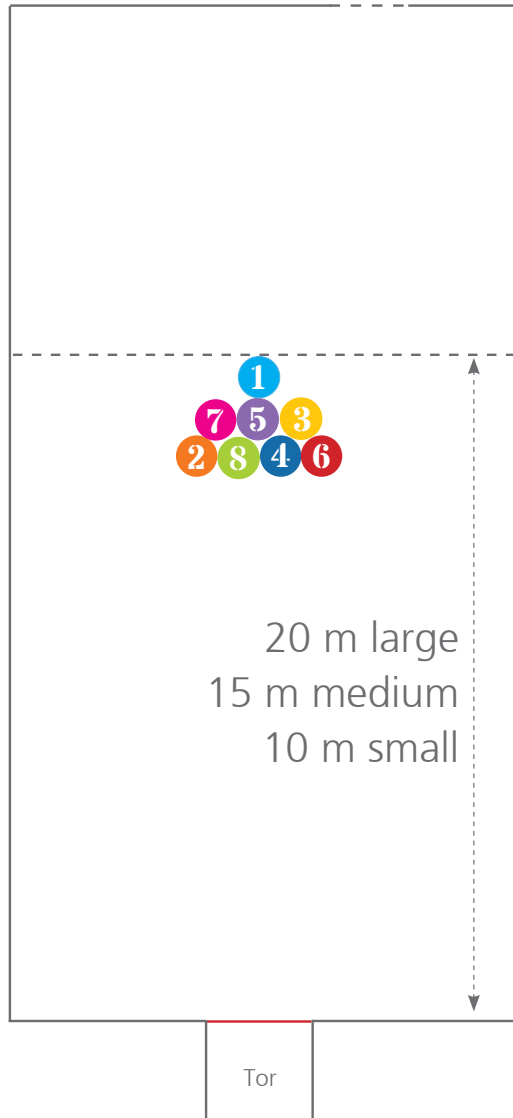
**Faults per run**

**1 fault is deducted for:**

- A faulty lift
- touching the dog without authorisation
- sit or down at the end of the run before all paws are in the goal
- Beginner and Senior: dropping food in the goal.

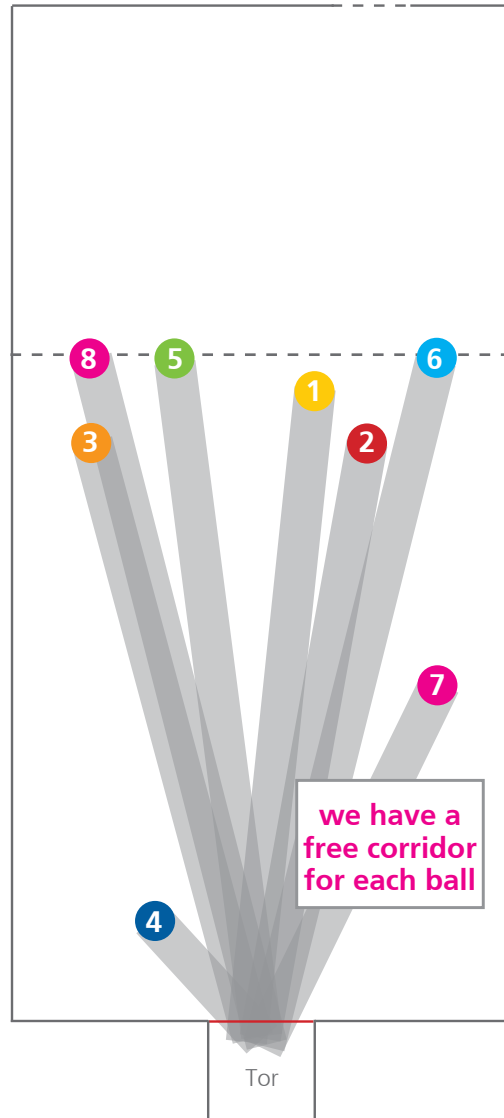A faulty outrun is sanctioned with 2 faults.

**Time faults**

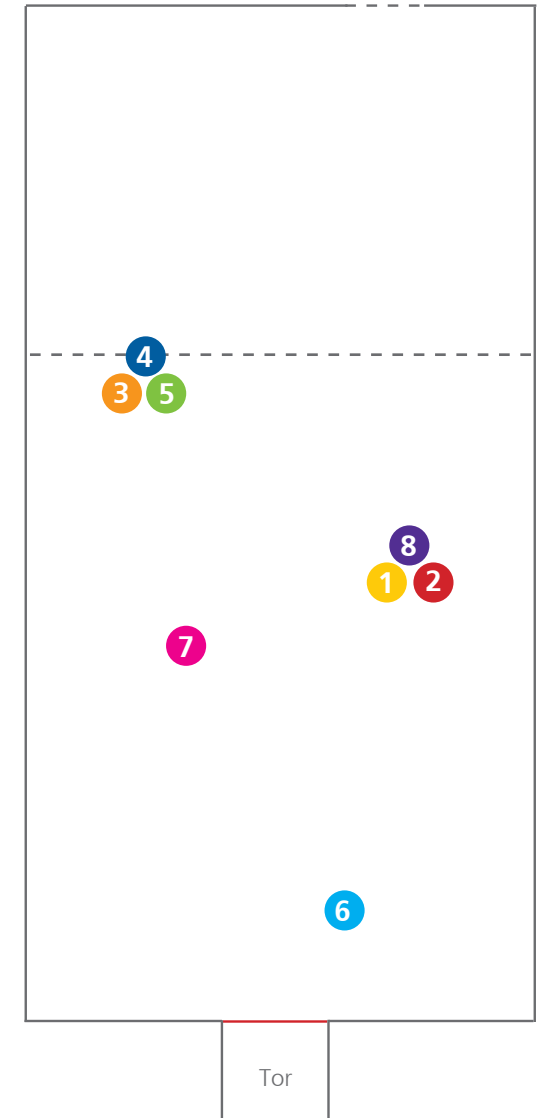Every 10 seconds more than the standard time is 1 fault.

## example RUN 1 CLASSIC



20 m large
15 m medium
10 m small

Tor

## example RUN 2 FETCH



we have a
free corridor
for each ball

Tor

## example RUN 2 SHED



Tor

# RUN 1 **CLASSIC** – BEGINNER TO TB 3

The balls are arranged in a pyramid. Ball 1 is at the top of the pyramid which is at the cross of the line extending through the middle of the goal and the maximum distance of the respective class and category.

In classes Senior, Tb 1, 2 and 3 the judge decides where in the pyramid to place the other balls. Their position is identical for all participants of the class.

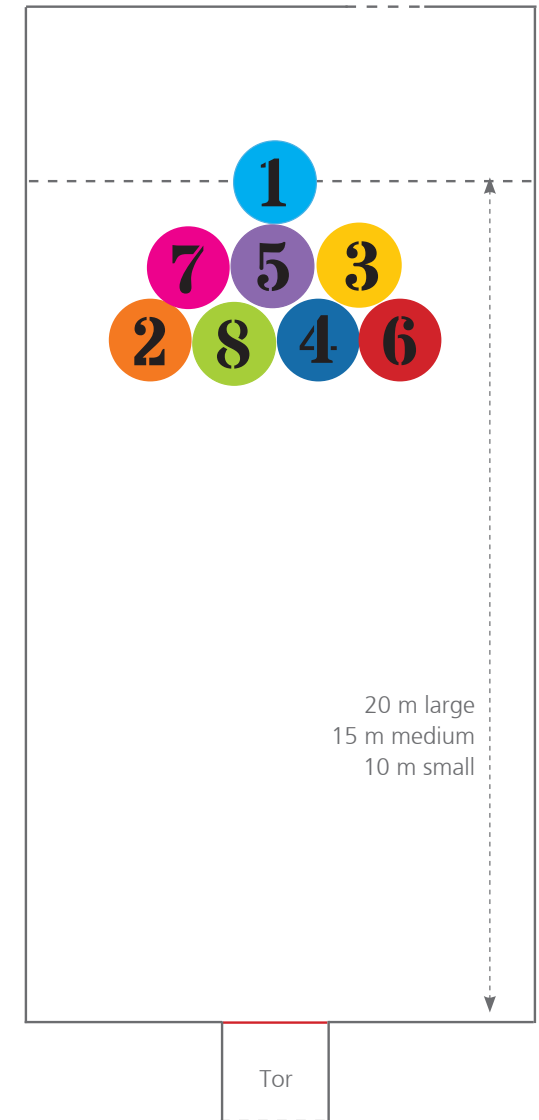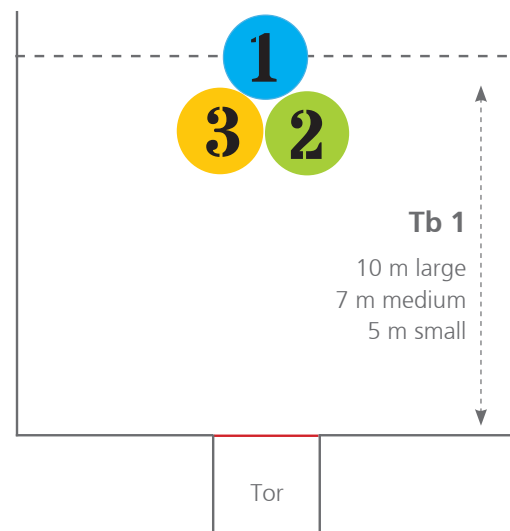In Beginner balls 2 and 3 can be brought into the goal in free order.

## Number of balls

**Beginner, Tb 1 and Senior**

**Tb 2**

**Tb 3**

**Beginner : Senior**

| | |
|---|---|
| 5 m large | 7 m large |
| 4 m medium | 5 m medium |
| 3 m small | 3 m small |

Tor

**Tb 1**

10 m large
7 m medium
5 m small

Tor

20 m large
15 m medium
10 m small

Tor

Kathrin Mosandl, Member of *Arbeitsgruppe Treibball VDH, OfTb BLV*
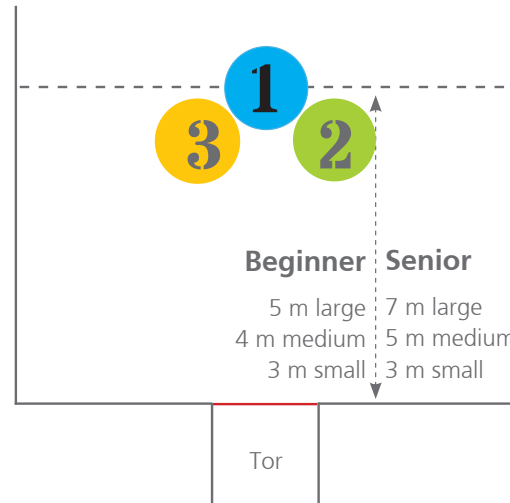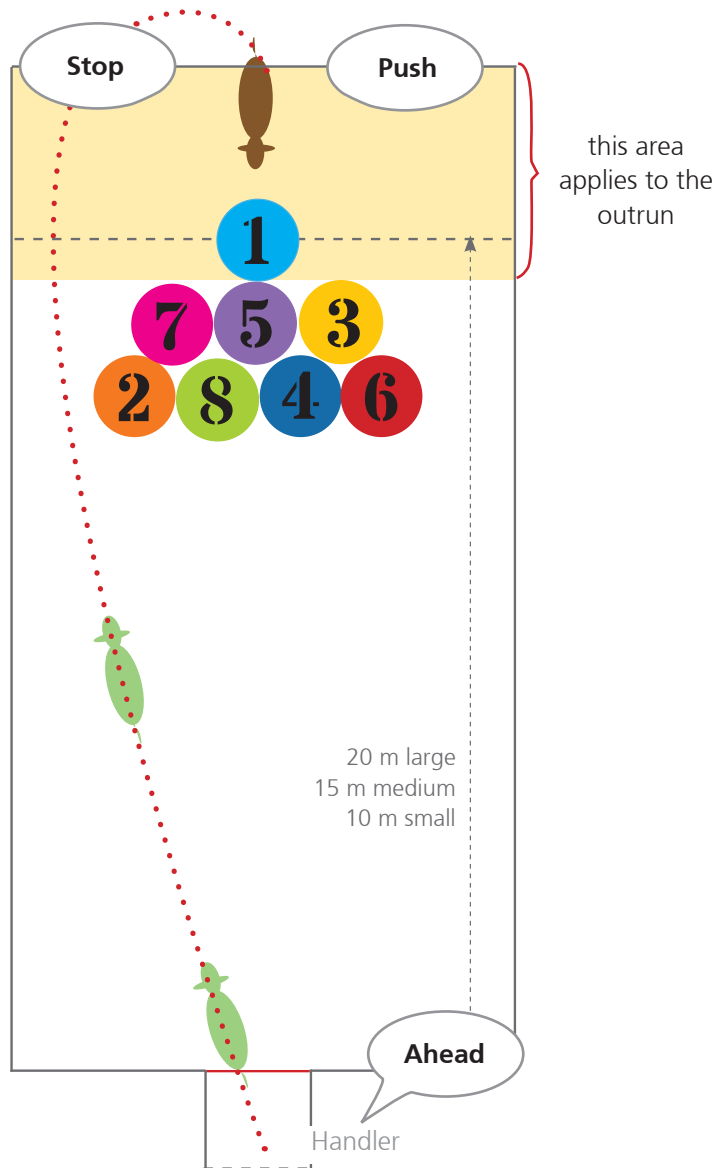
# OUTRUN AND LIFT

**Outrun**

- Only two commands may be used to send and position the dog at the top of the pyramid.
- The dog has to remain still behind or next to ball 1 for a few seconds.
- Then one command may be given for the dog to push ball 1 (lift).
- The dog must be sent from the right- or left-hand side of the handler.
- The dog must not cross between handler and balls.
- The pyramid must not be disturbed before the lift

A combined auditory and visual signal is counted as one command. A permanent command such as leaving the arm stretched out is not allowed.

An example: "Ahead – Stop!" And after the pause "Push!"

After the lift, where the dog pushes the top ball or at least visibly tries to do so, commands are ad lib.

**2 Faults**

**Lift**

- The lift connects directly to the outrun. No command may be given between outrun and lift. The lift is only possible if the formation of the balls is intact.
- At the start of the lift, the dog must be in a short waiting position behind or next to ball 1.
- Only a short command may be given for the lift. A combination of audio and visual signals counts as one command.
- The dog pushes ball 1 on command. No other ball may be pushed before ball 1.
- The lift is finished when ball 1 has been pushed from the ring.
- If one of these criteria is not met or the dog handler has entered the field, the lift has failed.

**1 Fault**

# RUN 2 – **FETCH** AND **SHED**

The judge decides formation and standard time for run 2. Both are published on the day of the trial. The formation is identical for each category. Distances to the goal and between the balls are adjusted in proportion to the maximum distance of the class and category.

**Fetch**

All balls are placed on rings. From each ball there must be a free corridor to the goal. It must be possible to push the ball from its starting position to the goal without disturbing another ball that is still on its ring.

Distance between balls and between a ball and the boundary must be at least 1.5 ball diameters.

The dog is to push the balls in numerical order, no ball may be pushed – directly or indirectly – from its ring out of sequence.
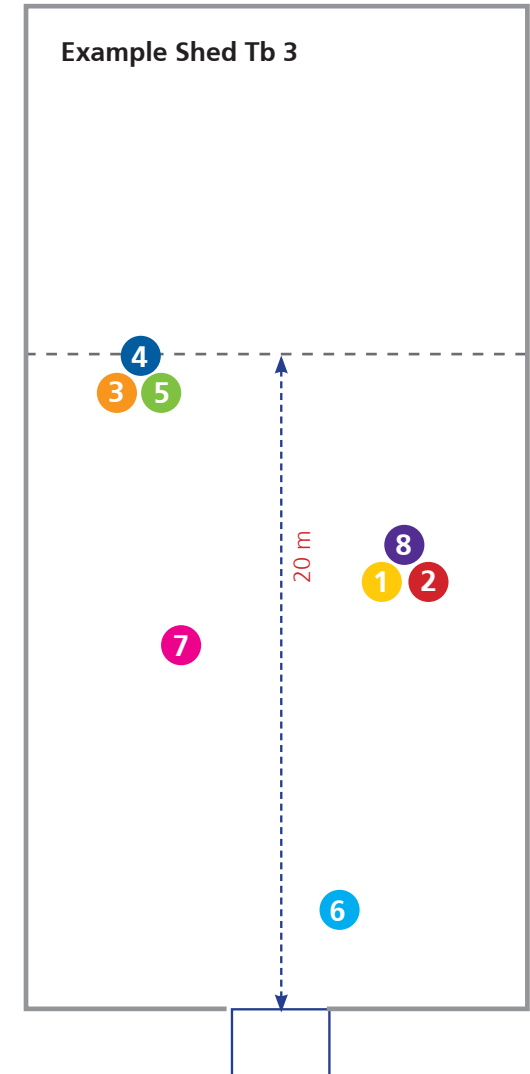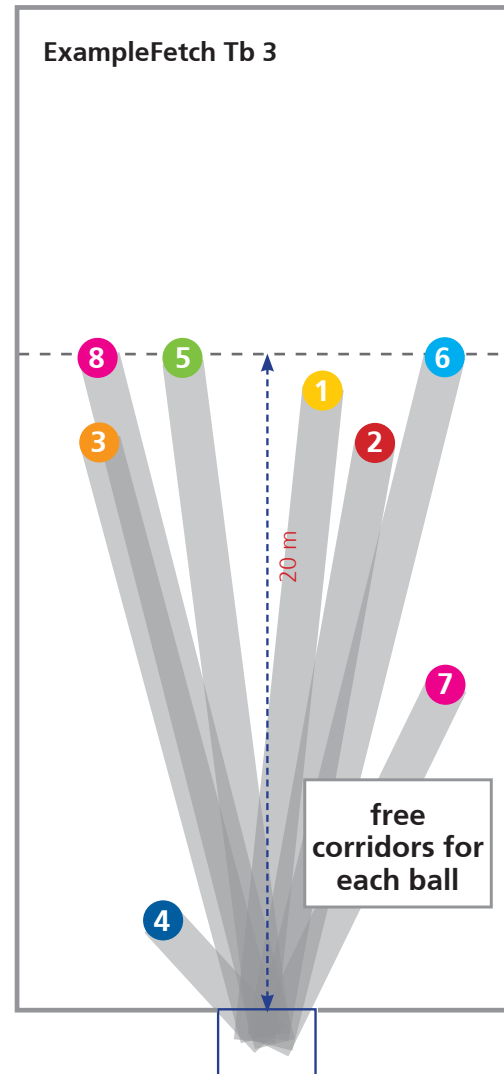
**Wrong Ball from the ring is 1 fault.**

**Shed**

The balls are distributed feely in the prescribed area. Closed formations, where balls with low numbers are blocked by balls with high numbers are permitted.

Balls must have at least one ball diameter distance to the boundary.

**Wrong Ball from the ring is no fault.**



ExampleFetch Tb 3

free corridors for each ball

Example Shed Tb 3

# CLASSES, BALLS, FOOD AND TOYS

## Treibball Classes

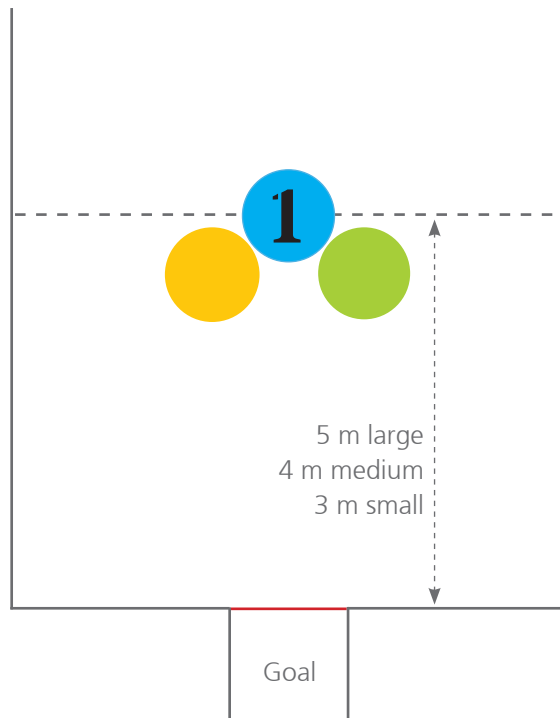| Classes | Balls | Distance from goal | | |
|---------|-------|-------|--------|-------|
| | | Small | Medium | Large |
| Beginner | 3 | 3 | 4 | 5 |
| Tb 1 | 3 | 5 | 7 | 10 |
| Tb 2 | 6 | 7 | 10 | 15 |
| Tb 3 | 8 | 10 | 15 | 20 |
| Senior | 3 | 3 | 5 | 7 |

## Categories

There are three categories, depending on height of the dog at the withers:

Small:      under 35 cm,
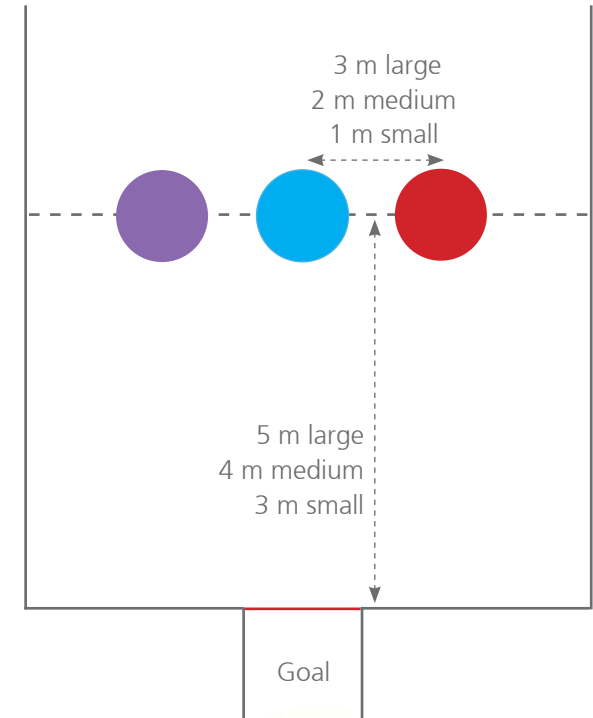Medium:   from 35 cm and under 45cm,
Large:      from 45 cm.

## Balls

| | Minimum parameter | Maximum parameter |
|---|---|---|
| Small balls | ca. 25 cm | ca. 40 cm |
| Medium sized balls | ca. 40 cm | ca. 55 cm |
| Large balls | ca. 55 cm | ca. 75 cm |

## Beginner Run 1



5 m large
4 m medium
3 m small

Goal

## Beginner Run 2



3 m large
2 m medium
1 m small

5 m large
4 m medium
3 m small

Goal

## Food and toys

Beginner and Senior are allowed to feed their dog in the goal. All others are allowed to carry food or toys with them provided it is hidden from the dog.

# TOUCHING THE BALL AND ELIMINATION

## Leaving the goal

The handler may not leave the goal during the run in classes Tb 1 to Tb 3.

Beginner and Senior may leave the gate after the lift.

If the handler has left the goal to help the dog, he must bring the dog behind a ball. The dog may only push again once the handler is back in the gate.

If the dog pushes a ball while the handler is on the field, the handler must stop this immediately. He then has the choice of bringing the dog behind a ball or back into the goal. If the dog pushes for the second time while the handler is still on the field the dog must be brought back into the goal

## Touching the ball by handler

When the ball is touched passively, the ball rolls towards the handler's body; when the ball is actively touched, the handler moves towards the ball.

Active or passive contact with the ball is permitted as soon as a ball has completely crossed the goal line.

Passive ball contact is also permitted if a ball is rolled towards the goal due to external influences and the dog handler has both feet in the goal.

In all other cases, active or passive touching of a ball is not permitted. In particular, the dog handler may not change the position of a ball on the playing field.

| Ball rolls into the goal | wind | 0 fault |
| --- | --- | --- |
| | handler passiv | 1 fault |
| | handler actively moves the ball | **Elimination** |

## Elimination

In the following cases a team is eliminated:

**Dog**

- Actively destroys a ball
- Relieves itself on the field,
- pushes the ball in a way that endangers the dog
- is wearing collar, harness or any unauthorized article
- leaves the field out of disobedience

**Handler**

- Starts twice without waiting for the judge's signal,
- exerts massive pressure on the dog or endangers the dog,
- uses a motivational device in an unauthorised manner or carries it visibly with him/her,
- touches the dog to gain an advantage or to exert pressure
- tolerates or demands driving while on the field himself ,
- changes or influences the position of a ball on the field during the run,
- leaves the trial area,
- argues with the judge,
- behaves in an unsportsmanlike manner or
- cancels.

**Team**

- exceeds the time limit.

# STANDARD TIME UND TIME FAULTS

**no fault:** faster than tandard time

**faults:** slower than standard time

**calculation:** 10 sec. slower than standard time are one fault, 20 sec. are two faults and so on.

It is rounded, so 12 sec. is one fault and 16 sec is two faults. 4 seconds is no fault.

**Senior class has no time faults.**

## Standard time 2023 and 2024

Standard time is the average time of all runs of the previous year.

| Klasse | Lauf 1 | Lauf 2 Fetch | Lauf 2 Shed |
|--------|--------|--------------|-------------|
| Beginner | 01:20 | 01:20 | - |
| Tb 1 | 01:00 | 0,9 | 0,8 |
| Tb 2 | 02:00 | 1,2 | 1,0 |
| Tb 3 | 02:40 | 1,5 | 1,2 |

**Example
Standard time calculation
Tb 2 Fetch**

Ball 1

15 m

Ball 5

14,5 m

Ball 3

Ball 4

10,2 m

13,8 m

Ball 2

3 m

Ball 6

5 m

15 m

14,5 m

10,2 m

3 m

5 m

13,8 m

61,5 m

61,5 m * 2 = 123 m
123 m / 1,2 m/sec = 102,5 sec
SZ for Tb 2 Fetch is 103 sec
(rounded)