



## REGULATIONS FOR SHORELINE SKILLS

### A. SWIM MATE SKILLS (Red Markers)

1. (SS-A1) **Aqua-heel**. Team shall begin in the starter's box. Upon signal from the judge the team shall travel to a point which is swim depth for the dog and inside an end zone. The handler shall turn and face the center. Upon signal from the judge the team shall travel parallel to the shoreline across the swim zone to the opposite end zone. Once in the end zone the handler shall stop and the dog shall circle the handler twice. Upon completion of the circles, the dog shall be directed to switch sides and swim on the opposite side of the handler from the first trek. As the dog is changing sides the handler shall complete an about-turn. Without further direction from the judge, the team shall travel across the swim zone to the opposite end zone. Once in the end zone the team shall complete an about-turn and travel back to the opposite end zone. Once in the end zone, the team shall complete a third about-turn and travel toward the center marker. As the team passes the center marker they shall turn toward shore and return to the starter's box.
2. (SS-A2) **Aqua-heel Shore Layover**. Team shall begin in the starter's box. The dog shall remain on the same side of the handler during all passes through the swim zone. Upon signal from the judge the team shall travel to one of the end zones and the handler shall face the center marker. Upon signal from the judge the team travel to the opposite end zone. Upon reaching the end zone the team shall turn toward shore and return to the starter's box where they shall remain until signaled by

the judge. The judge shall count to five and then signal the team to return to the end zone -- retracing their path. Upon reaching the end zone the team shall turn toward the center marker. The team shall then travel to the center marker where they shall pass the marker on the waterward side and turn toward shore. The team shall return to the starter's box together.

3. (SS-A3) **Call to Water.** The team shall begin in the Starter's box. Upon signal from the judge the handler shall leave the dog in the box and travel to an end zone marker. Upon signal from the judge the handler shall call the dog. The dog shall travel to the handler and tag the handler. The team shall then travel to the center marker where they shall pass the marker on the waterward side and turn toward shore. The team shall return to the starter's box.
4. (SS-A4) **Send to Shore.** Team shall begin in the starter's box. Upon signal from the judge the team shall travel to an end zone, turn and travel to the center marker where the handler shall turn and face the shore. While the handler remains at the center marker, the dog shall be sent to the starter's box. The dog shall enter the starter's box and remain until the handler arrives. Once the dog is in the box the judge shall signal the handler to return to the box. The handler shall return to the starter's box.
5. (SS-A5) **Parallel Loop-a-Marker.** The team shall begin in the starter's box. Upon signal from the judge the team shall travel to an end zone, where they shall turn and travel parallel to shore to the opposite end zone. Upon reaching the end zone they shall complete an about turn. The handler shall remain within the end zone and the dog shall be sent to the center marker, where the dog shall loop the marker, return to the handler, and tag the handler. The team shall then return to the starter's box.
6. (SS-A6) **Waterward Loop-a-Marker.** The team shall begin in the starter's box. Upon signal from the judge the handler shall send the dog from the starter's box to the center marker, where the dog shall loop the marker and return to the handler and enter the starter's box.
7. (SS-A7) **Parallel Loop-a-Swimmer.** The team shall begin in the starter's box. A steward shall travel to the center marker, face the shore and stand abutted against the marker. Upon signal from the judge the team shall travel to an end zone, where the team shall turn and travel parallel to shore to the opposite end zone, passing the swimmer. Upon reaching the end zone they shall complete an about turn. The handler shall remain in the end zone and the dog shall be sent to the swimmer, where the dog shall loop the swimmer, return to the handler and tag the handler. Then the team shall then return to the starter's box.
8. (SS-A8) **Waterward Loop-a-Swimmer.** The team shall begin in the starter's box. A steward shall travel to the center marker, face the shore and stand abutted against the marker. Upon signal from the judge the handler shall send the dog from the starter's box to the swimmer, where the dog shall loop the swimmer, return to the handler and enter the box.
9. (SS-A9) **Double parallel Loop-a-Marker.** The team shall begin in the starter's box. Upon signal from the judge the team shall travel to the center marker where the handler shall turn and face the left or right end zone. The handler shall remain at the marker. Upon signal from the judge the handler shall send the dog to the facing end zone marker. The dog shall loop the marker, then return and tag the handler. The handler shall then turn and send the dog to the opposite end zone marker. The dog shall swim to the second marker, loop the marker, then return and tag the handler. The team shall then return to the starter's box.
10. (SS-A10) **Parallel loop of second marker.** The team shall begin in the starter's box. Upon signal from the judge the team shall travel to an end zone where the handler shall turn and face the center. The handler shall remain in the end zone. Upon signal from the judge the handler shall send the dog across the center to the opposite end zone marker. The dog shall not loop the center marker. The dog shall travel directly to and loop the end zone marker, then return and tag the handler. The team shall then return to the starter's box.