



IDTC Inter-Class Competition

Entry Form

 Thursday 9th July 2026 at 6:30pm

 Le Friquet Field

About the Competition

This fun and friendly event brings together members from different classes for a bit of light-hearted rivalry and teamwork! Each dog and handler may only represent one class, and can take part in a maximum of three exercises, including the obstacle course.

Please complete the form below for your class team's entries, and return to Annie or Sam by **Thursday 25th June**. Make sure to include the names of the dogs and their handlers for each activity.

Class: _____

Team Leader/s (Trainers): _____

Obstacle Course (6 dogs)

A team relay race through a short obstacle course. There will be heats and a final round – the fastest teams go through!

1. Handler's Name: _____ Dog's Name: _____

2. Handler's Name: _____ Dog's Name: _____

3. Handler's Name: _____ Dog's Name: _____

4. Handler's Name: _____ Dog's Name: _____

5. Handler's Name: _____ Dog's Name: _____

6. Handler's Name: _____ Dog's Name: _____

Fastest Send Around (1 small dog, 1 large dog)

Fastest dog to run around a barrel and return to sit in front of their handler wins – a twist on fastest recall, the classic test of speed and precision!

SMALL. Handler's Name: _____ Dog's Name: _____

LARGE. Handler's Name: _____ Dog's Name: _____

Find a Hidden Article (1 dog)

The dog must clearly find an article chosen by the handler (e.g. scent cloth, toy, or treat) hidden out of sight. Fastest find wins, with bonus points for a retrieve!

1. Handler's Name: _____ Dog's Name: _____

Best Trick/s (up to 3 dogs)

Show us your party pieces! Up to 3 dogs and handlers to perform a total of 3 tricks, either coordinated as a team or performed individually. Points for creativity and flair!

1. Handler's Name: _____ Dog's Name: _____

2. Handler's Name: _____ Dog's Name: _____

3. Handler's Name: _____ Dog's Name: _____

Stay with Distractions (1 dog)

Dogs will be left in a down stay, 5 paces away from their handlers, while distractions (toys, treats, etc.) are introduced. Any dogs still holding position after 2 minutes win!

1. Handler's Name: _____ Dog's Name: _____

Emergency Stop in the Box (1 dog)

Dogs must be stopped by their handler within a marked box. The closer they stop to the box, the more points they earn!

1. Handler's Name: _____ Dog's Name: _____

Dog Swap Heelwork (2 dogs)

Pairs complete a short heelwork pattern – but here's the twist: handlers must work with a dog they don't own or train. A true test of teamwork and adaptability!

1. Handler's Name: _____ Dog's Name: _____

2. Handler's Name: _____ Dog's Name: _____

Find Your Bed (1 dog)

In a line of 3 beds/mats, dogs will be sent to sit or down on their own bed (provided by the handler). If they choose wrong, simply guide them until they get it right. Fastest wins!

1. Handler's Name: _____ Dog's Name: _____