

THE ROOF No 2 (Team game)

Introduction:

The purpose of the game focused on teamwork, speed and tactics, is to check the ability of the team consisting of dogs competing in different classes, to drive the group of balls placed in different distances from the goal line (depending on different classes and categories of participants) behind the goal line - see the Picture 1. The picture is just illustrative, the number of balls prepared for different classes and categories will depend on the number of teams competing in these classes and categories. The composition of the groups will be determined by the breeds of registered dogs.

For the victory of the group not only the speed of individual teams is important, but also the tactics the members of the group agree on.

The game is designed for all the classes: both preparatory and race ones. Every class has its own game variant adapted to the level of the included teams (different distance and rules). The most important criterion for the evaluation is the speed. Penalty points are assigned for errors (1 penalty point = 15 s). Penalty seconds of all the members of the group are counted together and they are added to the measured time of the group.

Specification of Elements

The Balls:

Gymballs ranging in size from 40-75 cm (45 - 75 cm for the Large category and 50 cm and smaller for the Small category). Colours: different, not prescribed. In all classes, it is possible to use own balls at the choice of the handler, if agreed in the group. All balls are placed at the beginning of the game in the ball fixing rings.

The Start and Goal Line:

The goal area line for TRB 1 (5 m from the goal line) is both the start and the goal line. The teams start at this line and their task is to drive all the balls to the area behind this line.

The Ball Fixing Ring:

The ring serves to fix the ball in a stable position. In all classes, it is possible to use own ball fixing rings at the choice of the handler.

The Target:

A round pad with a diameter of 30 cm and a height of 1.5 cm. In all classes, it is possible to use own targets of different diameter and shape at the choice of the handler.

General Principles

For dividing dogs into classes and categories, work in the wind and disqualification, the principles listed in the [Czech Treibball Club Official Rules](#) are applied.

Measuring of Time

The timekeeper begins to measure time when the first dog or the first handler crosses the start/goal line. The timekeeper stops to measure time when all the balls are behind the goal line and the last dog lies in the goal area.

Detailed Description of the Game

The task of the group is driving all balls behind the goal line. The members of the group start according to their classes/categories in this order: TRB Z (size categories are not applied), TRB 1 S, TRB 1 L, TRB 2 S, TRB 2 L, TRB 3 S a TRB 3 L. The timekeeper begins to measure time when the first dog or the first handler crosses the start/goal line. The next team can start only after driving the ball behind the goal line by the previous team. **The safety of all teams is very important!** If the team starts earlier, the group is assigned 1 penalty point for each case. In the preparatory TRB Z class, the handler can accompany the dog and help him, but he/she must work in the same way as the dog: moving on four legs and pushing the ball by the head or chest. This is also a part of tactics agreed within the group. In all the race classes TRB 1, TRB 2 and TRB 3, the handler can neither accompany the dog nor help him. The handler in the classes TRB 1, TRB 2 and TRB 3 must stay behind the start/goal line for all the time. For leaving the area behind the start/goal line by the handler, the group receives 1 penalty point for each case. In classes TRB 1, TRB 2 and TRB 3, the handler sends the dog behind the ball (outrun), the dog drives the ball to the handler behind the start/goal line and the work of the team is ready and the next team can start its work. With the exception of the last dog, the dogs do not need to lie down after completing their tasks. The game is over, and the timekeeper stops to measure time when all the balls are behind the goal line and the last dog lies in the goal area.

Picture 1 - all classes and categories

