## 2016 Ultimate Miniature American Shepherd (UA)

### National's Special Awards

#### **Ultimate American**

The Ultimate American competition is offered to showcase the amazing abilities of the Miniature American Shepherd. Unlike the traditional MV-MAS program, Ultimate American, changes year to year, depending on which events are offered. A Miniature American Shepherd is attentive and animated, showing strength and stamina combined with unusual agility. The Miniature American Shepherd has Exceptional agility combined with strength and stamina allows for working over a variety of terrain. This highly versatile, energetic dog makes an excellent athlete with superior intelligence and a willingness to please those to whom he is devoted. Dogs must be AKC registered Miniature American Shepherds to participate.

New dog sports will be added in the future to further demonstrate the amazing abilities of the Miniature American Shepherd. Hosting clubs must offer at least 3 events.

#### **ULTIMATE AMERICAN SCORING**

To qualify for the Ultimate American (UA) in 2016, one must qualify in at least 3 of the following categories (any level including instinct) at Nationals: AKC Herding Instinct/Test/Trial, AKC Agility, AKC Obedience, AKC Rally Obedience, Dock Diving, and Disc Dog.

Placements will be awarded for 1<sup>ST</sup> – 4th; and all UA qualifiers will receive an award. 1st Place winner will earn the title "Ultimate American". If the 1<sup>st</sup> place Ultimate American is also the 1<sup>st</sup> place dog for MV-MAS, they will be given the Iron Dog award. Iron Dog prize to be sent after Nationals, as there may or may not be a winner each year.

Point Calculation: Points are totaled from all event categories offered.

If there is a tie, the 1st tie-breaker is to take the most categories with a Q, 2nd tie-breaker is to take the highest Herding score, 3<sup>rd</sup> tie-breaker is to take the fastest Herding time and 4<sup>th</sup> tie breaker is the number of classes entered.

#### **ULTIMATE AMERICAN SCORING**

A scorekeeper/chairperson will be assigned by MASCUSA or the Hosting Club. Scores will be available for exhibitors to double check as soon as practicable after each eligible competition is completed. It is the owner/handler's responsibility to check the scores as posted, and report to the Ultimate American chairperson any discrepancy no later than 2 hours prior to the time scheduled for awarding Ultimate American. Discrepancies may only be filed by the handler for the event where there is a discrepancy. The Ultimate American awards will be presented at the Award Ceremony. Judges placements/decisions for all events are final. Awards for Ultimate American are final once presented. The Ultimate American Chairperson will keep records for at least 1 year after the event.

#### **ULTIMATE AMERICAN ENTRANTS**

Ultimate American entrants must be 6 months of age as of the 1st day of the competition, and AKC registered. Individual events may have additional age criteria.

Event Categories – only the highest score for each category will be used, except Agility will have JWW and Standard.

#### SPECIAL ULTIMATE AMERICAN RECOGNITION

Participating in the Ultimate American is an adventure in itself. A certificate will be awarded to recognize and encourage the following participants/dogs in addition to regular awards listed above: Junior Handler Awards - The handler must show the dog in all events in order to be eligible for Junior Handler awards. Multiple handlers may handle the dog for Veteran.

Best Junior UA - Highest Score (Handler Age 9-11)
Best Junior UA - Highest Score (Handler Age 12-14)
Best Junior UA - Highest Score (Handler Age 15-18)
Best Veteran Dog UA - Highest Score (Veteran - Dog Age 7+)

# 2016 Ultimate Point Schedule (Only the Highest Q per "color" counts Except for Agility and Disc as outlined Below)

CLASS	POINTS	HIGHEST PTS
INSTINCT	1	6
HERDING TESTED	2	
PRE-TRIAL	3	
STARTED (SHEEP OR DUCKS)	4	
INTERMEDIATE (SHEEP OR DUCKS)	5	
ADVANCED (SHEEP OR DUCKS)	6	
BEGINNER NOVICE OBEDIENCE	1	6
PREFERRED NOVICE OBEDIENCE	2	
NOVICE OBEDIENCE	3	
PREFERRED OPEN OBEDIENCE		
UTILITY	р	
NOVICE RALLY OREDIENCE	2	
		4
EXCELLINI MALLI OBEDIENCE	7	
< 5 Feet	1	5
=> 5 Feet and <10 Feet	2	
=>10 Feet and <15 feet	3	
=>15 Feet and <20 feet	4	
=>20 Feet	5	
only 2 categories will count		the points in
		6
T EXCELLENT/MASTERS JWW AGILITY	1.3	
TIME-WARP <10 Points	1	
TIME-WARP <10 Points	1	
TIME-WARP <10 Points TIME-WARP =>10 Points, but <20 Points	1 2	
TIME-WARP <10 Points  TIME-WARP =>10 Points, but <20 Points  TIME-WARP =>20 Points	1 2 3	6
TIME-WARP <10 Points  TIME-WARP =>10 Points, but <20 Points  TIME-WARP =>20 Points  FRIZGILITY <40 Points	1 2 3 1	6
TIME-WARP <10 Points  TIME-WARP =>10 Points, but <20 Points  TIME-WARP =>20 Points  FRIZGILITY <40 Points  FRIZGILITY =>40 Points, but <60 Points	1 2 3 1 2	6
TIME-WARP <10 Points TIME-WARP =>10 Points, but <20 Points TIME-WARP =>20 Points FRIZGILITY <40 Points FRIZGILITY =>40 Points, but <60 Points FRIZGILITY =>60 Points	1 2 3 1 2 3	6
	INSTINCT HERDING TESTED PRE-TRIAL STARTED (SHEEP OR DUCKS) INTERMEDIATE (SHEEP OR DUCKS) ADVANCED (SHEEP OR DUCKS)  BEGINNER NOVICE OBEDIENCE PREFERRED NOVICE OBEDIENCE NOVICE OBEDIENCE PREFERRED OPEN OBEDIENCE OPEN OBEDIENCE PREFERRED UTILITY UTILITY  NOVICE RALLY OBEDIENCE ADVANCE RALLY OBEDIENCE EXCELLENT RALLY OBEDIENCE  < 5 Feet  => 5 Feet and <10 Feet => 10 Feet and <15 feet => 20 Feet  C, a dog may compete in all 3 color category Only 2 categories will count TIME 2 BEAT AGILITY NOVICE FAST OPEN FAST EXCELLENT/MASTERS FAST NOVICE STANDARD AGILITY OPEN STANDARD AGILITY NOVICE JWW AGILITY NOVICE JWW AGILITY OPEN JWW AGILITY OPEN JWW AGILITY	INSTINCT 1 HERDING TESTED 2 PRE-TRIAL 3 STARTED (SHEEP OR DUCKS) 4 INTERMEDIATE (SHEEP OR DUCKS) 5 ADVANCED (SHEEP OR DUCKS) 6  BEGINNER NOVICE OBEDIENCE 1 PREFERRED NOVICE OBEDIENCE 2 NOVICE OBEDIENCE 3 PREFERRED OPEN OBEDIENCE 4 OPEN OBEDIENCE 5 PREFERRED UTILITY 6 UTILITY 6  NOVICE RALLY OBEDIENCE 3 EXCELLENT RALLY OBEDIENCE 4  =>5 Feet 1 =>5 Feet and <10 Feet 2 =>10 Feet and <20 feet 4 =>20 Feet 5  C, a dog may compete in all 3 color categories; however, only 2 categories will count.  TIME 2 BEAT AGILITY 1 NOVICE FAST 1 OPEN FAST 2 EXCELLENT/MASTERS FAST 3 NOVICE STANDARD AGILITY 1 OPEN STANDARD AGILITY 2 EXCELLENT/MASTERS STANDARD AGILITY 3 NOVICE JWW AGILITY 1