Edelweiss 2025
Challenge

Rules

1. General

1.1 General Information
"The Edelweiss Challenge" 2025 will take place over three days, from January 3rd to January 5th, 2025. Registration is only available for the entire three-day competition.

1.2 Schedule
The event will proceed as follows:

- **Friday**

Agility 1, Agility 2, Agility 3
Jumping 1, Jumping 2, Jumping 3

- **Saturday**

Jumping 1, Jumping 2, Jumping 3
Who can beat the judge? – Soft: for classes 1 and 2
Who can beat the judge? – Expert: for class 3

- **Sunday**

Agility 1, Agility 2, Agility 3
Finals

2. Runs

2.1 Who can beat the judge?
"Who can beat the judge?" is a game proposed during The Edelweiss Challenge. It consists of an agility course designed to be challenging made by our judges. No ranking will be established for this event. All teams achieving a clean run (zero faults) or a maximum of 5 penalty points will receive a prize. Two levels are offered:

- **Soft**: for classes 1 & 2

- **Expert**: for class 3

2.2 Qualifying races
All Agility and Jumping events throughout the weekend are qualifiers for the final.

3. Qualifications

The top 10% of each qualifying event (Agility 1, Agility 2, Jumping 1, Jumping 2) will be qualified for the final. If a team has already qualified in a previous event, the next team in the ranking from the second event will take their place. (Example: Team X qualifies in the first Jumping event, Team X qualifies again in the second Jumping event → the next team is selected in the second event.)

4. Final

The final consists of a single agility course common to all classes. Rankings will be established for all categories in each class.

4.1 Selection of Winners
Based on the final rankings, the winners of The Edelweiss Challenge will be determined:

- A podium for **Small** (classes 1, 2, 3 combined)

- A podium for **Medium** (classes 1, 2, 3 combined)

- A podium for **Intermediate** (classes 1, 2, 3 combined)

- A podium for **Large** (classes 1, 2, 3 combined)

5. Field Assistance

By registering, you agree to assist as a field volunteer during the event. A schedule will be created based on the class(es) you participate in.

5.1 Roles

- **Bar Assistant**: Present on the field throughout the event, responsible for resetting bars, repositioning obstacles, and ensuring the safety of equipment (e.g., tunnel bags).

- **Timekeeper/Leash Handler**: Times each participant's course with a manual stopwatch, retrieves leashes, and helps reset bars.

- **Competitor Caller**: Ensures all participants are ready to start in the correct order and communicates changes to the main office using a walkie-talkie. Ensures smooth event flow and timing.

- **Prize Assistant**: Hands out prizes directly to participants after completing the "Who can beat the judge?" event.

- **Reserve**: Attends the scheduled meeting time. If all volunteers are present, the reserve will not be assigned a role. If someone is missing, they will take their place.

5.2 Schedule
The volunteer schedule will be available on the website a few weeks before the competition. However, changes may occur, so ensure you have the latest version. Volunteers must report to the main office at the time listed on the schedule.

5.3 Gift
All volunteers will receive a thank-you gift, which can be collected from the office after completing their assigned tasks.

6. Cancellations

Cancellations after payment will only be refunded with the presentation of a medical or veterinary certificate. If you wish to cancel for another reason, it is your responsibility to transfer your spot to another team. It is allowed to transfer your spot to a team from a different category or class.