

WHOC GUIDELINES 2026



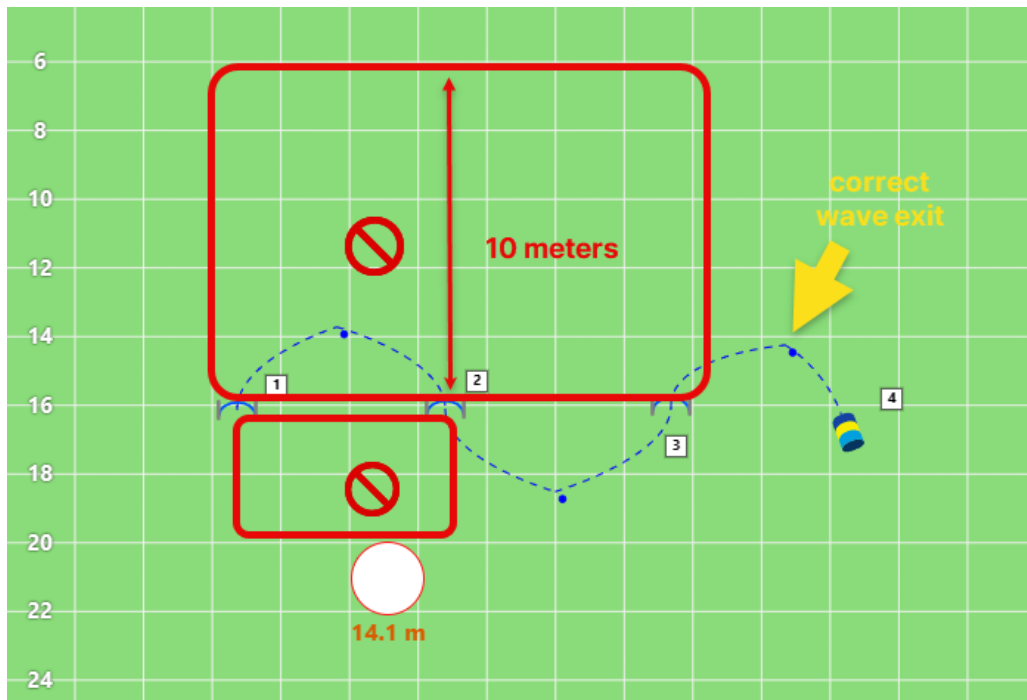
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Rules modifications	Errore. Il segnalibro non è definito.
Refuses.....	Errore. Il segnalibro non è definito.
Missed obstacles	Errore. Il segnalibro non è definito.
Disqualification.....	Errore. Il segnalibro non è definito.



Guidelines

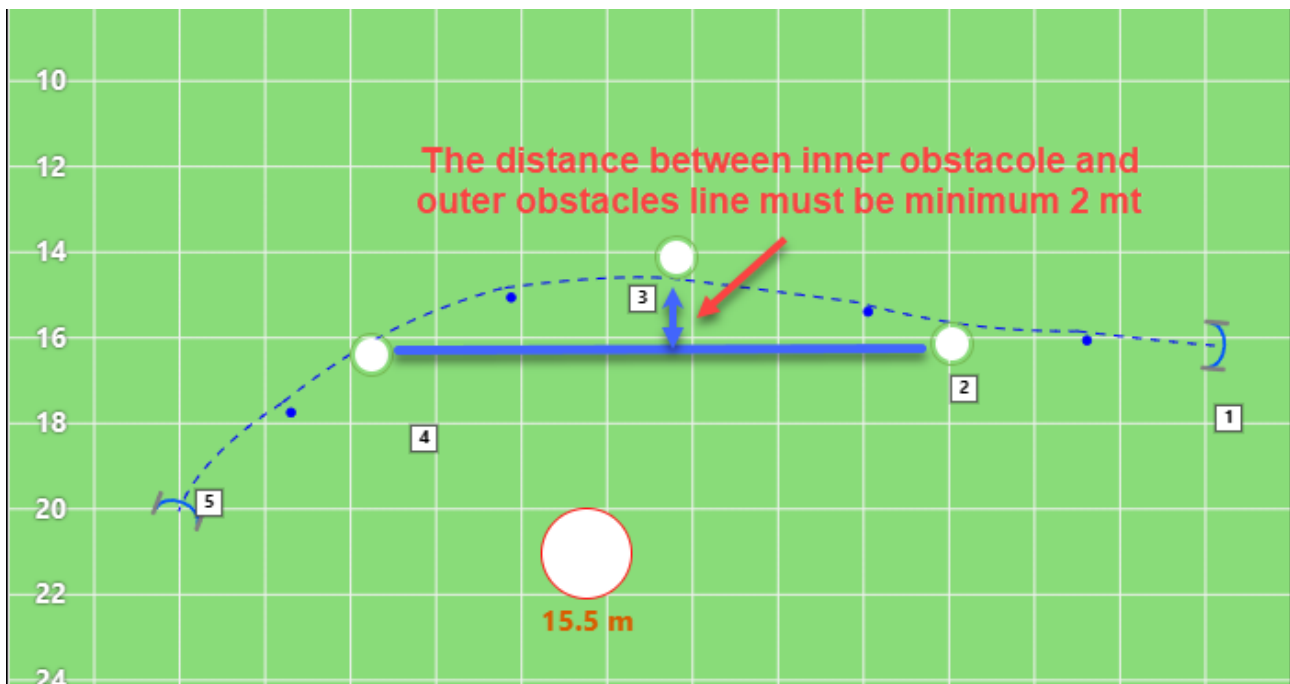
WAVE



Pic. 1 Obstacle position close to the wave

- Begin the path drawing starting from the WAVE positioning
- Hoops distance in the wave must vary between:
 - 5 – 6 meters for small
 - 7 – 8 meters for large
- The WAVE must be placed near the start (max as obstacle 3) or the finish (second or third to last obstacle)
- Verify that the three hoops are perfectly aligned
- The WAVE must always be executed in sending to the first obstacle and not in collection (see picture)
- The zone must be in favor of sending and at the center of the WAVE
- The central hoop (here number 2) cannot be used as another obstacle during the course
- No obstacle must be placed on the side opposite the Navigator between 0 and 10 meters
- No obstacles must be placed between the Navigator and the WAVE
- The exit must follow the WAVE line (like a third arc following the path)

Inner passage



Pic. 2 Positions for inner and outer passages

In the picture 2 you can see an outer passage on number 2, inner passage on number 3 and, again, an outer passage on number 4.

The outer-inner configuration must be designed in order to obtain a straight line and not simulate a pole behavior, so the distance between the outer obstacles in line and the inner obstacle must be at least 2 meters

Engagement limits

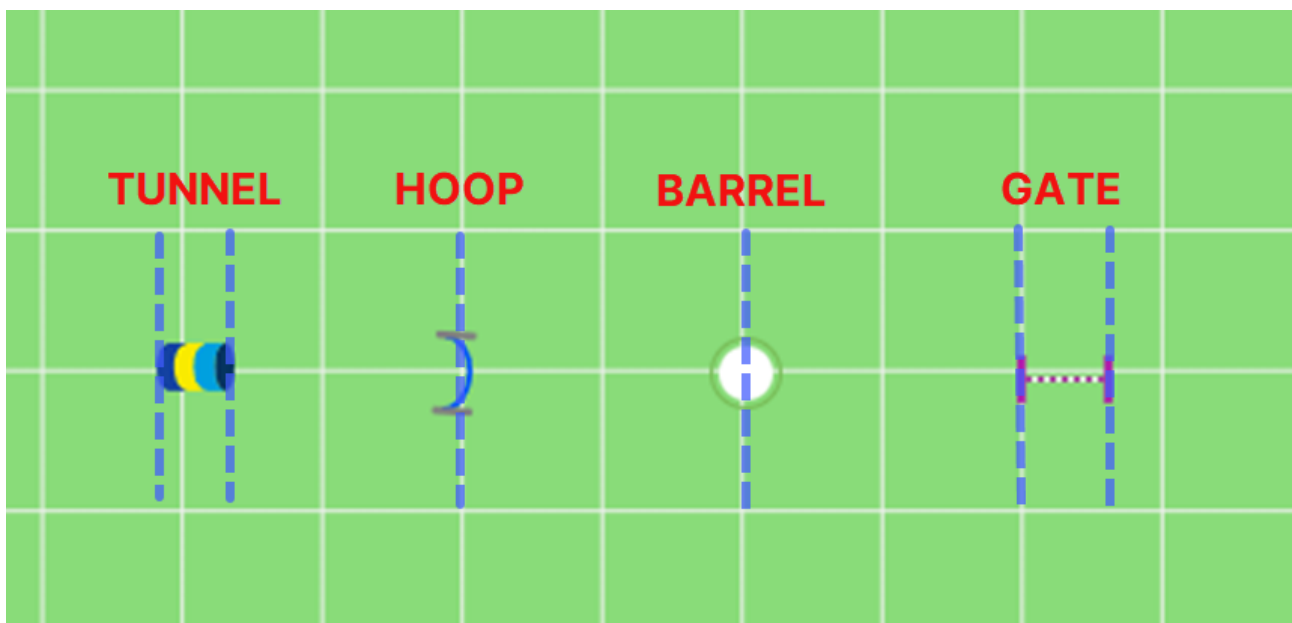
Each obstacle has a line limit indicating where the dog begins engagement. An obstacle is considered engaged when the dog has overpassed that line

Hoop: engagement line is the projection of the arc to the ground

Barrel: engagement line is the center point of the barrel

Gate: engagement line is the support stand on the ground

Tunnel: engagement line is the entry/exit arc projection to the ground



Plc. 3 engagement lines

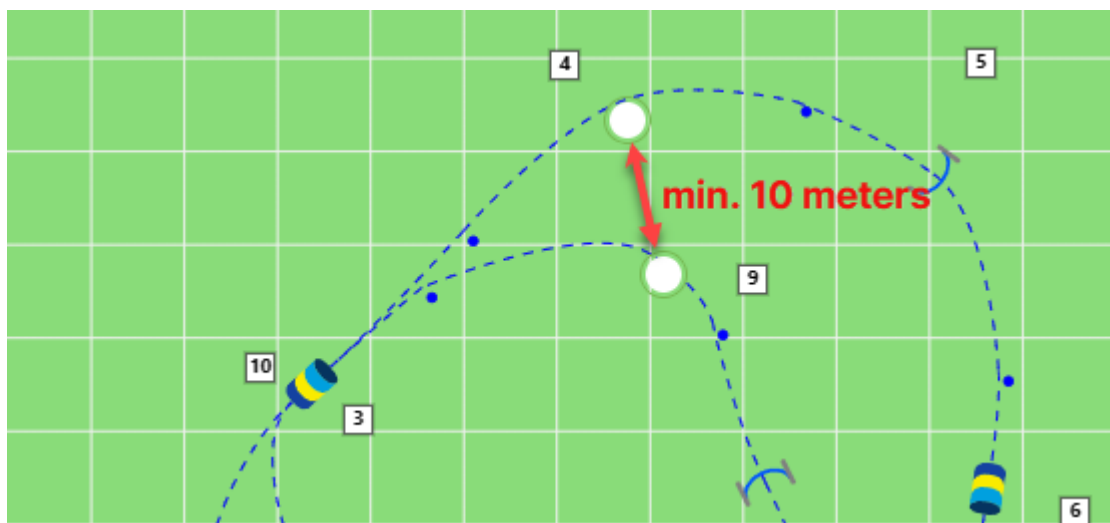
OPEN CHAMPIONSHIP
SLOVENIA

Obstacles baits

An obstacle bait refers to a situation where two comparable obstacles are positioned in proximity along the course, creating the possibility for participants to inadvertently select the incorrect obstacle and thereby incur a penalty.

Baiting is permitted under certain rules:

- Don't use the first or last obstacle as bait, since taking it in reverse may cause elimination.
- When using barrels, gates, or tunnels as bait, keep at least 10 meters between each.



Pic 4 Bait with the same sort of obstacles

It is recommended to limit the concentration of numbers on each obstacle to ensure clarity and prevent accidental eliminations caused by the accumulation of faults.

Navigation lines and trajectory management

In Hoopers' work, it is essential to clarify that the navigation lines around a gate or barrel can be of two types:

1. Inner Line
2. Outer Line

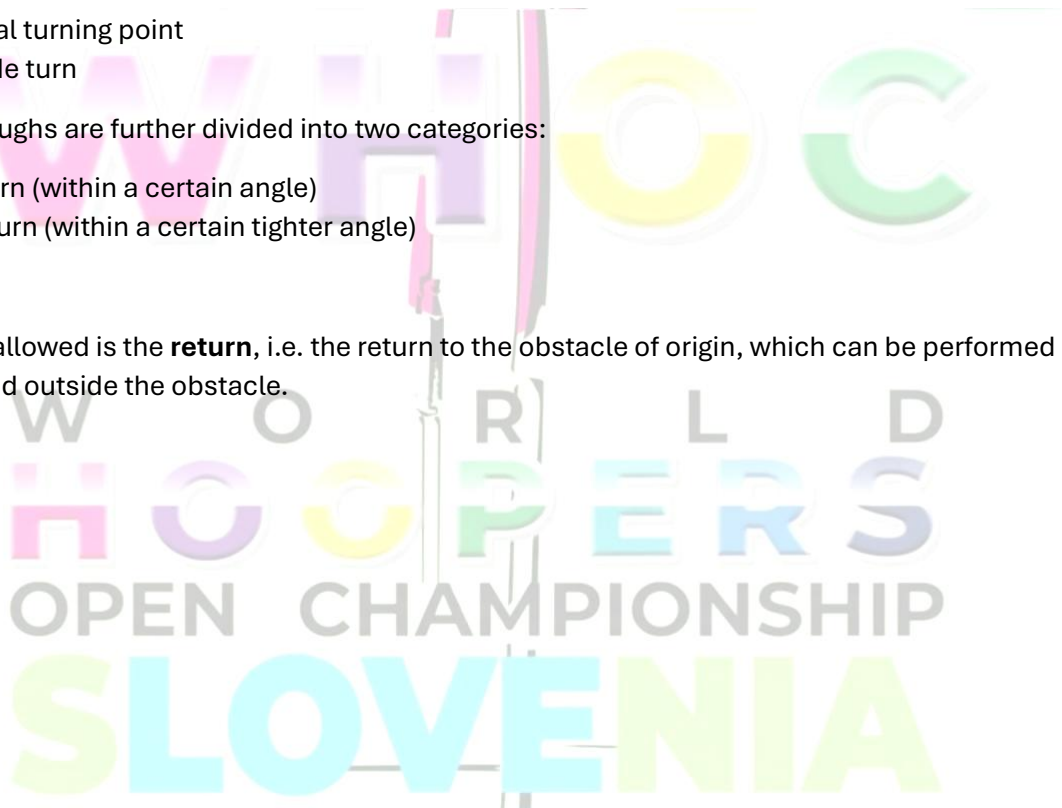
To these are added the turning points, which can also be divided into:

1. Internal turning point
2. Outside turn

The breakthroughs are further divided into two categories:

1. soft turn (within a certain angle)
2. Tight turn (within a certain tighter angle)

A further line allowed is the **return**, i.e. the return to the obstacle of origin, which can be performed both inside and outside the obstacle.



Guiding principle

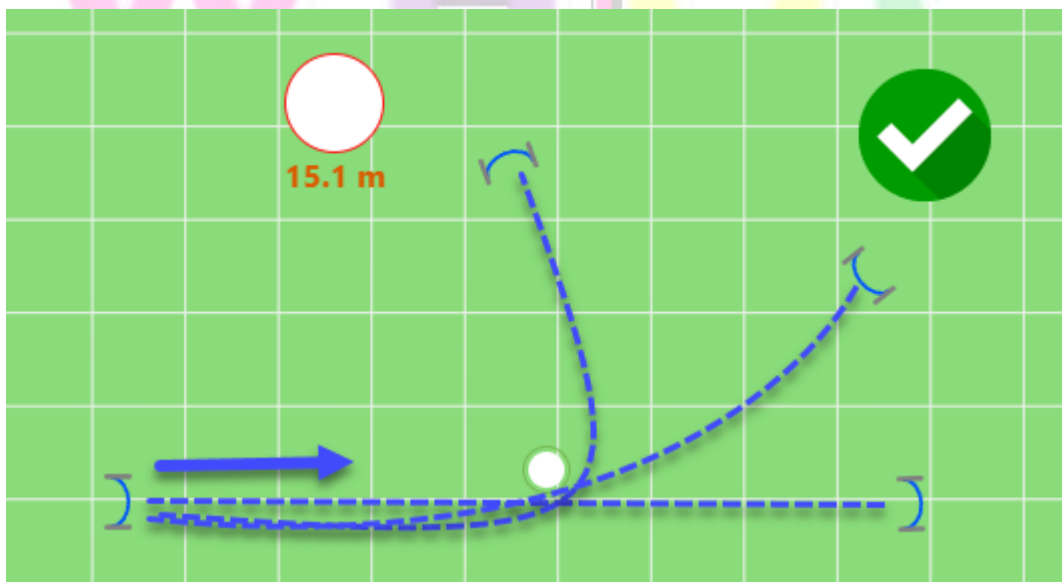
Each line corresponds to precise information for the dog:

1. the tight turn represents a single indication,
2. the soft turn is a single indication,
3. Continuing in a straight line after a gate or barrel represents a single line.

For this reason, it is not correct to overload these lines with multiple obstacles, as it compromises the clarity of the signal and the consistency of the conduction system.

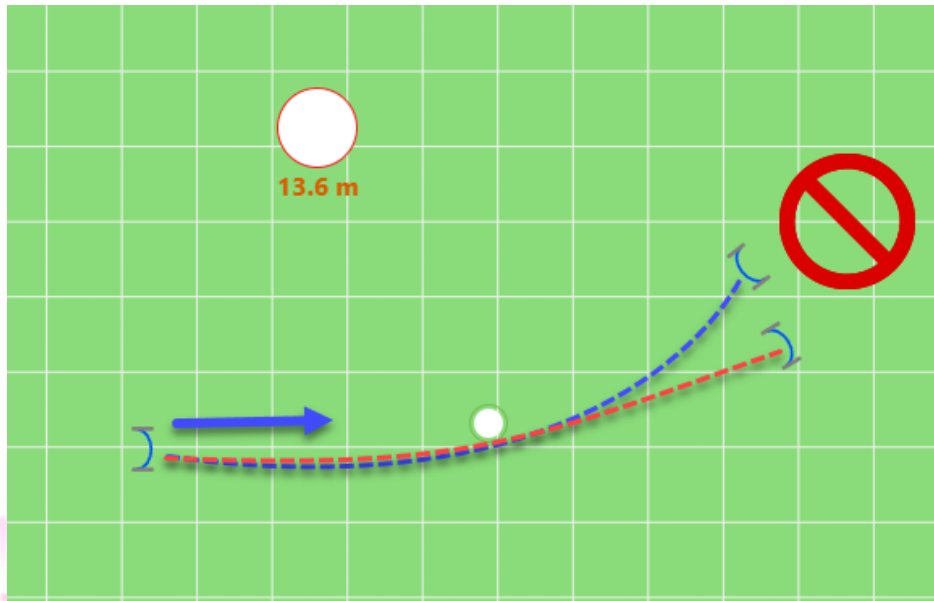
Note: The following considerations apply to any obstacle involving soft, tight turns or straight passages, not only for the barrel which is used here for simplicity.

In this figure each line is respected: there are multiple obstacles after the turn on the barrel, but they are isolated from each other as far as the three lines are concerned (soft turn, sharp turn, straight pass)



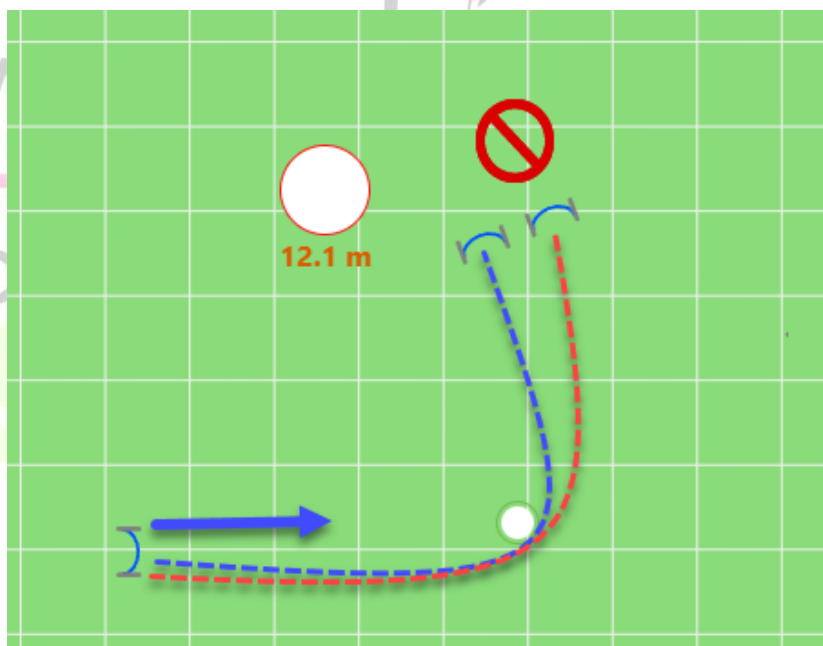
Pic. 5

In the following figure, instead the soft turn leads to two different obstacles, this configuration cannot be set



Pic 6

A similar situation can also occur in the tight turn:



Pic 7

In general, remember that discrimination in hoops is done ON LINES and not on obstacles.

Minimum setup

The minimum setup for a selection competition and/or a WHOC contest is the following:

- 12 Hoops
- 2 Gates
- 5 Barrels
- 2 Tunnels

