

# 2017 Ultimate Miniature American Shepherd (UA)

Board Approved – 6/22/2017

## 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, Disc Dog and FastCAT.

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> tiebreaker 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+)

## 2017 Ultimate Point Schedule

(Only the Highest Q per "color" counts  
Except for Agility and Disc as outlined Below.)

EVENT	CLASS	POINTS	HIGHEST PTS
HERDING	INSTINCT	1	6
HERDING	HERDING TESTED	2	
HERDING	PRE-TRIAL	3	
HERDING	STARTED (SHEEP OR DUCKS)	4	
HERDING	INTERMEDIATE (SHEEP OR DUCKS)	5	
HERDING	ADVANCED (SHEEP OR DUCKS)	6	
OBEDIENCE	BEGINNER NOVICE OBEDIENCE	1	6
OBEDIENCE	PREFERRED NOVICE OBEDIENCE	2	
OBEDIENCE	NOVICE OBEDIENCE	3	
OBEDIENCE	GRADUATE NOVICE	3	
OBEDIENCE	PREFERRED OPEN OBEDIENCE	4	
OBEDIENCE	OPEN OBEDIENCE	5	
OBEDIENCE	GRADUATE OPEN	5	
OBEDIENCE	PREFERRED UTILITY	6	
OBEDIENCE	UTILITY	6	
RALLY OBEDIENCE	NOVICE RALLY OBEDIENCE	2	4
RALLY OBEDIENCE	ADVANCE RALLY OBEDIENCE	3	
RALLY OBEDIENCE	EXCELLENT RALLY OBEDIENCE	4	
DOCK DIVING	< 5 Feet	1	5
DOCK DIVING	=> 5 Feet and <10 Feet	2	
DOCK DIVING	=>10 Feet and <15 feet	3	
DOCK DIVING	=>15 Feet and <20 feet	4	
DOCK DIVING	=>20 Feet	5	
In Agility or Disc, a dog may compete in all 3 color categories; however, the points in only 2 categories will count.			
AGILITY	TIME 2 BEAT AGILITY	1	6
AGILITY	NOVICE FAST	1	
AGILITY	OPEN FAST	2	
AGILITY	EXCELLENT/MASTERS FAST	3	
AGILITY	NOVICE STANDARD AGILITY	1	
AGILITY	OPEN STANDARD AGILITY	2	

AGILITY	EXCELLENT/MASTERS STANDARD AGILITY	3	
AGILITY	NOVICE JWW AGILITY	1	
AGILITY	OPEN JWW AGILITY	2	
AGILITY	EXCELLENT/MASTERS JWW AGILITY	3	
DISC DOG	THROW 'N GO = < 10 Points	1	6
DISC DOG	THROW 'N GO = > 10 Points, but <20 Points	2	
DISC DOG	THROW 'N GO = > 20 Points	3	
DISC DOG	FRIZGILITY = < 40 Points	1	
DISC DOG	FRIZGILITY = > 40 Points, but <60 Points	2	
DISC DOG	FRIZGILITY = > 60 Points	3	
DISC DOG	4WAYPLAY = < 5 Points	1	
DISC DOG	4WAYPLAY = > 5 Points, but <10 Points	2	
DISC DOG	4WAYPLAY = > 10 Points	3	

FastCAT	MPH = < 15	1	5 **
FastCAT	MPH = > 15 and < 20	2	
FastCAT	MPH = > 20 and < 25	3	
FastCAT	MPH = > 25 and < 30	4	
FastCAT	MPH = > 30 +	5	

\*\* FastCAT – The highest POINTS are **5** in **all** levels.