

First of all, welcome to The Flight Crew Dock Diving Club. We hope that you can find all answers to your questions here. Please reach out to us if there is something that we haven't covered. We want to help you, and to make sure that you feel comfortable coming to one of our events. You can email us (TheFlightCrew@hotmail.com, or text Lisa at 818-468-7997). We always respond quickly.

At our events, we refer to our distance jumps as "Flights" (2 jumps off of the dock.) We usually offer several Flights during an event weekend. We also have 3 specialty games that we LOVE to play: Flight 2 Catch, Need 4 Speed and Take-Off. Please see our Events page for the details on the divisions for each game.

Flight 2 Catch - Dog catching the bumper/toy before it hits the water

How it Works:

Everything is essentially the same as it is for a distance jump ("Flight"), but the goal is to have your dog catch the bumper before it hits the water. You will have three chances to make that happen. After your first two jumps, your pup's scores are added together for a combined total. At that time, you will be allowed the option to jump a third time to try to better your score. However, if you choose to jump a third time, that score MUST replace your HIGHEST score from the first two jumps if both jumps are catches.

How it's Judged:

There are two judges - one to measure where the dog catches the bumper, and one to measure where the base of the pup's tail enters the water. Your score for each jump will combine these two distances. For example, if your dog jumps a 16'9" and catches the bumpers at 12'1", your combined score for this jump will be 28'10". If your dog does not catch the bumper, the score for that jump is zero.

Basic Rules:

You may use any bumper or toy that you use for distance jumping.

You may place your dog at any distance on the dock (no restrictions).

You may have two handlers if you desire.

The bumper/toy must leave your hand before the dog catches it in order for the jump to count. You will not receive a catch score unless the catch is at least 5 feet or more.

Need 4 Speed - Speed swimming

How it Works:

This game is strictly about swimming as fast as possible and nothing else. Each dog gets to swim twice across the pool in back-to-back runs. The goal is to encourage confidence and speed in swimming, and we are open to allowing you to do what you need to do in order to help your dog!

How it is Judged:

The timer starts when the dog's feet leave the dock, and it stops when their nose reaches the "finish line" (25 feet for the Piper Cubs and 35 feet for all others.)

Basic Rules:

The pup's front feet must remain within 1 foot of the end of the dock before starting (no running starts).

You may have someone at the end of the pool to encourage your dog to swim faster. That person can call the dog, wave and/or squeak a toy, splash the water, lure a toy through the water ahead of the dog (the dog cannot touch the toy until it crosses the finish line, so you need to be really good at reeling it in!) - anything that may excite and encourage your dog to increase their speed.

You may throw a toy into the water beyond the finish line to encourage your dog. Keep in mind that this can be very tricky as the toy will move with the current of the water, so if it floats back over the finish line or floats to the side of the pool this could effect your dog's score.

You can get in the pool with you dog too! If you feel that the best way to assist your dog in gaining confidence and speed is to get into the pool and walk ahead of your pup then go for it! The only rule is that you cannot touch your dog before it crosses the finish line in order to get a score.

The dog must leave the pool by returning to the exit ramp as they do for all other events. You are welcome to bring a second toy onto the dock with you in order to encourage your pup to return to the ramp after they cross the finish line.

Take-Off - Knock down/grab the bumper that is suspended on the rig

How it works:

A bumper is suspended over the water on a special rig to keep it at a steady height and the

correct distance from the dock. Even though the bumper is over the water, the height is measured from the height of the dock (because water moves and the dock stays the same height at all times.) For Piper Cubs, the bumper is 1 foot above the dock height, and for all others it is 2 feet above the dock height. If you've played this game before, we ask that you start your dog no more than 2 feet below your pup's average jump distance (in this game.) If you have never played this game before, please ask the judge for assistance and recommendations on where to start. The object of this game is to grab or knock the bumper down from the rig at increasing one foot intervals.

How it's Judged:

Your dog has two opportunities to grab or knock down the bumper down off of the rig (in order to count as successful, the bumper must fall into the water if knocked down, dislodging it from one side only does not count.) If the dog is successful, the rig is then moved one foot farther away from the dock for the next try. This process will continue until one of three things occurs:

If the dog misses the bumper twice at the same distance, the game ends for you.

When the dog competes 5 jumps in total (hits or misses), your game comes to an end.

Examples:

Dog starts at 15' and again at 16', but then misses twice at 17' - dog is finished because of two misses at the same distance.

Dog starts and grabs at 10', grabs again at 11', misses once at 12', but grabs on the second try and then grabs on the first try at 13' - the dog is finished because even though there's only one miss, there are 5 jumps in total.

Basic Rules:

The bumper suspended off of the rig for this game is very specific and it will be provided by The Flight Crew. These bumpers are designed to hang properly from the rig to make it consistent for everyone, therefore, you may NOT use your own bumper/toy for the actual grab off of the rig. You MAY, however, bring your own toy with you up onto the dock in case you need to throw it into the water in order to get your dog to come out of the pool if he/she misses the bumper. If your pup misses the bumper, we will swing the rig to the side to take away the temptation of the suspended bumper, and you can throw your toy into the water to give them something to bring out of the pool (often times dogs will swim underneath the suspended bumper and refuse to come out of the pool when they don't have a bumper or toy to carry out of the water.)

This game can be super fun to play and watch, and it is easy to get caught up in the desire

to keep going, but it is also very intense and physically challenging for the dog. In addition to this game, most of the time the dog will also have other jumps happening during the rest of the day, so for this reason, we have a solid limit of 5 jumps total per dog during this game in order to keep it fun and as safe as possible for your fur kid.

Once you sign up for an event, please look at “What to Bring” on our website under our Events page. We also post EVERYTHING on our Facebook page, “The Flight Crew Dock Diving Club,” so please make sure you have joined.

When you arrive at our event, please go directly to the Admin tent to check in, sign waivers and get your “stuff.” You’ll be given a Daily Schedule which will outline all the start times for each day’s activities. Then off you go to set up your canopy/tent & crate area.

It is really important that you attend our morning Handler’s Meeting, especially if you are new to our club. This is the time when we go over EVERYTHING that you need to know before your first jump. It’s true that we are a group that LOVES to have FUN!!!!!! However, we do need to make sure that all humans and pups are safe at all times. That’s why we say always say, “Safety 1st, Fun 2nd!” So here are a few rules we ask that you follow:

- * Pups must be leashed at all times on the property even if their recall is great and they are super friendly. Their light-heartedly joyful nature might actually agitate another pup.
- * ALWAYS be mindful of how close your dog is to another. We are doing a sport that activates a lot of excitability and drive in our pups. We want to AVOID at all times a dog entering the personal space of another dog.
- * Please alert us if your dog is highly excitable or reactive. These pups need to enjoy themselves too, but we just want to make sure that the proper space is given to them.
- * No retractable leashes are allowed anywhere on the property. If that’s all you have, please come and see us - we’ll take care of you
- * Prong collars need to be removed before you set your dog up for their first jump on the dock
- * When at your canopy/tent, your dog must be crated, inside an X-Pen or on a short leash that restricts them from wandering outside the border of your canopy/tent area
- * For each “Flight” (a distance jump which is 2 jumps off of the dock), your pup’s name will be on the dry erase board near the pool. This is referred to as the Running Order. Please take a picture of the Running Order so that you are aware of when you should make your way up to the pool. If you are unsure of how much time to allow, please ask a Flight Crew member.
- * Do not make ANY changes to the Running Order without getting approval from the Lisa. This is really important because the Running Order needs to sync up with the order of dogs on the judges’ sheets.
- * In between the “Flights,” we have Open Pool time. There is no sign up. It is on a first come basis. Please be mindful of people waiting in line. We kindly ask that you limit your jumps to a maximum of three if someone is waiting.
- * We load into the pool/fenced area by using the “on dock, on deck and in the hole” method. We run 3 dogs deep.

- * ONLY the dog and its human(s) (and Flight Crew helpers) entering the fenced area of the pool can be under the Entrance canopy.
- * ONLY the human(s) and dog exiting the pool (and a Flight Crew helper) can be under the Exit Canopy and/or the Exit Gate
- * ONLY 1 dog inside the fenced pool area at a time unless special permission has been given by The Flight Crew
- * No dogs underneath the ramada please - this is a health code issue because food is served in this area

Hopefully we have outlined all of the important “stuff” you’ll need to know when you come and fly with The Flight Crew Dock Diving Club!