CATITTUDE

A Feline Game of Skill Designed Specifically for Cat Behaviors

RULES

1. On-leash cats are required to attempt ten skills at marked locations along a raised course.
2. The cat may move from station to station on their own or may be picked up and moved from location to location by the handler.
3. Cats may be touched/baited by the handler but cannot be physically manipulated to complete the requested skill.
4. Course layout should be on a raised surface, preferably a table(s). The course may be designed in a straight, curved, or square format. If square, the judge should be located inside the square.
5. Each team has a set time to complete each skill based on experience.
6. Handlers must provide their own snack and toy.
7. Skill Stations:

SIT	LAY DOWN	MEOW
WALK OVER*	EAT A SNACK	PURR
COURTESY BOW	PLAY**	OFFER PAW
INSIDE***		

JUDGING

1. Prior to setting the course of ten skills, the judge will randomly select three skills to use as a tie breaker. If the first random skill doesn't break the tie, the judge should proceed to the second skill, and then the third, if necessary.
2. Beginner teams will have 20 seconds to complete each skill; intermediate teams will have 10 seconds to complete each skill; advanced teams will have 5 seconds to complete each skill.
3. Judges may count out-loud or use a timer to count the number of seconds used per skill station.
4. Judges need not be certified, but only require common sense, the love of the cats, and the ability to count.

*Cat must walk over a raised obstacle like a small jump, stick, pipe, etc.
**Cat must play with a toy of handler's choice – toy, feather, laser, etc.
***Cat must substantially climb into a box, bag, tunnel, etc.

GETTING STARTED WITH CATITTUDE

Who can compete? Is there an age limit?
Anyone can compete who has a healthy cat. There is no age limit on fun!

What will we need?
*Teams of one cat and one handler
*A judge that knows how to count and likes cats
*Score sheets, a clip board, and a sharp pencil
*A raised surface like a table; three folding tables work well.
*Signs at each station. Often people print out the signs, have them laminated, and place them on small picture easels at each station.
*A timer. This is optional, judge may count out-loud rather than use a timer.
*An obstacle for the 'over' station – a small jump, stick, pipe that the cat can step/slightly jump over
*A hiding spot for the 'inside' station – a paper bag, box, tunnel that the cat may climb into

What do exhibitors need?
*A cat and a great attitude toward having fun and being patient
*A cat toy and a cat snack
*A collar/harness and leash for the cat

How do you win?
*The team that completes the most number of obstacles within their experience level time wins. Beginner teams will have 20 seconds to complete each skill; intermediate teams will have 10 seconds to complete each skill; advanced teams will have 5seconds to complete each skill.
*Prior to setting the course of ten skills, the judge will randomly select three skills to use as a tie breaker. The team that completed that task wins. If the first random skill doesn't break the tie, the judge should proceed to the second skill, and then the third, if necessary.
*The number of divisions and placements are left at the discretion of the organization running the contest.

Who can judge?
*Anyone that has common sense, likes cats, can count to 20, and can add the score sheets. This is a fun class and there are no certified Catittude judges.

CATITTUDE
SCORE SHEET

TEAM NAME: _____

Check if Obstacle Completed:

1 _____   6 _____

2 _____   7 _____

3 _____   8 _____

4 _____   9 _____

5 _____   10 _____

TOTAL COMPLETED: _____

Beginners: 20 Seconds per Skill Station
Intermediate: 10 Seconds per Skill Station
Advanced: 5 Seconds per Skill Station