

## Auckland Cavy Club Pet Show Schedule

## **Entry Information**

All pet exhibitors must be members of the Auckland Cavy Club.

All pets must be pre-entered for the show by emailing their entry to the show secretary before the closing dated indicated on the show information emailed to you.

The exception to this will be a novice exhibitor's class which all new people who turn up on show day compete in. This is a one off and at the next show they need to become a member and enter in the full Pet Show.

Pet Entry \$4.00

Novice Class \$5.00

## **Show Class Format**

The pet show is split into two groups, "Junior Pets" for exhibitors 12 years of age and under, and "Senior Pets" for exhibitors 13 years of age and over.

Please clearly mark on your entry form which of the two groups you fall into.

You will need to bring your pet up to the judging table when it is called on a show board or carpet square (the club has spare carpet squares available if needed).

Prizes and Ribbons will be awarded for the classes once judging has finished.

All pets entered in each group will be judged in the below classes:

The coat type classes are:

- Smooth Coat Pet
- Long Coat Pet
- Rough Coat Pet

Then the winners of these go on to compete for Best and Reserve Pet in Show!

There will also be a novelty classes such as Fancy Dress, Cuddliest Pet, Miss or Mr Auckland, Fastest Eater and more. The fancy dress theme will be announced with the show information and entry forms. Not all of these novelty classes will occur at every show.

## How to Create a Champion pet

You need to win 10 stars to make your pet into a champion.

Winning the coat classes earns you 3 stars, second earns you 2 stars and third 1 star.

The winners and second place pets of these classes compete for Best and Reserve best pet.

Best pet will earn you 2 more stars and reserve 1 more star.

When you have earned your 10 stars, show these to the pet secretary, who will issue you your champion certificate, you will then be entered into the champion class.