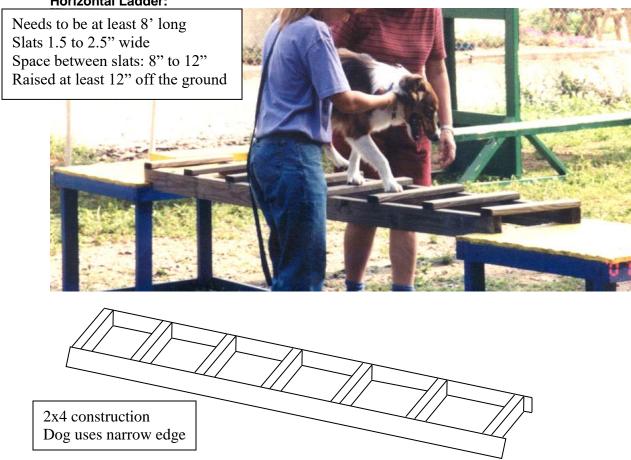
### SAR EQUIPMENT:

#### **Horizontal Ladder:**



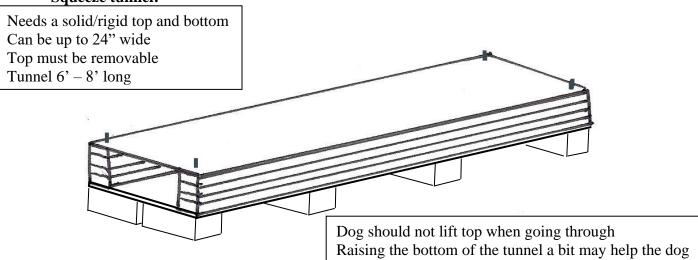
# Raised pipe:

Pipe should be 12" to 15" diameter Raised 8" to 12" off the ground Surface should be smooth and/or slick



Pipe must be secured so that it does not roll from side to side. Other methods of support may be used, such as a cradle system. Pipe must be able to support the weight of the dog without collapsing

## **Squeeze tunnel:**



# **Option for a moving surface:**

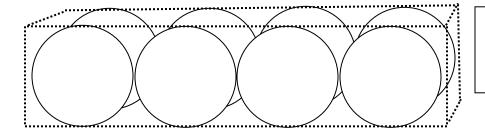
Sway bridge:



Should move under the dog a bit without risk of falling or pinching the dog's feet. Will need spacers between the slats. Should be at least 5' long

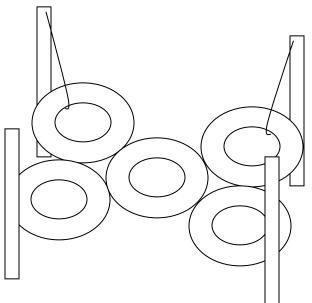
# **Option for a moving surface:**

**Ball pit:** (inflated balls in an open top box- add a secured but loose tarp cover on top)

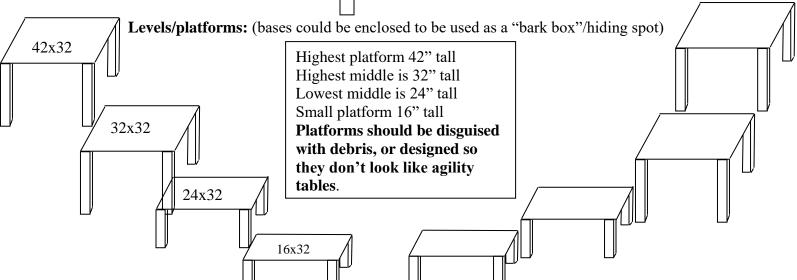


This can be as large as exercise balls or as small as kid's toy balls at least 15" diameter.
Balls need to be inflated.

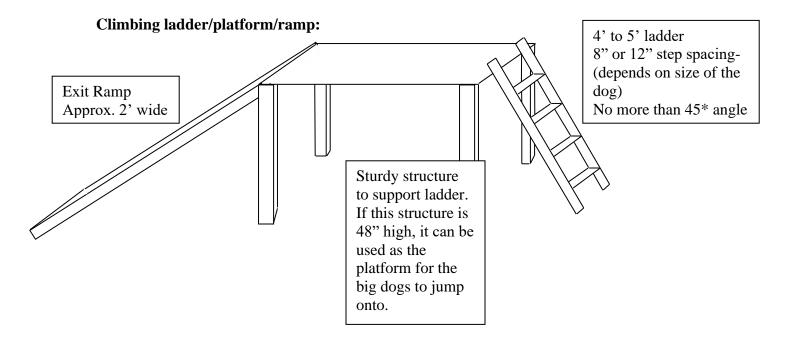
# Option for a moving surface: Tire bridge:



Needs a sturdy support structure Truck or car tires are connected together At least 12" off ground when in use No higher than 3' off the ground



The above platforms should be moveable so the distance between them can be adjusted



# Raised planks system:

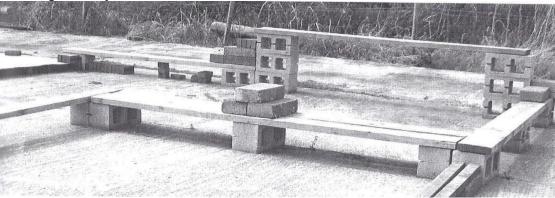


Photo courtesy of the book "Learning games" by Kay Lawrence

This obstacle should consist of raised planks (no higher than 2' off the ground) and no more narrow than 8" (two 2x4's side by side with 1" between). It needs to have safe level changes, surface changes (wood, stone, plastic, metal) and at least 4 turns. The majority of the course should be constructed of wooden planks that are 8-12" wide. Other items that could be incorporated into this course include metal grating (small openings, like for the bottom of a screen door), concrete blocks, pavers, barrels (plastic, wood or metal), pallets (with narrow spaces between the boards), hay/straw bales, and other similar items. The dog MUST WALK this course and no part of the course should involve the dog having to jump.

#### **Bark Barrel:**



