



Hosted by:

**SENC Rescue, Inc.**

**A Newfoundland Dog Rescue Group**

*(This event is open to ALL breeds!)*

**October 23, 2010**

**From 10 AM to 3 PM**

**South Cove Park  
1099 South Cove Road  
Seneca, SC 29672**

Please join us for our very first "Spooky Newfy" Fest; we have a fun-filled day planned for you. We're going to learn a little about canine first aid with a short 30-minute seminar in the morning, immediately followed by a day filled with fun and games as well as a chance for your dog to earn its CGC (Canine Good Citizen).

**Forms MUST be received no later than Friday, October 15, 2010.**

**Owners of animals attending events should feel confident in their inoculation program before bringing their dogs to events.**

Set up camp at South Cove Park (information on Pgs. 4 & 5) or indoor camp at the Jameson Inn (information on Pg. 6), 226 Hitec Road, Seneca, SC 29678. Make your reservations now at the Jameson as space is limited and going quickly due to a Clemson football game that day. You might also want to consider getting to the campground early as space may be limited as well; they operate on a 'first come-first served' basis.

Our event begins on Saturday, October 23<sup>rd</sup> at 9:30 AM and will follow the program listed below. All attendees must register by filling out and returning the Registration forms. Registration fees are *per family* and are **\$10.00**.

**\*\*Parking is \$2.00 for the day if you are not camping; you will pay at the gate.**

## ***Schedule***

### **9:30 to 10:00 AM - SIGN-IN**

#### **10:00 to 10:30 AM – FIRST AID SEMINAR**

Some of the topics to be discussed will be:

- 🐾 How to establish baseline vital signs
- 🐾 Bloat – Recognizing the signs
- 🐾 How to clean a wound
- 🐾 How to ice an injury
- 🐾 How to bandage an injury
- 🐾 MUST-HAVE items in your First Aid kit

This is definitely one seminar that you don't want to miss!

#### **10:30 AM to 12:00 PM – Contests (by Judges Panel)**

- 🐾 Tallest Dog
- 🐾 Shortest Dog
- 🐾 Hairiest Dog
- 🐾 Baldest Dog
- 🐾 Best Dog Trick
- 🐾 Best Halloween Costume

### **12:00 to 1:00 PM - LUNCH and RAFFLE**

Several items will be raffled off during lunch. Raffle tickets are \$1 each or 6 for \$5. All proceeds will benefit SENC Rescue, Inc.

### **1:00 to 3:00 PM – FUN & GAMES**

Balloon Relay

Fastest Kiss

Agility Course – this will be 'our' version of an agility course ☺ How well can you hoola-hoop?

#### **CGC Testing**

Testing will run from 10 AM to 12 PM and from 1 PM to 3 PM. All monies received from CGC testing are being graciously donated to SENC Rescue, Inc by Pam Long, of **Ironclad K9 Academy**, located in Woodstock, GA.

Items to keep handy during the fun and games:

- Water and bowl for your dog
- Drool rag
- Lawn chair or blanket
- Clean-up bags for your dog
- Water for you

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**Registration Form & Payment**  
**MUST BE RECEIVED By October 15, 2010**  
(Please Print Legibly)

Name: \_\_\_\_\_ Name: \_\_\_\_\_  
Child's Name: \_\_\_\_\_ Child's Name: \_\_\_\_\_  
Child's Name: \_\_\_\_\_ Child's Name: \_\_\_\_\_  
Child's Name: \_\_\_\_\_ Child's Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_  
Phone: \_\_\_\_\_ Email: \_\_\_\_\_

**All dogs attending this event MUST be current on their Rabies vaccinations!**

Dog's Name: \_\_\_\_\_ Breed: \_\_\_\_\_ Age: \_\_\_\_\_  
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Dog's Name: \_\_\_\_\_ Breed: \_\_\_\_\_ Age: \_\_\_\_\_

**Registration Fee: \$10**

**Lunch Registration**

Lunch will cost \$5.00 per person and will consist of: Sloppy Joe Sandwich (meat or vegetarian), Baked Beans (vegetarian), Pickle Slices, Chips, Drink & Dessert.

Lunch: How many \_\_\_\_\_ x \$5.00 = \$ \_\_\_\_\_

**CGC Testing:** How many \_\_\_\_\_ x \$10.00 = \$ \_\_\_\_\_

**Total Enclosed (Registration, Lunch and CGC Testing): \$ \_\_\_\_\_**

Make check payable to: **SENC Rescue, Inc.**  
(One check for Registration, Meals and CGC Testing)

Send to:  
**Deb Crowl**  
**189 Arabian Lane**  
**Central, SC 29630**

**\* NO REFUNDS WILL BE GIVEN \***

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**South Cove County Park  
1099 South Cove Road  
Seneca, SC 29672**



South Cove County Park is located on the southern tip of the beautiful clear, blue waters of Lake Keowee. The Park gives easy access to the lake whether it's for boating, swimming, camping or just plain relaxing.

The Park has two boat ramps for fast loading and unloading of boats and hosts the fisherman's Bass Circuit when on Lake Keowee where pros and amateurs compete to catch largemouth and smallmouth bass.



The amenities of this Park are numerous including 88 RV and camping sites with water and electricity hookups, a bathhouse and a dump station on site. Many of the sites are right on the water's edge, providing beautiful vistas and relaxing breezes.

The beach and swim area (no lifeguard, all water activities are at your own risk) are level and gradual, making it ideal for small children. With tennis courts, playground equipment, and picnic shelters, the Park is great for day visitors and campers alike.

**\*\* No campsite reservations. All campsites are first come, first serve!**

**OCONEE COUNTY RESIDENTS (Per Day)**

\$15.00 – Interior Site

\$20.00 - Waterfront Site

**NON-RESIDENT FEES (Per Day)**

\$20.00 – Interior Site

\$25.00 - Waterfront Site

\*\*30 & 50 amp sites are available.

\*\*Up to two (2) tents per site or one (1) camper/RV and one (1) tent per site

\*\*No group discounts. Maximum number of six (6) people per site.

\*\*Only persons 18 years of age or older may register for campsite; must have positive ID to register for camping.

\*\*All Campers must have current license plates or bill of sale pending licensing to be eligible for camping.

\*\*No camp site can be occupied for more than thirty (30) consecutive days. Campers must move to a different site or exit the park after thirty (30) consecutive days.

## Directions to South Cove Park



### From Atlanta, GA:

1. Take I-85 North to SC
2. At exit 1, take ramp right for SR-11 toward Walhalla / Westminster
3. Turn left onto SR-11 / Cherokee Foothills Scenic Hwy / Cherokee Foothills Scenic Hwy S
4. Take ramp right
5. Turn left onto US-76 East / US-123 North / Sandifer Blvd (*Pass JACK IN THE BOX in 3.0 mi*)
6. Turn left onto SR-28 / Blue Ridge Blvd
7. Turn right onto SR-60 / SR-188 / Keowee School Rd (*EXXON on the corner*)
8. Turn right onto S Cove Rd / SC-S-37-608
9. Turn right to stay on S Cove Rd
10. Arrive at South Cove Park

### From Charlotte, NC:

1. Take I-85 North to SC
2. Take exit #19B/CLEMSON onto US-76 W toward Clemson
3. Continue to follow US-76 W for 10.6 mi to 'T' intersection
4. Bear Left on TIGER BLVD / US-76 W / US-123 S
5. Continue straight on US-123 for 9 miles to SR-28 / Blue Ridge Blvd
6. Turn right onto SR-28 / Blue Ridge Blvd
7. Turn right onto SR-60 / SR-188 / Keowee School Rd (*EXXON on the corner*)
8. Turn right onto S Cove Rd / SC-S-37-608
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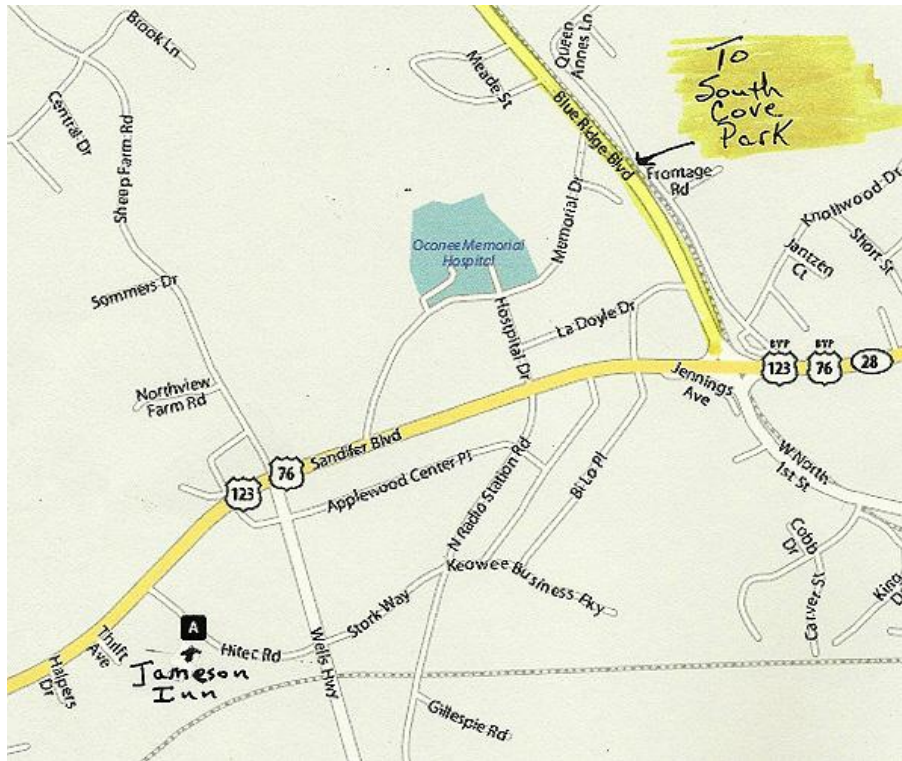
### From Asheville, NC:

1. I-26 East / US-74 East toward Spartanburg / Hendersonville / Asheville Airport
2. At exit 54, take ramp right for US-25 South / US 25 Hwy toward Greenville
3. Bear right onto US-123 South / Calhoun Memorial Hwy
4. Continue to follow US-123 South for 27 mi to 'T' intersection
5. Continue straight on US-123 for 9 miles to SR-28 / Blue Ridge Blvd
6. Turn right onto SR-28 / Blue Ridge Blvd
7. Turn right onto SR-60 / SR-188 / Keowee School Rd (*EXXON on the corner*)
8. Turn right onto S Cove Rd / SC-S-37-608
9. Turn right to stay on S Cove Rd
10. Arrive at South Cove Park

## Directions to Jameson Inn Seneca

226 Hitec Road, Seneca, SC 29678

(864) 888-8300



The hotel is approximately 1 mile west of Blue Ridge Parkway (road to park).

**Make your reservations now** as space is limited due to a Clemson home football game. Rooms are \$130.00 per night with a 2-night minimum stay.

### Please remember the Do's

- Sheets or blankets for floor covering
- Sheets or blankets to cover bed(s)
- Water and food bowls for your dog(s) \*Do **NOT** use ice buckets!
- Crate(s) for your dog(s)
- Some kind of rake or brush to get extra dog hair off carpets or furniture

### and Don'ts

- Groom / bathe your dog(s) in the room

**Just remember, do your part and clean up after you and your dog so we can continue to have available places to stay when we have events.**

## **CGC Training / Test Items**

### **Test 1: Accepting a friendly stranger**

This test demonstrates that the dog will allow a friendly stranger to approach it and speak to the handler in a natural, everyday situation. The evaluator walks up to the dog and handler and greets the handler in a friendly manner, ignoring the dog. The evaluator and handler shake hands and exchange pleasantries. The dog must show no sign of resentment or shyness, and must not break position or try to go to the evaluator.

### **Test 2: Sitting politely for petting**

This test demonstrates that the dog will allow a friendly stranger to touch it while it is out with its handler. With the dog sitting at the handler's side, to begin the exercise, the evaluator pets the dog on the head and body. The handler may talk to his or her dog throughout the exercise. The dog may stand in place as it is petted. The dog must not show shyness or resentment.

### **Test 3: Appearance and grooming**

This practical test demonstrates that the dog will welcome being groomed and examined and will permit someone, such as a veterinarian, groomer or friend of the owner, to do so. It also demonstrates the owner's care, concern and sense of responsibility. The evaluator inspects the dog to determine if it is clean and groomed. The dog must appear to be in healthy condition (i.e., proper weight, clean, healthy and alert). The handler should supply the comb or brush commonly used on the dog. The evaluator then softly combs or brushes the dog, and in a natural manner, lightly examines the ears and gently picks up each front foot. It is not necessary for the dog to hold a specific position during the examination, and the handler may talk to the dog, praise it and give encouragement throughout.

### **Test 4: Out for a walk (walking on a loose lead)**

This test demonstrates that the handler is in control of the dog. The dog may be on either side of the handler. The dog's position should leave no doubt that the dog is attentive to the handler and is responding to the handler's movements and changes of direction. The dog need not be perfectly aligned with the handler and need not sit when the handler stops. The evaluator may use a pre-plotted course or may direct the handler/dog team by issuing instructions or commands. In either case, there should be a right turn, left turn, and an about turn with at least one stop in between and another at the end. The handler may talk to the dog along the way, praise the dog, or give commands in a normal tone of voice. The handler may sit the dog at the halts if desired.

### **Test 5: Walking through a crowd**

This test demonstrates that the dog can move about politely in pedestrian traffic and is under control in public places. The dog and handler walk around and pass close to several people (at least three). The dog may show some interest in the strangers but should continue to walk with the handler, without evidence of over-exuberance, shyness or resentment. The handler may talk to the dog and encourage or praise the dog throughout the test. The dog should not jump on people in the crowd or strain on the leash.

### **Test 6: Sit and down on command and Staying in place**

This test demonstrates that the dog has training, will respond to the handler's commands to sit and down and will remain in the place commanded by the handler (sit or down position, whichever the handler prefers). The dog must do sit AND down on command, then the owner chooses the position for leaving the dog in the stay. Prior to this test, the dog's leash is replaced with a line 20 feet long. The handler may take a reasonable amount of time and use more than one command to get the dog to sit and then down. The evaluator must determine if the dog has responded to the handler's commands. The handler may not force the dog into position but may touch the dog to offer gentle guidance. When instructed by the evaluator, the handler tells the dog to stay and walks forward the length of the line, turns and returns to the dog at a natural pace. The dog must remain in the place in which it was left (it may change position) until the evaluator instructs the handler to release the dog. The dog may be released from the front or the side.

#### Test 7: Coming when called

This test demonstrates that the dog will come when called by the handler. The handler will walk 10 feet from the dog, turn to face the dog, and call the dog. The handler may use encouragement to get the dog to come. Handlers may choose to tell dogs to "stay" or "wait" or they may simply walk away, giving no instructions to the dog.

#### Test 8: Reaction to another dog

This test demonstrates that the dog can behave politely around other dogs. Two handlers and their dogs approach each other from a distance of about 20 feet, stop, shake hands and exchange pleasantries, and continue on for about 10 feet. The dogs should show no more than casual interest in each other. Neither dog should go to the other dog or its handler.

#### Test 9: Reaction to distraction

This test demonstrates that the dog is confident at all times when faced with common distracting situations. The evaluator will select and present two distractions. Examples of distractions include dropping a chair, rolling a crate dolly past the dog, having a jogger run in front of the dog, or dropping a crutch or cane. The dog may express natural interest and curiosity and/or may appear slightly startled but should not panic, try to run away, show aggressiveness, or bark. The handler may talk to the dog and encourage or praise it throughout the exercise.

#### Test 10: Supervised separation

This test demonstrates that a dog can be left with a trusted person, if necessary, and will maintain training and good manners. Evaluators are encouraged to say something like, "Would you like me to watch your dog?" and then take hold of the dog's leash. The owner will go out of sight for three minutes. The dog does not have to stay in position but should not continually bark, whine, or pace unnecessarily, or show anything stronger than mild agitation or nervousness. Evaluators may talk to the dog but should not engage in excessive talking, petting, or management attempts (e.g, "there, there, it's alright").

## Basic Rules for Dogs

**Newspapers:** If you have to go to the bathroom while playing in the front yard, always use the newspaper that's placed in the driveway every morning for that purpose.

**Visitors:** Quickly determine which guest is afraid of dogs. Charge across the room, barking loudly and leap playfully on this person. If the human falls down on the floor and starts crying, lick its face and growl gently to show your concern.

**Barking:** Because you are a dog, you are expected to bark. So bark--a lot. Your owners will be very happy to hear you protecting their house. Especially late at night while they are sleeping safely in their beds. There is no more secure feeling for a human than to keep waking up in the middle of the night and hearing your protective bark, bark, bark...

**Licking:** Always take a big drink from your water dish immediately before licking your human. Humans prefer clean tongues. Be ready to fetch your human a towel.

**Holes:** Rather than digging a big hole in the middle of the yard and upsetting your human, dig a lot of smaller holes all over the yard so they won't notice. If you arrange a little pile of dirt on one side of each hole, maybe they'll think it's gophers. There are never enough holes in the ground. Strive daily to do your part to help correct this problem.

**Doors:** The area directly in front of a door is always reserved for the family dog to sleep.

**The Art of Sniffing:** Humans like to be sniffed. Everywhere. It is your duty, as the family dog, to accommodate them.

**Dining Etiquette:** Always sit under the table at dinner, especially when there are guests, so you can clean up any food that falls on the floor. It's also a good time to practice your sniffing.

**Housebreaking:** Housebreaking is very important to humans, so break as much of the house as possible.

**Going for Walks (Rules of the road):** When out for a walk with your master or mistress, never go to the bathroom on your own lawn.

**Couches:** It is perfectly permissible to lie on the new couch after all your humans have gone to bed.

**Playing:** If you lose your footing while chasing a ball or stick, use the flower bed to absorb your fall so you don't injure yourself.

**Chasing Cats:** When chasing cats, make sure you never--quite--catch them. It spoils all the fun.

**Chewing:** Make a contribution to the fashion industry. ...Eat a shoe.

*Author Unknown*

