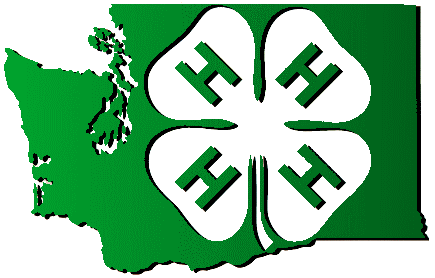


**Washington State 4-H Dog Project**

4-H Rally Obedience  
  
Rules, Judge’s Guidelines and Instructions for Stewards



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RALLY RULES

4-H RALLY INTRODUCTION

4-H Rally is a sport in which the dog and handler complete a course that has been designed by the rally judge. The judge tells the handler to begin, and the dog and handler proceed at a brisk pace through a course of designated stations (10-20, depending on the level). Each of these stations has a sign providing instructions regarding the next skill that is to be performed. The dog and handler team moves continuously at a brisk but normal pace with the dog under control at the handler’s left side. There should be a sense of teamwork between the dog and handler both during the numbered exercises and between the exercise signs; however, perfect heel position is not required. Any faults in traditional 4-H Obedience that would be evaluated and scored as a one-point deduction or more should be scored the same in rally, unless otherwise mentioned in the *4-H Rally Rules*. After the judge’s “Forward” order, the team is on its own to complete the entire sequence of numbered signs correctly. Unless otherwise specified in these rules, handlers are permitted to talk, praise, encourage, give additional commands and/or signals using one or both arms, clap their hands, pat their legs or use any verbal means of encouragement. The handler must move in a natural manner. The handler’s arms need not be maintained in any particular position. At any time during the performance, loud or harsh commands, intimidating signals, touching the dog (unless otherwise specified by these rules) or any physical corrections will be penalized. There will be a penalty for any dog that is picked up or carried at any time in the rally ring while under judgment. Note: A dog is under judgment until it leaves the ring. 4-H Rally is a companion sport to 4-H Obedience. Both require teamwork between dog and handler along with similar performance skills. Rally provides an excellent introduction to 4-H Companion Events for new dogs and handlers and can provide a challenging opportunity for competitors in other events to strengthen their skills.

Rules

CHAPTER 1

GENERAL RULES

The rings shall be between 2,000 and 3,000 square feet with a minimum width of 30 feet. At an indoor trial the floor must have firm footing, using rubber or similar non-slip material at least 4 feet wide for the takeoffs and landings of all jumps, unless the judge feels the surface does not require it. At an outdoor show or trial, the ground should be clean and level. Any grass should be cut short. If inclement weather at an outdoor trial necessitates the judging of rally under shelter, the requirements as to ring size may be waived. The size of the ring shall be stated in the premium. In consideration of the judge’s course design requirements, they should be informed of the ring size with as much lead time as possible. The judge’s table and chairs will be of such size and location so as not to interfere with the dog and handler’s performance while in the ring.

Rally

Rules

CHAPTER 2

RULES FOR PERFORMANCE AND JUDGING

Section 1. Standardized Judging. Standardized judging is of paramount importance. Judges are not permitted to inject their own variations into the exercise but will see that each handler and dog execute the various exercises exactly as described in these rules. A handler who is familiar with these rules should be able to enter the ring under any judge without having to inquire how that particular judge wishes to have an exercise performed and without being confronted with any unexpected requirements.

Section 2. Standard of Performance. The judge must carry a mental picture of the theoretically perfect performance for each exercise and score each dog and handler against this standard. This “picture” must comply with these rules and there should be a sense of teamwork between the dog and handler both during the numbered exercises and between the exercise signs; however perfect heel position is not required. The handler must move in a natural manner. The handler’s arms need not be maintained in any particular position. At any time during the performance, loud or harsh commands, intimidating signals, touching the dog (unless otherwise specified by these rules) or any physical corrections will be penalized. Roughness in handling, military precision or harsh commands by the handler must also be penalized. There shall be no penalty of less than one point.

Section 3. No Added Requirements. No judge will require any dog or handler to do anything, nor penalize a dog or handler for failing to do anything, that is not required by these rules.

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Section 4. Interference and Double Handling. A judge who is aware of any assistance, interference, or attempts to control a dog from outside the ring must act promptly to stop such double handling or interference and must penalize the dog substantially. If the judge feels the circumstances warrant, the dog will receive an (NS) no-score for the exercise during which the aid was received.

Section 5. Re-judging. If a dog has failed an exercise, it will not ordinarily be re-judged unless the judge feels the dog’s performance was prejudiced by peculiar and unusual conditions. Re-judging of the dog will be only on the exercise in question.

Section 6. Explanations and Errors. After the class is finished, judges are not required to explain their scoring and should not enter into a discussion with a dissatisfied exhibitor. Any person who thinks there may have been a numerical error or an error in identifying a dog may report the facts to one of the stewards, the judge, or trial so that the matter may be checked.

Section 7. Compliance with Rules and Standards. The handler of each dog will be familiar with the *4-H Rally Rules* applicable to the class in which the dog is entered.

Section 8. Physically Challenged Handlers. Judges may modify specific requirements of these rules so that physically challenged handlers may compete. Such handlers must be able to move around the ring without physical assistance or guidance. However, on the judge’s instructions, someone may position a blind handler before, between and after each exercise. Dogs handled by such handlers will be required to perform all parts of all exercises as described in these rules and will be penalized for failure to perform any part of an exercise. Under no conditions may the scoring criteria for each exercise be modified.

Section 9. Order of Judging. Each handler is responsible for being ready at ringside when required and without being called. The judge’s first consideration should be the convenience of those exhibitors who are ready when scheduled and who ask no favors. If a request is made in advance of the class starting time, a judge may agree to judge a dog earlier or later than scheduled. If no such arrangement has been made, however, a judge should not hesitate to mark absent any dog and handler not ready to be judged when their time comes.

Section 10. Use of Leash. All dogs must be kept on a leash except when in the rally ring, warm-up ring or exercise area and must be brought into and taken out of the ring on leash. Dogs must be kept on leash in the ring when brought in to receive awards. Except where otherwise specified in these rules, the handler will leave the dog’s leash on the judge’s table or other designated place. The leash must be made of fabric or leather and need only be long enough to provide adequate slack, unless stated otherwise in these rules.

Section 11. Collars. All dogs in the rally ring must wear a properly fitted collar approved by the judge. No special training collars, such as electronic collars or prong collars will be permitted. Nothing may be hanging from the dog’s collar.

Section 12. Commands. Loud commands by handlers to their dogs create a poor impression of rally and should be avoided. Shouting is not necessary, even in a noisy atmosphere, if the dog is properly trained to respond to a normal tone of voice. Commands the judge feels are excessively loud will be penalized. Any kind of whistling is prohibited.

Section 13. Orders and Minimum Penalties. The orders for the exercises and the standards for judging are set forth in the following chapters. The lists of faults are not intended to be complete, but minimum penalties are specified for most of the more common and serious faults. There is no maximum limit on penalties. A dog that makes none of the errors listed may still receive an (NS) no-score for other reasons.

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Section 14. Misbehavior. Dogs must be under control at all times when entering and exiting the ring. Any display of fear or nervousness by the dog or any uncontrolled behavior such as snapping, barking or running away from its handler must be penalized according to the seriousness of the misbehavior, whether it occurs during or between stations or before or after judging. The judge may excuse the dog from further competition in the class. The judge must disqualify any dog that attacks or attempts to attack any person in the ring. Any dog that attacks another dog or that appears dangerous to other dogs must be excused.

Section 15. Training and Warm-up on the Grounds. There will be no abusive training of the dogs on the grounds or premises at a 4-H rally trial. Collars must be in accordance with Chapter 2, Section 15 of these rules. These requirements should not be interpreted as preventing handlers from moving normally about the grounds or premises or from warming up their dogs using any exercise performed in the rally ring, provided the dog is on a leash being held by the handler. Warm-ups should be performed as far from the rally rings as is reasonably possible and must not be disruptive to any dog or person. Physical or verbal disciplining of a dog will not be permitted, except to a reasonable extent in case of an attack on either a dog or a person.

Section 16. Training and Disciplining in the Ring. The judge will not permit any handler to use excessive verbal commands, to move toward the dog to correct it, or to practice any exercise in the ring at any time. Any exhibitor who does so may be excused. A dog whose handler disciplines it in the ring will be excused from further competition in the class and must receive an (NS) no-score.

Section 17. Abuse of Dogs. The Event Superintendent will investigate any report of abuse or severe disciplining of dogs on the grounds or premises of a show, trial or match. Any person whose conduct is in any manner prejudicial to the best interests of 4-H will be dealt with promptly. The judge must immediately report any abuse of a dog in the ring to the Event Superintendent.

CHAPTER 3

GENERAL PROCEDURES

Section 1. Armbands. Exhibitors shall be provided armbands or stickers, which must be worn on the upper left arm, indicating their dog’s order in the class.

Section 2. Signs and Holders. The designated wording and symbols must be used. Signs must be a minimum of 8½ by 11 inches and a maximum of 11 by 17 inches. Weather conditions should be considered when securing signs and holders. Colors used are optional. Twenty exercise sign holders are required plus one each for the Start and Finish signs and the Call marker. All sign holders or signs (not including those for Start, Finish, and the Call marker) will be clearly and sequentially numbered on the course, with numbers approximately 3 inches high. Signs with an asterisk (numbers 5, 6, 7, 8, 9, 10, 17, 18, 19, 103 and 299) may be used multiple times on a rally course. Two of each of those signs must be available for the judge’s use. All other signs may only be used once on any course. Stationary exercises are any signs indicating a “Halt” or no forward motion.

Section 3. Placement of Signs. Signs will be placed to the right of the handler’s path except for those indicating a change in direction, in which case the sign will be directly in front of the team to aid in that change. Exercises using cones may require entry with the sign on the left. Exact placement of signs is made by the judge while walking the course along the path that will be taken by the handlers.

Section 4. Location of Performance in Relation to Signs. Except for exercises requiring entry with the sign on the left, exercises are performed near the designated signs, either directly in front or in front and to the left of the signs. For stations where the handler and dog are required to make a sidestep to the right, the sign shall be placed in the initial path of the team (handler and dog), thus requiring the team to make a sufficient size sidestep to the right in order to pass the sign on the right.

Section 5. Familiarization Time. The course for each class will be posted at the ring when the judge arrives. Prior to the start of each class, a 15-minute walkthrough will be allowed for handlers, without their dogs. After each two-hour period of judging, judges should allow an additional 10-minute walkthrough for the next two hour block of dogs to be judged in the class. The judge must be available in the ring during this period to answer any questions the handlers might have. The judge may also choose to brief the handlers on the course during this period. Copies of the course may be given to exhibitors prior to the class, if available.

Section 6. Judge’s Orders. The judge’s orders will be “Are you ready?” followed by “Forward.” No other orders are necessary.

Section 7. General Scoring. Scoring for all levels is based on a maximum score of 100 points unless otherwise stated in these rules. *Unofficial scores will be posted ringside after each dog has completed the final exercise*. Times will be recorded but not posted. Times will be used only to break ties for Champion or Reserve Champion. The maximum number of points that can be deducted for any station is 10, with the exception of a no-score (NS) performance. The following deductions shall apply on a scale from 1 to 10:

Minor Deduction (1-2 points) for each of the following:

* Tight leash
* Dog interfering with handler
* Poor sits
* Slow, delay, or resistance to respond
* Touching or ticking a jump, pylon, post or person
* Out of position

Minor to Substantial Deduction (1-10 points) for each of the following:

* Repeat of a station—only one (1) retry of each station will be allowed for all class levels. Repeat of a station is an automatic 3 point deduction.
* Pylon/post knocked over on Figure Eight, Spiral and Serpentine
* Lack of control
* Lack of teamwork
* Lack of briskness
* Handler error\*
* Loud command or intimidating signal
* Excessive barking
* Hitting the jump
* Patting/clapping in Excellent – per occurrence

Substantial Deduction (6-10 points) for each of the following:

* Incorrectly performed station\*\* (Automatic 10 point deduction)
* Failure to complete the Sit Stay Exercise (IP)–No retries allowed
* Failure of dog to clear the jump properly on the first attempt (IP) – no retries allowed
* Knocking over the jump, upright or knocking a bar off (IP) – no retries allowed
* Luring/pleading with the dog
* Lack of natural manner

No-score (NS) scores shall be given for:

* Minimum requirements not met
* Dog unmanageable or uncontrolled barking
* Consistently tight lead
* Dog that eliminates while in the ring for judging
* Handler error\*
* Station not attempted by handler\*\*\*
* No-score errors may not be re-tried
  + Handler errors can be assessed from 1 to 10 points up to No-Score (NS).
* Handler errors can be assessed at any station or during movement between stations on a course. Once a handler has stopped on any halt exercise, the handler cannot move their feet to assist a dog without incurring a handler error.
* \*\* Incorrectly Performed (IP) stations occur when a team attempts a station and fails to perform the principal parts of the station on the first attempt. The handler may choose to retry the station once, for a correct performance, accepting the mandatory 3-point deduction for the retry of the station. The station is considered an IP if the handler chooses not to retry or fails to perform the station correctly on the second attempt.
* \*\*\* A station will be considered Not Attempted if: (refer to glossary)
* Handler completely passes the station
* Handler approaches sign but does not do the exercise

Section 8. Timing. All dogs will be timed. Times will be used only in the event of ties for Champion or Reserve Champion, as mentioned in Section 7. Timing will begin when the judge gives the order “Forward” and will end when dog and handler cross the Finish station. In the case of tied scores, the dog completing the course in the least amount of time will receive the higher placement. The original scores will not be changed. In the event that both the score and time are the same, the dogs will repeat the course and will be scored and timed again. The original scores will not be changed, but a plus (+) will be added after the score of the dog winning the run-off. Times will be entered to the 1/100 of a second on all runs. In the event of a timing malfunction, the timer will notify the judge and table steward immediately after the dog and handler have finished running the course. No time will be recorded for the team at that time. In the event of a tie at the end of the class involving a dog that does not have a time, the judge shall offer the handler the following options:

* Option 1 – The ability to run the course again for time and score. If the dog’s score is better than the initial run, the team shall be considered to have won the tie with its original score and the time from the rerun. If the dog’s score is less than the original score from the first run, the team will be placed below its competitor with the same score. If there are multiple ties at the same score, the original scores shall be kept and the new tiebreaker scores and times shall be used to determine the winner of the run-off.
* Option 2 – The team may keep its original score and accept the loss of the run-off.

Rally

Rules

CHAPTER 4

CLASSES

Section 1. Rally Novice Class. All exercises are judged on leash, and all dogs must enter and leave the ring on leash. The leash must be made of fabric or leather and needs to be long enough to provide adequate slack. Rally Novice must have between 10 to 15 stations (Start and Finish not included) with a minimum of three and a maximum of five stationary exercises per class.

Section 2. Rally Advanced Class. All exercises are judged off leash, and all dogs must enter and leave the ring on leash. Rally Advanced must have between 12 to 17 stations (Start and Finish not included) with a minimum of three and a maximum of seven stationary exercises. A dog is required to jump once in the Advanced class. Courses shall have a minimum of three Advanced level stations plus the one required jump.

Section 3. Rally Excellent Class. All exercises are judged off leash. All dogs must enter and leave the ring on leash. Rally Excellent must have between 15 to 20 stations (Start, Finish and Call marker not included) with a minimum of three and a maximum of seven stationary exercises. Two jumping exercises must be used in the Excellent class utilizing one or two jumps. Courses shall have a minimum of two Advanced level stations and a minimum of three Excellent level stations, plus the two required jumps and the Sit Stay exercise per class. Unlike in the Rally Novice and Advanced classes, in Rally Excellent, handlers are not allowed to pat their legs or clap their hands to encourage the dog. Verbal encouragement, multiple commands and/or inaudible signals using one or both arms and hands are allowed; the handler’s arms need not be maintained in any particular position at any time. Handlers may not touch their dog or make any physical corrections.

Section 4. Jumps. A dog is required to jump once in the Advanced class and is required to jump twice in the Excellent class. Any jump, or combination of jumps illustrated in these Rules (broad jump, high jump or bar jump) may be used, except 4 foot wide jumps may be used in place of 5 foot wide jumps. Designs should be such that they do not interfere with the jumping of a dog. Various colors and decorations are allowed; however, there must be nothing hanging from the jump. It is the judge’s responsibility to see that the jumps are set for each dog in accordance with these rules. Jumps may not be used consecutively on the course.

The **broad jump** will consist of three telescoping hurdles, each approximately 8 inches wide. The largest board will measure about 4 feet 10 inches long (if from a 5 foot set) and about 5 inches at the highest point. In the ring, broad jump boards will be arranged in order of size from smallest to largest. They will be evenly spaced, covering a distance equal to twice the height of the high jump set for each dog. Three boards will be used for a jump of 32 inches, two boards for a jump of 16 or 24 inches, and one board will be used for a jump of 8 inches. When decreasing the number of hurdles in the jump, the highest will be removed first.

The **high jump** will consist of two uprights and solid boards of varying heights that combine to make each dog’s required jump height. The high jump will be 5 feet wide (if from a 5 foot set) and built to be set at a height of 4 inches and adjustable in increments of 4 inches up to 16 inches. The uprights of the high jump will be 4 feet high. In addition, two 8-inch boards and one 4-inch board should be available for use. The jump will be a flat white. The height of each board will be indicated in black 2-inch numbers. A 4-inch high jump board will be supplied for dogs that have a height at the withers of less than 10 inches. This jump height will be constructed so the maximum height does not exceed 4 inches, with a half-inch tolerance. This can be a separate board or support system placed between the two standard uprights. The high jump board used to create this 4-inch jump height can be supported by a means other than the two standard uprights.

The **bar jump** has two uprights that are constructed to support only a striped bar, which is set at the dog’s required jump height. The bar jump will consist of a bar that is between 2- and 2 1/2-inches square with the edges rounded to remove any sharpness. The bar will be flat black and white in alternate sections each about 3 inches wide. The bar will have the weight of wood. It will be supported by two unconnected 4-foot upright posts about 5 feet apart and built to be set at a height of 4 inches and must be adjustable in increments of 4 inches up to 16 inches. The bar jump may be used in the same way as the high jump. However, if the bar jump is to be used as a jump in both directions, the uprights must be offset to allow the bar to be knocked off from either direction without affecting the uprights.

Send to Jump**. (Sign #210)** The sign for this station will be placed at least 10 feet before the jump. The sign for this station and the one after it will be set so that the handler maintains at least a 3 foot path away from the jump while the dog performs the jump and returns to the handler. The set up and performance of this sign should not be confused with sign #103 \*Send Over Jump-Handler Passes By.

*Note: After sending the dog to the jump the handler may pause as needed, but must not pass the jump until the dog has returned to the heel position.*

Section 5. Jump Heights. The dog’s jump height shall be given on the entry form. Entries will be arranged according to the jump height of the dogs, from either high to low or low to high.

Rally

Height of dog at withers Height to be jumped:

Less than 10 inches 4 inches

10 inches to less than 15 inches 8 inches

15 inches to less than 20 inches 12 inches

20 inches and over 16 inches

Section 6. Sit Stay Exercise. (Sign #298) The judge will designate the area or person in charge of the leash prior to the excellent walkthrough. All exhibitors must be informed of where they need to go to retrieve their leash or from whom during the walkthrough. Immediately following the Finish Sign the handler and dog will go to the Sit Stay sign. The handler will sit the dog, and command and/or signal the dog to sit stay. The handler will then walk at least fifteen (15) feet to retrieve the leash from any of the following; gate steward, judge or designated area next to the ring exit, and return to heel position by walking around and behind the dog. The judge will order “Exercise Finished” at which time the judging of the Sit Stay Exercise will be complete. The handler will then attach the leash and exit the ring. The Sit Stay Exercise is not considered to be one of the stationary exercises on the course.

Rules

CHAPTER 5

OPTIONAL CLASSES

Section 1. Rally Pairs Class. Rally Pairs class consists of competition by one handler working two dogs at one time through a rally course at a level selected and offered by the event-giving club. Scores will be based on a possible 200 points, with ties being broken by time. Class levels that can be offered will be Rally Novice, Rally Advanced and/or Rally Excellent, excluding jumps. One or all levels may be offered at any trial.

Scoring. All stations will be counted with a point value. The maximum point value that can be deducted at any one station will be 10 points per dog (20 total points). There will not be any NSs awarded for a performance. It is possible for a team to receive a negative score. All other rally rules and rules will apply for each class level offered as an optional class. Suggested judging is 12 pairs per hour.

Section 2. Rally Team Competition. For the optional Rally Team Competition, any of the regular rally class levels may be offered. The Rally Team Competition will be for teams of any four dogs that are eligible under these rules. Five dogs may be entered, one to be considered an alternate, however the same four dogs will perform all of the exercises. No dog may be entered on more than one team. There is a total possible score of 400 points for each team. All team members will run the course individually, with the team time running continuously. Time will start when the judge gives the first member of the team the forward command from the “Start” sign. The subsequent dog for each team starts when the previous handler for the team passes the “Finish” sign without an additional command of “Forward” by the judge. Timing for each team will begin when the judge commands the first handler in the team to begin with the command “Forward” and will stop when the fourth handler from the team passes the finish line. If jumps are required, they will be based on the height of

the smallest dog on each competing team.

Scoring. All stations will be counted with a point value. The maximum point value, which can be deducted at any one station, will be 10 points. It is possible for a team to receive a negative score.

Suggested judging rate is four teams per hour.

Glossary of Rally Terms

Brisk, briskly – keenly alive, alert, energetic

Command – verbal order from handler to dog

Deductions:

Minor deduction – 1 to 2 points

Minor to Substantial deduction – 1 to 10 points

Substantial deduction – 6 to 10 points

• Re-tries of a station are an automatic 3 point deduction

• Incorrectly Performed stations are an automatic 10 point deduction

Directly – immediately, without deviation or hesitation

Down – Dog lying in a prone position

Finish – When commanded/signaled to finish, the dog goes smartly to heel position and sits

Front – A dog sits in front of the handler, close enough that the handler can touch the dog’s head

Guiding Gently by the Collar – control of the dog by holding any part of the collar with minimal pressure on the dog’s neck

Handler Returns to Heel Position – the handler must return to heel position by walking around behind the dog (unless otherwise stated in these rules)

Heel Position – dog is at the handler’s left side straight in line with the direction the handler is facing; the area from the dog’s head to shoulder is to be in line with the handler’s left hip; and the dog should be close to, but not crowding its handler so that the handler has freedom of motion at all times

Incorrectly Performed Station (IP) – one or more principal parts of a station not performed or performed incorrectly

Lame – irregularity or impairment of the function of locomotion, irrespective of the cause or how slight or severe

Luring – the appearance of having a reward to tempt the dog along or into position. No reward needs to be present

Natural Manner – not artificial, free of affectation; what is customarily expected in the home or public places

Order – direction from judge to handler, either verbal or nonverbal

Pause – a complete stop of forward motion by the handler

Pivot – turning in the circle occupied by the handler before they started the turn; a turn in place

Pleading – repeated urgent commands and/or signals to elicit the proper behavior from the dog while the dog remains unresponsive to handler’s commands and/or signals

Repeat of Station/Retry – a station that is repeated in its entirety, including the approach, before beginning the next station

Signal – nonverbal direction from the handler to dog

Sit – the dog has its rear and/or hocks on the ground

\*\*\*Station Not Attempted By The Handler – a station skipped/missed by the handler before attempting the next station

Training – as related to where a student-handler/teacher-judge relationship is established, with or without compensation

Turn in Place – turning in a circle that was occupied by the handler before they started to turn

Withers – highest point of the dog’s shoulder

Rally

Rules

RALLY JUDGES’GUIDELINES

PURPOSE

Rally trials are a sport, and all participants should be guided by the principles of good sportsmanship both in and out of the ring. Rally trials demonstrate the dog’s ability to follow specified routines in the Rally ring and emphasize the exhibition of teamwork between handler and dog. All contestants in a class are required to perform the same exercises in substantially the same way so that the relative quality of the various performances may be compared and scored. The basic objective of Rally trials, however, is to recognize dogs that have been trained to behave in the home, in public places and in the presence of other dogs in a manner that will reflect credit on the sport of Rally at all times and under all conditions. The performance of dog and handler in the ring must meet the requirements of the *4-H Rally Rules*. It is also essential that the dog demonstrate willingness and enjoyment while it is working and that the handler and dog appear to be working together as a team.

CHAPTER 1

RESPONSIBILITIES

This section is designed as an easy-to-use guide for all judges. We believe it will make it easier for you to do your job and contribute to the sport of rally. You should be thoroughly familiar with this guide. This section cannot cover all situations; nor can it substitute for common sense.

Section 1. Your Responsibilities as a Judge. Judges must understand their responsibilities to the sport.

* Responsibility to Exhibitors. Judges are expected to be friendly and courteous to all who enter the ring. Without exhibitors, there would be no trials. For every experienced exhibitor there are many newcomers. The future of this sport is in the hands of the novice. After a judge completes an assignment and has turned in the judge’s book, it is appropriate for the judge to discuss an individual dog’s performance with the handler, if the handler requests this information. However, a judge should never continue a conversation with an angry or aggressive person.
* Responsibility to Spectators. Spectators form their opinion of the sport through seeing the actions of the judge, the handler and the dog. Care must be taken to avoid any action that might reflect poorly on the sport. Judges should work to maintain spectator appeal in the sport while keeping foremost in mind the welfare and convenience of the exhibitor and the dog .
* Responsibility to the 4-H

Judges must never ignore or condone any type of abuse of a dog at any time. All judges are expected to take appropriate action when witnessing such conduct.

As a judge, you are required to meet these key criteria:

* Knowledge. Through experience and continuing study, you must demonstrate sound knowledge of the dogs you evaluate and score. Good judges never stop learning about the sport of rally.
* Procedure. You must demonstrate sound judging procedure and ring control, plus a thorough knowledge of the 4-H Rally Rules and the Rally Judges’ Guidelines. Good procedure is essential. With it, a judge will inspire the confidence of exhibitors and spectators.
* Impartiality. It is essential that exhibitors have full faith in the impartiality and competence of judges. There is no room for even the suggestion that anything other than the work of the dogs in the ring is involved in your decisions.

Section 2. Ethics: Honesty Plus Common Sense. You must possess and project an unwavering air of integrity and ethical behavior that maintains the reputation of 4-H Obedience trials as being fair and properly judged. With common sense, judges can easily avoid situations that might raise ethical questions. Judges are presumed to be honest, competent and dedicated. Nevertheless, it is all too easy to find yourself in uncomfortable or even inappropriate situations. These guidelines cannot cover every situation. They can, however, help you avoid improprieties or perceived improprieties. Some ethical rules are clear. For example:

* Never accept any payments or presents for past or future placements.
* Advise potential exhibitors not to enter under you when their presence or the presence of their dogs might give the impression of unfair advantage, such as a person with whom you own dogs, wholly or in part, dogs that have been regularly trained or instructed by you, your employer, your employee, or a relative.

These are only examples. The key is to avoid situations that might give the impression of impropriety.

4-H recognizes you cannot control who enters. This does not diminish the importance of appearances. Everything possible must be done to keep your reputation above reproach.

Section 3. Beware of Those Gray Areas. Judges are often singled out for critical observation by exhibitors. Keep in mind that a perfectly innocent action or discussion can be misconstrued.

Section 4. Knowledge. The 4-H Rally Rules are the basic guide to judging; however, not every possible fault or error is covered, only the more common and serious ones. The 4-H Rally Rules clearly define the exercises and the standard by which they are to be judged. The Rally Rules set the standard for a perfect score of 100 points by which each dog’s performance is judged. The 4-H Rally Rules give the judge guidelines for how an exercise is to be performed. While rally is not judged with the same precision as formal obedience, rally judges must make decisions based on a mental picture of the perfect performance within the framework of the 4-H Rally Rules. Judges are given full discretionary authority within the framework of the 4-H Rally Rules and they must exercise this authority impartially. Judges are required to make their own decisions and accept the responsibility this implies. If a decision depends on the exact wording of the 4-H Rally Rules, the judge is expected to consult the book before making the decision. A judge may not discard, modify, or require anything not specified in the 4-H Rally Rules. Scores for each exercise must be amply justified by the performance of the dog and handler.

Rally Judges’

Guidelines

CHAPTER 2

COURSE DESIGN

Section 1. Course Design and Setting the Course. A rally course should be designed to be fun, interesting and enjoyable for the exhibitor, dog and spectators. Courses should provide sufficient challenge without being overly complicated and designed to be completed by the average team in less than two minutes. This may vary slightly depending on the level. When designing courses, remember 4-H Rally is a skill-building class for all other 4-H events and should provide the dog and handler the ability to develop and master a variety of skills.

* Control and teamwork is best evaluated with courses that flow. The rally judge should consider the dog and handler’s path when designing and setting the course.
* Grouping stationary exercises together causes a course to be choppy and tight while using multiple circular turns in the same direction may cause dizziness.
* Stations requiring specific angles of performance must be used to allow those angles to be executed correctly.
* Exercises using the pylons may share one or more pylons except for the Offset Figure 8.
* All stations with a “Fast” or “Slow” must be followed by a “Normal” except the “Slow” may be used as the last station.
* Adequate space must be allowed for all sizes of dogs to perform the stations properly inside the ring including the Start, Finish and Sit Stay signs.
* The Sit Stay Exercise is not to be considered one of the required stationary course stations and must not be in the path of the course.
* Separate entrance and exit gates allow for better traffic flow and time management.
* The first course of the day should be nested with multiple signs per holder (if possible) for the following class levels to allow for an efficient and easy course change between levels.
* If a course needs to be modified note the changes on the course posted and the changes should be explained to the exhibitors at a judge’s briefing before, during or after the walk-through.
* Course Design is of significant importance to the sport.
* Judges should not use the same course over and over again.
* Courses should be laid out in a clear and straightforward manner in order that a handler who misses the walk through has a reasonable chance of qualifying by following the numbered stations.

CHAPTER 3

PREPARATION FOR JUDGING

BE ON TIME. The judge must arrive a minimum of 45 minutes prior to the scheduled start of judging, unless a prior judging assignment conflicts. Upon arrival, the judge will post the course(s) outside the ring.

Section 1. Ring and Equipment – Prior to the scheduled judging time, the judge will inspect the ring, which must meet all requirements of the *4-H Rally Rules* Chapter 1, Section 27. Size shall be determined by the judge pacing the ring. Checking the ring also requires the judge to:

* Examine signs and sign holders to ensure they are secure
* Examine the distractions used in the Offset Figure 8 to determine that they can be seen and smelled but not consumed
* Measure the jumps in the Advanced and Excellent classes to ensure they meet the requirements as described in the *4-H Rally Rules*, Chapter 4, Section 4
* If the jumps are made of a material other than wood, they must meet all the requirements of the *4-H Rally Rules*, including weight and flat finish.

Rally Judges’

Guidelines

CHAPTER 4

JUDGING THE DOGS

Section 1. Judging the Dogs. The judge has absolute control and unquestioned authority over all persons and dogs in the ring. With this authority comes the responsibility to be courteous and considerate. Be as systematic in your ring procedure from dog to dog as conditions permit. Judges position should be kept in mind when designing the course. Position is important for three reasons: first, to properly evaluate the dog and handler; second, to establish consistency from team to team; and third, to insure efficient time management. While there is no one perfect position, some positions are better than others. All dogs should be viewed from the same relative position on the course. Fronts and finishes are best judged from the front or from the side. When evaluating a “down,” the judge should be in position to see whether or not the dog has dropped completely. Handlers should expect and train for a reasonable amount of movement by the judge.

Section 2. Philosophy of Scoring. It is the judge’s responsibility to award appropriate scores all the dogs. *Unofficial scores, but not times, shall be posted ringside after each dog has completed the final exercise.*

A judge should honor an exhibitor’s request to be excused.

The sliding point scale is to assist judges in the scoring of each dog and handler team. Unless otherwise specified in the *4-H Rally Rules* scoring will be based on the minor to substantial deductions listed in Chapter 3, Section 7, of the *4-H Rally Rules* and any other applicable section found in the *4-H Rally Rules* regulating performance and scoring. Each team should be scored on the following sliding scale while being judged:

*Note: As mentioned in the 4-H Rally Introduction – Any faults in traditional 4-H Obedience that would be evaluated and scored as a (1) one-point deduction or more should be scored the same in Rally. (There are no (1/2) half point deductions in Rally.)*

* Minor deduction – 1 to 2 points
* Minor to Substantial deduction – 1 to 10 points
* Substantial deduction – 6 to 10 points
* Re-tries of a station are an automatic 3 point deduction
* Incorrectly Performed (IP) stations are an automatic 10 point deduction

THE STEWARD IN RALLY

INTRODUCTION TO RALLY STEWARDING

Planning a rally trial involves many varied tasks. One essential element that is often neglected or treated lightly is the selection and training of stewards. Stewards will be needed who have been specifically trained to assist with rally events. A steward who is not familiar with rally procedures will require time-consuming instructions from the judge and can severely slow down the entire judging procedure. Stewarding functions in the rally ring are broken down into four general categories: gate steward, table steward, ring steward and time steward. In Rally Novice and Rally Advanced, There should be a minimum of three stewards, as one person can serve as both the ring steward and the time steward. The time steward will monitor and report each dog’s time to the table steward. It is essential that all stewards be at ringside at least 45 minutes prior to the scheduled start of judging to receive any specific instructions from the judge and to assist in setting up the rally ring as directed by the judge. Stewards are reminded that judges are solely responsible for the ring until their assignments are completed. Stewards are provided to assist but may act only on the judge’s instructions. Stewards must not give information to owners and handlers except when the judge asks them to do so.

The

CHAPTER 1

THE GATE STEWARD

Gate stewards should report to their assigned ring at least 45 minutes prior to the scheduled judging time for the class. The duties of gate stewards should include:

* Distributing armbands.
* Checking to ensure that the armband number given to the exhibitor corresponds to the dog’s name and number in the catalog.
* Directing exhibitors to the judge if they request to be judged out of order due to conflicts and reporting any absences to the judge and table steward.
* Assuring that the jump height is correctly set by the ring steward for each dog in the Advanced and Excellent classes before it enters the ring.
* Ensuring that dogs are judged in catalog order but not to the extent of holding up judging.
* Ensuring handlers and dogs do not enter the ring until the judge so indicates.
* Ensuring that the next dog to be judged is immediately available. As soon as the judge begins judging the dog in the ring, the steward calls the next dog and ensures that the handler is ringside. If the next dog is not available, the gate steward should not hesitate to call the next dog in order.
* As needed, ensuring that the leash is returned to the handler as the dog and handler complete the course, and that the dog is on leash when the team leaves the ring.
* Being aware of any problems with the dogs on course and being ready to follow instructions given by the judge.
* For Advanced and Excellent, verifying that the jump height is listed correctly for each dog.
* Assisting with any other duties as assigned by the judge.

CHAPTER 2

THE TABLE STEWARD

Table stewards should report to their assigned ring at least 45 minutes prior to the scheduled judging time for the class. The extent to which a judge uses the services of a table steward varies greatly. The steward must receive specific instructions from the judge as to what will be required. Judges must use worksheets to communicate with the table steward. The judge may ask the table steward to prepare and have the worksheet ready for the next dog. The table steward may be responsible for totaling deductions on the judge’s worksheet.

The duties of table stewards should include:

* Correctly entering the class, proper armband number and breed of dog on the worksheet.
* Correctly adding the scores on the worksheet.
* Informing the judge of any error on the worksheet.
* Listing the time on the worksheet as minutes, seconds and hundredths.
* *Posting each dog’s unofficial score at or near ringside after the dog finishes the course*.
* Making sure the judge’s worksheets are not displayed or exhibited to any other person at the event, unless specifically directed to do so by the judge.

CHAPTER 3

THE RING STEWARD

Ring stewards should report to their assigned ring at least 45 minutes prior to the scheduled judging time for the class. Each judge in rally will have at least one ring steward. The duties of ring stewards should include:

* Assisting in setting up the rally courses initially and from class to class as needed.
* *Assisting in the posting of unofficial scores if needed by the rally table steward*.
* Being aware of any problems with the dogs on the course and ready to follow instructions given by the judge.
* Making sure that jumps in the Rally Advanced and Excellent classes are set at the correct jump height for each dog entered in the classes.
* Assisting with the leash in the Rally Advanced and Excellent classes, making sure that the leash is returned to the handler and that the dog is on leash before leaving the ring.
* Performing any other duties as assigned by the judge.

Steward

CHAPTER 4

THE TIME STEWARD

Time stewards should report to their assigned ring at least 45 minutes prior to the scheduled judging time for the class. This will allow them to become familiar with the course layout/design and the timing equipment. The correct timing of a dog is important to rally events and exhibitors. If two or more dogs in a class earn the same score, the tie is broken by time.

The duties of time stewards should include:

* Being stationed in a position or place as specified by the judge prior to the running of each dog on the course.
* Making sure the timing of a run starts when the judge says “Forward” and the time of the run ends when both the dog and handler cross/ pass the Finish station.
* Immediately reporting the time to the table steward after each dog completes the course.
* Making sure that the time reported is in minutes, seconds and hundredths. If there is a malfunction in the timing device when a dog is running a course, the timing steward will report the malfunction to the judge and the table steward immediately after the dog and handler crosses the Finish station

CHAPTER 5

THE CLASSES

NOVICE

In the Novice class, exercises are performed on leash, and there are no jumps. The judge will give the order for the handler to begin the course. The ring and gate stewards should remain outside the ring but stay alert to any possible problems and be ready to follow whatever instructions the judge may give.

ADVANCED AND EXCELLENT

When issuing an armband in the Advanced and Excellent classes, the table steward or gate steward should check the catalog to verify the height and distance the dog jumps. When a dog and handler enter the ring for the Advanced or Excellent classes, the gate or ring steward should take the leash from the handler. When the dog has finished running the Advanced course, the gate or ring steward should return the leash to the handler and ensure that the dog is on leash before it leaves the ring. It is essential that the ring or other stewards assigned to set jumps have a tape measure, steel ruler or folding ruler to ensure accuracy in setting the broad jump. Stewards must arrange jumps quickly and accurately to ensure a minimal loss or waste of judging time.

Rally

THE JUMPS

The gate and/or ring steward will confirm with the handler the height the dog jumps. Rally Advanced and Excellent classes will be run in jump height order, unless prior arrangements have been made by a handler with the judge to run a dog out of order. It is essential that ring stewards be familiar with the *4-H Rally Rules* in order to set the jumps correctly in the event jump changes are required.

HIGH JUMP AND/OR BAR JUMP

The jump height requirements are as follows:

Height of dog at withers Height to be jumped

Less than 10 inches 4 inches

10 inches to less than 15 inches 8 inches

15 inches to less than 20 inches 12 inches

20 inches and over 16 inches

Broad Jump – In the ring, broad jump hurdles will be arranged in order of size from smallest to largest. They will be evenly spaced, covering a distance equal to twice the height of the high jump set for each dog. Three boards will be used for a jump of 32 inches, two boards for a jump of 16 or 24 inches, and one board for a jump of 8 inches. When decreasing the number of boards in the jump, the highest hurdle will be removed first.

Descriptions

RALLY SIGNS AND DESCRIPTIONS

Designated wording and symbols for rally signs – Judges may use duplicates of stations marked with an asterisk in designing their courses. The principal parts of the exercises are boldface and underlined.

THE FOLLOWING EXERCISES MAY BE USED IN ALL CLASS LEVELS  
 

1. START – Indicates the beginning of the course. Dog does not have to be sitting at start.  
 

2. FINISH – Indicates the end of the course–timing stops.  
 

3. HALT – Sit – While heeling, **the handler halts and the dog sits** in heel position. The team then moves forward, with the dog in heel position. (Stationary exercise)  
 

4. HALT – Down Dog – While heeling, **the handler halts and the dog sits**. The handler then commands and/or signals the **dog to down**, followed by the command to **heel forward from the down position**. (Stationary exercise)  
 

5. \*Right Turn – Performed as a **90° turn to the right**, as in traditional obedience.  
 

6. \*Left Turn – Performed as a **90° turn to the left**, as in traditional obedience.  
 

7. \*About Turn – Right – While heeling, the team makes a **180° about turn to the handler’s right**.



8. \*About “U” Turn – While heeling, the team makes a **180° turn to the handler’s left**.

9. \*270° Right Turn – While heeling, the team makes a 270° turn to the handler’s right. 270° turns are performed as a tight circle, but not around the exercise sign.

10. \*270° Left Turn – While heeling, the team makes a 270° turn to the handler’s left. 270° turns are performed as a tight circle, but not around the exercise sign.

11. 360° Right Turn – While heeling, the team makes a 360° turn to the handler’s right. 360° turns are performed as a tight circle, but not around the exercise sign.

12. 360° Left Turn – While heeling, the team makes a 360° turn to the handler’s left. 360° turns are performed as a tight circle, but not around the exercise sign.

13. Call Dog Front – Finish Right – Forward – While heeling, the handler stops forward motion and calls the dog to the front position (dog sits in front and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. Second part of the exercise directs the handler to command and/or signal the dog to change from the front position by moving to the handler’s right, around behind the handler, toward heel position. As the dog clears the handler’s path, the handler moves forward before the dog has completely returned to the heel position. The dog does not sit before moving forward in heel position with the handler. *Handler must not step forward or backward to aid the dog as the dog moves toward heel position.* (Stationary exercise)

14. Call Dog Front – Finish Left – Forward – While heeling, the handler stops forward motion and calls the dog to the front position (dog sits in front and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. Second part of the exercise directs the handler to command and/or signal the dog to change from the front position by moving to the handler’s left toward heel position. As the dog clears the handler’s path, the handler moves forward before the dog has completely returned to the heel position. The dog does not sit before moving forward in heel position with the handler. *Handler must not step forward or backward to aid the dog as the dog moves toward heel position.* (Stationary exercise)

15. Call Dog Front – Finish Right – HALT – While heeling, the handler stops forward motion and calls the dog to the front position (dog sits in front and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. Second part is the finish to the right, where the dog must return to heel position by moving around the right side of the handler. Dog must sit in heel position before moving forward with the handler. *Handler must not step forward or backward to aid the dog as the dog moves toward heel position.* (Stationary exercise)

16. Call Dog Front – Finish Left – HALT – While heeling, the handler stops forward motion and calls the dog to the front position (dog sits in front and faces the handler). The handler may take several steps backward as the dog turns and moves to a sit in the front position. Second part is the finish to the left, where the dog must return to heel position by moving around the left side of the handler and sit in heel position. Dog must sit in heel position before moving forward in heel position with the handler. *Handler must not step forward or backward to aid the dog as the dog moves toward heel position.*

(Stationary exercise)

17. \*Slow Pace – Dog and handler must slow down noticeably. This must be followed by a normal pace unless it is the last station on the course.

18. \*Fast Pace – Dog and handler must speed up noticeably. This must be followed by a normal pace.

19. \*Normal Pace – Dog and handler must move forward, walking briskly and naturally. This station can only be used after a change of pace.

20. Moving Sidestep Right – While heeling, the handler takes one step to the right, leading with the right foot, and continues moving forward along the newly established line. The dog moves with the handler. The exercise shall be performed just before the exercise sign. (This exercise shall be considered a change of direction and the sign shall be placed directly in line with the team’s path requiring the handler and dog to sidestep to the right to pass the sign.)

21. Spiral Right – Dog Outside – This exercise requires three pylons or posts placed in a straight line with spaces between them of approximately 6-8 feet. Spiral Right indicates the handler must turn to the right when moving around each pylon or post. This places the dog on the outside of the turns (see 1A and 1B). The exercise sign is placed near or on the first pylon or post where the spiral is started.

22. Spiral Left – Dog Inside – This exercise requires three pylons or posts placed in a straight line with spaces between them of approximately 6-8 feet. Spiral Left indicates that the handler must turn to the left when moving around each pylon or post. This places the dog on the inside of the turns (see 2). The exercise sign is placed near or on the first pylon or post where the spiral is started.

23. Straight Figure 8 Weave Twice – This exercise requires four pylons or posts placed in a straight line with spaces between them of approximately 6-8 feet. The exercise sign is placed near or on the first pylon or post where the exercise is started. Entry into the weaving pattern is with the first pylon or post at the dog/handler’s left side. The dog and handler must complete the entire exercise by passing the last pylon or post.

24. Serpentine Weave Once – This exercise requires pylons or posts placed in a straight line with spaces between them of approximately 6-8 feet. The exercise sign is placed near or on the first pylon or post where the exercise starts. Entry into the weaving pattern is with the first pylon or post at the dog/handler’s left side. The dog and handler must complete the entire exercise by passing the last pylon or post. It should be noted that in this exercise, the team does not weave back through the obstacles as they do in the Straight Figure 8.

25. HALT – 1, 2 and 3 Steps Forward – The handler halts and the dog sits in heel position to begin the exercise. The handler takes one step forward and halts with the dog maintaining heel position. The dog sits when the handler halts. This is followed by two steps forward–halt, and three steps forward–halt, with the dog heeling each time the handler moves forward and sitting each time the handler halts. (Stationary exercise)

26. Call Front – 1, 2 and 3 Steps Backward – While heeling, the handler stops forward motion and calls the dog to the front position (dog sits in front and faces the handler). The handler may take several steps backward as the dog turns and moves to a sit in the front position. With the dog in the front position, the handler takes one step backward and halts. The dog moves with the handler and sits in the front position as the handler halts. This is followed by the handler taking two steps backward and a halt, and three steps backward and a halt. Each time, the dog moves with the handler to the front position and sits as the handler halts. The handler then commands and/or signals the dog to resume heel position. When returning to the heel position, the dog does not sit before the handler moves forward. (Stationary exercise)

27. Down and Stop – While moving with the dog in heel position, the handler commands and/or signals the dog to down as the handler comes to a stop next to the dog. Once the dog is completely down, the handler moves forward, commanding the dog to move forward from down position. (Stationary exercise)

28. HALT – Fast Forward from Sit – The handler halts and the dog sits in heel position. With the dog sitting in heel position, the handler commands and/or signals the dog to heel and immediately moves forward at a fast pace. This must be followed by a normal pace. (Stationary exercise)

29. Left About Turn – While moving with the dog in heel position, the handler makes an about turn to the left, while at the same time, the dog must move around the handler to the right and into heel position. The dog does not sit before moving forward in heel position with the handler.

30. HALT and Walk Around Dog – Handler halts and dog sits. With the dog sitting in heel position, the handler commands and/or signals the dog to stay, then proceeds to walk around the dog to the left, returning to heel position. The handler must pause in heel position before moving forward to the next station. (Stationary exercise)

31. HALT – Down – Walk Around Dog – Handler halts and dog sits. With the dog sitting in heel position, the handler commands and/or signals the dog to down and stay, then proceeds to walk around the dog to the left, returning to heel position. The handler must pause in heel position before moving forward to the next station. The dog heels forward from the down position. (Stationary exercise)

32. Figure 8 – No Distractions – Two pylons or posts spaced approximately 6-8 feet apart. The team enters the sequence with the posts on either left or right and will perform a complete figure 8 around the posts or pylons, crossing the center point three times.

33. HALT – Left Turn – Forward – Handler halts, dog sits. With the dog sitting the handler commands and/or signals the dog to heel, as the handler turns to the left and continues to move forward in the new direction without hesitation. The dog must turn with handler as the handler turns. (Stationary exercise)

34. HALT – Right Turn – Forward – Handler halts, dog sits. With the dog sitting the handler commands and/or signals the dog to heel, as the handler turns to the right and continues to move forward in the new direction without hesitation. The dog must turn with the handler as the handler turns. (Stationary exercise)

35. Call Front – Return to Heel – While heeling the handler stops forward motion and calls the dog to the front position. The handler may take several steps backward as the dog turns and moves to sit in the front position. Dog sits in front and faces the handler. The handler will then walk around behind the dog and return to the heel position and pause. Dog must remain sitting as handler walks around dog. (This is a 180˚ change of direction, about turn.) (Stationary exercise)

36. HALT – Slow Forward From Sit – The handler halts, and the dog sits in heel position. The handler then commands and/or signals the dog to heel and moves forward at a slow pace. The dog must maintain heel position as handler slowly moves forward. This must be followed by a normal pace, unless it is the last station on the course. (Stationary exercise)

THE FOLLOWING EXERCISES MAY BE USED IN ADVANCED AND EXCELLENT CLASSES ONLY

101. HALT – About Turn Right and Forward – Handler halts and dog sits. With the dog sitting in heel position, the team turns 180° to the right and immediately moves forward. (Stationary exercise)

102. HALT – About “U” Turn and Forward–Handler halts and dog sits. With the dog sitting in heel position, the team turns 180° to the left and immediately moves forward. (Stationary exercise)

103. \*Send Over Jump – Handler Passes By – While moving with the dog in heel position, the handler directs the dog to take the jump as the handler passes by the jump without any pause, hesitation or stopping. When the dog has completed the jump in the proper direction, it is called to heel position and the team continues to the next exercise.

104. HALT – Turn Right One Step – Call to Heel – Halt – Handler halts and dog sits. With the dog sitting, the handler commands and/ or signals the dog to stay. The handler then turns to the right, while taking one step in that direction, and halts. The dog is directed to heel position and must move and sit in the new location before moving forward to the next station. (Stationary exercise)

105. HALT – Stand Dog – Walk Around – Handler halts and dog sits. With the dog sitting in heel position, the handler stands the dog and commands and/or signals the dog to stay as the handler walks around the dog to the left, returning to heel position. The handler must pause in heel position before moving forward to the next station.

In the Advanced class, the handler may touch the dog, move forward to stand the dog, and may pose the dog as in the show ring *and the dog must move forward from the stand position. Handler may not touch the dog in the Excellent Class.* (Stationary exercise)

106. HALT – 90° Pivot Right – HALT – Handler halts and dog sits. With the dog sitting in heel position, the handler pivots 90° to the right and halts. The dog moves with the handler and sits in heel position. (Stationary exercise)

107. HALT – 90° Pivot Left – HALT – Handler halts and dog sits. With the dog sitting in heel position, the handler pivots 90° to the left and halts. The dog moves with the handler and sits in heel position. (Stationary exercise)

108. Offset Figure 8 – This exercise requires two pylons or posts placed about 8–10 feet apart, around which the team will perform a complete Figure 8, crossing the center *point* three times without disturbing the distractions. Two distractions will be arranged to the sides of the figure 8 about 5–6 feet apart. Entry may be between the pylons or posts and the distraction on either side (see 3A and 3B). The distractions will consist of two securely covered containers with tempting dog treats; however, dog toys may replace one or both containers, or may be placed next to the containers. The exercise sign may be placed on or near the cone where entry is made into the Offset Figure 8. *Pylons or posts may not be shared with other exercises.*

109. HALT – Side-step Right – HALT – Handler halts in front of the station sign and the dog sits. With the dog sitting in heel position, the handler moves one step directly to the right and halts. The dog moves with the handler and sits in heel position when the handler halts. The exercise shall be performed just before the exercise sign. This exercise shall be considered a change of direction and the sign shall be placed directly in line with the team’s path, requiring the handler and dog to sidestep to the right to pass the sign. (Stationary exercise)

110. HALT – Call Dog Front – Finish Right – Handler halts and dog sits. With the dog sitting in heel position, the handler calls the dog to front and the dog sits in the front position, facing the handler. On command, the dog then moves from the front position around the right of the handler and sits in heel position. Handler must not step forward or backward to aid the dog during the exercise. (Stationary exercise)

111. HALT – Call Dog Front – Finish Left – Handler halts and dog sits. With the dog sitting in heel position, the handler calls the dog to front and the dog sits in the front position facing the handler. On command, the dog then moves to the handler’s left and sits in heel position. Handler must not step forward or backward to aid dog during exercise. (Stationary exercise)

112. HALT – 180° Pivot Right – HALT – Handler halts and dog sits. With the dog sitting in heel position, the handler pivots 180° to the right and halts. The dog moves with the handler and sits in heel position. (Stationary exercise)

113. HALT – 180° Pivot Left – HALT–Handler halts and dog sits. With the dog sitting in heel position, the handler pivots 180° to the left and halts. The dog moves with the handler and sits in heel position. (Stationary exercise)

114. HALT – Down – Sit – Handler halts and dog sits. With dog sitting in heel position, the handler commands and/or signals the dog to down, then to sit. (Stationary exercise)

115. HALT – Stand – Handler halts and dog sits. With the dog sitting in heel position, the handler will stand the dog. Handler then resumes heel position while the dog stands in place. Handler pauses before moving forward. In the Advanced class, the handler may touch the dog, move forward to stand the dog, and may pose the dog as in the show ring. Handler may not touch the dog in the Excellent Class, but may move forward to stand the dog and may pose the dog as is the show ring. (Stationary exercise)

116. HALT – Pivot Right – Forward – The handler halts and the dog sits in heel position. The handler commands and/or signals the dog to heel, then pivots to the right and dog and handler move forward. (Stationary exercise)

117. HALT – Pivot Left – Forward – The handler halts and the dog sits in heel position. The handler commands and/or signals the dog to heel, then pivots to the left and dog and handler move forward. (Stationary exercise)

118. HALT – Leave Dog – 2 Steps – Call to Heel – Forward – The handler halts, and the dog sits in heel position. While the dog remains sitting the handler takes two steps forward and pauses. The handler moves forward and commands the dog to resume heel position. The dog must move briskly. (Stationary exercise)

THE FOLLOWING EXERCISES MAY BE USED IN THE EXCELLENT CLASS ONLY

201. HALT – Stand – Down – Handler halts and dog sits. With dog sitting in heel position, the handler will stand the dog (without physical handling or moving forward), then command and/ or signal the dog to down. The handler then commands and/ or signals the dog to heel forward from the down position. (Stationary exercise)

202. HALT – Stand – Sit – Handler halts and dog sits. With dog sitting in heel position, the handler will stand the dog (without physical handling or moving forward), then command and/or signal the dog to sit. The handler then commands and/or signals the dog to heel forward from the sitting position. (Stationary exercise)

203. Moving stand – Walk around dog – While heeling and without pausing, the handler will stand the dog and walk around the dog to the left, returning to heel position. The handler must pause in heel position after returning to the dog. Dog must move forward from the standing position.

204. Moving down – Walk around dog – While heeling and without pausing, the handler will down the dog and walk around the dog to the left, returning to heel position. The handler must pause in heel position after returning to the dog. The dog must move forward from the down position.

205. Backup 3 steps – While heeling, the handler reverses direction walking backward at least 3 steps, without first stopping, then continues heeling forward. The dog moves backward with the handler and maintains heel position throughout the exercise without sitting*.*

206. Down While Heeling – While moving forward, without pause or hesitation, the handler will command and/or signal the dog to down and stay as the handler continues forward about 6 feet to the Call marker. The handler will turn and face the dog, pause and then command and/or signal the dog to heel. This is a 180˚ change of direction, about turn. (This sign will be followed within 6 feet by the Call marker.) Dog must return to heel position and sit, the handler must pause before moving forward. (Stationary exercise)

207. Stand While Heeling – While moving forward, without pause or hesitation, the handler will command and/or signal the dog to stand and stay as the handler continues forward about 6 feet to the Call marker. The handler will turn and face the dog, pause and then command and/or signal the dog to heel. This is a 180˚ change of direction, about turn. (This sign will be followed within 6 feet by the Call marker.) Dog must return to heel position and sit, the handler must pause before moving forward. (Stationary exercise)

208. Stand – Leave Dog – Sit Dog – Call Front – Finish – While heeling, the handler will stop and command and/or signal the dog to stand. The dog must stand and stay without sitting first. Then the handler will walk forward approximately 6 feet to the Call marker. The handler will turn to face the dog and command and/or signal the dog to sit. When the dog sits, the handler will command and/or signal the dog to front. The dog sits in the front position facing the handler. On command and/or signal, the dog will move to heel position. Dog must sit in heel position before moving forward with the handler. (Stationary exercise) (This exercise reverses the direction of the team.)

209. Stand – Leave Dog – Down Dog – Call Front – Finish – While heeling, the handler will stop and stand the dog using a command and/or signal, then the handler will walk forward approximately 6 feet to the Call marker. The dog must stand and stay without sitting first. The handler will turn to face the dog and command and/or signal the dog to down. When the dog downs, the handler will command and/or signal the dog to front. The dog must sit in the front position facing the handler. On command and/or signal, the dog will move to heel position. The dog must sit in heel position before moving forward with the handler. (Stationary exercise) (This exercise reverses the direction of the team.)

210. Send to Jump – At the sign for this station, the handler will command and/or signal the dog to leave heel position to execute the jump. The dog must leave the handler immediately and execute the jump. The handler must maintain a straight path of at least a 3 foot distance away from the jump and may not pass the jump until the dog has returned to heel position. The dog must jump the jump in the proper direction and return to heel position without pause, hesitation, or stopping. The team then continues to the next station.

211. Double Left About Turn – While moving with the dog in heel position, the handler makes an about turn to the left while at the same time, the dog must move around the handler to the right and into heel position. The handler must take one or two steps forward before performing the exercise a second time. The handler will end up turning 360° to the left as the dog turns 360° to the right around the handler. The dog does not sit at any time during this exercise.

298. Sit Stay – This sign will be used as a marker for the sit stay exercise. The dog must remain in the sit position while the handler retrieves the leash and returns to heel position and the judge says “exercise finished.”

299. \*Call – This sign will be used as a marker for associated exercises.