

IRISH KENNEL CLUB CLG.

**RULES & REGULATIONS FOR
RALLY-O TESTS**

2024

(effective from 1st January 2024)

Rally-O should be based on positivity, co-operation, and communication. It should be exciting to compete in and the sense of team-work between handler and dog should be recognised and rewarded. The aim is that all exercises are performed in a natural manner where co-operation and positivity between dog and handler is of greater importance than precision.

AUTHORITY

Rally-O competitions within this state are held under licence granted by the Irish Kennel Club CLG., and are subject to the rules and regulations published by that body.

DESCRIPTION OF RALLY-O LEVELS

Six Rally-O levels are authorised by the Irish Kennel Club CLG.

- Rally-O Level 1
- Rally-O Level 2
- Rally-O Level 3
- Rally-O Level 4
- Rally-O Level 5
- Rally-O Level 6

A Rally-O competition shall comprise of at least one standard competition class at Level 1 or above.

APPLICATION TO HOLD A RALLY-O COMPETITION

Application for licence to hold a Rally-O competition is made by, and granted to, the promoting body (herein called the Society).

SCHEDULE

The society must issue a Schedule which will form the basis of a contract between the Society and those entering dogs. The Society may make regulations subject to the approval of the Irish Kennel Club CLG., but no such regulations shall conflict with any Rule or Regulation of the Irish Kennel Club CLG. In the case of conflict, the Rules and Regulations of the Irish Kennel Club CLG., shall prevail. No modifications may be made to the schedule before the date of the Rally-O competition, except by permission of the Irish Kennel Club CLG., and such modifications, if possible, must be advertised.

Two copies of the schedule must be lodged with the Irish Kennel Club CLG., at least sixty days (60) before the proposed date of the Rally-O competition.

The schedule must contain:

- a. The name of the Society
- b. The venue
- c. The date of the Rally-O event
- d. The names of the guarantors
- e. The name and address of veterinary surgeon
- f. The Secretary's name and address.
- g. The closing date for entries
- h. Name(s) of Judge(s) with the name of each level.
- i. The amount of entry fee
- j. Definition of each level, together with the qualifications and limitations for entry in that level.
- k. In the event of a limitation by the promoting body in the number of entries in any level, then a ballot will be held by the promoting body and notice of such ballot will appear in the Schedule giving the time, date and place and an invitation to all competitors to attend.
- l. A statement the Rally-O competition is held under the Irish Kennel Club CLG., Rules and Regulations.
- m. A statement that the organisers reserve the right to refuse any entry.

- n. A statement that dogs must be registered or transferred with the Irish Kennel Club CLG., save in the case of Greyhounds duly registered with the Irish Coursing Club.
- o. A separate official entry form with the Irish Kennel Club CLG., approved declaration.
- p. All offers of sponsorship or donations with the names of sponsors.
- q. A statement that it is the competitor's responsibility to be available for their class (and running order if applicable).
- r. A statement that no bitch in season is allowed to compete or be present on the grounds.
- s. A statement that the mating of bitches within the precincts of the Rally-O showgrounds is forbidden.
- t. A statement that, should a judge be unable to fulfil the appointment to judge, the Committee reserve the right to appoint another judge.
- u. A statement that, should circumstances so dictate, the Society, in consultation with the Judges, may alter arrangements as necessary. Such changes and the circumstances surrounding them must be reported to the Irish Kennel Club CLG.
- v. A statement that each exhibitor is responsible for keeping their dog under proper control at all times.
- w. A statement that dogs must not be tied up and left unattended.
- x. A statement that an Exercise Modification Request (EMR) Form must be included in the schedule.

ENTRY FORMS

Entries must be made on the official form issued by the society and entirely in ink. Only one person shall enter on one form. All such entry forms must be preserved by the Society for at least 12 months from the day of the Rally-O competition.

ELIGIBILITY

Only dogs of six calendar months of age and over on the first day of the competition are eligible to take part in Level 1 and Level 2 classes. Only dogs of 12 calendar months of age and over on the first day of the competition are eligible to take part in Level 3 or higher classes or special classes which incorporate jumps or similar exercises.

REFUSAL OF ENTRIES

The society may reserve to itself the right to refuse any entries.

APPOINTMENT OF JUDGES

Judges for Rally-O shall be appointed by the Society and must be approved by the Irish Kennel Club CLG. In the event of a Judge being unavailable, then the Society may appoint another Judge as substitute. All substitute judges must previously have been approved by the Irish Kennel Club CLG. Appointment or promotion to a Rally-O Judging panel is at the discretion of Irish Kennel Club CLG., and it reserves the right to refuse any appointment or promotion to a Judges panel without explanation.

Any Judges considered for addition to any Panel must be recommended to the Irish Kennel Club CLG., by an Affiliated Club. In addition to judging and competitive experience, consideration will be given to applicant's attendance at relevant courses, scribing experience, actual number of bona fine dogs judged, personal qualities etc.

JUDGES QUALIFICATIONS

Panel 1 – Eligible to judge Level 1 and 2

Before judging a Level 1 or Level 2 class at a Rally-O competition a judge must have handled a dog and achieved the Level Title for the Level under which he or she is judging. This title can be achieved under any Kennel Authority recognised by the Irish Kennel Club CLG. A judge must also have scribed at least once at Level 1 or 2 under any jurisdiction.

A judges first three appointments must be restricted to Level 1 or Level 2.

Panel 2 – Eligible to judge Level 3 and 4

The next two appointments may include Level 3 or level 4.

A judge must have handled a dog and achieved the Level Title for the Level under which he or she is judging. This title can be achieved under any Kennel Authority recognised by the Irish Kennel Club CLG. A judge must also have scribed at Least once at Level 3 or 4 under any jurisdiction.

Panel 3 – Eligible to judge Level 5 and 6

Before a judge can judge Level 5 or level 6, they must have undertaken at least two appointments at Level 3 or Level 4.

A judge must have handled a dog and achieved the Level Title for the Level under which he or she is judging. This title can be achieved under any Kennel Authority recognised by the Irish Kennel Club CLG. A judge must also have scribed at least once at Level 5 or 6 under any jurisdiction.

OVERSEAS JUDGES

Overseas judges must have judged at the same or equivalent Rally-O level in their own country.

JUDGING

A judge may only judge 60 dogs in a day. In the event the entry exceeds 60 dogs a second judge may be appointed. The entry must be equally (to within one dog) divided between the two judges.

FACILITIES AND EQUIPMENT

It is the Society's responsibility to provide the following:

- a. Rally-O exercise signs, station numbers and appropriate holders.
- b. Judging rings shall not in any circumstances contain less than 144 m² of clear floor space and shall not be less than 12 metres on any side. Rings must be enclosed with ring ropes, barriers, fencing or netting and have a suitable, level surface.
- c. Qualifying certificates and/or qualifying rosettes and place cards and/or rosettes.
- d. Ring numbers.
- e. Stop watches, clipboards, exercise modification forms, other forms and stationery as required.
- g. Cones for obstacle exercises, markers for Serpentine, Figure of Eight and spirals. Base of markers not to exceed 200 mm diameter.
- h. All jumps must be constructed in a manner that provides stability and safety for all dogs. Jump width is to be between 1.2 metres and 1.5 metres. Single bar jumps are preferable but not mandatory.

The **judge** must provide bowls, toys and mesh covers if required, and score sheets.

JUMP HEIGHTS

Dogs are not required to be measured on the day of competition prior to the judging. However, judges have the option of measuring any dog prior to his/her performance if the dog appears to be entered in a group lower than might be indicated by his/her registered shoulder height.

Shoulder Height under 30 cm - Jump 10 cm

Shoulder Height 30 cm to under 40 cm - Jump 20 cm

Shoulder Height 40 cm to under 50 cm - Jump 30 cm

Shoulder Height 50 cm and over - Jump 40 cm

AWARDS

The Society shall also provide qualifying certificates and/or qualifying rosettes and place cards and/or rosettes to eligible handlers.

DISQUALIFICATION

A dog shall be disqualified by a Judge if in their opinion it is:

- a. Suffering from any infectious or contagious disease.
- b. Interfering with the safety or chances of an opponent.
- c. Of such temperament or is so much out of hand as to be a danger to the safety of any person or other animal.
- d. Likely to cause cruelty to the dog if it continues in the Rally-O competition.

The owner thereof may be liable to be dealt with under the Disciplinary Procedure of the Irish Kennel Club CLG.

REGULATIONS FOR HANDLING

- a. No person shall carry out punitive correction of a dog at the Rally-O event, and any such behaviour must be penalised by disqualification.
- b. Food and toys may not be carried or given to the dog in the ring.
- c. Food must not be left in the immediate vicinity of the ring where it is likely to affect another competitors' chance of qualifying or winning.
- d. Only a smooth collar may be worn whilst competing.

NOTIFICATION OF AWARDS

The Secretary of the Society shall, within 14 days of the Rally-O competition, send the Judges' awards certification and a marked catalogue to the Irish Kennel Club CLG., indicating the prize winners and those dogs to which the Judges have awarded qualifications.

PENALTIES FOR IMPUGNING JUDGES DECISIONS

If anyone taking part in the Rally-O competition openly impugns the decision of the judge or judges, the incident may be reported by the Show Secretary to the Irish Kennel Club CLG.

INCIDENT BOOK

An incident book shall be kept by the Society at a Rally-O competition.

APPENDIX

The Canine Activities and Sports Committee shall issue an Appendix to these rules entitled 'Description of Exercise and Guidance for Judges at Rally-O Competitions.

The Rules and Appendix may be amended from time to time in line with Irish Kennel Club CLG., policy and procedures.

RULE CHANGES

Additions/changes to the Rally-O Rules & Regulations and Appendix may be proposed by an Affiliated Club to arrive at the Irish Kennel Club CLG., not later than 31st May in any year. These proposals shall be reviewed thereafter by the Canine Activities and Sports Committee.

APPENDIX 1.

LEVELS, CLASSES AND ELIGIBILITY

LEVELS

Rally-O handler/dog teams compete in their lowest eligible class from Level 1 to Level 6. They may also compete at the next level. Progression to the next Level does not require either wins or places. Progression is dependent upon gaining three Excellent scores, under at least two different judges, or six qualifying scores under at least three different judges.

Levels 1 - 4 have a qualifying score of 175 out of 200.

Levels 5 & 6 have a qualifying score of 180 out of 200.

In all levels a qualifying score of 190 or above equates to an Excellent score.

ELIGIBILITY

Level 1

Open to dogs which have not achieved a Level 1 or Level 1 Excellent Title or a Level 2 or Level 2 Excellent Title or the equivalent under the Irish Kennel Club CLG., or any other Kennel Club recognised by the Irish Kennel Club CLG.

Level 2

Open to all dogs which have achieved a Level 1 or Level 1 Excellent Title, except those that have achieved a Level 2 or Level 2 Excellent Title or a Level 3 or Level 3 Excellent Title or the equivalent under the Irish Kennel Club CLG., or any other Kennel Club recognised by the Irish Kennel Club CLG.

Dogs eligible for and entered at Level 1 may also enter at this Level.

Level 3

Open to all dogs which have achieved a Level 2 or Level 2 Excellent Title, except those that have achieved a Level 3 or Level 3 Excellent Title or a Level 4 or Level 4 Excellent Title or the equivalent under the Irish Kennel Club CLG., or any other Kennel authority recognised by the Irish Kennel Club CLG.

Dogs eligible for and entered at Level 2 may also enter at this Level.

Level 4

Open to all dogs which have achieved a Level 3 or Level 3 Excellent Title, except those that have achieved a Level 4 or Level 4 Excellent Title or a Level 5 or Level 5 Excellent Title or the equivalent under the Irish Kennel Club CLG., or any other Kennel authority recognised by the Irish Kennel Club CLG.

Dogs eligible for and entered at Level 3 may also enter at this Level.

Level 5

Open to all dogs which have achieved a Level 4 or Level 4 Excellent Title, except those that have achieved a Level 5 or Level 5 Excellent Title or a Level 6 or Level 6 Excellent Title or the equivalent under the Irish Kennel Club CLG., or any other Kennel authority recognised by the Irish Kennel Club CLG.

Dogs eligible for and entered at Level 4 may also enter at this Level.

Level 6

Open to all dogs which have achieved a Level 5 or Level 5 Excellent Title or the equivalent under the Irish Kennel Club CLG., or any other Club authority recognised by the Irish Kennel Club CLG.

Dogs eligible for and entered at Level 5 may also enter at this Level.

TITLES

Only the highest Level title achieved should be used after the dog's name. The title is designated as 'R-OL1', 'R-OL2', 'R-OL3', 'R-OL4', 'R-OL5', or 'R-OL6' and appears after the dog's name. A dog having achieved the Level title can use this title after their name.

Level 1 Title

Requires six qualifying scores of 175 or better, earned under three different judges at Level 1.

Level 2 Title

Requires six qualifying scores of 175 or better, earned under three different judges at Level 2.

Level 3 Title

Requires six qualifying scores of 175 or better, earned under three different judges at Level 3.

Level 4 Title

Requires six qualifying scores of 175 or better, earned under three different judges at Level 4.

Level 5 Title

Requires six qualifying scores of 180 or better, earned under three different judges at Level 5.

Level 6 Title

Requires six qualifying scores of 180 or better, earned under three different judges at Level 6.

Where an Excellent title is used after the dog's name, a Level title for the same Level should not also be used.

A dog which has qualified at any level with three qualifying scores each of 190 or better, gained under two different judges, is entitled to the description 'Rally-O Excellent' with the designations shown below which appear after the dog's name (only the highest designation achieved should be used):

Level 1 R-OL1.Ex

Level 2 R-OL2.Ex

Level 3 R-OL3.Ex

Level 4 R-OL4.Ex

Level 5 R-OL5.Ex

Level 6 R-OL6.Ex

PERFORMANCE AND SCORING GUIDELINES AND COMPETITION MANAGEMENT

PERFORMANCE

a. Heel Position

The dog is considered in heel position when both dog and handler are facing the same direction and the dog is working in a consistent position within arm's length of the handler. The dog must work on the left side of the handler, unless the handler suffers from a physical disability and has the Judge's permission to work on the right hand side or an exercise states that the dog is to be on the handler's right hand side.

b. Rewards

Touch rewards are allowed when the dog/handler team has completed a static exercise and before the dog/handler team has begun to heel forward towards the next exercise. An exercise is considered complete when the last element of an exercise has been performed and the dog/handler team has not begun to move forward. Rewards may be given at the completion of any static exercises that share a sign. The use of food or toys is not permitted in the ring and handlers making use of them will receive a non-qualifying score.

c. Commands/Cues

Commands may be spoken or signalled. If both are used and given simultaneously they are considered a single command. Any additional act, signal, or command which in the opinion of the Judge has given the dog unfair assistance shall be penalised. Handlers are encouraged to communicate with their dogs throughout the course. Praise and encouragement are not considered commands.

d. Bonus Exercise

The Bonus Exercise is optional and is performed after the dog/handler team crosses the finish line. Dog/handler teams may earn up to ten additional points for the bonus performance. There is one bonus exercise on each course. The bonus is scored the same as other exercises.

e. Guidance for exercises 11-14

The handler should make a turn within an approx. diameter of 45cm./18inches. The dog should maintain a consistent position, depending on size and breed. Due consideration should be given to the size of the dog.

COURSE DESIGN

The following guidelines must be observed by Judges when designing courses.

The layout of the course depends partly on the positioning of doors and fittings which should be considered when planning. A judge must be familiar with the floor finish before planning any jumping exercises for Levels 3-6. Jumps can only be included if the judge and show secretary deem the surface suitable.

The safety of dogs is paramount and therefore stations should be equally spaced with a minimum recommended distance of 2 ½ metres at Level 1 and Level 2. The minimum recommended distance at Level 3 to 6 is 2 metres.

A static exercise is one which ends with a Stop or a Finish. Others are moving exercises. Most of the static exercises are executed within approximately 60 to 120 centimetres of the sign.

Levels 1 and 2 are performed on-lead with the exception of Bonus Exercises 4 and 5, the handler may remove the lead for these exercises.

Levels 3, 4, 5 and 6 are performed off lead.

a. Level 1

(1) There should be a minimum of ten and a maximum of twelve exercises, with no more than six static positions.

b. Level 2

(1) The same markers may be used in the execution of two exercises, for example cones used for Spiral Left, Spiral Right, Figure 8 or Serpentine. Junctions may not be used at this level.

(2) There should be a minimum of twelve and a maximum of fifteen exercises, with no more than eight static positions.

(3) There should be a ratio of one-third Level 2 exercises to two-thirds level 1 exercises.

c. Level 3

(1) There should be a minimum of twelve and a maximum of fifteen exercises, with no more than eight static positions.

(2) There should be a ratio of one-third Level 3 exercises to two-thirds exercises from Level 1 and Level 2.

(3) A maximum of two exercises may be linked at this Level.

(4) There should be a maximum of one Distraction Exercise, including the bonus exercise.

d. Level 4

(1) There should be a minimum of fifteen and a maximum of seventeen exercises, with no more than twelve static positions.

(2) There should be a minimum of one and a maximum of four exercises from Level 3, and a minimum of one and a maximum of four exercises from Level 4.

e. Level 5

(1) There should be a minimum of fifteen and a maximum of seventeen exercises, with no more than twelve static positions.

(2) There should be a minimum of one and a maximum of four exercises from Level 4, and a minimum of one and a maximum of four exercises from Level 5.

f. Level 6

(1) There should be a minimum of fifteen and a maximum of seventeen exercises, with no more than twelve static positions.

(2) There should be a minimum of one and a maximum of four exercises from Level 5, and a minimum of one and a maximum of four exercises from Level 6.

RING MANAGEMENT

a. Sign Placement

Signs must be placed so that they are on the handler's right with the following exceptions:

(1) Turns and 180 degree pivots may be placed directly in the handler's path.

(2) Straight figure 8, Spiral Left, Serpentine, Side Step Right and Send Over Jump signs are placed so that they are on the handler's left.

(3) When stops and pivots are combined, it may be necessary to place a sign so that it is on the handler's left. Judges shall make handlers aware of this during the judge's briefing.

(4) In some circumstances due to space constraints or safety issues a sign may be placed in a position other than the handler's right. The judge shall make handlers aware of this during their briefing.

(5) The sign will be on the handlers left if it involves a change of heel side from left to right. The finish sign will be on the handlers left if the dog is heeling on the handlers right.

b. Multiple Sign Stations

Multiple sign stations are designed to share a static element (e.g. Stop Sit and Stop Sit Down). The dog/handler team may choose to perform the shared element (Sit) once or may move forward after completing the first sign to perform the second sign separately.

c. Judge's Briefing

A course map may be posted outside the ring at the judges' discretion.

Judges should give a briefing at the start of the walk-through. They should use this time to draw competitors' attention to any matters of concern, particularly any signs which have not been placed where expected.

d. Booking In

All competitors must personally report to the ringside of all classes entered before the end of class. The Society may do a draw for running order and if so all competitors must receive their running order at least five days in advance of the Rally-O competition. Any such running order may not disenfranchise a handler from competing as long as they appear at the ring before the class is closed.

e. Walk-throughs

Handlers are provided with a maximum 30 minute period during which to walk the course (without dogs) and ask the judge questions. The time allocated should be relevant to the number of entries. A cap of 20 handlers walking the course at any one time may be imposed by the judge depending on the number of entries.

f. Course Time

Rally-O Levels 1 and 2 courses shall have a maximum course time of 4 minutes and Levels 3 to 6 courses shall have a maximum time of 5 minutes. The Bonus Exercise, if undertaken, is not included in course time.

g. Start

The Judge will indicate to the dog/handler team that they may begin. Timing will begin when the dog/handler team crosses the Start Line. The dog does not have to be sitting in heel position to begin the course. Dog/handler teams should cross the start line at their normal heeling pace.

h. Finish

Timing concludes as the dog/handler team crosses the Finish Line. If the dog/handler team has not chosen to perform the Bonus Exercise, judging concludes as the dog/handler team crosses the Finish Line. If the dog/handler team has chosen to perform the Bonus Exercise, judging will conclude after the dog/handler team completes the exercise. Once a dog/handler team has crossed the Finish line the handler is permitted to release the dog from the heel position and to physically praise and play with their dog prior to undertaking the bonus exercise.

i. Bonus Exercise

The Bonus Exercise is an optional exercise. Handlers are not required to perform the Bonus Exercise, but must advise the judge at the Start Line if they wish to do so. Each level has several bonus exercises. The Judge will choose the Bonus Exercise to be offered. Judges may only use one Bonus Exercise on a course, which must be clearly identified on the course map.

SCORING GUIDELINES

Each dog/handler team enters the ring with a perfect score of 200 points. Deductions are scored based on the exercise requirements and the scoring guidelines. Deductions are made in one-point increments from a minimum of one point up to a maximum ten point deduction in relation to any one fault. The judge indicates point deductions on the score sheet as faults occur on the course. He or she may be assisted by a scribe steward in recording the deductions.

- a. The minimum deduction is one point.
- b. Dogs which are unmanageable and/or bark excessively will receive deductions based on the severity of the behaviour. The judge may require the removal of a dog from the ring for unmanageable or disruptive behaviour
- c. If the handler uses physical or harsh verbal corrections, the judge shall note 'NQ - P/VC' on the score sheet for that dog/handler team. The judge may, at his or her discretion dependent on the severity of the correction, require the dog and handler to leave the ring immediately.
- d. If a dog leaves the Rally-O ring the judge shall score that dog/handler team's performance as NQ - LR, and make a notation of such on the score sheet.
- e. If a dog/handler team goes off course (performs one or more exercises out of order) the team shall receive a non-qualifying score and the judge shall make a notation of NQ - OC on the score sheet.
- f. Touch rewards are allowed when the dog/handler team has completed a static exercise. An exercise is considered complete when the team has performed all the features of the exercise.
- g. Any petting or touching rewards that significantly interrupt the flow of the performance of the test shall be scored with a deduction of 1 point or more. 'Significantly interrupts' shall be defined as impeding the natural forward flow of movement of the dog/handler team.
- h. **Tied scores for place awards** - In the event that two or more dog/handler teams score an equal number of points which are sufficient to qualify one or more of them for a fourth place or higher award, the team(s) with the fastest recorded time(s) shall be placed above those with slower times. In the event that one or more such dog/handler teams have equal scores and equal times, they shall be invited to participate in a run-off using the Bonus Exercise.

SCORING

a. 1 point deduction

- (1) Tight lead, each occurrence.
- (2) Slightly out of position.
- (3) Additional cues (given to prompt the dog to perform the exercise).
- (4) Dropped lead (the lead should be picked up by the handler prior to continuing. If the lead is not immediately picked up a 5 point deduction should be made for performing the exercise incorrectly).

b. 2 points deduction

- (1) Moderately out of position.
- (2) Failure of dog to move on the handlers cue as specified in exercise description.
- (3) Lack of attention/motivation.
- (4) Excessive barking or jumping up whilst competing.
- (5) Minor movement out of position during statics.

c. 3 points deduction

- (1) Failure to maintain a consistent pace.
- (2) Dog sitting on or not completing turns.
- (3) Significantly out of position.
- (4) Harsh cues/signals.
- (5) Wide/curved/inaccurate/loose left/right turns.
- (6) Overly large circles/weaves/spirals and walk arounds etc.
- (7) Dog sniffs distractions.
- (8) Extended/excessive cue e.g. giving a continuous hand signal when leaving the dog for a recall or continuous hand-touch in heelwork.

d. 5 points deduction

- (1) Handler is in front of jump/uprights when sending dog over – Levels 3 and 4.
- (2) Failure to sit, down, stand, wait, come, finish.
- (3) Failure of handler to pivot.
- (4) Incorrect finish.
- (5) Knocking a cone, exercise sign or piece of ring equipment (e.g. jump upright, distraction covers) so that it has to be reset (or with sufficient force that it would have moved if not pegged down). If a dog taps a piece of equipment with their wagging tail this should not be penalised.
- (6) Exercise performed incorrectly e.g. in the wrong direction: static positions in the wrong order; failure to change pace.
- (7) Handler and/or dog pass on the wrong side of a piece of equipment.
- (8) Dog refuses, misses, or knocks down a jump.
- (9) Dog fails to pick up a retrieve article.

e. Non-Qualifying

- (1) Touching the dog to prompt an exercise.
- (2) Nipping or mouthing the handler.
- (3) Exceeding course time (unless an exercise modification for time has been approved).
- (4) Dog leaves the ring or dog is not under sufficient control to continue.
- (5) Consistently tight lead.
- (6) Handler and/or dog misses or does not attempt an exercise or goes off course.
- (7) Dogs which foul or become ill in the ring will be excused from the ring and receive a non-qualifying score.
- (8) Physical/harsh verbal correction.
- (9) Dog competes wearing the wrong type of collar or the handler carries food or toy.

f. In Levels 1 and 2, when an exercise requires more than one sign to complete, each exercise sign should be listed on the judge's score sheet. Each sign should be scored separately. In Level 3 and above where an exercise requires multiple signs, this is scored as 1 exercise on the judges score sheet.

g. The Bonus Exercise has a total point value of ten points. If no deductions are taken, ten points are added to the dog/handler team's score. If errors are made in the performance deductions are taken off the total bonus exercise value of ten. The score for the bonus exercise is added onto the team's score from their round to give their final score. If the handler chooses not to perform this exercise, this exercise has no impact on the dog/handler team's score. A score of zero on the bonus exercise does not impact the dog/handler team's final score. This exercise is performed after the dog/handler team crosses the finish line and the timer has stopped timing.

EXERCISES AND SIGNS

Levels 1 and 2

Levels 1 and 2 are performed on-lead with the exception of Bonus Exercises 4 and 5, the handler may remove the lead for these exercises.

A Level 1 course consists of 10 - 12 exercise signs, a Level 2 course consists of 12 – 15 exercise signs, exclusive of the Start and Finish exercise signs and the Bonus Exercise sign(s). Most of the static exercises are executed within approximately 60 to 120 centimetres of the sign.

Levels 3 and 4

Levels 3 and 4 are performed off-lead.

A Level 3 course consists of 12 – 15 exercise signs, a Level 4 course consists of 15 – 17 exercise signs exclusive of the Start and Finish exercise signs and Bonus Exercise signs

Levels 5 and 6

Level 5 and 6 are performed off-lead. A level 5 or 6 course consists of 15 - 17 exercise signs, exclusive of the Start and Finish exercise signs and Bonus signs.

RALLY-O TEST SIGNS

LEVEL ONE





START



1. SIT.

The handler and dog stop with the dog sitting at heel. When the dog is sitting, the handler cues the dog to heel forward.

This is a static exercise.



2. SIT – STAND.

The handler and dog stop with the dog sitting at heel. The handler then cues the dog to stand. When the dog is standing, the handler cues the dog to heel forward.

This is a static exercise.



3. SIT – DOWN.

The handler and dog stop with the dog sitting at heel. The handler then cues the dog to down. When the dog is down, the handler cues the dog to heel forward.

This is a static exercise.



4. SIT – DOWN – SIT.

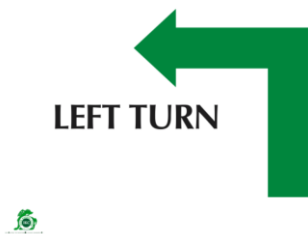
The first part of this exercise is performed as described in Exercise 3. When the dog is down, the handler cues the dog into a sit position. When the dog is sitting, the handler cues the dog to heel forward.

This is a static exercise.



5. RIGHT TURN.

This is an accurate 90-degree right turn.



6. LEFT TURN.

This is an accurate 90-degree left turn.



7. ABOUT TURN RIGHT.

This is a 180-degree accurate turn to the handler's right.



8. ABOUT TURN LEFT.

This is a 180-degree accurate turn to the handler's left.



9. 270 DEGREE RIGHT (Turn).

While heeling, the dog/handler team makes a 270-degree turn that begins to the handler's right. The final direction taken toward the next exercise is to the left of the dog/handler team's original position.



10. 360 DEGREE RIGHT (Turn).

While heeling, the dog/handler team makes a 360-degree turn (a complete circle) that begins to the handler's right. The final direction is the same as that of the dog/handler team before starting the exercise.



11. CALL FRONT – FORWARD RIGHT.

While heeling the handler stops his/her forward motion approximately level with the sign and calls the dog to the front position. The dog continues to move during this portion of the exercise – the dog does not sit as it goes to the front position. The handler may step backwards as the dog turns and moves to sit in front of and facing the handler. The backward movement of the handler must be no more than three steps taken straight back.

The handler is not to move to the side to position him/herself in front of the dog; the dog must move to sit directly in front of the handler. The dog may go past the sign to accomplish this. For the second part of the exercise, the handler cues the dog to move from the front position to the handler’s right, around behind the handler and into the heel position as the handler continues forward. The dog does not sit in the heel position.



12. CALL FRONT – FORWARD LEFT.

The Call Front part of this exercise is performed as in Exercise 11. For the second part, the handler cues the dog to move from the front position to the handler’s left and into the heel position as the handler continues forward. The dog does not sit and the handler moves forward as the dog comes into heel position.



13. CALL FRONT – FINISH RIGHT.

The Call Front portion of this exercise is performed as in Exercise 11.

For the second part, the handler cues the dog to finish by moving from the front position to the handler’s right, around behind the handler and finally sitting in the heel position. The handler then cues the dog to heel and moves forward.

This is a static exercise.



14. CALL FRONT – FINISH LEFT.

The Call Dog Front portion of this exercise is performed as in Exercise 11.

For the second part, the handler cues the dog to finish, moving from the front position to the handler’s left, and sitting in the heel position. The handler then cues the dog to heel and moves forward.

This is a static exercise.



15. SLOW PACE.

As the dog/handler team draw level with the sign they decrease their pace so that there is a noticeable difference from the dog’s normal pace. In Level 1-5 this exercise must be followed by Exercise 17 (Normal Pace), or it may be placed as the last exercise on the course, in which case the exercise and performance are concluded as the dog/handler team crosses the Finish Line. In Level 6 it is permissible for this exercise to be followed by either Exercise 5 (Right Turn) or Exercise 6 (Left Turn) but this must then be followed by either Exercise 17 (Normal Pace) or the Finish sign.



16. FAST PACE.

As the dog/handler team draw level with the sign they increase their pace so that there is a noticeable difference from the dog's normal pace. This exercise must be followed by Exercise 17 (Normal Pace), or it may be placed as the last exercise on the course, in which case the exercise and performance are concluded as the dog/handler team crosses the Finish Line. This exercise requires approximately 4 metres between Exercise 16 (Fast Pace) and Exercise 17 (Normal Pace) or the Finish.



17. NORMAL PACE.

As the dog/handler team draw level with the sign they move forward at a normal pace that is comfortable for the dog and handler.

NB: At Levels 1 and 2 this is a separate exercise but at Level 3 or above the change in pace and return to normal pace is judged as one complete exercise.



18. MOVING SIDE STEP RIGHT.

While heeling past the sign, the handler takes one diagonal step with his/her right foot, forward and to the right with the sign on the right. The handler then steps with the left foot, also forward and to the right, along the newly established line. The exercise is performed AFTER the sign.



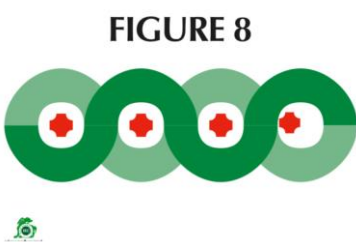
19. SIT – RIGHT TURN – FORWARD.

The handler and dog stop with the dog sitting at heel. They then execute a 90 degree turn to the handler's right, the dog moves with the handler as they turn. They then heel forward.



20. SIT – LEFT TURN – FORWARD.

The handler and dog stop with the dog sitting at heel. They then execute a 90 degree turn to the handler's left, the dog moves with the handler as they turn. They then heel forward.



21. FIGURE 8.

Four cones are placed in a straight line approximately 1.5 metres apart. The sign is placed near the first cone in the line. Entry into the weaving pattern is between the first and second cone with the first cone on the dog/handler team's left. Dog and handler weave through the cones, loop the end cone and weave back to the beginning of the pattern. The exit direction from the pattern is dependent on the placement of the next exercise.

SERPENTINE



22. SERPENTINE.

Four cones are placed in a straight line approximately 1.5 metres apart. The dog/handler team enters with the first cone on their left, weaves through the cones and exits at the last cone. The dog/handler team does not weave back through the cones.

FINISH



FINISH

BONUS



BONUS



BONUS EXERCISE 1.

CALL FRONT – SIDE STEP RIGHT OR LEFT.

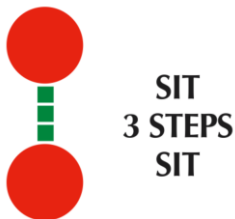
The Call Front part of this exercise is performed as in Exercise 11. Once the dog is sitting in front, the handler takes one full step to either the right or left. The dog must move sideways with the handler and after moving, must sit in the front position. Once the dog has moved sideways and is sitting in front, the exercise is complete.



BONUS EXERCISE 2.

CALL FRONT – TURN RIGHT OR LEFT.

The Call Front part of this exercise is performed as in Exercise 11. Once the dog is sitting in front, the handler executes a 90 degree turn to the left or the right. The dog moves with the handler and sits in the front position once the handler has executed their turn. The dog should stand up to execute the turn. The handler may take up to three steps backwards.



BONUS EXERCISE 3.

SIT – 3 STEPS – SIT.

The handler and dog stop with the dog sitting at heel. The handler cues the dog to move and takes three steps forward, then stops with the dog sitting at heel.

LEVEL TWO





START



23. SIT - WALK AROUND.

The handler and dog stop with the dog sitting at heel. The handler gives the dog a stay or wait cue and walks forward, around the dog anti-clockwise, and back to the heel position. The handler then cues the dog to heel forward.

This is a static exercise.



24. SIT - DOWN - WALK AROUND.

The handler and dog stop with the dog sitting at heel. The handler cues the dog to lie down, gives a stay or wait cue and walks forward, around the dog anti-clockwise, and back to the heel position. The handler then cues the dog to heel from the down position and heels forward.

This is a static exercise.



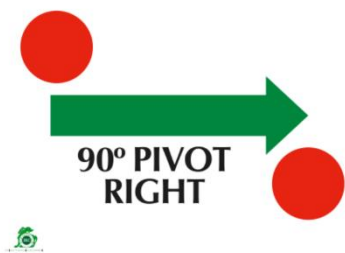
25. 270 DEGREE LEFT (Turn).

While heeling, the dog/handler team makes a 270-degree turn that begins to the handler's left. The final direction taken toward the next exercise is to the right of the dog/handler team's original position.



26. 360 DEGREE LEFT (Turn).

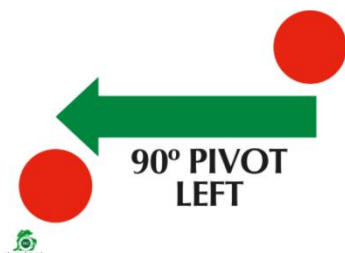
While heeling, the dog/handler team makes a 360-degree turn (a complete circle) that begins to the handler's left. The final direction is the same as that of the dog/handler team before starting the exercise.



27. SIT - 90 DEGREE PIVOT RIGHT - SIT.

The handler and dog stop with the dog sitting at heel. The handler pivots 90 degrees on the spot to his/her right and stops. The dog moves with the handler and resumes a sit in the heel position when the handler stops. The handler then cues the dog to heel and moves forward.

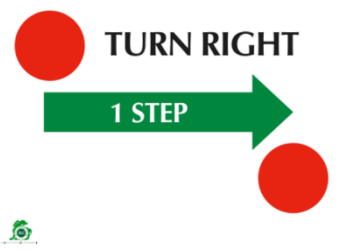
This is a static exercise.



28. SIT - 90 DEGREE PIVOT LEFT - SIT.

The handler and dog stop with the dog sitting at heel. The handler pivots 90 degrees on the spot to his/her left and stops. The dog moves with the handler and resumes a sit in the heel position when the handler stops. The handler then cues the dog to heel and moves forward.

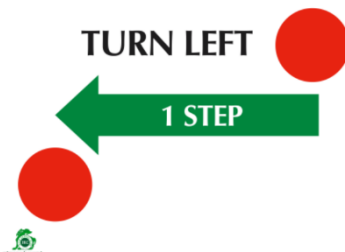
This is a static exercise



29. SIT - TURN RIGHT - 1 STEP - SIT.

The handler and dog stop with the dog sitting at heel. The dog then moves with the handler as they turn to the right and take one full step and stop with the dog sitting at heel.

This is a static exercise.



30. SIT - TURN LEFT - 1 STEP - SIT.

The handler and dog stop with the dog sitting at heel. The dog then moves with the handler as they turn to the left and take one full step and stop with the dog sitting at heel.

This is a static exercise.



31. SIT - SEND AROUND - SIT.

The handler and dog stop with the dog sitting at heel. The handler then sends the dog clockwise around behind them as though in a right finish and the dog completes the exercise sitting at heel.

This is a static exercise.



32. SIT - SEND AROUND - FORWARD.

The handler and dog stop with the dog sitting at heel. The handler then sends the dog clockwise around behind them as though in a right finish, as the dog returns to heel the handler and dog heel forward. The dog does not sit.



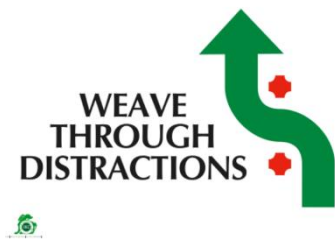
33. SPIRAL RIGHT - DOG OUTSIDE.

Three cones are placed in a straight line approximately 1.5 metres apart. The “Right” direction indicates that the handler turns to his/her right when moving around each of the cones (clockwise). This places the dog on the outside of the turns. The sign is placed next to the first cone facing the direction of the dog/handler team’s approach. The dog and handler pass the first cone and proceed to and around the third one, then loop the first cone, proceed to and around the second, then loop the first cone one last time before making an exit to the right.



34. SPIRAL LEFT - DOG INSIDE.

Performed as in Exercise 33, except that the turns of the spiral are to the handler’s left (anti-clockwise) and the dog is on the inside of the turns. The exit is made to the left, towards the next exercise.



35. WEAVE THROUGH DISTRACTIONS.

This exercise requires two freestanding mesh covers which are placed approximately 1.5 metres apart. The distractions are placed under the covers to prevent a dog which breaks heel position from being rewarded from accessing the distractions. The distractions will be an empty bowl under one cover and a toy under the other.

The dog/handler team approach the sign on a straight line from the previous exercise with the first cover on their left, weave between the covers to exit with the second cover on their right. This is not a turn exercise.



FINISH



BONUS



BONUS EXERCISE 4.

SIT - LEAVE DOG - CALL TO HEEL.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler may take the lead off or the dog may drag the lead. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler will not turn to face the dog but instead, with his/her back to the dog, will call the dog to move to the heel position. The handler may turn his/her head slightly while cueing the dog to heel. The dog must come promptly and sit at heel. Once sitting, the exercise is considered complete.

NB: If this bonus is used at Level 3 or above there is no requirement to reattach the lead before attempting this bonus exercise.

BONUS EXERCISE 4.

SIT - LEAVE DOG - CALL TO HEEL.



This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler may take the lead off or the dog may drag the lead. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler will not turn to face the dog but instead, with his/her back to the dog, will call the dog to move to the heel position. The handler may turn his/her head slightly while cueing the dog to heel. The dog must come promptly and sit at heel. Once sitting, the exercise is considered complete.

NB: If this bonus is used at Level 3 or above there is no requirement to reattach the lead before attempting this bonus exercise.



BONUS EXERCISE 5.

SIT - LEAVE DOG - TURN - RECALL - HANDLER FINISH.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler may take the lead off or the dog may drag the lead. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A, turns and recalls the dog to the front position. The dog remains in the sit whilst the handler moves to the heel position.

NB: If this bonus is used at Level 3 or above there is no requirement to reattach the lead before attempting this bonus exercise.



BONUS EXERCISE 5.

SIT - LEAVE DOG - TURN - RECALL - HANDLER FINISH.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler may take the lead off or the dog may drag the lead. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A, turns and recalls the dog to the front position. The dog remains in the sit whilst the handler moves to the heel position.

NB: If this bonus is used at Level 3 or above there is no requirement to reattach the lead before attempting this bonus exercise.

LEVEL THREE

START

START



36. SIT - LEAVE DOG - RECALL - FINISH RIGHT.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler turns to face the dog, leaving ample room for the dog to complete a finish, the handler recalls the dog to the front position. With the dog sitting in front of the handler, the handler cues the dog to finish by moving from the front position to the handler's right, around behind the handler and finally sitting in the heel position. The handler then cues the dog to heel and moves forward.

This is a static exercise.

36. SIT - LEAVE DOG - RECALL - FINISH RIGHT.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler turns to face the dog, leaving ample room for the dog to complete a finish, the handler recalls the dog to the front position. With the dog sitting in front of the handler, the handler cues the dog to finish by moving from the front position to the handler's right, around behind the handler and finally sitting in the heel position. The handler then cues the dog to heel and moves forward.

This is a static exercise.

37. SIT - LEAVE DOG - RECALL - FINISH LEFT.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler turns to face the dog, leaving ample room for the dog to complete a finish, the handler recalls the dog to the front position. With the dog sitting in front of the handler, the handler cues the dog to finish, moving from the front position to the handler's left, and sitting in the heel position. The handler then cues the dog to heel and moves forward.

This is a static exercise.

37. SIT - LEAVE DOG - RECALL - FINISH LEFT.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler turns to face the dog, leaving ample room for the dog to complete a finish, the handler recalls the dog to the front position. With the dog sitting in front of the handler, the handler cues the dog to finish, moving from the front position to the handler's left, and sitting in the heel position. The handler then cues the dog to heel and moves forward.

This is a static exercise.



38. SIT - ABOUT TURN RIGHT - FORWARD.

The handler and dog stop with the dog sitting at heel. The handler cues the dog to heel, as they turn 180 degrees to his/her right, and immediately move forward with the dog in the heel position.



39. SIT - ABOUT TURN LEFT - FORWARD.

The handler and dog stop with the dog sitting at heel. The handler cues the dog to move, as they turn 180 degrees to his/her left, and immediately move forward with the dog in the heel position.



40. LEFT ABOUT TURN.

While moving forward with the dog in the heel position, the handler does an about turn to his/her left, while the dog turns to the right, moving around the handler and back to the heel position to continue moving with the handler in the new (opposite) direction. That is, the dog and handler do "opposite" about turns and then come back together as a team.



41. DOWN.

The handler and dog stop and the handler cues the dog to drop directly into a down position. The dog does not sit first. When the dog is down, the handler cues the dog to heel, and moves forward.

This is a static exercise.



42. STAND.

The handler and dog stop and the handler cues the dog to remain standing. The dog does not sit first. Once the dog is established in a stand the handler cues the dog to heel, and moves forward. This exercise looks as though the handler & dog team pause without the dog sitting or moving out of position.

This is a static exercise.



43. SIT - FAST FORWARD.

The handler and dog stop with the dog sitting at heel. The handler cues the dog to heel and moves immediately into a fast pace from the sit. This exercise must be followed by Exercise 17 (Normal Pace), or it may be placed as the last exercise on the course, in which case the exercise and performance are concluded as the dog/handler team crosses the Finish Line. This exercise requires approximately 4 metres between Exercise Sign 43 (Sit-Fast Forward) and Exercise Sign 17 (Normal Pace) or the Finish.



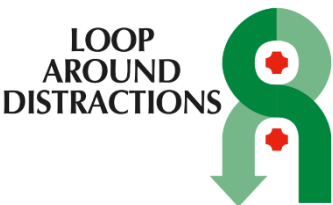
44. SIT - LEAVE DOG - CALL TO HEEL WHILE MOVING.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed approximately 1.5 metres from sign A. The handler calls the dog to heel as he / she passes sign B. The dog rejoins the handler in heelwork and they then heel to the next exercise which must be a minimum distance of 3 metres away from sign B.



44. SIT - LEAVE DOG - CALL TO HEEL WHILE MOVING.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed approximately 1.5 metres from sign A. The handler calls the dog to heel as he / she passes sign B. The dog rejoins the handler in heelwork and they then heel to the next exercise which must be a minimum distance of 3 metres away from Sign B.



45. LOOP AROUND DISTRACTIONS.

This exercise requires two freestanding mesh covers which are placed approximately 1.5 metres apart as in Exercise 35. The distractions are placed under the covers to prevent a dog which breaks heel position from being rewarded from accessing the distractions. The distractions will be an empty bowl under one cover and a toy under the other.

The dog/handler team approach the sign on a straight line from the previous exercise with the first cover on their left, weave between the covers to loop the second cover on their right and weave back to exit with the first cover on their left. This is an about turn exercise.

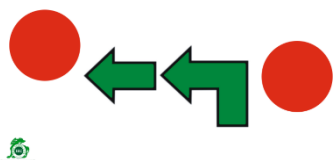
Spin whilst moving, away from the handler.



46. SPIN WHILST MOVING, AWAY FROM THE HANDLER.

While moving forward, the dog shall follow a cue from the handler to spin away from the handler in an anti-clockwise circle and return to the handler's side. The handler and dog will then continue forward together. The handler should move forward in a straight line while this exercise is performed.

Sit, Leave dog, Turn left, 1 step, Halt, Call dog, Sit.



47. SIT, LEAVE DOG, TURN LEFT, 1 STEP, HALT, CALL DOG, SIT.

The handler stops and the dog sits on the handler's left hand side. The handler turns left and takes one step and halts while the dog stays sitting. The dog is called in to the handler's side and sits before the handler and dog move forward together.



FINISH



BONUS



BONUS EXERCISE 6.

CALL FRONT - BACKUP 3 STEPS.

The Call Front part of this exercise is performed as in Exercise 11. Once the dog is sitting in front, the handler cues the dog to backup. The dog may stand first and then back up OR the dog may backup from a sit. The dog may not sit while backing up. The dog walks backwards as the handler moves forward three steps. The dog must remain in the front position while backing up. There is no finish.



BONUS EXERCISE 7.

SIT - LEAVE DOG - TURN - DOWN.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed approximately 2 metres away. The handler turns and faces the dog and cues the dog to down. The dog must not walk forward into the down. Once the dog is down the handler returns to the dog and stands at the heel position. The handler must return by passing the dog on the handler's right, turning around behind the dog and moving up into the heel position.



BONUS EXERCISE 7.

SIT - LEAVE DOG - TURN - DOWN.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed approximately 2 meters away. The handler turns and faces the dog and cues the dog to down. The dog must not walk forward into the down. Once the dog is down the handler returns to the dog and stands at the heel position. The handler must return by passing the dog on the handler's right, turning around behind the dog and moving up into the heel position.



BONUS EXERCISE 8.

SIT - LEAVE DOG - RECALL THROUGH DISTRACTIONS.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks 2 metres before passing through four freestanding mesh covers with distractions which are placed in a square pattern 1.5 metres apart and then continuing a further 2 metres to the second sign (B). At the second sign the handler turns and faces the dog before recalling it through the distraction square. The dog must ignore the distractions and come directly to the handler and sit in the front position. There is no finish.

The distractions are placed under the covers to prevent a dog from being rewarded for accessing the distractions. The distractions will be two empty bowls and two toys, placed at the judge's discretion. The toys and bowls do not need to match each other.



BONUS EXERCISE 8.

RECALL THROUGH DISTRACTIONS.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks 2 metres before passing through four freestanding mesh covers with distractions which are placed in a square pattern 1.5 metres apart and then continuing a further 2 metres to the second sign (B). At the second sign the handler turns and faces the dog before recalling it through the distraction square. The dog must ignore the distractions and come directly to the handler and sit in the front position. There is no finish.

The distractions are placed under the covers to prevent a dog from being rewarded for accessing the distractions. The distractions will be two empty bowls and two toys, placed at the judge's discretion. The toys and bowls do not need to match each other.

LEVEL FOUR



START

48. SIT - LEAVE DOG - ANGLED RECALL - FINISH RIGHT OR LEFT.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed 3 metres away and set 2 metres to either the right or left of sign A so that the dog is coming from an angle. At the second sign the handler turns and recalls the dog to the front position. The dog must come in at an angle and sit in the front position. The handler then cues the dog to Finish either Right or Left.

This is a static exercise.

48. SIT - LEAVE DOG - ANGLED RECALL - FINISH RIGHT OR LEFT.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed 3 metres away and set 2 metres to either the right or left of sign A so that the dog is coming from an angle. At the second sign the handler turns and recalls the dog to the front position. The dog must come in at an angle and sit in the front position. The handler then cues the dog to Finish either Right or Left.

This is a static exercise.

49. SIT - 180 DEGREE PIVOT RIGHT - SIT.

The handler and dog stop with the dog sitting at heel, the handler pivots 180 degrees to his/her right and stops. The dog moves with the handler and resumes a sit in the heel position when the handler stops. The handler then cues the dog to heel and moves forward.

This is a static exercise.

50. SIT - 180 DEGREE PIVOT LEFT - SIT.

The handler and dog stop with the dog sitting at heel, the handler pivots 180 degrees to his/her left and stops. The dog moves with the handler and resumes a sit in the heel position when the handler stops. The handler then cues the dog to heel and moves forward.

This is a static exercise.

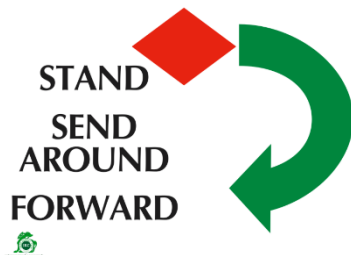


51. SIT - SIDE STEP RIGHT - SIT.

The handler and dog stop with the dog sitting at heel. The handler takes one side step directly to his/her right with the right foot and the dog moves sideways with the handler as the handler's left foot moves to meet the right foot. The dog moves sideways to the right into the heel position and sits. The handler then cues the dog to heel and moves forward.

This is a static exercise.

NB: The sign should be placed in the handler's path so that the dog is in front of the sign as they stop to perform the exercise. After completion of the side step the dog/handler team pass with the sign on the handler's left.



52. STAND - SEND AROUND - FORWARD.

The handler and dog stop with the dog remaining in the stand, the dog does not sit. The handler then sends the dog clockwise around behind them as though in a right finish, as the dog returns to heel the handler and dog heel forward. The dog does not sit.



53. MOVING SEND AROUND.

Whilst heeling the handler sends the dog clockwise around behind them as though in a right finish, the handler may pause to allow the dog to regain the heel position, as the dog returns to heel the handler and dog heel forward. The dog does not sit. This should be a flowing movement.



54. STAND - WALK AROUND.

The handler and dog stop and the handler cues the dog to remain standing. The dog does not sit first. The handler then walks around the dog anticlockwise and returns to heel position and the dog/handler team heels forward.

This is a static exercise.



55. DOWN - WALK AROUND.

The handler and dog stop and the handler cues the dog to drop directly into a down position. The dog does not sit first. The handler then walks around the dog anticlockwise and returns to the heel position and the dog/handler team heels forward.

This is a static exercise.



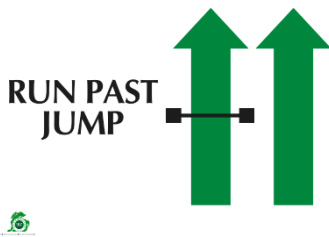
56. SIT - LEAVE DOG - DOWN ON RECALL.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed approximately 4.5 metres from sign A. The handler turns and faces the dog and recalls the dog. At any time during the recall, the handler cues the dog to down. Once the dog is down, the handler recalls the dog again. The dog must come and sit in the front position. The handler should ensure that they drop the dog leaving sufficient space for the second recall. The handler then cues the dog to Finish either Right or Left.



56. SIT - LEAVE DOG - DOWN ON RECALL.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed approximately 4.5 metres from sign A. The handler turns and faces the dog and recalls the dog. At any time during the recall, the handler cues the dog to down. Once the dog is down, the handler recalls the dog again. The dog must come and sit in the front position. The handler should ensure that they drop the dog leaving sufficient space for the second recall. The handler then cues the dog to Finish either Right or Left.



57. RUN PAST JUMP.

As the dog and handler team approach the sign the handler should quicken their pace to move briskly towards the jump which is 4 metres in front of and to the left of their path. The handler sends the dog over the jump as they pass alongside. When the dog has completed the jump, the handler calls the dog to the heel position and the dog/handler team return to their normal pace as they heel towards the next exercise approximately 4 metres ahead. If the dog is much faster than the handler, the dog may be called back to the handler without penalty.



58. SIT LEAVE DOG - RECALL OVER JUMP.

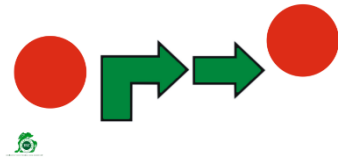
This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler cues the dog to wait then walks to the second sign (B) which is approximately 4 metres away from the opposite side of the jump. The handler turns and faces the dog and recalls the dog. The dog must come over the jump and sit in front of the handler. The handler then cues the dog to Finish either Right or Left.



58. SIT LEAVE DOG - RECALL OVER JUMP.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler cues the dog to wait then walks to the second sign (B) which is approximately 4 metres away from the opposite side of the jump. The handler turns and faces the dog and recalls the dog. The dog must come over the jump and sit in front of the handler. The handler then cues the dog to Finish either Right or Left.

Sit, Leave dog, Turn right,
1 step, Halt, Call dog, Sit



59. SIT, LEAVE DOG, TURN RIGHT, 1 STEP, HALT CALL DOG, SIT

The handler stops and the dog sits on the handler's left hand side. The handler turns right and takes one step and halts while the dog stays sitting.

The dog is called in to the handler's side and sits before the handler and dog move forward together.

FINISH



BONUS



BONUS EXERCISE 9.

SEND TO MAT.



The handler's mat is placed into position by the judge or steward after the dog has passed the Finish sign, the handler should distract the dog whilst this is happening. Once the mat is in position the handler and dog team move towards the Bonus Sign and heel past it towards the Send To Mat sign where they stop with the dog sitting at the handler's side. The handler sends the dog forward to the mat which is 1.5 - 2 metres directly in front of them. When the dog reaches the mat, the handler can command the dog to sit or down. Once the dog is settled on the mat the handler walks toward the dog which remains in position until the handler reaches the dog's side, they do not need to walk past the dog first. The exercise is then complete.

The handler's mat should be between 30-75cm wide and 35-100cm long.

NB: A portion of the dog's body needs to be on the mat, it is not necessary for the dog to be centred on the mat.

BONUS EXERCISE 10.

SIT - LEAVE DOG - TURN - STAND.



This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed 2 metres away. The handler turns and faces the dog and cues the dog to stand. The dog must achieve a stationary stand and may move no more than its own body length to achieve this. The exercise is completed once the dog is standing. The handler may then either recall or rejoin the dog.

TURN STAND



BONUS EXERCISE 10.

SIT - LEAVE DOG - TURN - STAND.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler walks to the second sign (B) which is placed 2 metres away. The handler turns and faces the dog and cues the dog to stand. The dog must achieve a stationary stand and may move no more than its own body length to achieve this. The exercise is completed once the dog is standing. The handler may then either recall or rejoin the dog.

LEVEL FIVE

START

START



MOVING BACKUP
HEEL BACK
3 STEPS



60. STAND - LEAVE DOG - TURN - CALL TO HEEL.

This exercise requires two signs. The handler and dog stop at the first sign (A) and the handler cues the dog to remain standing. The dog does not sit first. The handler then walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler turns and faces the dog, then calls the dog to come directly to the heel position without coming to front first. The dog may go straight to heel or pass behind the handler as though in a right finish. The dog does not have to sit in the heel position, unless the handler wishes them to do so. The dog/handler team then heels forward.

60. STAND - LEAVE DOG - TURN - CALL TO HEEL.

This exercise requires two signs. The handler and dog stop at the first sign (A) and the handler cues the dog to remain standing. The dog does not sit first. The handler then walks to the second sign (B), which is placed approximately 2 metres from sign A. The handler turns and faces the dog, then calls the dog to come directly to the heel position without coming to front first. The dog may go straight to heel or pass behind the handler as though in a right finish. The dog does not have to sit in the heel position, unless the handler wishes them to do so. The dog/handler team then heels forward.

61. MOVING BACKUP.

While heeling, the handler cues the dog to backup from a standing position. The handler takes three steps back while the dog heels backward with the handler, then moves forward. The dog may not sit before backing up.

62. SEND OVER JUMP - HANDLER RUNS BY.

As the handler and dog team approach the sign the handler sends the dog towards the jump which is approximately 4 metres in front of and 1.5 metres to the left of their path. The handler continues at a brisk pace along a line 1.5 metres to the right of the jump. When the dog has completed the jump, the handler calls the dog to the heel position and the dog/handler team continues to the next exercise approximately 4 metres ahead. If the dog is much faster than the handler, the dog may be called back to the handler without penalty. A line may be drawn on the ground to indicate the 1.5 metres mark.

NB: This sign is now placed on the handler's right, not on their left where it was previously placed.



63. RIGHT TURN - 1 or 2 STEPS - DOWN.

The handler turns to the right, cueing the dog to move with him/her. After turning and taking 1 or 2 steps the handler stops, cueing the dog to drop directly into a down position without first sitting. When the dog is down, the handler cues the dog to heel, and moves forward.



64. LEFT TURN - 1 or 2 STEPS - DOWN.

The handler turns to the left, cueing the dog to move with him/her. After turning and taking 1 or 2 steps the handler stops, cueing the dog to drop directly into a down position without first sitting. When the dog is down, the handler cues the dog to heel, and moves forward.



65. CALL FRONT – ABOUT TURN RIGHT - FORWARD.

The Call Front portion of this exercise is performed as in Exercise 11. For the second part of the exercise, the handler will do an about turn to the right, in front of the dog while cueing the dog to move with him/her into the heel position. Once the handler starts their about turn no further stop is required .

- 1 step Stand,
- 2 steps sit,
- 3 steps down



66. SIT, 1 STEP STAND, 2 STEPS SIT, 3 STEPS DOWN

The handler stops. The dog sits beside the handler. The handler and dog take one step forward, the handler stops and the dog stands by the handler's side. The handler and dog take two steps forward, the handler stops and the dog sits by the handler's side. The handler and dog take three steps forward, the handler stops and the dog lies down by the handler's side. When completed, the handler and dog move forward together.

FINISH



FINISH

BONUS



BONUS



BONUS EXERCISE 11.

TURN - SIT - RETRIEVE - FINISH.

Before beginning the course, the handler will give the ring steward or judge a retrieve object (no food or any injurious item). As the dog/handler team is heeling to the sign, the ring steward or judge will unobtrusively place the retrieve object on the ground approximately 4.5 metres from the sign. This will be done whilst the dog/handler team's back is to the steward / judge so the dog cannot see the object being placed. At the sign, the dog/handler team will turn to face the retrieve object and stop with the dog sitting at heel. The handler may direct the dog to look at the retrieve object before sending the dog to pick up the object and return to the front position. The handler takes the object from the dog and finishes the dog either Left or Right.



BONUS EXERCISE 12.

DOWN ON THE MOVE - TURN - RETURN TO DOG.

This exercise requires two signs. As they approach the first sign (A) the handler will cue the dog to drop directly into the down while the handler continues walking. There should be no pause in the handler's pace as they proceed to the next sign. At the second sign (B), which is placed approximately 2 metres from sign A the handler will perform a 180 degree turn and return to the dog. The handler must return by passing the dog on the handler's right, turning around behind the dog and moving up into the heel position. The exercise is then complete.

BONUS EXERCISE 12.

DOWN ON THE MOVE - TURN - RETURN TO DOG.

This exercise requires two signs. As they approach the first sign (A) the handler will cue the dog to drop directly into the down while the handler continues walking. There should be no pause in the handler's pace as they proceed to the next sign. At the second sign (B), which is placed approximately 2 metres from sign A the handler will perform a 180 degree turn and return to the dog. The handler must return by passing the dog on the handler's right, turning around behind the dog and moving up into the heel position. The exercise is then complete.



LEVEL SIX

START

START

Change of side in front.



67. Change of Side in Front.

The dog shall, following the handler's cue, while moving forward, change sides in front of the handler. The handler may pause while the dog is resuming the heel position. They then move forward together.

This exercise must be followed by another change of side sign i.e. 68, 76, 77 or it may be placed as the last exercise on the course, in which case the exercise and performance are concluded as the dog/handler passes the Finish sign.

Sit, Change of side in front, Sit



68. SIT, CHANGE OF SIDE IN FRONT, SIT

The handler stops and the dog sits by the handler's side.

The dog shall, following the handler's cue, change side in front of the handler who stays stationary and sit by the handler's opposite side facing in the same direction as the handler.

When exercise is completed, the handler and dog move forward together.

In Level 6 this exercise must be followed by sign 67 or it may be placed as the last exercise on the course in which case the exercise and performance are concluded as the dog/handler team crosses the Finish line.

Spin whilst moving, towards the handler.



69. Spin whilst moving, towards the handler.

While moving forward, the dog shall follow a cue from the handler to spin towards the handler in a clockwise circle. The handler may pause while the dog is spinning. When the dog rejoins the handler at heel, they should then move forward together.

**STAND
LEAVE DOG**



70. STAND - LEAVE DOG - DOWN - SIT - RECALL - FINISH.

This exercise requires two signs. The handler and dog stop at the first sign (A) and the handler cues the dog to remain standing. The dog does not sit first. The handler walks to the second sign (B) and turns and faces the dog, approximately 2 metres away. The handler cues the dog to Down, then Sit, then recalls the dog. Once the dog is sitting in front, the handler cues the dog to Finish Left or Right.

**DOWN
SIT
RECALL**
FINISH R/L



70. STAND - LEAVE DOG - DOWN - SIT - RECALL - FINISH.

This exercise requires two signs. The handler and dog stop at the first sign (A) and the handler cues the dog to remain standing. The dog does not sit first. The handler walks to the second sign (B) and turns and faces the dog, approximately 2 metres away. The handler cues the dog to Down, then Sit, then recalls the dog. Once the dog is sitting in front, the handler cues the dog to Finish Left or Right.



71. STAND - LEAVE DOG - DOWN ON RECALL - RETURN.

This exercise requires two signs. The handler and dog stop at the first sign (A) and the handler cues the dog to remain standing. The dog does not sit first. The handler walks to the second sign (B) approximately 4.5 metres away. The handler turns and faces the dog and recalls the dog. The handler cues the dog to drop directly into the down aiming to drop the dog approximately halfway. Once the dog is down the handler returns to the dog by passing the dog on the handler's right, turning around behind the dog and moving up into the heel position cueing the dog to heel forward from the down.

**RECALL
DOWN
RETURN**



71. STAND - LEAVE DOG - DOWN ON RECALL - RETURN.

This exercise requires two signs. The handler and dog stop at the first sign (A) and the handler cues the dog to remain standing. The dog does not sit first. The handler walks to the second sign (B) approximately 4.5 meters away. The handler turns and faces the dog and recalls the dog. The handler cues the dog to drop directly into the down aiming to drop the dog approximately halfway. Once the dog is down the handler returns to the dog by passing the dog on the handler's right, turning around behind the dog and moving up into the heel position cueing the dog to heel forward from the down.

**DOWN ON THE MOVE
LEAVE DOG**



72. DOWN ON MOVE - RECALL TO HEEL - SEND AROUND.

This exercise requires two signs. As the dog / handler team approach the first sign (A) the handler will cue the dog to drop directly into the down while the handler continues walking. There should be no pause in the handler's pace as they proceed to the next sign (B) which is placed approximately 3 metres away. The handler will stop at this sign. The handler will not turn to face the dog but instead, with his/her back to the dog, will call the dog to move to the heel position. The handler may turn his/her head slightly while cueing the dog to heel. The dog must come promptly, the handler then sends the dog clockwise around behind them as though in a right finish, the handler may pause to allow the dog to regain the heel position as the dog returns to heel the handler and dog heel forward. The dog does not sit. This should be a flowing movement.



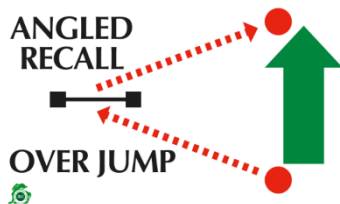
72. DOWN ON MOVE - RECALL TO HEEL - SEND AROUND.

This exercise requires two signs. As the dog / handler team approach the first sign (A) the handler will cue the dog to drop directly into the down while the handler continues walking. There should be no pause in the handler's pace as they proceed to the next sign (B) which is placed approximately 3 metres away. The handler will stop at this sign. The handler will not turn to face the dog but instead, with his/her back to the dog, will call the dog to move to the heel position. The handler may turn his/her head slightly while cueing the dog to heel. The dog must come promptly, the handler then sends the dog clockwise around behind them as though in a right finish, the handler may pause to allow the dog to regain the heel position as the dog returns to heel the handler and dog heel forward. The dog does not sit. This should be a flowing movement.



73. SIT - LEAVE DOG - ANGLED RECALL OVER JUMP.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler cues the dog to wait then walks to the second sign (B) which is placed approximately 4 metres away from the jump and 1 metre to either the right or left of the jump. The handler turns and faces the dog and cues the dog to jump. The dog must come over the jump and sit straight in front of the handler. The handler then cues the dog to Finish either Right or Left.



73. SIT - LEAVE DOG - ANGLED RECALL OVER JUMP.

This exercise requires two signs. At the first sign (A) the handler and dog stop with the dog sitting at heel. The handler cues the dog to wait then walks to the second sign (B) which is placed approximately 4 metres away from the jump and 1 metre to either the right or left of the jump. The handler turns and faces the dog and cues the dog to jump. The dog must come over the jump and sit straight in front of the handler. The handler then cues the dog to Finish either Right or Left.



74. RIGHT TURN - BACKUP.

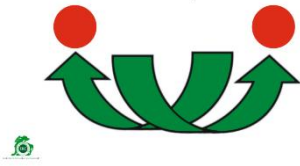
The handler turns to the right, cueing the dog to move with him/her. As they turn they immediately take 2 paces back along the new direction while the dog heels backward with the handler, then the dog/handler move forward. The dog does not sit before backing up.



75. LEFT TURN - BACKUP.

The handler turns to the left, cueing the dog to move with him/her. As they turn they immediately take 2 paces back along the new direction while the dog heels backward with the handler, then the dog/handler move forward. The dog does not sit before backing up.

Sit, Change of side behind, Sit



76. SIT, CHANGE OF SIDE BEHIND, SIT

The handler stops and the dog sits by the handler's side.

The dog shall, following the handler's cue, change side behind the handler and sit by the handler's side.

When exercise is completed, the handler and dog move forward together.

In Level 6 this exercise must be followed by another change of side sign (i.e. 67, 68 or 77) or it may be placed as the last exercise on the course in which case the exercise and performance are concluded as the dog/handler team crosses the Finish line.

Change of side behind



77. CHANGE OF SIDE BEHIND

The dog shall, following the handler's cue, whilst moving forward, change side behind the handler.

The handler should move forward in a straight line while this exercise is performed.

When the dog has changed side, the handler and dog will then continue forward.

In Level 6 this exercise must be followed by another change of side sign (i.e. 67, 68 or 76) or it may be placed as the last exercise on the course in which case the exercise and performance are concluded as the dog/handler team crosses the Finish line.

FINISH



FINISH

BONUS



BONUS

BONUS EXERCISE 13.

SEND BACK FOR RETRIEVE - FINISH.

Before beginning the course, the handler will give the ring steward or judge a retrieve object (no food or any injurious item). As the dog/handler team is heeling to the sign, the ring steward or judge will unobtrusively place the retrieve object on the ground approximately 4.5 metres from the exercise sign. This will be done while the dog/handler team's back is to the steward / judge so the dog cannot see the object being placed. At the sign, the handler and dog will stop with the dog at heel. The handler will take a step forward and turn to stand in front of the dog. They will then send the dog back to pick up the retrieve object and return to the front position. The handler takes the object from the dog and finishes the dog either Left or Right.

NB: in order to achieve the send back the dog does an about turn in front of the handler.

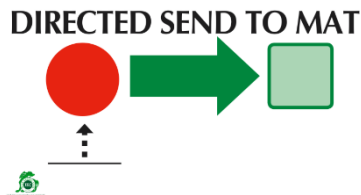


BONUS EXERCISE 14. DIRECTED SEND TO MAT.

The handler's mat is placed into position by the judge or steward after the dog has passed the finish sign, the handler should distract their dog while this is happening. Once the mat is in position the handler and dog team move towards the Bonus Start Sign and heel past it towards the Directed Send to Mat Sign, which will be 2 metres in front and to their left. When they are approximately level with the sign they perform an about turn before stopping with the dog sitting at the handler's side. The handler leaves the dog and walks back to the Bonus Start sign where they turn and direct the dog to go right to the mat which is approximately 1.5 - 2 metres to the dog's left-hand side. When the dog reaches the mat the handler can command the dog to sit or down. Once the dog is settled on the mat the handler walks toward the dog which remains in position until the handler reaches the dog's side, they do not need to walk past the dog first. The exercise is then complete.

The handler's mat should be between 30-75cm wide and 35-100cm long.

NB: A portion of the dog's body needs to be on the mat, it is not necessary for the dog to be centred on the mat.



BONUS EXERCISE 15.

SEND AROUND POLE - LOOP TO HEEL - FORWARD.

The handler and dog stop at the sign with the dog sitting at heel. The handler cues the dog to go forward to a pole or large cone 1.5 metres in front, the dog performs a circuit by looping around the pole to their right, returning and looping behind the handler to return to heel. As the dog reaches the side of the handler it does not sit but is cued directly to heel as the handler performs an about turn right. This should be a flowing movement ending with the dog and handler heeling back past the Bonus Start sign. The exercise is then complete.

