

2025



# Rally Handbook

CANADIAN ASSOCIATION OF RALLY OBEDIENCE  
EFFECTIVE APRIL 1, 2025



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# Welcome Rally Enthusiasts!

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Welcome to the 2025 edition of the Rally Handbook.

The Canadian Association of Rally Obedience (CARO) was established in 2002 to bring the sport of Rally Obedience to Canada. It started with the Novice, Advanced and Excellent levels. As the sport has grown and flourished, new levels of competition have evolved as well as the rules and regulations governing the judging and performance of individual stations.

This handbook has been written with everyone in mind. Whether you are a participant, a trial host, a judge or one of the incredibly valuable volunteers, every effort has been made to ensure that this updated Rally Handbook includes the information that you need in an easy-to-use format.

The Rally Handbook 2025 is effective as of April 1, 2025. It is a full revision containing all the new rules and new signs approved since the last edition.

Although every effort has been made to ensure accuracy, errors and omissions may exist. If you notice something that is incorrect, please email all the details i.e., page numbers, section numbers, etc. to [boardofdirectors@canadianrallyo.ca](mailto:boardofdirectors@canadianrallyo.ca).

CARO would like to thank all the people who have contributed so much hard work and dedication to the continued development of this wonderful sport.

Errors and omissions should be reported to [handbooks@canadianrallyo.ca](mailto:handbooks@canadianrallyo.ca)

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## The Canadian Association of Rally Obedience (CARO)

The Canadian Association of Rally Obedience strives to be an inclusive organization that encourages participation of all dogs and handlers welcoming those with physical challenges.

We strive to foster fair play both in and out of the ring.

CARO certifies a pool of judges, maintains a registry of dogs eligible for competition and tracks all trial results and titles awarded.

### CARO Code of Ethics

CARO participants will treat all dogs and handlers with respect. Participants will make positive methods an integral part of their training methods. Participants will always take into consideration the physical and psychological well-being of the dog, and practice fair play both in and out of the ring.

The practice of choking, hanging, beating, kicking and any other cruel procedures causing physical or mental harm to a dog are inconsistent with humane dog training. These methods represent a serious violation of ethical conduct and will not be tolerated. **Members found guilty of these practices will have their membership revoked and will be banned from participating in any CARO events for a period as determined by the CARO Executive.**

Members are encouraged to assist others. Professional members will refrain from criticizing other professionals in their field and will stay current with the CARO rules and regulations.

No member shall represent themselves as an official CARO spokesperson without the prior written approval of the Board of Directors.

# 1. Competitors Corner

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## 1.1. Eligibility to Participate

### 1.1.1. Dogs

- Must be at least six months of age.
- Must be registered with CARO.
- May compete as a Veteran if 7 years of age or older.
- May be of any breed or mix of breeds.
- Female dogs in estrus (heat) may not compete at in-person trials.

Dogs that are physically challenged are welcome, providing they do not show evidence of being in pain or discomfort.

- The Judge shall excuse any dog that appears to be in pain or discomfort unless an accommodation has been pre-approved.
- A Judge's decision is final.
- Please refer to the accommodations section to learn how courses can be modified to accommodate dogs with challenges.

Dogs exhibiting signs of aggression that threaten the safety of other dogs or people shall be excused from competition at the discretion of either the Judge or the Trial Chairperson.

- Handlers may be requested to either confine the dog or remove it from the venue.
- Refusal to do so by the dog's handler may result in permanent removal of both that dog and that handler's eligibility for future events.

### 1.1.2. Handlers

Handlers do not have to be members to participate in CARO trials.

Handlers who have a physical challenge are encouraged to compete.

Reasonable course modifications are available to support handlers requiring accommodations.

Note: Trial hosts have the right to refuse entries for any reason and may refuse entry to handlers who have violated the CARO Code of Ethics.

## 1.2. Course Modifications

CARO welcomes and encourages the participation of all dogs and handlers. Should a dog or handler have a physical disability which prohibits or limits the completion of one or more station signs, modifications may be made to the course to reduce, adjust, or substitute components that are impediments to the team's performance.

Common modifications may include:

- Reducing the height or depth of the obstacles (e.g., jump heights may be reduced to a pole on the ground).
- Reducing the number of sits requested on the course.
- Allowing extra time.
- Minimizing the number of stations that include repetitive turns like spirals.
- Allowing for larger turns in stations such as the 270-degree and 360-degree turns.

Judges shall make reasonable time accommodations for handlers or dogs with limited mobility, advanced age or for larger, slow-moving breeds of dogs.

### 1.2.1. Process to obtain an accommodation

Competitors must submit a request for accommodation with their entry form including the following information:

- A description of the physical challenges involved.
- A description of the modifications or sign substitutions being requested (if assistance is required, please reach out to the trial host).
- Contact information to allow the judge to contact the competitor if needed to clarify information and discuss options.

All accommodations must maintain the integrity and flow of the course. Final approvals for accommodation are at the discretion of the judge.

In cases where the challenge may cause the dog to appear unsound, such as having an uneven gait, the request must be accompanied by a letter from a veterinarian which states that the dog is able to compete without discomfort. A copy of the letter **MUST** be included with each trial entry where the accommodation is being requested.

The judge is responsible for making the final decision on the dog's ability to compete on the day of the trial, taking into consideration the condition of the dog on the day and the letter from the veterinarian.

**Veteran dogs** (7 years of age and older) do not require an accommodation request to reduce the height or depth of the jump. Competitors must ensure that the date of birth of the dog is included in the entry form.

- The competitor can indicate the desired jump height or depths on the entry form.
- A request for a modification is required if a veteran dog requires an additional accommodation.



### 1.3. Dog Equipment

#### 1.3.1. Collars, Leashes and Harnesses

- **ONLY** a flat buckle, snap collar or a fixed harness with no embellishments such as jewels, studs or hanging attachments (such as tags) and a leash are approved equipment.
- Collars may be removed with the leash at all levels not requiring a leash.
- Leashes - should be long enough to provide adequate slack. Hands free leashes are acceptable. When a fixed harness is used, the leash must be attached to the back.
- Not permitted in the ring: Muzzles, martingale collars, choke collars, prong collars, shock collars, bandanas, martingale leads, head halters, moving harnesses or any harnesses that are designed to be correctional.
- Not permitted on trial grounds: Extendable leashes, slip leashes, prong, shock, and choke collars.

#### 1.3.2. Clothing

- Coats and sweaters that do not interfere with the dog's movement or the Judge's ability to judge the team's performance are permitted.
- Booties are not permitted in the ring.
- Belly bands are allowed in the ring only for dogs with leakage issues due to incontinence. A vet letter is required for this circumstance.

### 1.4. Trial Organization

#### 1.4.1. Categories and Levels

Titles can be earned in three (3) distinct categories of competition	
Regular	Entry consists of one handler and one dog.
Team	Entry consists of two handler/dog teams who compete on the same course in relay fashion and receive the same score for the run.
Brace	Entry consists of one handler with two dogs running the course simultaneously. Both dogs receive the same score.

Each category includes the following six (6) levels.		
On leash, Dog heels on left side only	Novice	Intermediate
Off leash, Dog heels on left side only	Advanced	Excellent
Off leash, Dog heels on both sides	Versatility	Versatility Excellent

### 1.4.2. Streams

**B Stream** (Base stream) is for dogs that have not yet earned the basic title for the level in which they are competing.

**C Stream** (Championship stream) is for dogs who have already earned the base title for the level in which they are competing. C Stream qualifying scores are used for titles such as Bronze, Silver, Gold, Master Champion, Supreme Championship and Grand Master Champion.

C Stream qualifying scores are earned in the Advanced through Versatility Excellent levels.

Dogs must have achieved the base title for a level before being eligible to begin earning C Stream qualifying scores in that level.

Dogs may compete and earn qualifying scores in consecutive levels at the same trial if the dog completes the title in the lower level prior to the end of the trial. Should the title for the lower level not be earned, the runs completed at the higher level will be marked as invalid on the dog's record.

### 1.4.3. For Exhibition Only (FEO)

Teams may enter trials for practice purposes. This is referred to as 'For Exhibition Only' or FEO. Handlers may designate a run FEO before or during the run.

The following conditions apply:

- FEO runs are not eligible for qualifying scores or placements.
- Runs do not count towards a title at any level.
- Time limits on runs are identical to those for regular runs unless exceptions are made by the Host.
- Dogs may enter any level FEO but must run on leash if they do not have a Novice title.
- Rewards are allowed at any time at all levels and streams.
- Dog must enter and exit the ring on leash.
- FEO runs and fees shall be at the discretion of the Trial Host.
- Hosts may determine any other rules for their FEO runs.

At the Judge's discretion, a score sheet may be filled out for an FEO run, to provide feedback to the handler.

## **1.5. Trials**

### **1.5.1. Trial Types**

CARO hosts national virtual trials. All other trials are in-person trials hosted by individuals and organizations across the country.

### **1.5.2. Trial Procedure**

- Course maps will be made available prior to each level.
- A trial official may provide an initial briefing reviewing how the trial will be run on that day and/or logistical information about the location (e.g., where the washrooms are).
- The judge will provide a short briefing before each course to highlight any key points, review their priorities in judging and provide some tips on how to best negotiate the course.
- The judge will caution the spectators that outside interference or prompting will result in an NQ for the team in the ring.
- Dogs are not required to be measured on the day of trial prior to judging. However, Judges have the option of measuring any dog prior to their performance if the dog appears to be entered at an incorrect height.

### **1.5.3. Walking the Course**

- Competitors in B Stream of the Regular and Brace categories shall have a 10-minute period for each ten competitors at the beginning of the event during which they may walk the course (without the dog) and ask the Judge questions.
- For C Stream and the Team category, the walkthrough time is 5 minutes for each 10 competitors.
- Competitors who are at the top of the running order start first as they may need to leave the ring early to warm up their dogs.
- Competitors should address all questions to the presiding judge.

### **1.5.4. Judging Process**

- The judge will invite teams into the ring following the running order provided by the trial host.
- The Judge shall visually check the dog's collar when the team enters the ring. A dog wearing an improper or improperly fitted collar shall be excused. The handler shall be given the option of returning to compete at the end of the running order with a proper or properly fitted collar.
- The overall behavior of the dog and handler is judged from the moment that they enter the ring until they leave.
- The judge gives no verbal direction after they have invited the team to start.
- Timing and judging start as the team passes the Start station.
- Timing and judging stops when the team passes the Finish station.

### 1.5.5. Scoring

- Judges scores are final and cannot be amended once the Trial Record is completed. Competitors may not request that a judge watch a video to reassess a score given.
- Competitors should check their score sheets when they receive them and advise the Judge or the Trial Secretary of any recording errors. These errors must be corrected prior to the end of the trial.
- Once the online records have been updated, competitors should compare these results to their score sheets.
- Competitors have 3 months from the date of the trial to report any discrepancy between what is on their score sheet and the online record to [dataentry@Canadianrallyo.ca](mailto:dataentry@Canadianrallyo.ca).
- When placements are provided by a Host, ties in scores shall be settled by time. If scores and times are the same, the placement shall be shared.

### 1.5.6. Trial Etiquette

Like every other sport, Rally comes with its own etiquette practices which facilitate a friendly and respectful trial atmosphere. Below are some recommendations that will help new competitors prepare for attending in-person trials. In addition to the items listed below, be sure to read all information from the trial host for anything that is specific to their event.

- Remember that trials cannot happen without volunteers. Please consider taking a turn to help.
- Be kind and courteous to all.
- Be sure to check in when you arrive so that the ring stewards know that you are there.
- Be sure that permission is obtained before recording anyone.
- Be sure to thank your trial host, judges, and volunteers!

#### On trial grounds

- Always keep a distance between dogs.
- Ask before touching another person's dog.
- Pick up after your dog and leave your crating area tidy at the end of the trial.

#### Near the Ring

- Keep an eye on the running order and be nearby when it is your turn to be called.
- Avoid distracting behaviour such as loud conversations, playing with squeaky toys or using clickers close to the rings.
- Keep the areas near the entrance, exit and running order lists clear unless you need to use them.
- Don't distract teams who are about to head into the ring.
- Do not communicate with teams in the ring. It will result in the disqualification of the team competing.
- Share warm up space and prioritize use by those next in the ring.

- Be mindful of what you say. Keep all comments positive.
- Remember, many participants will have someone recording them and those recording devices will pick up your comments.

## 2. CARO Titles

A CARO title is earned by achieving qualifying scores, Qs. A perfect score is 200 points. Teams start with a perfect score and deductions are made for any faults incurred on the course.

The minimum score required to earn a Q is dependent on the title being pursued.

Titles in bold are those for which CARO provides a title ribbon to eligible members.

### 2.1. Regular Category – Base Titles

Requirements	Three (3) qualifying scores of 170 or higher Scores must be under at least two (2) different judges	
Regular Category	Acronym	Prerequisite
Novice	CRN	-
Intermediate	CRI	Novice
Advanced	CRA	Novice
Excellent	CRX	Advanced
Versatility	CRV	Novice
Versatility Excellent	CRVX	Versatility
Titles will include CL - Cum Laude if the first three qualifying scores average 180 to <190		
Titles will include MCL - Magna Cum Laude if the first three qualifying scores average 190 and over		

### 2.2. Regular Category – Championship Titles

Requirements	Specified number of qualifying scores of 190 or higher in C Stream					
Regular Category	Acronym	Qs needed	Minimum Q Requirements for each Level			
			Adv	Vers	Exc	Vers Ex
Bronze	CRB	5	2		3	
Silver	CRS	10	2	2	5	
Gold	CRG	15	3	3	4	4
<b>Master Champion</b>	CRMCh	20	4	4	5	5
<b>Grand Master Champion</b>	CRGMCh	40	6	6	12	12
Qualifying C Stream scores for each title count toward the next title						

### 2.3. CARO Lifetime Achievement Award - CLAA

Presented by CARO upon completion of both the CARO Rally Grand Master Champion and the CARO Working Honours Champion titles.

### 2.4. Regular Category - Supreme Championship Titles

Requirements	Ten (10) qualifying scores of 200 Must be earned in C Stream	
Supreme Championships	Acronym	Prerequisite
<b>Supreme Advanced Champion</b>	CSACh	Advanced
<b>Supreme Excellent Champion</b>	CSXCh	Excellent
<b>Supreme Versatility Champion</b>	CSVCh	Versatility
<b>Supreme Versatility Excellent Champion</b>	CSVXCh	Versatility Excellent

## 2.5. Brace Category – Base Titles

Requirements	Three (3) qualifying scores of 170 or higher Scores must be under at least two (2) different judges	
Brace Category	Acronym	Prerequisite
Brace Novice	CBN	-
Brace Intermediate	CBI	Brace Novice
Brace Advanced	CBA	Brace Novice
Brace Excellent	CBX	Brace Advanced
Brace Versatility	CBV	Brace Novice
Brace Versatility Excellent	CBVX	Brace Versatility

## 2.6. Brace Category - Championship Titles

Requirements	Specified number of qualifying scores of 190 or higher in C Stream					
Brace Category	Acronym	Qs needed	<b>Minimum Q Requirements for each Level</b>			
			Adv	Vers	Exc	Vers Ex
Brace Bronze	CBB	5	2		3	
Brace Silver	CBS	10	2	2	5	
Brace Gold	CBG	15	3	3	4	4
<b>Brace Master Champion</b>	CBMCh	20	4	4	5	5
<b>Brace Grand Master Champion</b>	CBGMCh	40	6	6	12	12
Qualifying C Stream scores for each title count toward the next title						



## 2.7. Team Category – Base Titles

Requirements	Three (3) qualifying scores of 170 or higher Scores must be under at least two (2) different judges	
Team Category	Acronym	Prerequisite
Team Novice	CTN	-
Team Intermediate	CTI	Team Novice
Team Advanced	CTA	Team Novice
Team Excellent	CTX	Team Advanced
Team Versatility	CTV	Team Novice
Team Versatility Excellent	CTVX	Team Versatility

## 2.8. Team Category - Championship Titles

Requirements	Specified number of qualifying scores of 190 or higher in C Stream					
Team Category	Acronym	Qs needed	Minimum Q Requirements for each Level			
			Adv	Vers	Exc	Vers Exc
Team Bronze	CTB	5	2		3	
Team Silver	CTS	10	2	2	5	
Team Gold	CTG	15	3	3	4	4
<b>Team Master Champion</b>	CTMCh	20	4	4	5	5
<b>Team Grand Master Champion</b>	CTGMCh	40	6	6	12	12
Qualifying C Stream scores for each title count toward the next title						

### 3. Skills and Deductions

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The deductions outlined in this section are applied to actions or situations not specifically addressed in the individual sign requirements or when performance falls short of the ideal.

Not completing any of the items bolded in the individual sign descriptions will result in an NQ.

#### 3.1. General Items

- Teams must pass every station on the course to obtain a qualifying score.
- A station is passed when the team incurs deductions of ten points or less on the station.
- The overall score achieved must be equal to or greater than that required for the level.

Deductions	All Levels
NQ Non-Qualifying	In the judge's interpretation, outside interference has assisted the team. Team incurs deductions totaling more than 10 points for a single station. Any unrequired position performed during a station. Incomplete performance, incorrect performance or minimum requirements not met at one or more stations as indicated by the bolded text in the sign descriptions.

#### 3.2. The Handler

The handler is responsible for correct navigation of the course, execution of the station signs and most importantly, the positive tone of the performance.

##### 3.2.1. Interacting with the station signs

- Teams must complete all stations in order from Start to Finish.
- Handlers may either have the dog sit before the start sign or use a moving start.
- Some parts of the exercises must be performed within two feet of the station signs with the exception of any companion signs to the 1,2,3 Steps Backward (#215 and #518).
- Station signs that result in the team continuing forward are placed to the right of the planned line of travel.
- Station signs that result in the team changing their line of travel, or direction, are placed directly in the planned path of the team. The exercise will be initiated in front of the station sign.
- There are no deductions for passing with the station signs on the handler's left side.
- The course must be completed within the designated time limit.
- No deductions apply if a station sign is moved by a wagging tail.

Deductions	All Levels
Minor 1 to 2 points	Performance of signs outside of a radius of two feet from the station sign.
NQ Non-Qualifying	Team misses a station or an element of a station. Team performs stations out of order. Team exceeds the maximum time allotted. Note: If the team has exceeded the maximum course time by more than 30 seconds, the judge may ask them to leave the ring.

### 3.2.2. Repeating a Station

- A team may repeat a station in Novice, Intermediate and Advanced if they do so before starting the next station.
- Any performance deductions accumulated attempting a station are erased when a repeat is initiated.
- Deductions for repeating stations are cumulative. E.g., If a station on a Novice course is repeated twice, there is a total deduction of 6 points for two repeats in addition to any performance deductions that may apply on the third attempt.

Item	Novice	Intermediate	Advanced	All other levels & C Stream
Number of stations that may be repeated	No limit	1	1	0
Deduction for repeating a station (per repeat)	3 points	3 points	3 points	N/A
Number of times a station may be attempted	4	4	4	N/A

### 3.2.3. Cues and Encouragement

- A cue is any signal to the dog to perform a behaviour. Cues may be verbal, hand signals, or other indicators. A dog performing the required behaviour without a cue is acceptable.
- Encouragement is any interaction with the dog that is given to **maintain** a behaviour that is being performed. “Encouragement” used to change a dog’s behaviour is considered a cue. Handlers may clap their hands or pat their legs as well as use words to encourage their dog. There are no deductions for the use of encouragement. Have fun!

Deduction	All Levels
0 points	First cue
2 points	All additional cues

### 3.2.4. Corrections

Handlers should always use a positive voice and body language when interacting with their dogs. Physical and/or harsh or extreme verbal corrections are not allowed anywhere within the boundaries of the trial.

Deductions	All Levels and C Stream
NQ Non-Qualifying	<p>If a cue or signal affects the attitude of the dog or offends the sensibilities of the Judge, the handler will be warned immediately and will NQ. A second incident at the same trial will result in the team being excused from the trial.</p> <p>If the judge interprets that the handler's use of the leash is intended as a correction it will be treated as a physical correction and the above point may apply.</p>
Excused from trial	Physical and/or harsh or extreme verbal corrections on the trial grounds observed by any trial official.
Special	Any handler who has been excused from a trial on two separate occasions shall be prohibited from competing in CARO events for a period to be determined by the Executive.

### 3.2.5. Leash Handling

- For the Novice and Intermediate levels, leash control is important at all times.
- The leash should be loose, forming the shape of a 'j' as it drops down from the dog's collar and then up again to the handler.
- Tension in the leash from dog to handler is interpreted as a tight leash.
- Teams enter and exit the ring with the dog on leash.
- For off-leash levels where the handler chooses to keep the leash with them, the leash must be completely concealed in the right-side pocket.

Deductions	Novice and Intermediate	All remaining Levels
Minor 1 to 2 points	<p>Leash is briefly tightened.</p> <p>Handler accidently drops leash.</p>	N/A
Major 6 to 10 points	Handler maintains a tight leash.	N/A
NQ Non-Qualifying	<p>The judge interprets that the handlers use of the leash at any time is intended as a correction.</p> <p>Dog and handler teams entering or leaving the ring off leash.</p> <p>Handler intentionally releases leash.</p>	

### 3.2.6. Footwork

- Certain stations have specific requirements for footwork. Failure to complete elements of a sign that are in bold in the sign description will result in an NQ.

- In cases where the footwork component is not bolded, failure to complete the instructions will result in deductions as listed in the table below.
- A pivot is a handler turning in place. In a pivot, there is no motion forward, backward, or side to side creating a significant change in the handler's footprint. The handler may take any number of steps provided they remain in place (think dinner plate).

Deductions	All Levels
Minor 1 to 2 points	Handler moves feet forward, backward or sideways during the forward and finish component of the Front/Finish signs. Handler moves feet during the stationary portion of a HALT.
Substantial 3 points	Handler takes more than the required number of steps in the 1,2,3 Steps signs. Handler takes more than 2 steps after the step completing the turn in the Turn – 2 Steps Down signs.

### 3.2.7. Food and Physical Praise

- At the Novice, Intermediate and Advanced levels and upon completion of any station which ends with a sit, stand or down the owner may give the dog food or briefly pet or touch the dog as a reward. Applicable stations are indicated in the Station Sign section by a dog bone icon.
- The dog must maintain position while eating or receiving praise.
- Food must be kept in the handler's right-side pocket until after the dog has completed the station. Treat bags and training aprons are not allowed in the ring.
- Any unused food must be returned to the pocket before the team moves on to the next station.
- There is no penalty for food dropped on the floor accidentally.
- The dog must remain stationary while the handler picks up the food. The handler must pocket the food immediately.
- Other training aids (toys etc.) are not permitted in the ring.

Deductions	Novice, Intermediate and Advanced	All Remaining Levels
Minor 2 points	The dog leaves position to go to food that has been dropped.	
NQ Non-Qualifying	Handler keeps food in the pocket on the same side as the dog. Handler puts their hand into the pocket where the food is located before the dog has completed the station. Handler uses food as a lure rather than a reward. Handler brings a toy or training aid into the ring. Handler wears training apron or treat bag in the ring.	Bringing food, toys or training aids into the ring. Handler wears training apron or treat bag in the ring. The use of physical praise while on course.

### 3.3. The Dog

The dog should be responsive to the handler and work in a happy manner. Barking is not penalized.

Deductions	All Levels
Minor 1 point	Dog interfering with handler (bumping, crowding handler, grabbing or biting leash). Slowness to respond to a cue.
2 points	Dog jumping up on handler.
NQ Non-Qualifying	Dog not under the control of the handler (continued pulling on the leash, dog not engaging in the performance despite cues from the handler). Dog leaves the ring while on course. The run is ended. Dog eliminates in the ring. The run is ended.

### 3.4. Rally Skills

#### 3.4.1. Heeling and Heel Position

- Heeling is judged from the Start station to the Finish station.
- Scoring for heeling between stations will be reflected with the next station sign.
- When heeling, the handler and dog move as a well-connected, happy team.
- Ideally, the dog's position at heel, whether the dog is stationary or in motion, is as follows:
  - The shoulder of the dog is in line with the handler's side.
  - The dog should be in a straight-line, parallel with the direction in which the team is traveling.
  - The handler is standing up straight and facing forward.
- Heel position may vary slightly from one team to the next. The priority is that the heel position is consistent for the individual team.
- Handlers may clap their hands or pat their legs as well as use words to encourage the dog while heeling between stations or during stations where the dog is moving (turns, spirals, etc.) while the dog is in heel position.
- If the dog leaves heel position to take an obstacle (jump, broad jump, tunnel or weave poles) out of order, deductions are applied based on how far from the line of travel the dog has gone.

ideal



Deductions	All Levels
Minor 1 to 2 points	Dog performs obstacle 2-3 feet from line of travel. The handler or dog stop moving forward. The dog is out of heel position. The mid-point of the dog body is past the handler's side. The dog is more than an arm's length away from the handler's side. The dog's nose drops behind the handler's side.
Substantial 3 to 5 points	Dog performs obstacle 3-10 feet from line of travel.
Major 10 points	Dog performs obstacle more than 10 feet from line of travel.
NQ Non-Qualifying	Out of position (more than 4 feet from handler) for a substantial portion of the course.

### 3.4.2. Side Steps

The team should move sideways smoothly with the dog maintaining heel position as described in the heeling section.

Deductions	All Levels
Minor 1 to 2 points	Dog's shoulder in heel position – body at 45-degree angle.
Substantial 5 points	Dog's shoulders in heel position-body greater than 45-degree angle but not more than 90 degrees.
NQ Non-Qualifying	Dog not in heel position. Dog does not move with handler.

### 3.4.3. Back ups

- The team should heel backward smoothly with the dog maintaining heel position as described in the heeling section.
- Each step the handler takes during the backup is judged individually. Deductions are accumulated for the station.
- Any steps taken by the handler after the required number of steps are not judged.

Deductions	All Levels
Minor 1 to 2 points	Dog backing up at an angle of up to 45 degrees out of alignment.
Substantial 5 points	Dog's shoulders in heel position-body greater than 45-degree angle but not more than 90 degrees.
NQ Non-Qualifying	Dog not in heel position.

### 3.4.4. Cone Stations



- Teams heels smoothly around the cones without touching them.
- No deductions apply if the cone is moved by a wagging tail.

Deductions	All Levels
Minor 1 point	Minor movement (bump) of a sign or cone.
Substantial 3 points	Knocking over or substantial movement of a sign or cone.
5 points	Intentionally mouthing/biting cones.
NQ Non-Qualifying	Dog and handler not completing the correct pattern requirements.

### 3.4.5. Off-Set Figure 8

The team heels smoothly through the station with the dog remaining in heel position throughout.

Deductions	Advanced and higher
Minor 2 points	Sniffing the bowls.
Substantial 5 points	Leaving another station to sniff the bowls. Moving bowls slightly.
NQ Non-Qualifying	The dog knocks over the food, tips them, bites at them or moves them substantially out of position.

### 3.4.6. Sit, Down and Stand

- Dogs should be in heel position when executing position changes.
- Dogs may angle out from the handler up to a range of 45 degrees without penalty.
- Handler may cue all positions at all stations.
- Dogs must maintain the position requested until they are cued to move or change positions.






Deductions	All Levels and C Stream
Minor 1 to 2 points	Sit, down or stand more than 45 degrees out of heel position or to the front or rear of handler. Minor movement of the dog while remaining in the required position. Minor movement of the dog while assuming consecutive positions.
NQ Non-Qualifying	Failure of the dog to assume cued positions. 90 degrees or more out of heel. The handler touches the dog to put it into a position.

### 3.4.7. Moving Sit, Down or Stand

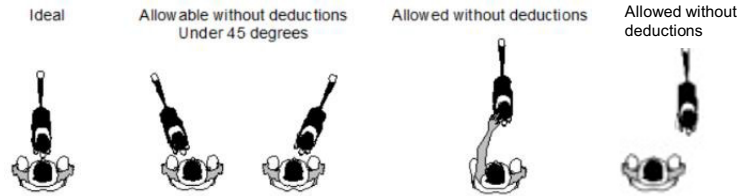
- The handler's path should flow smoothly and without interruption from heel position, either
  - around the dog from nose to tail and back into heel position remaining within an arm's length of their dog, or
  - forward past the Call Dog sign depending on the station being executed.
- Dog goes directly to the sit, down or stand position without hesitation as the handler continues their path.

Deductions	All Levels and C Stream
Minor 1 to 2 points	Handler is more than an arm's length away while moving around the dog. Minor movement of the dog while remaining in the required position.
Substantial 3 to 5 points	Handler significantly slows their pace on moving position change stations. Handler calls dog before passing the Call Dog sign.
NQ Non-Qualifying	Handler stops forward motion to perform moving position signs.
Special  Moving Down, or Sit walk around	 <p>Ideal – Dog assumes position before handler leaves heel position</p> <p>Dog is in the process of assuming the position (1-2)</p> <p>Dog has not begun to assume position (3-5)</p> <p>Dog is in the process of assuming the position (-3-5)</p> <p>Dog has not begun to assume position (NQ)</p> <p>Dog has not completed assuming the position (NQ)</p>

### 3.4.8. Fronts, Forwards and Finishes

- The team's ideal front position is defined as follows:
- The handler is standing up straight and facing forward.

- The dog is sitting facing the handler, close enough that the handler could easily reach down and touch the dog.



Deductions	All Levels and C Stream
Minor 1 to 2 points	<p>Crooked front (more than 45 degrees out of position directly facing the handler).</p> <p>Movement of handler's feet to perform a finish.</p> <p>Crooked sit in heel position.</p>
Substantial 3 to 5 points	<p>If the handler moves left or right to position themselves in front of the dog to create a straight front.</p>
NQ Non-Qualifying	<p>Walking into the dog to force the dog to move will be considered a physical correction.</p> <p>90 degrees or more out of front position.</p>

### 3.4.9. Jump, Broad Jump and Tunnel

Jumps have height and distance requirements depending upon the shoulder height of the dog.

Dog shoulder height	Jump Height	Spread Distance
under 12 inches	4 inches	8 inches
12 inches to under 16 inches	8 inches	16 inches
16 inches to under 20 inches	12 inches	24 inches
20 inches and over	14 inches	28 inches
Special: Veteran dogs over 7 years of age may jump any height requested.		

- The dog is sent to the obstacle from the send zone, completes the obstacle in the correct direction and returns to heel position.
- Once the dog has taken the jump, it may be called back to heel position by the handler.
- Once the dog has been sent to the obstacle, the handler may stay in the send zone or proceed along the outside of the 3-foot or 6-foot line. Handler may give a second cue to the dog as long as the dog is heading towards the obstacle. If the dog turns back to the handler or passes the plane of the jump the handler must return to the send zone for a retry if permitted.
- In Advanced, if the dog knocks the bar a retry is permitted.
- The handler is not required to run to qualify. Handlers may move at whatever speed they wish to make the exercise work smoothly.
- The tunnel may be curved if using a 10-foot tunnel or longer.

Deductions	All Levels
Substantial 5 points	Touching the jump or broad jump.
NQ Non-Qualifying	Knocking off bar. The dog fails to take the obstacle. The dog steps on the broad jump boards. Dog goes past the plane of the obstacle.

### 3.4.10. Weave Poles

- The dog should weave smoothly through the poles and then return to heel position.
- The handler may provide ongoing verbal and/or physical cues to the dog to continue the weave pattern without deductions if the dog continues to weave.

Deductions	All Levels
Minor 2 points	If the dog leaves the weave pattern and is cued to return to the point of exit to continue the pattern a deduction for additional cues will be applied.

## 4. Novice Level


### 4.1. Course Requirements

Number of Stations: 15-20 including Start & Finish		
Time allowed: 3 or 4 minutes (set by judge)		
Station Sign Type	Stations Sign Numbers	Minimum Required
Cones	126-129	1
Pace Changes	118-120	1
Stationary	100-109	2 (Maximum 5)
Call Fronts	121-125	2
Turns	110-117, 130 & 131	

### 4.2. Station Descriptions

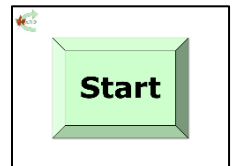
All aspects which are in **bold** are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).

Failure to complete components in regular text may result in point deductions.

 The bone pictured on the left indicates stations where the handler may provide food reinforcement in applicable levels.

#### Start

- The **team heels past the Start station** and timing begins.
- There is no other communication from the Judge throughout the course.



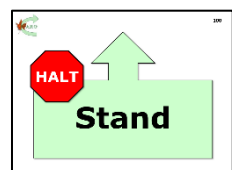
#### Finish

- The **team heels past the Finish station** and timing ends



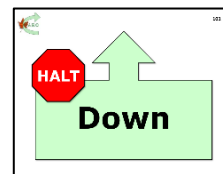
#### 100. HALT – Stand

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to stand**.
- The handler cues the dog to **heel forward from the stand position**.



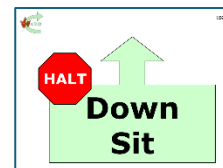
### 101. HALT – Down

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to down**.
- The handler cues the dog to **heel forward from the down position**.



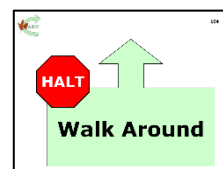
### 102. HALT – Down – Sit

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to down**.
- The handler cues the **dog to sit**.
- The handler cues the dog to **heel forward from the sit position**.



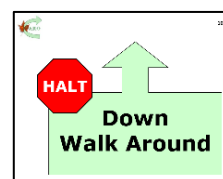
### 103. HALT – Walk Around

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- **The dog must remain in a sit while the handler walks around the dog from nose to tail and back to heel position.**
- The handler may pause upon return to heel position.
- The handler cues the dog to **heel forward from the sit position**.



### 104. HALT – Down – Walk Around

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to down**.
- **The dog must remain in a down while the handler walks around the dog from nose to tail and back to heel position.**
- The handler may pause upon return to heel position.
- The handler cues the dog to **heel forward from the down position**.



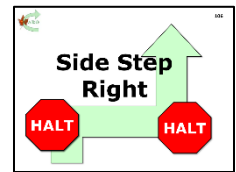
### 105. HALT – 1, 2, 3 Steps Forward

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the dog to heel and takes one step forward, then halts; two steps and halts; then three steps and halts.
- **The dog moves with the handler, maintaining heel position, and must sit each time the handler halts.**
- **The team must meet the minimum required steps.**
- Steps should be equal in length, in a natural stride for the team, and be completed before the next station sign.
- The handler cues the dog to **heel forward from the sit position**.



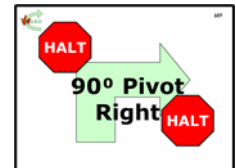
## 106. HALT – Side Step Right – HALT

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler takes **one side step directly to their right** while cueing the dog to heel.
- The dog **must move to the right simultaneously with the handler** remaining in heel position parallel to the handler and **sit** when the handler stops.
- The handler cues the dog to **heel forward from the sit position**.



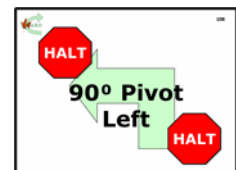
## 107. HALT – 90° Pivot Right - HALT

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- **The handler pivots in place 90 degrees to their right in place and halts.**
- **The dog must move simultaneously with the handler and sit when the handler stops.**
- The handler cues the dog to **heel forward from the sit position**.
- This station results in a 90-degree change of direction to the right.



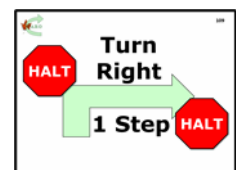
## 108. HALT – 90° Degree Pivot Left - HALT

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- **The handler pivots in place 90 degrees to their left and halts.**
- **The dog moves simultaneously with the handler and sits when the handler halts.**
- The handler cues the dog to **heel forward from the sit position**.
- This station results in a 90-degree change of direction to the left.



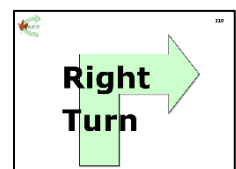
## 109. HALT – Turn Right 1 Step – HALT

- The team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the dog to heel, **turns to the right, takes one step in that direction and halts.**
- **The dog moves simultaneously with the handler and sits when the handler halts.**
- The handler cues the dog to **heel forward from the sit position**.



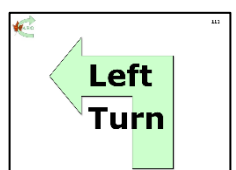
## 110. Right Turn

- While heeling, **the team makes a 90-degree turn to the right.**
- This station results in a 90-degree change of direction to the right.



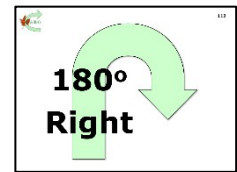
## 111. Left Turn

- While heeling, **the team makes a 90-degree turn to the left.**
- This station results in a 90-degree change of direction to the left.



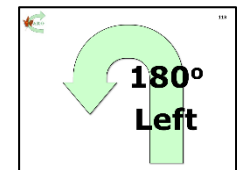
### 112. 180° Right

- While heeling, **the team makes a 180-degree turn to the right.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line to and from the station sign for a minimum of one stride before and after turning.
- This station results in a 180-degree change of direction.



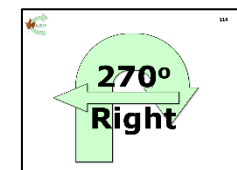
### 113. 180° Left

- While heeling, **the team makes a 180-degree turn to the left.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line to and from the station sign for a minimum of one stride before and after turning.
- This station results in a 180-degree change of direction.



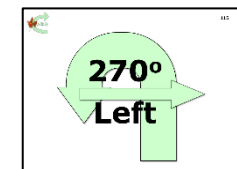
### 114. 270° Right

- While heeling, **the team makes a 270-degree turn to the right.**
- The handler's path while turning should be within a diameter of 2 feet.
- This station results in a 90-degree change of direction to the left.



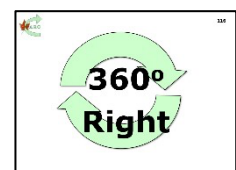
### 115. 270° Left

- While heeling, **the team makes a 270-degree turn to the left.**
- The handler's path while turning should be within a diameter of 2 feet.
- This station results in a 90-degree change of direction to the right.



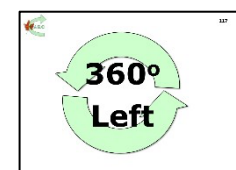
### 116. 360° Right

- While heeling, **the team makes a 360-degree turn to the right.**
- The handler's path while turning should be within a diameter of 2 feet.



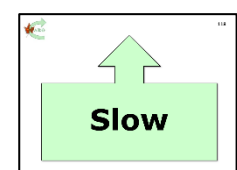
### 117. 360° Left

- While heeling, **the team makes a 360-degree turn to the left.**
- The handler's path while turning should be within a diameter of 2 feet



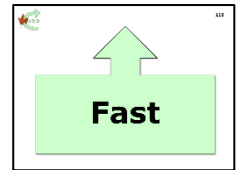
### 118. Slow

- While heeling, **the team decreases its pace so that there is a noticeable difference in the dog's speed from the normal pace.**
- **The slow pace is maintained continuously until the next station.**
- This station is followed by either Fast, Normal or the Finish station.



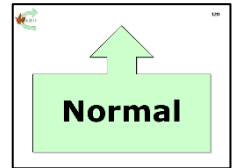
### 119. Fast

- While heeling, **the team increases its pace** so that there is a **noticeable difference in the dog's speed from the normal pace.**
- **The fast pace is maintained continuously until the next station.**
- This station is followed by either Slow, Normal or the Finish station.



### 120. Normal

- While heeling, **the team moves forward at a normal pace** that is comfortable for dog and handler.
- **There must be a noticeable difference in the dog's speed from the slow or fast to normal.**



### 121. Call Front – Finish Right

- While heeling, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues the **dog to move to the handler's right and around their body to sit in heel position.**
- The handler's feet should remain stationary while the dog moves around them.
- The handler cues the dog to **heel forward from the sit position.**



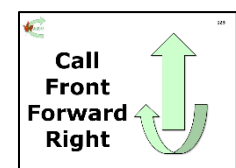
### 122. Call Front – Finish Left

- While heeling, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues the **dog to move to the handler's left directly to sit in heel position.**
- The handler's feet should remain stationary while the dog moves around them.
- The handler cues the dog to **heel forward from the sit position.**



### 123. Call Front – Forward Right

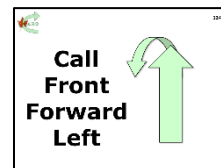
- While heeling, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues the **dog to move to the handler's right, around and behind them moving toward heel position.**
- As the dog is returning to heel position, the handler cues the dog to heel and moves forward.
- **The dog does not sit in heel position.**





## 124. Call Front – Forward Left

- While heeling, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues the **dog to move to the handler's left directly toward heel position.**
- As the dog is returning to heel position, the handler cues the dog to heel and moves forward.
- **The dog does not sit in heel position.**



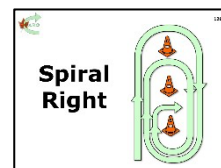
## 125. Call Front – Handler Returns to Heel

- While heeling, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves in to sit in front position.**
- The **dog must remain in a sit while the handler walks around behind the dog in a counterclockwise direction to return to heel position.**
- The handler may pause upon return to heel position.
- The handler cues the dog to **heel forward from the sit position.**
- This station will result in a 180-degree change of direction.



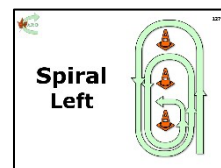
## 126. Spiral Right

- While heeling, **the team moves around the cones in a clockwise direction,** turning to their right when moving around each of the cones.
- The team **pass the first and second cones and proceeds to and around the third one,** then **return to loop the first cone.**
- The team then **proceeds to and around the second cone and return to loop the first cone a second time.**
- The team finally **circles the first cone by passing between the first and second cones** to exit the station.



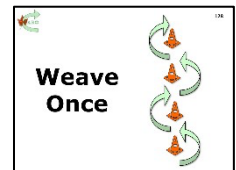
## 127. Spiral Left

- While heeling, **the team moves around the cones in a counterclockwise direction,** turning to their left when moving around each of the cones.
- The team **pass the first and second cones and proceeds to and around the third one,** then **return to loop the first cone.**
- The team then **proceeds to and around the second cone and returns to loop the first cone a second time.**
- The team finally **circles the first cone by passing between the first and second cones** to exit the station.



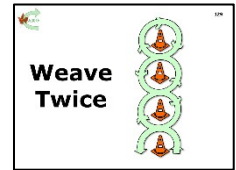
### 128. Weave Once

- While heeling, **the team enters the pattern with the first cone on the team's left.**
- The team **weaves through the cones** and exits the station.



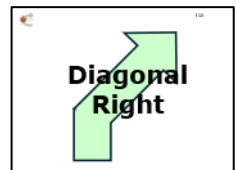
### 129. Weave Twice

- While heeling, the **team enters the pattern with the first cone on the team's left.**
- The **team weaves continuously through the cones, loops around the end cone and weaves back to the beginning of the pattern.**



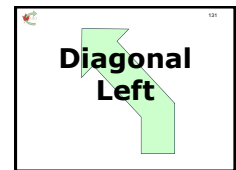
### 130. Diagonal Right

- While heeling, the team makes a **diagonal turn to the right.**



### 131. Diagonal Left

- While heeling, the team makes a **diagonal turn to the left.**



## 5. Intermediate Level

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### 5.1. Course Requirements

There are no signs specific to this level but are taken from both the Advanced and Novice Levels. A dog may be entered in this level at any time in their career.

Number of Stations: 15-20 including Start and Finish		
Time allowed: Maximum 3 minutes		
Item	Requirement	Detail
Mandatory stations	Minimum 6 stations from Advanced Level	Excludes the following stations: Leave Dog Run, Call to Heel #201 Stand, Leave for Walk Around #212 Return to Heel #213 Leave Dog Turn Call Front #214 Jump #220

### 5.2. Station Descriptions

This is an optional level performed on leash and is not a requirement for any of the higher rally levels in any category.

All aspects that are in **bold** are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).

Failure to complete components in regular text may result in point deductions.



The bone pictured left indicates stations where the handler may provide reinforcement.

Please see the Novice and Advanced sections for descriptions of the individual signs

## 6. Advanced Level


### 6.1. Course Requirements

Number of Stations: 15-20 including Start & Finish		
Time allowed: Maximum 3 minutes		
Item	Requirement	Detail
Mandatory stations	Minimum 8 Advanced Stations	Must include Jump #220

### 6.2. Station Descriptions

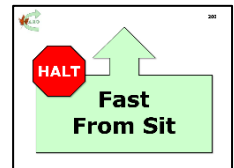
All aspects that are in bold are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).

Failure to complete components in regular text may result in point deductions.

 The bone pictured on the left indicates stations where the handler may provide reinforcement. Reinforcement at eligible Novice stations continues to apply.

#### 200. HALT – Fast from Sit

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the dog to heel and **moves immediately into a fast pace from the halt**.
- This station is followed by either Slow, Normal or the Finish station.



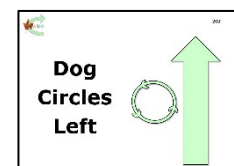
#### 201. HALT – Leave Dog – Run – Call to Heel

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the **dog to stay** and **moves forward at a fast pace**.
- **The dog must remain in a sit until called**.
- **After the handler has passed the Call Dog sign (#223)**, they call the dog to heel as they return to normal pace.
- After passing the Call Dog sign the handler may pause or stop until the dog reaches heel position.



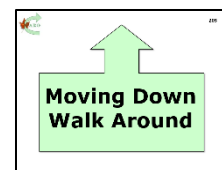
#### 202. Dog Circles Left

- While heeling the **dog spins in a circle in place to the left** beside the handler.
- The handler may pause briefly as needed.



## 203. Moving Down – Walk Around

- While heeling, the handler cues the **dog to down** and **without pausing walks around the dog from nose to tail returning to heel position.**
- The **dog must remain in a down** while the handler walks around the dog.
- The handler remains within arm's length of the dog throughout the exercise.
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the down position.**



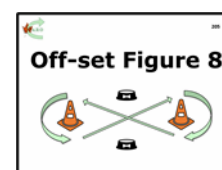
## 204. Moving Side Step Right

- While heeling, the handler takes **one step sideways to their right** while cueing the dog to heel.
- The **dog must move sideways to the right simultaneously with the handler,** remaining in heel position parallel to the handler.
- The team heels forward along the newly established line.



## 205. Off-set Figure 8

- Two cones (pylons) and two food bowls are arranged in a diamond pattern:
  - The cones are placed 10 feet apart,
  - The food bowls are securely covered and are placed 2.5 feet from the centre line.
- The team enters the pattern and **completes a continuous Figure 8 around the pylons, crossing through the middle at least three times.**
- The team **exits the station as indicated by the placement of the next station sign.**
- Allowances can be made in the distance between the food bowls for large/giant breeds.



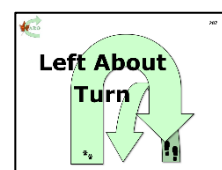
## 206. Left Turn – Dog Circles Right

- While heeling, the **handler turns left.**
- Simultaneously the **dog circles around the handler to the right returning to heel position.**
- The handler may briefly pause to allow the dog to cross their path.
- The team will be back in heel position as they face the new direction.
- This sign results in a 90-degree change of direction to the left.



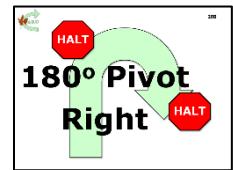
## 207. Left About Turn

- While heeling, the **handler performs a 180-degree left turn,** while the **dog simultaneously performs a 180-degree right turn moving around the handler.**
- The team will be back in heel position as they face the new direction.
- This station results in a 180-degree change of direction.



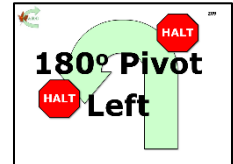
## 208. HALT – 180° Pivot Right – HALT

- The team comes to a **halt** and the **dog sits in heel position**.
- **The handler pivots in place 180 degrees to their right and halts.**
- **The dog must move simultaneously with the handler and sit when the handler stops.**
- The handler cues the dog to **heel forward from the sit position**.
- This station results in a 180-degree change of direction.



## 209. HALT – 180° Pivot Left – HALT

- The team comes to a **halt** and the **dog sits in heel position**.
- **The handler pivots in place 180 degrees to their left and halts.**
- **The dog must move simultaneously with the handler and sit when the handler stops.**
- The handler cues the dog to **heel forward from the sit position**.
- This station results in a 180-degree change of direction.



## 210. HALT – From Sit 180° Right

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the dog to heel and **turns 180 degrees to their right** and heels forward.
- This station results in a 180-degree change of direction.



## 211. HALT – From Sit 180° Left

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the dog to heel and **turns 180 degrees to their left** and heels forward.
- This station results in a 180-degree change of direction.



## 212. HALT – Stand – Leave for Walk Around

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the **dog to stand**.
- **The dog must remain in a stand while the handler walks forward 5 feet to the Return to Heel station sign (#213) and turns to face the dog.**
- The judge, starting from beside the handler, and walking approximately an arm's length away from the dog, circles the dog and returns to pause by the handler's side before moving away.
- **The dog remains in a stand while the judge circles the dog.**



### 213. Return To Heel

- The handler **returns to heel position by moving around the dog in a counterclockwise direction into heel position.**
- The **dog must remain in a stand while the handler returns to heel.**
- The handler may pause in heel position before moving forward.
- The handler cues the dog to **heel forward from the stand position.**
- Must follow station sign 212.



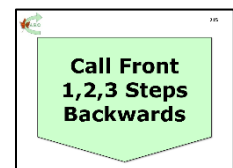
### 214. HALT - Leave Dog – Turn Call Front

- The team comes to a **halt** and the **dog sits in heel position.**
- **The handler walks forward to one of station signs 216, 217, 218 or 219 and turns to face the dog.**
- **The dog must remain in a sit until called by the handler to assume a front position.**
- This sign results in a 180-degree change of direction.



### 215. Call Front – 1, 2, 3 Steps Backward

- The handler stops forward motion and calls the dog to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in the front position.**
- **From the sit, the handler takes 1 step backward and halts, the dog moves with the handler to sit in the front position.**
- **From the sit, the handler takes 2 steps backward and halts, the dog moves with the handler to sit in the front position.**
- **From the sit, the handler takes 3 steps backward and halts, the dog moves with the handler to sit in the front position.**
- **The team must meet the minimum required steps.**
- This station is followed by one of 216, 217, 218 or 219.



### 216. Finish Right

- With the **dog sitting in front position** the handler cues the **dog to move to the handler's right and around their body to sit in heel position.**
- The handler's feet should remain stationary while the dog moves around them.
- The handler cues the dog to **heel forward from the sit position.**



### 217. Finish Left

- With the **dog sitting in front position** the handler cues the **dog to move directly to the handler's left to sit in heel position.**
- The handler's feet should remain stationary while the dog moves to heel position.
- The handler cues the dog to **heel forward from the sit position.**



## 218. Forward Right

- With the **dog sitting in front position** the handler cues the **dog to move to the handler's right and around their body toward heel position.**
- As the dog returns to heel position, the handler cues the dog to heel and moves forward. **The dog does not sit in heel position.**



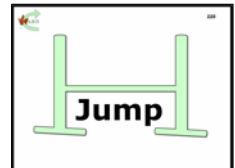
## 219. Forward Left

- With the **dog sitting in front position** the handler cues the **dog to move to the handler's left and to heel position.**
- As the dog is returning to heel position, the handler cues the dog to heel and moves forward. **The dog does not sit in heel position.**



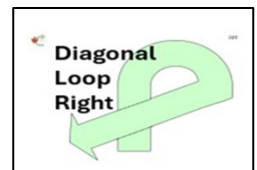
## 220. Jump

- The jump may be either a solid or bar jump.
- **The team enters the send zone where the dog is sent to the jump.**
- Once the dog has been sent, the handler may stay in the send zone or proceed **along the right of the 3-foot line.**
- The sign will be placed at the top of the send zone and the handler will not be required to be within 2 feet of the sign for this station.
- Handlers may move at whatever speed they wish.
- **The handler must remain on the right of the 3-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.  
(Send Zone diagrams included in Appendix B).



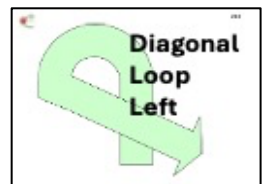
## 221. Diagonal Loop Right

- While heeling, the **team loops diagonally right crossing over their original path.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line after turning.
- The station results in a change of direction diagonally to the left.



## 222. Diagonal Loop Left

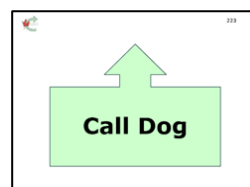
- While heeling, the **team loops diagonally left crossing over their original path.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line after turning
- The station results in a change of direction diagonally to the right.





## 223. Call Dog

- Upon passing this sign, the handler calls the dog to heel **while continuing to move forward.**



## 7. Excellent Level

### 7.1. Course Requirements

Number of Stations: 15-20 including Start & Finish		
Time allowed: Maximum 3 minutes		
Item	Details	Comments
Mandatory Stations	1 to 2	Jump, Broad Jump, Tunnel, Weaves
	Minimum 5	From Excellent
	Minimum 3	From Advanced

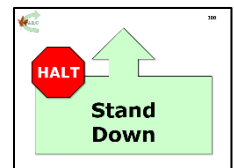
### 7.2. Station Descriptions

All aspects that are in bold are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).

Failure to complete components in regular text may result in point deductions.

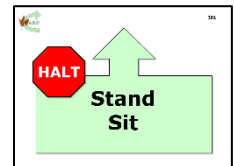
#### 300. HALT – Stand – Down

- While heeling, the team comes to a **halt** and the **dog sits in the heel position**.
- The handler cues the **dog to stand**.
- The handler cues the **dog to down**.
- The handler cues the dog to **heel forward from the down position**.



#### 301. HALT – Stand – Sit

- While heeling, the team comes to a **halt** and the **dog sits in the heel position**.
- The handler cues the **dog to stand**.
- The handler cues the **dog to sit**.
- The handler cues the dog to **heel forward from the sit position**.



#### 302. Moving Stand – Walk Around

- While heeling, the handler cues the **dog to stand** and **without pausing walks around the dog from nose to tail returning to heel position**.
- The **dog must remain in a stand** while the handler walks around the dog.
- The handler remains within arm's length of the dog throughout the exercise.
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the stand position**.



### 303. Moving Stand – Call to Heel

- While heeling, the handler cues the **dog to stand** and **without pausing continues forward**.
- **The dog must remain in a stand until called.**
- **After the handler has passed the Call Dog sign (#223) and while continuing to move forward,** the handler calls the dog to heel, and the team continues to the next station.



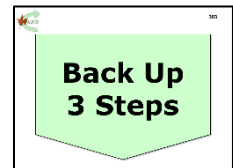
### 304. Moving Down – Call to Heel

- While heeling, the handler cues the **dog to down** and **without pausing continues forward**.
- **The dog must remain in a down until called.**
- **After the handler has passed the Call Dog sign (#223) and while continuing to move forward,** the handler calls the dog to heel, and the team continues to the next station.



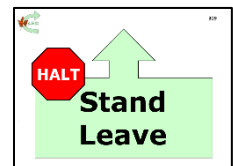
### 305. Back Up 3 Steps

- While heeling, the handler will cue the dog to heel backwards.
- **The team will heel backwards a minimum of 3 steps.**



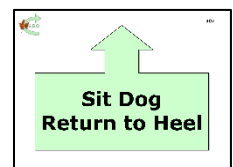
### 306. HALT – Stand – Leave

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the **dog to stand**.
- The **dog must remain in a stand while the handler walks forward to one of station signs 307, 308, 309 or 310 and turns to face the dog.**



### 307. Sit Dog – Return to Heel

- The handler cues the **dog to sit from the stand**.
- **The handler returns to heel position by walking around behind the dog and back to heel.**
- **The dog must remain in a sit until cued to heel.**
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the sit position**.
- This sign is used with sign 306.



### 308. Down Dog – Return to Heel

- The handler cues the **dog to down from the stand.**
- **The handler returns to heel position by walking around behind the dog and back to heel.**
- **The dog must remain in a down until cued to heel.**
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the down position.**
- This sign is used with sign 306.



### 309. Sit Dog – Call to Heel Forward

- The handler cues the **dog to sit from the stand.**
- **The handler calls the dog to return to heel position.**
- The dog may return to heel position either directly to heel position or by going around the handler.
- **The team heels forward before the dog sits.**
- This station results in a 180-degree change of direction.
- This sign is used with sign 306.



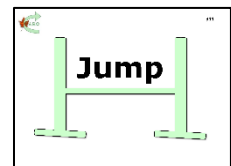
### 310. Down – Call to Heel Forward

- The handler cues the **dog to down from the stand.**
- **The handler calls the dog to return to heel position.**
- The dog may return to heel position either directly to heel position or by going around the handler.
- **The team heels forward before the dog sits.**
- This station results in a 180-degree change of direction.
- This sign is used with sign 306.



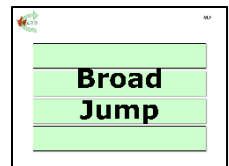
### 311. Jump

- The jump may be either a solid or bar jump.
- **The team enters the send zone where the dog is sent to the jump.**
- Once the dog has been sent, the handler may stay in the send zone or proceed along the **right of the 6-foot line.**
- The sign will be placed at the top of the send zone and the handler will not be required to be within 2 feet of the sign for this station.
- Handlers may move at whatever speed they wish.
- **The handler must remain on the right of the 6-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.  
(Send Zone diagrams included in Appendix B).



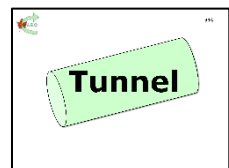
### 312. Broad Jump

- **The team enters the send zone where the dog is sent to the jump.**
- The dog is expected to clear the full span of the jump.
- Once the dog has been sent to the jump, the handler may stay in the send zone or proceed **along the right of the 3-foot line.**
- The sign will be placed at the top of the send zone and the handler will not be required to be within 2 feet of the sign for this station.
- Handlers may move at whatever speed they wish.
- **The handler must remain on the right of the 3-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



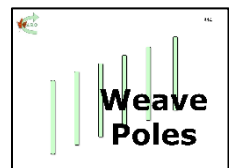
### 313. Tunnel

- **The team enters the send zone where the dog is sent to the tunnel.**
- Once the dog has been sent, the handler may stay in the send zone or proceed **along the right of the 6-foot line.**
- The sign will be placed at the top of the send zone and the handler will not be required to be within 2 feet of the sign for this station.
- Handlers may move at whatever speed they wish.
- **The handler must remain on the right of the 6-foot line when proceeding past the tunnel.**
- Upon completion of the tunnel the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



### 314. Weave Poles

- While heeling, the **dog enters the weave poles with the first pole on the dog's left.**
- The dog **weaves through the poles** and exits the station.
- The dog **must weave through all the poles in the correct pattern.**
- Upon completion of the weaves the dog returns to heel position.



### 315. Right Turn – 2 Steps – Down

- While heeling, the **team turns 90 degrees to the right, takes 2 additional steps**, and handler pauses and cues the **dog to down.**
- The handler cues the dog to **heel forward from the down position.**
- This sign results in a 90-degree change of direction to the right.



### 316. Left Turn – 2 Steps – Down

- While heeling, the **team turns 90 degrees to the left, takes 2 additional steps, and handler pauses and cues the dog to down.**
- The handler cues the dog to **heel forward from the down position.**
- This sign results in a 90-degree change of direction to the left.



### 317. Call Front – Walk Around – Leave Dog

- While heeling, the handler stops forward motion and calls the dog to front.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- **The dog must remain in a sit while the handler walks around behind the dog in a counterclockwise direction and without stopping continues forward.**
- **After the handler has passed the Call Dog sign (#223) and while continuing to move forward, the handler calls the dog to heel, and the team continues to the next station.**
- This station results in a 180-degree change of direction.



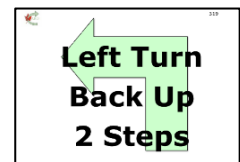
### 318. Right Turn – Back Up 2 Steps

- While heeling, the **team makes a 90-degree turn to the right** and upon finishing the turn the handler will cue the dog to heel backwards.
- The **team will heel backwards a minimum of 2 steps.**



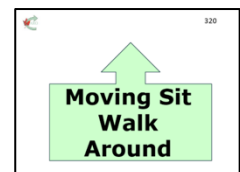
### 319. Left Turn – Back Up 2 Steps

- While heeling, **team makes a 90-degree turn to the left** and upon finishing the turn the handler will cue the dog to heel backwards.
- The **team will heel backwards a minimum of 2 steps.**



### 320. Moving Sit – Walk Around

- While heeling, the handler cues the **dog to sit and without pausing walks around the dog from nose to tail returning to heel position.**
- The **dog must remain in a sit** while the handler walks around the dog.
- The handler remains within arm's length of the dog throughout the exercise.
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the sit position.**



## 8. Versatility Level

### 8.1. Course Requirements

Number of Signs: 15-20 including Start & Finish		
Time allowed: Maximum 3 minutes		
Item	Details	Comments
Signs	100 - 131	Novice
	400 - 444	Versatility
Number of changes of side	3 to 4	Each change of side must be followed by a minimum of 2 stations
Number of Obstacles	1	Jump, Broad Jump, Tunnel or Weaves from Excellent or Versatility
All stations where the dog is on the left side must be taken from the Novice Level.		
All stations where the dog is on the right side must be taken from the Versatility Level.		

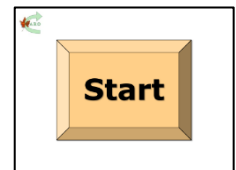
### 8.2. Station Descriptions

All aspects that are in bold are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).

Failure to complete components in regular text may result in point deductions.

#### Start

- With the dog on the right, **the team heels past the Start station** and timing begins.
- There is no other communication from the Judge throughout the course.



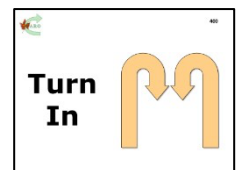
#### Finish

- With the dog on the right, the **team heels past the Finish station** and timing ends



#### 400. Turn In

- The dog and handler **turn in towards each other and resume heeling with the dog on the opposite side of the handler.**
- This station will result in a 180-degree change of direction and a change of side.



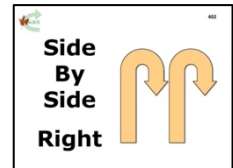
#### 401. Turn Away

- The dog and handler **turn away from each other and resume heeling with the dog on the opposite side of the handler.**
- This station will result in a 180-degree change of direction and a change of side.



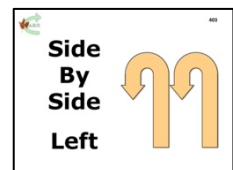
#### 402. Side By Side Right

- The dog and handler **perform parallel right turns and resume heeling with the dog on the opposite side of the handler.**
- This station will result in a 180-degree change of direction and a change of side.



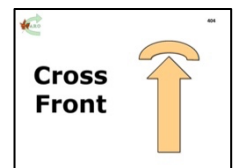
#### 403. Side By Side Left

- The dog and handler **perform parallel left turns and resume heeling with the dog on the opposite side of the handler.**
- This station will result in a 180-degree change of direction and a change of side.



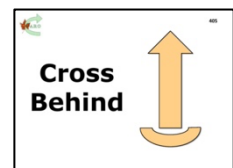
#### 404. Cross in Front

- While heeling forward, the handler cues the **dog to cross in front and resume heeling with the dog on the opposite side of the handler.**
- The handler may pause as needed to allow dog to cross.
- This station will result in a change of side.



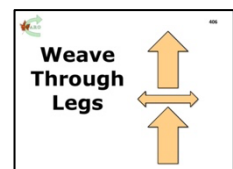
#### 405. Cross Behind

- While heeling forward, the handler cues the **dog to cross behind and resume heeling with the dog on the opposite side of the handler.**
- This station will result in a change of side.



#### 406. Weave Through Legs

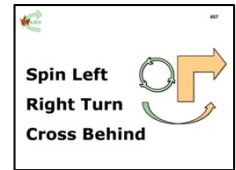
- While heeling forward, the handler cues the **dog to weave through the handler's legs to change sides.**
- The handler may pause as needed to allow dog to weave.





#### 407. Spin Left – Right Turn – Cross Behind

- While heeling with the dog on the left, the **dog spins in a circle in place to the left**.
- The handler **turns right** and cues the **dog to cross behind and resume heeling with the dog on the right side of the handler**.
- The handler may pause while the dog completes the spin.
- This station results in a 90-degree change of direction to the right and a change of side from left to right.



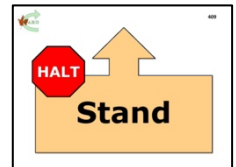
#### 408. Spin Right – Left Turn – Cross Behind

- While heeling with the dog on the right, the **dog spins in a circle in place to the right**.
- The **handler turns left** and cues the **dog to cross behind and resume heeling with the dog on the left side of the handler**.
- The handler may pause while the dog completes the spin.
- This station results in a 90-degree change of direction to the left and a change of side from right to left.



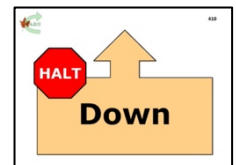
#### 409. HALT – Stand

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to stand**.
- The handler cues the dog **to heel forward from the stand position**.



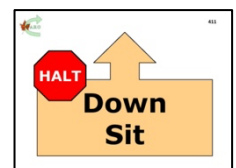
#### 410. HALT – Down

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to down**.
- The handler cues the dog **to heel forward from the down position**.



#### 411. HALT – Down – Sit

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to down**.
- The handler cues the **dog to sit**.
- The handler cues the dog **to heel forward from the sit position**.



#### 412. HALT – Walk Around

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The **dog must remain in a sit while the handler walks around the dog from nose to tail and back to heel position**.
- The handler may pause upon return to heel position.
- The handler cues the dog to **heel forward from the sit position**.



#### 413. HALT – Down – Walk Around

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the **dog to down**.
- The **dog must remain in a down while the handler walks around the dog from nose to tail and back to heel position**.
- The handler may pause upon return to heel position.
- The handler cues the dog to **heel forward from the down position**.



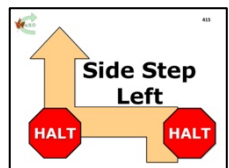
#### 414. HALT – 1, 2, 3 Steps Forward

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the dog to heel and takes one step forward, then halts; two steps and halts; then three steps and halts.
- The **dog moves with the handler**, maintaining heel position, and **must sit each time the handler halts**.
- **The team must meet the minimum required steps**.
- Steps should be equal in length, in a natural stride for the team, and be completed before the next station sign.
- The handler cues the dog to **heel forward from the sit position**.



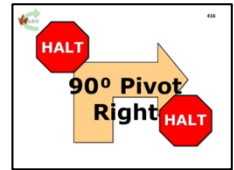
#### 415. HALT – Side Step Left – HALT

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog sits in heel position**.
- The handler takes **one side step directly to their left** while cueing the dog to heel.
- The dog **must move to the left simultaneously with the handler**, remaining in heel position parallel to the handler and **sit** when the handler stops.
- The handler cues the dog to **heel forward from the sit position**.



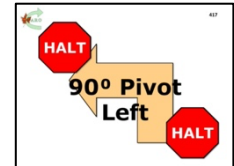
#### 416. HALT – 90° Pivot Right – HALT

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- **The handler pivots in place 90 degrees to their right and halts.**
- **The dog must move simultaneously with the handler and sit when the handler stops.**
- The handler cues the dog to **heel forward from the sit position**.
- This station results in a 90-degree change of direction to the right.



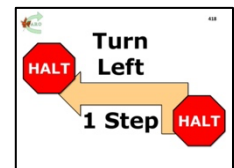
#### 417. HALT – 90° Pivot Left – HALT

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- **The handler pivots in place 90 degrees to their left and halts.**
- **The dog moves simultaneously with the handler and sits when the handler halts.**
- The handler cues the dog to **heel forward from the sit position**.
- This station results in a 90-degree change of direction to the left.



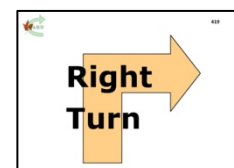
#### 418. HALT – Turn Left 1 Step – HALT

- While heeling with the dog on the right, the team comes to a **halt** and the handler cues the **dog to sit in heel position**.
- The handler cues the dog to heel, **turns to the left, takes one step in that direction and halts.**
- **The dog moves simultaneously with the handler and sits when the handler halts.**
- The handler then cues the dog to **heel forward from the sit position**.



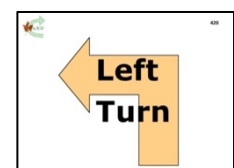
#### 419. Right Turn

- While heeling with the dog on the right, the **team makes a 90-degree turn to the right.**
- This station results in a 90-degree change of direction to the right.



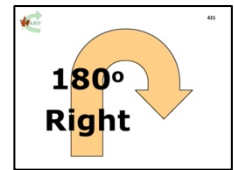
#### 420. Left Turn

- While heeling with the dog on the right, the **team makes a 90-degree turn to the left.**
- This station results in a 90-degree change of direction to the left.



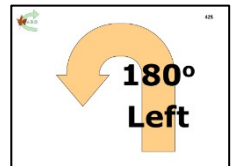
#### 421. 180° Right

- While heeling with the dog on the right, the **team makes a 180-degree turn to the right.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line to and from the station sign for a minimum of one stride before and after turning.
- This station results in a 180-degree change of direction.



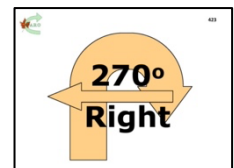
#### 422. 180° Left

- While heeling with the dog on the right, the **team makes a 180-degree turn to the left.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line to and from the station sign for a minimum of one stride before and after turning.
- This station results in a 180-degree change of direction.



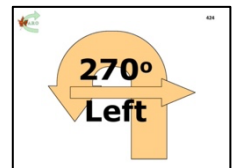
#### 423. 270° Right

- While heeling with the dog on the right, the **team makes a 270-degree turn to the right.**
- The handler's path while turning should be within a diameter of 2 feet.
- This station results in a 90-degree change of direction to the left.



#### 424. 270° Left

- While heeling with the dog on the right, the **team makes a 270-degree turn to the left.**
- The handler's path while turning should be within a diameter of 2 feet.
- This station results in a 90-degree change of direction to the right.



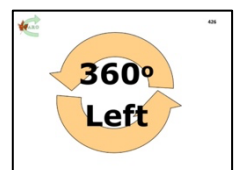
#### 425. 360° Right

- While heeling with the dog on the right, the **team makes a 360-degree turn to the right.**
- The handler's path while turning should be within a diameter of 2 feet.



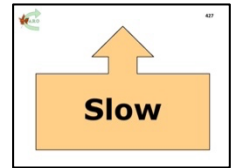
#### 426. 360° Left

- While heeling with the dog on the right, the **team makes a 360-degree turn to the left.**
- The handler's path while turning should be within a diameter of 2 feet.



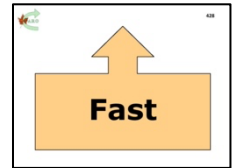
#### 427. Slow

- While heeling with the dog on the right, the **team decreases its pace** so that there is a **noticeable difference in the dog's speed from the normal pace.**
- **The slow pace is maintained continuously until the next station.**
- This station is followed by either Fast, Normal or the Finish station.



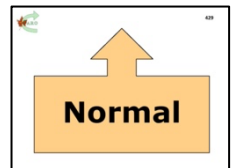
#### 428. Fast

- While heeling with the dog on the right, the **team increases its pace** so that there is a **noticeable difference in the dog's speed from the normal pace.**
- **The fast pace is maintained continuously until the next station.**
- This station is followed by either Slow, Normal or the Finish station.



#### 429. Normal

- While heeling with the dog on the right, the **team moves forward at a normal pace** that is comfortable for dog and handler.
- **There must be a noticeable difference in the dog's speed from the slow or fast to normal.**



#### 430. Call Front – Finish Right

- While heeling with the dog on the right, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues the **dog to move to the handler's right directly to sit in heel position.**
- The handler's feet should remain stationary while the dog moves around them.
- The handler cues the dog to **heel forward from the sit position.**



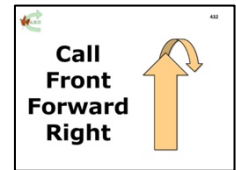
#### 431. Call Front – Finish Left

- While heeling with the dog on the right, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues the **dog to move to the handler's left and around their body to sit in heel position on the right side.**
- The handler's feet should remain stationary while the dog moves around them.
- The handler cues the dog to **heel forward from the sit position.**



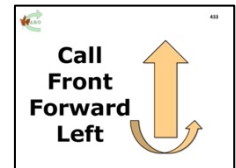
### 432. Call Front – Forward Right

- While heeling with the dog on the right, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues the **dog to move to the handler's right directly toward heel position.**
- As the dog returns to heel position, the handler cues the dog to heel and moves forward.
- **The dog does not sit in heel position.**



### 433. Call Front – Forward Left

- While heeling with the dog on the right, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- The handler then cues **the dog to move to the handler's left, around and behind them moving toward heel position.**
- As the dog returns to heel position, the handler cues the dog to heel and moves forward.
- **The dog does not sit in heel position.**



### 434. Call Front – Handler Returns to Heel

- While heeling with the dog on the right, the handler stops forward motion and calls the dog directly to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position.**
- **The dog must remain in a sit while the handler walks around behind the dog in a clockwise direction to return to heel position.**
- The handler may pause upon return to heel position.
- The handler cues the dog **to heel forward from the sit position.**
- This station will result in a 180-degree change of direction.



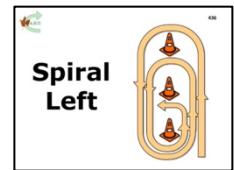
### 435. Spiral Right

- While heeling with the dog on the right, **the team moves around the cones in a clockwise direction**, turning to their right when moving around each of the cones.
- The team **pass the first and second cones and proceeds to and around the third one, then return to loop the first cone.**
- The team then **proceeds to and around the second cone and returns to loop the first cone a second time.**
- The team finally **circles the first cone by passing between the first and second cones** to exit the station.



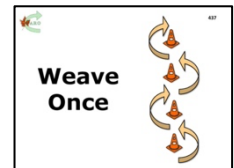
### 436. Spiral Left

- While heeling with the dog on the right, **the team moves around the cones in a counterclockwise direction**, turning to their left when moving around each of the cones.
- The team **pass the first and second cones and proceeds to and around the third one, then return to loop the first cone.**
- The team then **proceeds to and around the second cone and returns to loop the first cone a second time.**
- The team finally **circles the first cone by passing between the first and second cones** to exit the station.



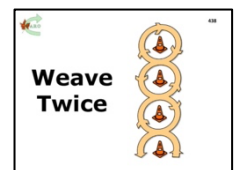
### 437. Weave Once

- While heeling with the dog on the right, the **team enters the pattern with the first cone on the team's left.**
- The team **weaves through the cones** and exits the station.



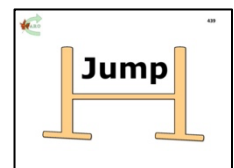
### 438. Weave Twice

- While heeling with the dog on the right, the **team enters the pattern with the first cone on the team's left.**
- The team **weaves continuously through the cones, loops around the end cone and weaves back to the beginning of the pattern.**



### 439. Jump

- The jump may be either a solid or bar jump.
- While heeling with the dog on the right, the **team enters the send zone where the dog is sent to the jump.**
- Once the dog has been sent, the handler may stay in the send zone or proceed **along the left of the 6-foot line.**
- The sign will be placed at the top of the send zone and the handler will not be required to be within 2 feet of the sign for this station.
- Handlers may move at whatever speed they wish.
- The **handler must remain on the left of the 6-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.  
(Send Zone diagrams included in Appendix B).



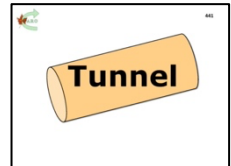
#### 440. Broad Jump

- While heeling with the dog on the right, the team **enters the send zone where the dog is sent to the jump.**
- The dog is expected to clear the full span of the jump.
- Once the dog has been sent to the jump, the handler may stay in the send zone or proceed **along the left of the 3-foot line.**
- The sign will be placed at the top of the send zone and the handler will not be required to be within 2 feet of the sign for this station.
- Handlers may move at whatever speed they wish.
- **The handler must remain on the left of the 3-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



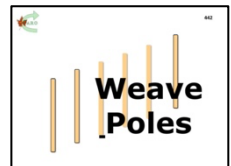
#### 441. Tunnel

- While heeling with the dog on the right, **the team enters the send zone where the dog is sent to the tunnel.**
- Once the dog has been sent, the handler may stay in the send zone or proceed **along the left of the 6-foot line.**
- The sign will be placed at the top of the send zone and the handler will not be required to be within 2 feet of the sign for this station.
- Handlers may move at whatever speed they wish.
- **The handler must remain on the left of the 6-foot line when proceeding past the tunnel.**
- Upon completion of the tunnel the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



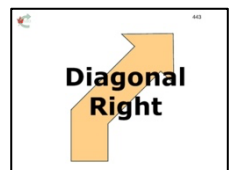
#### 442. Weave Poles

- While heeling with the dog on the right, the **dog enters the weave poles with the first pole on the dog's left.**
- The dog **weaves through the poles** and exits the station.
- **The dog must weave through all the poles in the correct pattern.**
- Upon completion of the weaves the dog returns to heel position.



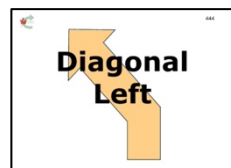
#### 443. Diagonal Right

- While heeling with the dog on the right, the team makes a **diagonal turn to the right.**



#### 444. Diagonal Left

- While heeling with the dog on the right, the team makes a **diagonal turn to the left.**





## 9. Versatility Excellent Level

### 9.1. Course Requirements

Number of Signs: 15-20 including Start & Finish		
Time allowed: Maximum 3 minutes		
Item	Requirement	Comments
Number of changes of side	3 to 4	Each change of side must be followed by a minimum of 2 stations on the same side. May include the finish.
Number of Obstacles	Minimum 1	One of Broad Jump, Tunnel, Weave Poles or Excellent Jump. Only 1 must be performed right sided.
Mandatory Stations	Minimum 3	Signs 200-223 from the Advanced level for left side, and Signs 500-522 for the right side
Mandatory Stations	Minimum 5	Signs 300-320 from the Excellent level for the left side, and signs 523-542 for the right side

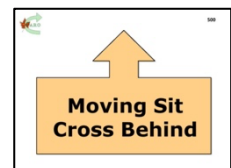
### 9.2. Station Descriptions

All aspects that are in bold are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).

Failure to complete components in regular text may result in point deductions

#### 500. Moving Sit – Cross Behind

- While heeling with the dog on the right, the handler cues the **dog to sit and without pausing continues forward.**
- **The dog must hold the sit until called.**
- After the **handler has passed the Call Dog sign (#539)** and **while continuing to move forward**, the handler **calls the dog to heel on the opposite side** and the team continues to the next station.



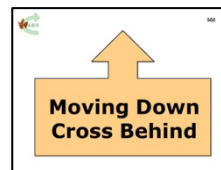
#### 501. Moving Stand – Cross Behind

- While heeling with the dog on the right, the handler cues the **dog to stand and without pausing continues forward.**
- **The dog must hold the stand until called.**
- After the **handler has passed the Call Dog sign (#539)** and **while continuing to move forward**, the handler **calls the dog to heel on the opposite side** and the team continues to the next station.



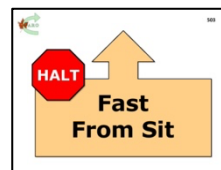
## 502. Moving Down – Cross Behind

- While heeling with the dog on the right, the handler cues the **dog to down and without pausing continues forward.**
- **The dog must hold the down until called.**
- After the **handler has passed the Call Dog sign (#539)** and **while continuing to move forward,** the handler **calls the dog to heel on the opposite side** and the team continues to the next station.



## 503. HALT – Fast from Sit

- The team comes to a **halt** and the **dog sits in heel position.**
- The handler cues the dog to heel and **moves immediately into a fast pace from the halt.**
- This station is followed by either Slow, Normal or the Finish station.



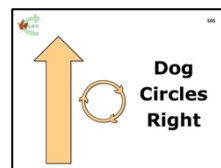
## 504. HALT – Leave Dog – Run – Call to Heel

- The team comes to a **halt** and the **dog sits in heel position.**
- The handler cues the **dog to stay** and **moves forward at a fast pace.**
- **The dog must remain in a sit until called.**
- **After the handler has passed the Call Dog sign (#539),** they call the dog to heel as they return to normal pace.
- After passing the Call Dog sign, the handler may pause or stop until the dog reaches heel position.



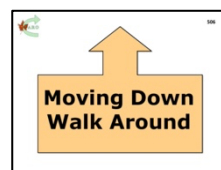
## 505. Dog Circles Right

- While heeling the dog **spins in a circle in place to the right** beside the handler.
- The handler may pause briefly as needed.



## 506. Moving Down – Walk Around

- While heeling with the dog on the right, the handler cues the **dog to down and without pausing walks around the dog from nose to tail returning to heel position.**
- The **dog must remain in a down** while the handler walks around the dog.
- The handler remains within arm's length of the dog throughout the exercise.
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the down position.**



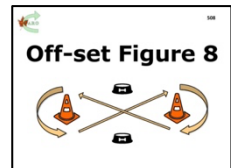
### 507. Moving Side Step Left

- While heeling with the dog on the right, the handler takes **one step sideways to their left** while cueing the dog to heel.
- **The dog must move sideways to the left simultaneously with the handler**, remaining in heel position parallel to the handler.
- The team heels forward along the newly established line.



### 508. Off-Set Figure 8

- Two cones (pylons) and two food bowls are arranged in a diamond pattern:
  - The cones are placed 10 feet apart,
  - The food bowls are securely covered and are placed 2.5 feet from the centre line.
- The team enters the pattern and **completes a continuous Figure 8 around the pylons, crossing through the middle at least three times.**
- The team **exits the exercise as indicated by the placement of the next station.**
- Allowances can be made in the distance between the food bowls for large/giant breeds.



### 509. Right Turn – Dog Circles Left

- While heeling with the dog on the right, the **handler turns right.**
- Simultaneously the **dog circles around the handler to the left returning to heel position.**
- The handler may briefly pause to allow the dog to cross their path.
- The team will be back in heel position as they face the new direction.
- This sign results in a 90-degree change of direction to the right.



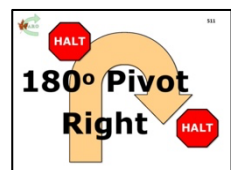
### 510. Right About Turn

- While heeling with the dog on the right, the **handler performs a 180-degree right turn**, while the **dog simultaneously performs a 180-degree left turn moving around the handler.**
- The team will be back in heel position as they face the new direction.
- This station results in a 180-degree change of direction.



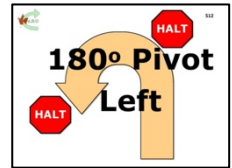
### 511. HALT – 180° Pivot Right – HALT

- The team comes to a **halt** and the **dog sits in heel position.**
- **The handler cues the dog to heel and pivots in place 180 degrees to their right then halts.**
- **The dog must move simultaneously with the handler and sit when the handler stops.**
- The handler cues the dog **to heel forward from the sit position.**
- This station results in a 180-degree change of direction.



## 512. HALT – 180° Pivot Left – HALT

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the dog to heel and pivots in place 180 degrees to their **left then halts**.
- The dog must move **simultaneously with the handler and sit when the handler stops**.
- The handler cues the dog to **heel forward from the sit position**.
- This station results in a 180-degree change of direction.



## 513. HALT – From Sit 180° Right

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the dog to heel, **turns 180 degrees to their right** then heels forward.
- This station results in a 180-degree change of direction.



## 514. HALT – From Sit 180° Left

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the dog to heel, **turns 180 degrees to their left** and heels forward.
- This station results in a 180-degree change of direction.



## 515. HALT – Stand – Leave for Walk Around

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the **dog to stand**.
- The dog must remain in a stand while the handler walks forward to **Return to Heel station sign (#516) and turns to face the dog**.
- The judge, starting from beside the handler, and walking approximately an arm's length away from the dog, circles the dog and returns to pause by the handler's side before moving away.
- The dog remains in a stand while the judge circles the dog.



## 516. Return To Heel

- The handler **returns to heel position by moving around the dog in a clockwise direction into heel position**.
- The dog must remain in a stand while the handler returns to heel.
- The handler may pause in heel position before moving forward.
- The handler cues the dog to **heel forward from the stand position**.
- Must follow station sign 515.



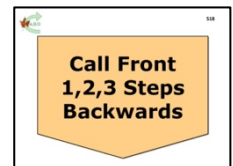
### 517. HALT – Leave Dog – Turn Call Front

- While heeling with the dog on the right, the team comes to a **halt** and the **dog sits in heel position**.
- **The dog must remain in a sit while the handler walks forward to one of station signs 519, 520, 521 or 522 and turns to face the dog.**
- The handler calls the **dog to front position**.
- This exercise results in a 180-degree change of direction.



### 518. Call Front – 1, 2, 3 Steps Backward

- The handler stops forward motion and calls the dog to the front position.
- The handler may take up to four steps backward as the **dog turns and moves to sit in the front position**.
- **From the sit**, the handler takes 1 step backward and **halts, the dog moves with the handler to sit in the front position**.
- **From the sit**, the handler takes 2 steps backward and **halts, the dog moves with the handler to sit in the front position**.
- **From the sit**, the handler takes 3 steps backward and **halts, the dog moves with the handler to sit in the front position**.
- **The team must meet the minimum required steps.**
- This station is followed by one of 519, 520, 521 or 522.



### 519. Finish Right

- With the **dog sitting in front position** the handler cues the **dog to move to the handler's right to sit in heel position**.
- The handler's feet should remain stationary while the dog moves to right-side heel position.
- The handler cues the dog to **heel forward from the sit position**.



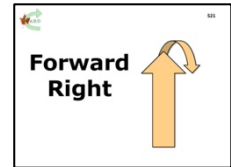
### 520. Finish Left

- With the **dog sitting in front position** the handler cues the **dog to move to the handler's left and around their body to sit in right-side heel position**.
- The handler's feet should remain stationary while the dog moves to right-side heel position.
- The handler cues the dog to **heel forward from the sit position**.



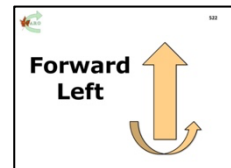
### 521. Forward Right

- With the **dog sitting in front position** the handler cues the **dog to move to the handler's right toward right-side heel position.**
- As the dog is returning to heel position, the handler cues the dog to **heel and moves forward.**
- **The dog does not sit in heel position.**



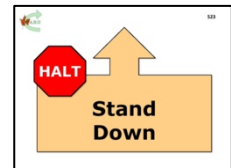
### 522. Forward Left

- With the **dog sitting in front position** the handler cues the **dog to move to the handler's left and around their body toward right-side heel position.**
- As the dog is returning to heel position, the handler cues the dog to **heel and moves forward.**
- **The dog does not sit in heel position.**



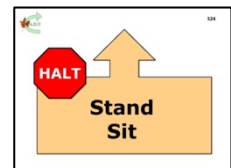
### 523. HALT – Stand – Down

- While heeling with the dog on the right, the team comes to a **halt** and the **dog sits in the heel position.**
- The handler cues the **dog to stand.**
- The handler cues the **dog to down.**
- The handler cues the dog to **heel forward from the down position.**



### 524. HALT – Stand – Sit

- While heeling with the dog on the right, the team comes to a **halt** and the **dog sits in the heel position.**
- The handler cues the **dog to stand.**
- The handler cues the **dog to sit.**
- The handler cues the dog to **heel forward from the sit position.**



### 525. Moving Stand – Walk Around

- While heeling with the dog on the right, the handler cues the **dog to stand and without pausing walks around the dog from nose to tail returning to heel position.**
- The **dog must remain in a stand** while the handler walks around the dog.
- The handler remains within arm's length of the dog throughout the exercise.
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the stand position.**



### 526. Moving Sit – Walk Around

- While heeling with the dog on the right, the handler cues the **dog to sit and without pausing walks around the dog from nose to tail returning to heel position.**
- The **dog must remain in a sit** while the handler walks around the dog.
- The handler remains within arm's length of the dog throughout the exercise.
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the sit position.**



### 527. Moving Stand – Call to Heel

- While heeling with the dog on the right, the handler cues the **dog to stand and without pausing continues forward.**
- **The dog must remain in a stand until called.**
- **After the handler has passed the Call Dog sign (#539) and while continuing to move forward,** the handler calls the dog to heel, and the team continues to the next station.



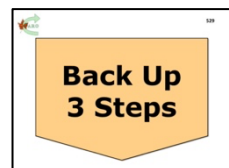
### 528. Moving Down – Call to Heel

- While heeling with the dog on the right, the handler cues the **dog to down and without pausing continues forward.**
- **The dog must remain in a down until called.**
- **After the handler has passed the Call Dog sign (#539) and while continuing to move forward,** the handler calls the dog to heel, and the team continues to the next station.



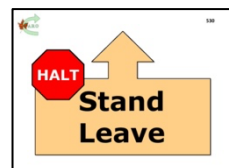
### 529. Back Up 3 Steps

- While heeling with the dog on the right, the handler will cue the dog to heel backwards.
- The **team will heel backwards a minimum of 3 steps.**



### 530. HALT – Stand – Leave

- While heeling with the dog on the right, the team comes to a **halt** and the **dog sits in heel position.**
- The handler cues the **dog to stand.**
- **The dog must remain in a stand while the handler walks forward to one of station signs 531, 532, 533 or 534 and turns to face the dog.**



### 531. Sit Dog – Return to Heel

- The handler cues the **dog to sit from the stand.**
- **The handler returns to heel position by walking around behind the dog and back to heel.**
- **The dog must remain in a sit until cued to heel.**
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the sit position.**
- This sign is used with sign 530.



### 532. Down Dog – Return to Heel

- The handler cues the **dog to down from the stand.**
- **The handler returns to heel position by walking around behind the dog and back to heel.**
- **The dog must remain in a down until cued to heel.**
- The handler may pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the down position.**
- This sign is used with sign 530.



### 533. Sit Dog – Call to Heel Forward

- The handler cues the **dog to sit from the stand.**
- **The handler calls the dog to return to heel position.**
- The dog may return to heel position either directly to heel position or by going around the handler.
- **The team heels forward before the dog sits.**
- This station results in a 180-degree change of direction.
- This sign is used with sign 530.



### 534. Down Dog – Call to Heel Forward

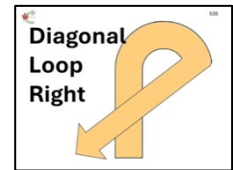
- The handler cues the **dog to down from the stand.**
- **The handler calls the dog to return to heel position.**
- The dog may return to heel position either directly to heel position or by going around the handler.
- **The team heels forward before the dog sits.**
- This station results in a 180-degree change of direction.
- This sign is used with sign 530.





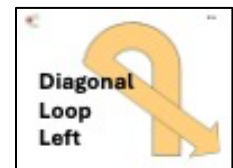
### 535. Diagonal Loop Right

- While heeling with the dog on the right, the **team loops diagonally right crossing over their original path.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line after turning.
- The station results in a change of direction diagonally to the left.



### 536. Diagonal Loop Left

- While heeling with the dog on the right, the **team loops diagonally left crossing over their original path.**
- The handler's path while turning should be within a diameter of 2 feet and should be in a straight line after turning
- The station results in a change of direction diagonally to the right.



### 537. Right Turn – 2 Steps – Down

- While heeling with the dog on the right, the **team turns 90 degrees to the right, takes 2 additional steps**, and handler pauses and cues the **dog to down.**
- The handler cues the dog to **heel forward from the down position.**
- This sign results in a 90-degree change of direction to the right.



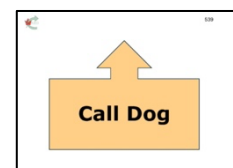
### 538. Left Turn – 2 Steps – Down

- While heeling with the dog on the right, the **team turns 90 degrees to the left, takes 2 additional steps**, and handler pauses and cues the **dog to down.**
- The handler cues the dog to **heel forward from the down position.**
- This sign results in a 90-degree change of direction to the left.



### 539. Call Dog

- Upon passing this sign, the handler calls the dog to heel **while continuing to move forward.**



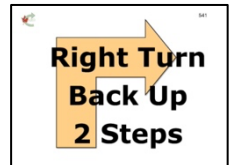
#### 540. Call Front – Walk Around – Leave Dog

- While heeling with the dog on the right, the handler stops forward motion and calls the dog to front.
- The handler may take up to four steps backward as the **dog turns and moves to sit in front position**.
- **The dog must remain in a sit while the handler walks around behind the dog in a clockwise direction and without stopping continues forward.**
- **After the handler has passed the Call Dog sign (#539) and while continuing to move forward, the handler calls the dog to heel, and the team continues to the next station.**
- This station results in a 180-degree change of direction.



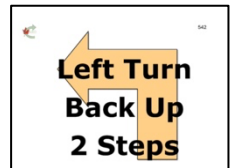
#### 541. Right Turn – Back Up 2 Steps

- While heeling with the dog on the right, the **team makes a 90-degree turn to the right** and upon completing the turn the handler will cue the dog to heel backwards.
- **The team will heel backwards a minimum of 2 steps.**



#### 542. Left Turn – Back Up 2 Steps

- While heeling with the dog on the right, the **team makes a 90-degree turn to the left** and upon completing the turn the handler will cue the dog to heel backwards.
- **The team will heel backwards a minimum of 2 steps.**



## 10. Brace Category

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A Brace entry is defined as a handler with two dogs both working on the same side of the handler. Both dogs and the handler are scored as one team.

All regulations for Brace match those for the regular levels except as identified below.

Item	Changes for Brace Competition
Time limit	1 minute longer than the course time limit for that round.
Cone Exercises	Cones are to be placed 6 feet apart.
Off-Set Figure 8	Food bowls are placed 6 feet apart and cones are to be 11 feet apart.
Jump Height & Depth	Set at the lowest height or shortest depth in the brace pair.

### 10.1. Adjustments for Brace

#### 10.1.1. Bye-Dogs

- A Brace team may include two dogs seeking the title or one competing dog and a bye-dog
- The bye-dog is judged the same as the competing dog.
- A dog without a Brace title may compete as a bye-dog for another dog.
- Ideally the bye-dog should be working at the same level as the competing dog.

#### 10.1.2. Collars, Leashes and Harnesses

- Both dogs may be on individual leashes or coupled and on a single leash.

#### 10.1.3. Switching Sides

- Dogs may switch places while executing behaviours that require the dog to leave the heel position.
- If the dogs switch positions while heeling they will receive deductions for being out of heel position.

#### 10.1.4. Obstacles

There are three options for a handler to choose from when completing obstacles

1. Both dogs may be sent over or through the obstacle at the same time.
2. Dogs may be sent over or through the obstacle one at a time
3. The handler may send one dog before the other, allowing the first dog to clear the obstacle before sending the second dog.

- No marks will be taken off for a second command to send the second dog.
- The handler may complete the obstacle from start to finish with one dog at a time, placing the waiting dog in a stay.
- The handler may leave one dog in a sit or down-stay while moving with the other dog to complete the obstacle.
- Once the working dog has completed the obstacle, the handler may leave this dog in a sit or down-stay at the end of the exercise area and return to the waiting dog to complete the exercise again with them.
- The handler will be allowed one cue to position the waiting dog, and a second to cue that dog to stay. Additional cues will incur deductions.
- Dogs that leave the stay position will incur deductions for being out of position.

## **10.2. Deductions**

- All deductions are applied per dog. E.g., If both dogs sit crooked, two deductions for crooked sits will be applied.
- When dogs are coupled, tight leash deductions will be applied to both dogs. Handler may want to take this into consideration when choosing between separate leashes and a coupler with a single leash.

## 11. Team Category

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A Team entry is defined as two handler and dog teams who compete together in an event with each completing half of the course in a relay format.

To differentiate between the competition category and a handler and dog pair the competition category is capitalized 'Team' and the handler and dog pair is a 'team'.

Both dog and handler teams receive one score for the round.

Number of Stations: 16, 18, or 20	
Time allowed: 3 or 4 minutes depending upon the level	
Item	Changes for Team Competition
Walkthrough	Team members will have only 5 minutes per every 10 competitors. Handlers should select which half of the course to run before the walkthrough.
Waiting area	Two waiting areas in the ring are defined by the judge during walkthrough, one for team 1 and the other for team 2. Dogs must remain on leash while waiting for all levels. In levels where food is permitted, waiting teams are allowed to feed their dogs. In all levels the waiting handler may pet and talk quietly to their dog.
Jump Height	Set at the lowest jump height in the team.

### 11.1. Adjustments for Team

#### 11.1.1. Bye-Dogs


- Teams may include two dogs seeking the title or one competing dog and a bye-dog.
- The bye-dog is judged the same as the competing dog.
- A dog without a Team title may compete as a bye-dog for another dog. Ideally the bye dog should be working at the same level as the competing dog.
- A dog and handler team may not enter a round twice except when serving as a bye dog team. If running a round twice they must run the opposite side of the course.

#### 11.1.2. In the ring

- Both teams enter the ring at the same time.
- The first team proceeds to the Start station and the second team proceeds to their waiting area.
- When the judge gives permission to start, the first team completes the first half of the course while the second team waits at their waiting area as defined by the judge.
- Once the first team is finished, they indicate to the second team to begin.

- For off-leash levels, the dog from the first team must be leashed following the completion of their last station before the second team begins. Failure to do so will result in a 5-point deduction.
- Except for the cue to proceed given by the first team to the second team after completing the first half of the course, any communication between the two teams on course will result in an NQ.
- The first team then waits in their designated waiting area while the second team completes the second half of the course.
- Both teams leave the ring at the same time on leash.

## Appendix A: List of Station Signs

 The bone pictured on the left indicates stations where the handler may provide food reinforcement in the Novice, Intermediate, and Advanced Levels.







### Novice

		START		FINISH
100		HALT – Stand	116	360° Right
101		HALT – Down	117	360° Left
102		HALT – Down – Sit	118	Slow
103		HALT – Walk Around	119	Fast
104		HALT – Down – Walk Around	120	Normal
105		HALT – 1, 2, 3 Steps Forward	121	 Call Front – Finish Right
106		HALT – Side Step Right – HALT	122	 Call Front – Finish Left
107		HALT – 90° Pivot Right – HALT	123	Call Front – Forward Right
108		HALT – 90° Pivot Left – HALT	124	Call Front – Forward Left
109		HALT – Turn Right 1 Step – HALT	125	 Call Front – Handler Returns to Heel
110		Right Turn	126	Spiral Right
111		Left Turn	127	Spiral Left
112		180° Right	128	Weave Once
113		180° Left	129	Weave Twice
114		270° Right	129	Weave Twice
115		270° Left	130	Diagonal Right
			131	Diagonal Left

### Intermediate

Stations for this level are taken from the Novice and Advanced levels.

## Advanced

<b>200</b>		HALT – Fast from Sit	<b>212</b>		HALT – Stand Leave for Walk Around
<b>201</b>		HALT – Leave Dog - Run – Call to Heel	<b>213</b>		Return to Heel
<b>202</b>		Dog Circles Left	<b>214</b>		HALT – Leave Dog –Turn Call Front
<b>203</b>		Moving Down – Walk Around	<b>215</b>		Call Front – 1, 2, 3 Steps Backwards
<b>204</b>		Moving Side Step Right	<b>216</b>		Finish Right
<b>205</b>		Off-set Figure 8	<b>217</b>		Finish Left
<b>206</b>		Left Turn – Dog Circles Right	<b>218</b>		Forward Right
<b>207</b>		Left About Turn	<b>219</b>		Forward Left
<b>208</b>		HALT – 180° Pivot Right - HALT	<b>220</b>		Jump
<b>209</b>		HALT – 180° Pivot Left - HALT	<b>221</b>		Diagonal Loop Right
<b>210</b>		HALT – From Sit 180° Right	<b>222</b>		Diagonal Loop Left
<b>211</b>		HALT – From Sit 180° Left	<b>223</b>		Call Dog

## Excellent

<b>300</b>		HALT – Stand – Down	<b>311</b>		Jump
<b>301</b>		HALT – Stand – Sit	<b>312</b>		Broad Jump
<b>302</b>		Moving Stand – Walk Around	<b>313</b>		Tunnel
<b>303</b>		Moving Stand – Call to Heel	<b>314</b>		Weave Poles
<b>304</b>		Moving Down – Call to Heel	<b>315</b>		Right Turn – 2 Steps – Down
<b>305</b>		Back Up 3 Steps	<b>316</b>		Left Turn – 2 Steps – Down
<b>306</b>		HALT – Stand – Leave	<b>317</b>		Call Front – Walk Around – Leave Dog
<b>307</b>		Sit Dog – Return to Heel	<b>318</b>		Right Turn – Back Up 2 Steps
<b>308</b>		Down Dog – Return to Heel	<b>319</b>		Left Turn – Back Up 2 Steps
<b>309</b>		Sit Dog – Call to Heel Forward	<b>320</b>		Moving Sit – Walk Around
<b>310</b>		Down Dog – Call to Heel Forward			



## Versatility

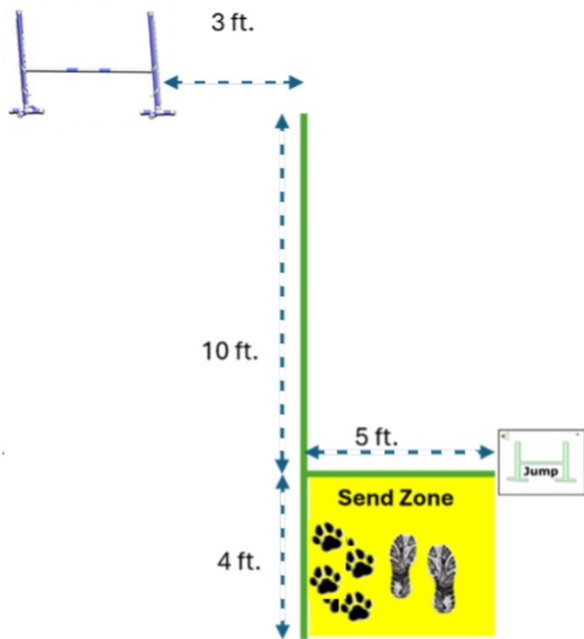
	START		FINISH
<b>400</b>	Turn In	<b>423</b>	270° Right
<b>401</b>	Turn Away	<b>424</b>	270° Left
<b>402</b>	Side By Side Right	<b>425</b>	360° Right
<b>403</b>	Side by Side Left	<b>426</b>	360° Left
<b>404</b>	Cross Front	<b>427</b>	Slow
<b>405</b>	Cross Behind	<b>428</b>	Fast
<b>406</b>	Weave Through Legs	<b>429</b>	Normal
<b>407</b>	Spin Left – Right Turn – Cross Behind	<b>430</b>	Call Front – Finish Right
<b>408</b>	Spin Right – Left Turn – Cross Behind	<b>431</b>	Call Front – Finish Left
<b>409</b>	HALT – Stand	<b>432</b>	Call Front – Forward Right
<b>410</b>	HALT – Down	<b>433</b>	Call Front – Forward Left
<b>411</b>	HALT – Down – Sit	<b>434</b>	Call Front – Handler Returns to Heel
<b>412</b>	HALT – Walk Around	<b>435</b>	Spiral Right
<b>413</b>	HALT – Down – Walk Around	<b>436</b>	Spiral Left
<b>414</b>	HALT – 1, 2, 3 Steps Forward	<b>437</b>	Weave Once
<b>415</b>	HALT – Side Step Left – HALT	<b>438</b>	Weave Twice
<b>416</b>	HALT – 90° Pivot Right – HALT	<b>439</b>	Jump
<b>417</b>	HALT – 90° Pivot Left – HALT	<b>440</b>	Broad Jump
<b>418</b>	HALT – Turn Left 1 Step – HALT	<b>441</b>	Tunnel
<b>419</b>	Right Turn	<b>442</b>	Weave Poles
<b>420</b>	Left Turn	<b>443</b>	Diagonal Right
<b>421</b>	180° Right	<b>444</b>	Diagonal Left
<b>422</b>	180° Left		

## Versatility Excellent

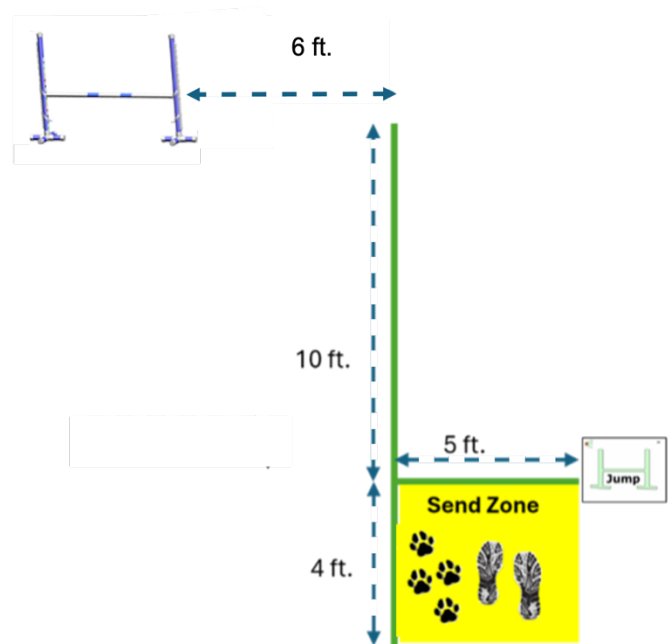
<b>500</b>	Moving Sit – Cross Behind	<b>522</b>	Forward Left
<b>501</b>	Moving Stand – Cross Behind	<b>523</b>	HALT – Stand – Down
<b>502</b>	Moving Down – Cross Behind	<b>524</b>	HALT – Stand – Sit
<b>503</b>	HALT – Fast from Sit	<b>525</b>	Moving Stand – Walk Around
<b>504</b>	HALT – Leave Dog - Run – Call to Heel	<b>526</b>	Moving Sit – Walk Around
<b>505</b>	Dog Circles Left	<b>527</b>	Moving Stand – Call to Heel
<b>506</b>	Moving Down Walk Around	<b>528</b>	Moving Down – Call to Heel
<b>507</b>	Moving Side Step Right	<b>529</b>	Back Up 3 Steps
<b>508</b>	Off-set Figure 8	<b>530</b>	HALT – Stand – Leave
<b>509</b>	Right Turn – Dog Circles Left	<b>531</b>	Sit Dog – Return to Heel
<b>510</b>	Right About Turn	<b>532</b>	Down Dog – Return to Heel
<b>511</b>	HALT – 180° Pivot Right – HALT	<b>533</b>	Sit Dog – Call to Heel Forward
<b>512</b>	HALT – 180° Pivot Left – HALT	<b>534</b>	Down Dog – Call to Heel Forward
<b>513</b>	HALT – From Sit 180° Right	<b>535</b>	Diagonal Loop Right
<b>514</b>	HALT – From Sit 180° Left	<b>536</b>	Diagonal Loop Right
<b>515</b>	HALT – Stand Leave for Walk Around	<b>537</b>	Right Turn – 2 Steps – Down
<b>516</b>	Return to Heel	<b>538</b>	Left Turn – 2 Steps – Down
<b>517</b>	HALT – Leave Dog – Turn Call Front	<b>539</b>	Call Dog
<b>518</b>	Call Front – 1, 2, 3 Steps Backwards	<b>540</b>	Call Front – Walk Around – Leave Dog
<b>519</b>	Finish Right	<b>541</b>	Right Turn – Back Up 2 Steps
<b>520</b>	Finish Left	<b>542</b>	Left Turn – Back Up 2 Steps
<b>521</b>	Forward Right		

# Appendix B: Jump Diagrams

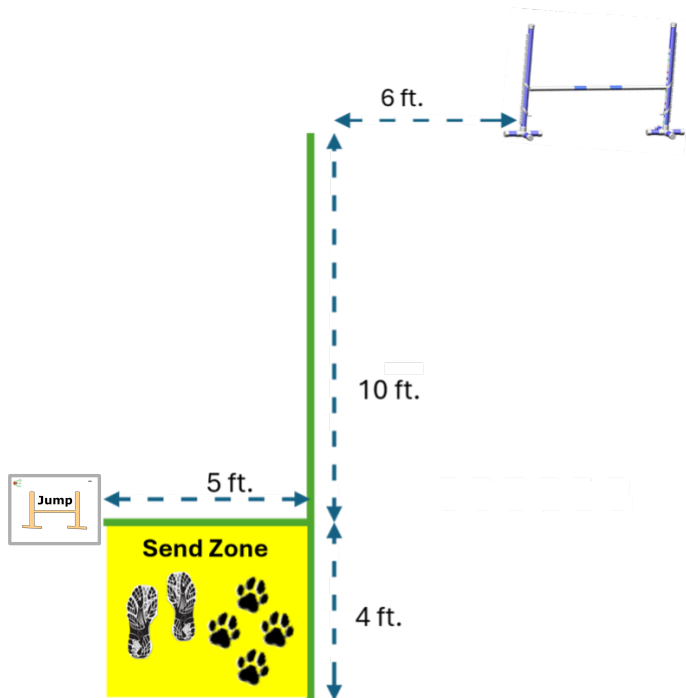
### Advanced



### Excellent



### Versatility & Versatility Excellent







## Appendix C: List of Deductions

Minor	
Deductions	Description of Action
1 point	<ul style="list-style-type: none"> <li>- Dog interfering with handler (bumping, crowding handler).</li> <li>- Loss of forward motion (dog stops).</li> <li>- Slowness to respond to a cue.</li> <li>- Minor movement (bump) of a sign or cone.</li> </ul>
1 to 2 points	<ul style="list-style-type: none"> <li>- Handler briefly tightens leash.</li> <li>- Handler accidentally drops leash.</li> <li>- Initiation (Performance) of signs outside of a radius of two feet from the station sign.</li> <li>- Handler moves feet forward or backward during the forward and finish component of the Front/Finish exercises.</li> <li>- Handler moves feet during the stationary portion of a HALT exercise.</li> <li>- Dog performs obstacle 2-3 feet from line of travel.</li> <li>- The handler or dog stop moving forward.</li> <li>- The dog is out of heel position.</li> <li>- The mid-point of the dog body is past the handler's side.</li> <li>- The dog is more than an arm's length away from the handler's side.</li> <li>- The dog's nose drops behind the handler's side.</li> <li>- Handler is more than an arm's length away while moving around the dog.</li> <li>- Dog backing up at an angle of up to 45 degrees out of alignment</li> <li>- Dog's shoulders in heel position – body at 45-degree angle (2 points)</li> <li>- Sit, down or stand more than 45 degrees out of heel position or to the front or rear of handler.</li> <li>- Minor movement of the dog while remaining in the required position</li> <li>- Crooked front (more than 45 degrees out of position directly facing the handler).</li> <li>- Movement of handler's feet to perform a finish.</li> <li>- Crooked sit in heel position.</li> </ul>
2 points	<ul style="list-style-type: none"> <li>- The dog leaves position to go to food that has been dropped.</li> <li>- Sniffing the food bowls</li> <li>- If the dog leaves the weave pattern and is cued to return to the point of exit to continue the pattern a deduction for additional cues will be applied.</li> <li>- Dog jumping up on handler.</li> </ul>

<b>Substantial</b>	
Deductions	Description of Action
3 points	<ul style="list-style-type: none"> <li>- Handler takes more than the required number of steps in the 1, 2, 3 Exercises</li> <li>- Handler takes more than 2 steps after the step completing the turn in the Turn – 2 Steps Down signs.</li> <li>- Knocking over or substantial movement of a sign or cone.</li> </ul>
3 to 5 points	<ul style="list-style-type: none"> <li>- Dog performs obstacle 3-10 feet from line of travel.</li> <li>- Handler moves left or right to position themselves in front of the dog to create a straight front.</li> <li>- Handler significantly slows their pace on moving position change exercises.</li> <li>- Failure of the dog to assume the requested position promptly.</li> <li>- Handler calls dog before crossing the Call Dog sign.</li> </ul>
5 points	<ul style="list-style-type: none"> <li>- Leaving another station to sniff the food bowls.</li> <li>- Dog moves food bowls slightly.</li> <li>- Dog intentionally mouthing/biting cones.</li> <li>- Touching the jump or broad jump.</li> </ul>

<b>Major</b>	
6 to 10 points	<ul style="list-style-type: none"> <li>- Handler maintains a tight leash.</li> </ul>
10 points	<ul style="list-style-type: none"> <li>- Dog performs obstacle more than 10 feet from line of travel.</li> </ul>

<b>Special: Moving Down or Sit Walk Around</b>			
			
Ideal – Dog assumes position before handler leaves heel position	Dog is in the process of assuming the position (1-2)  Dog has not begun to assume position (3-5)	Dog is in the process of assuming the position (-3-5)  Dog has not begun to assume position (NQ)	Dog has not completed assuming the position (NQ)

<b>NQ – The following actions or situations will result in a non-qualifying run</b>
<ul style="list-style-type: none"> <li>- Dog not under the control of the handler (continued pulling on the leash, dog not engaging in the performance despite cues from the handler).</li> <li>- Dog leaves the ring while on course. The run is ended.</li> <li>- Dog eliminates in the ring. The run is ended.</li> </ul>
<ul style="list-style-type: none"> <li>- In the judge's interpretation, outside interference has assisted the team.</li> </ul>

<b>NQ continued</b>
<ul style="list-style-type: none"> <li>- Team misses a station or an element of a station.</li> <li>- Team performs stations out of order.</li> <li>- Team incurs deductions totaling more than 10 points for a single station.</li> <li>- Any unrequired position performed during a station.</li> <li>- Incomplete performance, incorrect performance or minimum requirements not met at one or more stations.</li> <li>- Team exceeds the maximum time allotted.</li> <li>- <b>Note:</b> If the team has exceeded the maximum course time by more than 30 seconds, the judge may ask them to leave the ring.</li> </ul>
<ul style="list-style-type: none"> <li>- Handler keeps food in the pocket on the same side as the dog.</li> <li>- Handler puts their hand into the pocket where the food is located before the dog has completed the station.</li> <li>- Handler uses food as a lure rather than a reward.</li> <li>- Handler brings a toy or training aid into the ring.</li> <li>- Handler wears training apron or treat bag in the ring.</li> </ul>
<ul style="list-style-type: none"> <li>- 90 degrees or more out of heel.</li> <li>- Dog not in heel position for a major portion of the course.</li> <li>- Dog does not move with handler.</li> <li>- Handler stops forward motion to perform moving position exercises.</li> </ul>
<ul style="list-style-type: none"> <li>- Walking into the dog to force the dog to move will be considered a physical correction.</li> <li>- 90 degrees or more out of front position.</li> <li>- The handler touches the dog to put it into a position.</li> </ul>
<ul style="list-style-type: none"> <li>- The dog knocks over the food bowls, tips them, bites at them or moves them substantially out of position.</li> </ul>
<ul style="list-style-type: none"> <li>- Initiating the send to the obstacle outside of the send zone.</li> <li>- The dog fails to take the obstacle.</li> <li>- The dog steps on the broad jump boards.</li> <li>- Dog goes past the plane of the obstacle.</li> </ul>
<ul style="list-style-type: none"> <li>- Any cue or signal affects the attitude of the dog or offends the sensibilities of the Judge, the handler will be warned immediately.</li> <li>- If the judge interprets that the handler's use of the leash is intended as a correction it will be treated as a physical correction and the above point may apply.</li> </ul>

<b>Excusal from the trial or suspensions</b>
<ul style="list-style-type: none"> <li>- A second cue or signal that affects the attitude of the dog and results in a warning from the Judge will result in the team being excused from the trial.</li> <li>- Any physical and/or harsh or extreme verbal corrections on the trial grounds observed by any trial official will result in the team being excused from the trial.</li> <li>- Any handler who has been excused from a trial on two separate occasions shall be prohibited from competing in CARO events for a period to be determined by the Executive.</li> </ul>

