CARO COURSE DESIGN CHECKLIST (V12-2026 09)

Please note that this checklist contains general information and should be used in conjunction with the current handbook for all requirements. This checklist may be updated on occasion – please make sure you are using the most current version.

General:

☐ Maps must be clearly legible and submitted as a single PDF

☐ Same map as provided to competitors

☐ Map made to scale using a 10' grid

☐ Ring boundary clearly marked

☐ Any pillars or obstructions indicated

Header:

☐ Level & Round #

☐ Host Name

☐ Trial Date & Number

☐ Ring Size

☐ Time limit for class(es) offered

☐ Designed by Judge: Your Name

Map:

☐ Use ***either*** a 1 OR an S to represent the Start sign and a number OR F to represent the Finish sign, not both.

☐ Correct icons are used

☐ White sign icons used for signs 1–399 and orange icons for signs 400+

☐ All cone exercises (incl food bowls) have entry and exit clearly indicated with arrows for **all** levels

Legend:

☐ Regular levels have 15 to 20 stations

☐ Team levels have 16, 18, or 20 stations

☐ All stations incl description and sign number

☐ Legend and icons on map match

☐ **HALT** stations are in **BOLD** (Max 5)

☐ Sign level descriptions are indicated by colour (N-black/Adv-blue/Exc-green/V&VE-orange)

☐ If used, bone icon for reward stations must be clearly marked.

☐ (R) & (L) clearly indicated for V/VE

Design:

☐ Min 8' clear path from boundary before START station, after FINISH station, before Team 2's first station, and after Team 1's last station.

☐ Handler's path is min 5' wide and clear throughout

☐ Correct distances between stations (generally 10' or 15' min)

☐ All signs can be clearly seen regarding the line of travel

☐ A change of direction sign is required if the path between stations changes 45° or more.

Design continued:

☐ All signs are placed to the right of the handler path, exceptions; change of direction and side-step signs which are placed in front.

☐ Cone exercises and obstacles are not placed consecutively

☐ Spiral exists must be 90 degrees from point of entry.

☐ Spirals are not preceded or followed by a station with a turn of greater than 90° in the same direction (not incl HALT stations)

☐ 10' minimum distance between last cone/weave pole/obstacle to next station

☐ Signs 216-219/519-522 are required to be 5-7 feet back from sign 215/518.

☐ Stations 318/319/541/542 are at least 10' min from the ring boundary, on the back-up side

☐ 50% of stations (based on the sign number) are changed or move location, from one map to the next in the same level (ie:16 stations incl S & F, 8 stations are changed)

☐ Considers the needs of large dogs and brace teams (extra foot for cones/food bowls)

Obstacles:

☐ All obstacles minimum 3' from ring boundary or any obstructions

☐ Signs for obstacles are placed at the send zone line (to the right for left-sided stations and to the left for right-sided stations)

☐ Jump (Adv) and Broad – 3X10

☐ Jump/Tunnel (Exc/V/VE) – 6X10

☐ Length of tunnel indicated

☐ Tunnel curve does not exceed maximum allowance of 70°

☐ All obstacles must have an entrance path straight into the send zone of no more than 45°

☐ Path into and out of obstacles is clear of obstruction – incl other station signs on or near the lines (5' and 14' lines)

☐ Food bowls are not in line of travel of dog entering/exiting an obstacle.

Regular (15-20 stations)	Team (16/18/20 stations)
NOVICE (3 to 4 minutes) ☐ 100-109 – min 2/max 5 (HALT stations) ☐ 118-120 – min 1 (pace change) ☐ 121-125 – min 2 (fronts) ☐ 126-129 – min 1 (cones)	***All Team Levels:*** ☐ same requirements as regular rally of the same level ☐ Last station for team one ends with a sit or a down ☐ Both team waiting areas are clearly marked and the waiting team a minimum of 15' away from the working team's path.
INTERMEDIATE (3 minutes) ☐ Advanced – min 6 – excludes 201, 202 212, 213, 214, 220	***NOVICE (4 minutes)*** ☐ same requirements as regular Novice rally ***INTERMEDIATE (3 minutes)*** ☐ same requirements as regular Intermediate rally
ADVANCED (3 minutes) ☐ Advanced – min 8 (incl 220) ☐ 220 – 1 (jump)	***ADVANCED (3 minutes)*** ☐ One team – 220 ☐ Other team – one of 203, 204, or 205.
EXCELLENT (3 minutes) ☐ Advanced – min 3 ☐ Excellent – min 5 (incl obstacle(s)) ☐ 311-314 – min 1 (obstacle)	***EXCELLENT (3 minutes)*** ☐ One team – one of 311-314. ☐ Other team – one of 303, 304, 305, or 311-314. (same obstacle may be used for both teams)
VERSATILITY (3 minutes) ☐ 400-408 – 3 or 4 (change of sides) ☐ 311-314, 439-442 - (1 obstacle) ☐ 100-131 - Left sided stations ☐ 400-444 - Right sided stations ☐ Min 2 stations follow each change of side	***VERSATILITY (3 minutes)*** ☐ One team – one of 311-314, 439-442. ☐ Other team – one of 415 or 416.
VERSATILITY EXCELLENT (3 minutes) ☐ 400-408, 500-502 – 3 or 4 (change of sides) ☐ 439-442 – min 1 (obstacle on right) (may have 2nd obstacle on left or right) ☐ Advanced series 200-223 (left), series 500-522, 535-536, and 539 (right) – min 3 ☐ Excellent series 300-320 (left), series 523-534, 537-538, 540-542 (right) – min 5 (incl obstacle(s)) ☐ Min 2 stations follow each change of side	***VERSATILITY EXCELLENT (3 minutes)*** ☐ One team – one of 439-442 (obstacle on right) ☐ Other team – one of 507, 511, 529, 313, 314, 441, or 442. (same obstacle may be used for both teams)