

Canadian Association of Rally Obedience

# CARO Master Handbook -2015

Rules & Regulations



## Table of Contents

FOREWORD.....	5
RALLY OBEDIENCE IN CANADA.....	6
WHAT IS RALLY OBEDIENCE?.....	7
THE PURPOSE OF THE CANADIAN ASSOCIATION OF RALLY OBEDIENCE .....	8
CARO CODE OF ETHICS .....	8
EVENT RULES.....	9
<i>CARO RallyO Eligibility</i> .....	9
<i>Host Responsibilities</i> .....	10
<i>Courses</i> .....	10
<i>Pre-Event Activities</i> .....	11
<i>Eligibility</i> .....	11
<i>Scoring</i> .....	12
<i>The Levels</i> .....	12
<i>The Event</i> .....	12
<i>In the Event of a Tie</i> .....	15
<i>After the Event</i> .....	15
<i>Titles</i> .....	16
CARO POINT DEDUCTION GUIDELINES.....	17
<i>1-2 Point Deductions: Minor Deduction</i> .....	17
<i>3 to 5 Point Deductions: Substantial Deduction</i> .....	17
<i>6-10 Point Deductions: Major Deduction</i> .....	17
<i>Over 10 Points: NQ (Non-Qualifying)</i> .....	18
PROVISIONS FOR THE PHYSICALLY-CHALLENGED .....	19
<i>Veteran Dogs</i> .....	19
<i>Particular Situations</i> .....	19
THE HEEL POSITION:.....	20
INTRODUCTION TO CLASSES AND STATIONS.....	21
START, FINISH AND DUPLICATE STATIONS.....	21
CARO NOVICE CLASS .....	22
<i>Exercise stations:</i> .....	22
<i>Novice Stations 1-29</i> .....	23
<i>Detailed Descriptions:</i> .....	24
CARO ADVANCED CLASS.....	34
<i>Exercise Stations:</i> .....	34
<i>Advanced Exercises Stations 30 – 47</i> .....	35
<i>Detailed descriptions</i> .....	36
CARO EXCELLENT CLASS.....	43
<i>Exercise stations:</i> .....	44

<i>Excellent Stations 59 - 66</i> .....	44
<i>Detailed Description</i> .....	45
<b>CARO VERSATILITY CLASS</b> .....	<b>49</b>
<i>Exercise Stations</i> .....	49
<i>Versatility Stations VI – V14</i> .....	50
<i>Detailed Description:</i> .....	51
<b>CARO VERSATILITY EXCELLENT-CRVX</b> .....	<b>55</b>
<i>Exercise Stations</i> .....	55
<i>Versatility Excellent Stations V15 – V24</i> .....	56
<i>Detailed Descriptions:</i> .....	57
<b>CARO ADDITIONAL TITLES</b> .....	<b>62</b>
<i>C STREAM TITLES:</i> .....	62
<i>C STREAM RULES:</i> .....	62
<i>BRONZE Title (CRB)</i> .....	63
<i>SILVER Title (CRS)</i> .....	63
<i>GOLD Title (CRG)</i> .....	63
<i>CARO RALLY MASTERS CHAMPION (CRMCH)</i> .....	63
<i>CERTIFICATES OF ACHIEVEMENT</i> .....	64
<i>CARO SUPREME EXCELLENT CHAMPION (CSXCH)</i> .....	64
<i>CARO SUPREME VERSATILITY CHAMPION (CSVCH)</i> .....	64
<b>TEAM LEVEL</b> .....	<b>65</b>
<i>CARO RALLY NOVICE TEAM (CRNT)</i> .....	66
<i>CARO RALLY ADVANCED TEAM (CRAT)</i> .....	66
<i>CARO RALLY EXCELLENT TEAM (CRXT)</i> .....	67
<i>CARO RALLY VERSATILITY TEAM (CRVT)</i> .....	67
<i>CARO RALLY VERSATILITY EXCELLENT TEAM (CRVXT)</i> .....	67
<b>BRACE LEVEL</b> .....	<b>68</b>
<i>CARO RALLY BRACE NOVICE (CRBN)</i> .....	70
<i>CARO RALLY BRACE ADVANCED (CRBA)</i> .....	70
<i>CARO RALLY BRACE EXCELLENT (CRBX)</i> .....	70
<i>CARO RALLY BRACE VERSATILITY (CRVB)</i> .....	70
<i>CARO RALLY BRACE VERSATILITY EXCELLENT (CRBVX)</i> .....	70
<b>JUNIOR HANDLING</b> .....	<b>71</b>
<i>Purpose</i> .....	71
<i>Registration</i> .....	71
<i>Eligibility and Rules</i> .....	71
<i>Junior Handling Event</i> .....	71
<i>Judges</i> .....	71
<i>Prizes and Awards</i> .....	72
<b>JUDGES HANDBOOK</b> .....	<b>73</b>
<i>The Role of the Judge</i> .....	73
<i>Qualifications to become a Judge</i> .....	74
<i>Protocol for Shadow Judging</i> .....	75

PREPARING THE COURSE AND CORRECT PLACEMENT OF SIGNS.....	76
CRITERIA FOR DESIGNING AND SUBMITTING COURSES FOR APPROVAL .....	77
<i>Requirements when submitting courses for approval:</i> .....	77
COURSE DESIGNING TIPS .....	78
SAMPLE GRID FOR PLANNING COURSE .....	79
APPENDICES.....	80
APPENDIX A: SAMPLE FORMS.....	80
APPENDIX B: STAND FOR EXAM STATION.....	81
APPENDIX C: PROCESS FOR COURSE APPROVAL .....	82
APPENDIX D: ROLES AND RESPONSIBILITIES OF THE JUDGE .....	83
<i>While Judging:</i> .....	83
<i>When you accept an assignment:</i> .....	83
<i>On the Day of the Trial:</i> .....	83
<i>You may be required to:</i> .....	84
<i>Once the course is set up:</i> .....	84
<i>During the walk-thru</i> .....	84
<i>Once Judging Starts</i> .....	84
<i>Changing of Scores:</i> .....	84
<i>At the end of the round:</i> .....	84
<i>At the end of the trial:</i> .....	84
<i>Screening a Shadow Judge:</i> .....	85
APPENDIX E: OFFERING A TRIAL .....	86
<i>Trial Roles &amp; Responsibilities</i> .....	86
<i>On completion of a trial event</i> .....	87
APPENDIX F: JUDGING THE PIVOT .....	89
APPENDIX G: JUDGING THE JUMPS AND TUNNEL:.....	90
APPENDIX I: JUDGING AND SCORING .....	92
APPENDIX J: JUDGING THE SIDE STEP (LEFT & RIGHT) .....	93
APPENDIX K: JUDGING THE BACK UP 3 STEPS.....	94
APPENDIX L: JUDGING THE MOVING DOWN .....	95
APPENDIX M: - EQUIPMENT .....	96
JUMPS AND TUNNEL.....	96
<i>Solid or Bar Jump</i> .....	96
<i>Spread Jump</i> .....	96
<i>Tunnel</i> .....	96
<i>Weave Poles</i> .....	96
APPENDIX N: - REWARD STATIONS.....	97

## Foreword

This edition of the Master Handbook, effective January 1st 2015, is a minor revision and contains all changes in the rules to date.

Major changes since the February 2013 edition are printed in red ink. Some changes have been made that are not highlighted. These changes are mainly corrections in spelling, punctuation and grammar although, in some cases, wording has been changed to better reflect the correct interpretation of the rules.

E. & O. E. While the document has been reviewed by several people, if you notice something that is incorrect, please email the information to [canadianrallyo@gmail.com](mailto:canadianrallyo@gmail.com). Please provide full information i.e. page numbers, paragraph numbers, etc.

We thank you for your continued support of CARO.

The Executive

## Rally Obedience in Canada

The decline in the number of competitors in Obedience Trials prompted the idea of a new and different approach to the sport. Charles (Bud) L Kramer, the innovator of the first American Agility program, has developed "Rally Obedience". Rally style Obedience concept creates an obedience program that emphasizes FUN and EXCITEMENT for the dog, handler and spectator, by providing a more "natural" approach to the performance.

The Canadian Association of Rally Obedience (CARO) was established so that dogs can earn titles here in Canada.

We would like to thank Bud for his hard work, dedication and foresight that has opened up a new venue for dog and owner relationships.

## What is Rally Obedience?

Rally Obedience (RallyO) is intended to promote positive relationships between dogs and owners based on trust and respect. RallyO encourages participation of ALL dogs purebred or mixed breed, pets or titled champions as well as physically-challenged dogs and/or handlers.

ATTITUDE is more important in RallyO than precision. Dogs and handlers "*just gotta have fun.*" The concept of a single continuous performance, uninterrupted by orders from the judge, demands a sustained communication between the dog and handler. The handler may talk and give hand and body signals to his or her dog throughout the performance. This provides a mental stimulus for the handler as the course outlines are different at each trial.

RallyO is a program for dogs and their owners. Dog and handler use directional signs to go through a numbered course within an allotted time.

RallyO goes beyond basic heeling by interspersing over 40 obedience movements with the sits, turns and paces of traditional heeling. It also requires a brisk pace, positive attitude and happy demeanor.

RallyO is a venue for those who desire an activity that is fun and games. It is not simple or easy, but challenges handlers and dogs in a partnership that improves heeling and teamwork. The ability to work as a team during a RallyO performance, the handler's ability to maintain the dog's attention and attitude at a high level are all challenges. This, along with variability incorporated into course designs and formats, creates a fast moving continuous performance.

RallyO is designed so that dogs at all levels of training may participate. A beginner's course may include heel, sits, turns, pace changes, sit-stay and elements of recall. As the dogs gain skill, more difficult elements are incorporated into the courses which will improve you and your dog's performance levels and confidence. RallyO is offered by CARO (Canadian Association of Rally Obedience), CKC (Canadian Kennel Club), AKC (American Kennel Club), [Australian Shepherd Club of America \(ASCA\)](#), [C-WAGS](#), [World Cynosport](#) and UKC (United Kennel Club) trials.

Canadian Association of Rally Obedience invites YOU to come along for the time of your life. Your best buddy will thank you.

## The Purpose of the Canadian Association of Rally Obedience

CARO aims to:

- Encourage ALL dogs, purebred, mixed breeds, pets, companion dogs or titled champions to participate in the fun and exciting sport of RallyO.
- Provide a venue for dogs to earn RallyO obedience titles in Canada.
- Qualify and certify Judges in Canada, so that trials may be held.
- Maintain a registry of dogs eligible for competition.
- Maintain a registry of trial results and titles awarded.
- Establish a database of training classes, clinics etc.
- Use the guidelines of CARO to promote RallyO to its fullest potential.

Physically-challenged dogs or handlers are welcomed in RallyO and special accommodation is made for them. *Good Sportsmanship* both in and out of the ring is a primary objective of CARO. RallyO is a venue where dogs and handlers can work together as a team in an atmosphere of fun and enjoyment while honing their skills and earning awards for their efforts.

It is Bud (Charles) Kramer's wish that even as more advanced levels are added to RallyO, that RallyO titles will remain based on Individual scores and not on the idea of defeating other teams. We will continue to encourage and reward individual dog and handler teams so that RallyO remains a sport, much in the way Agility is a sport.

Initially the Canadian Association of Rally Obedience incorporated many of the rules of RallyO from the Association of Pet Dog Trainers (APDT). CARO based the exercises at the Novice and Advanced levels mostly from those of the APDT. The Excellent and all subsequent levels of CARO are original to CARO and, as the sport grows and flourishes, new levels of competition will evolve as will the rules and regulations governing the judging and performance of individual stations. CARO is now considered a leader in field and many s throughout the world are using the rules of CARO as a base for their competitions.

## CARO Code of Ethics

1. Members of Canadian Association of Rally Obedience (CARO) will treat all dogs with respect.
2. Members should make positive methods of training an integral part of their training methods.
3. Members should always take into consideration the physical and psychological well-being of the dog.
4. Members should practice good sportsmanship both in and out of the Rally ring.
5. Members are encouraged to provide assistance to others.
6. Professional Members should refrain from criticizing other professionals in their field.
7. Professional Members should stay current with the CARO rules and regulations.
8. No member shall represent himself or herself as an official CARO spokesperson without prior approval of the Board of Directors.
9. The practice of choking, hanging, beating, kicking and any other cruel procedures causing physical harm to the 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 RallyO trials.



## Event Rules

The stations included in this program are obedience stations and therefore, will be judged as obedience stations. The idea is to allow the handler to concentrate on working with speed and enthusiasm with their dog rather than concentrating on precision of performance.

### CARO RallyO Eligibility

1. All breeds of dogs and mixed breeds are eligible to compete in CARO RallyO.
2. Dogs that are physically-challenged are allowed and encouraged to compete, 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 during the competition. A Judge's decision is final.
3. Owners who are physically-challenged are allowed and encouraged to compete. Where needed modification shall be made to a course layout to accommodate the challenge. See page 20.
4. Female dogs in estrus (heat) may not compete.
5. Dogs exhibiting signs of aggression that threaten the safety of other dogs or humans shall be excused from competition at the discretion of either the Judge or the Trial Chairperson. If the Trial Chairperson believes it is necessary in order to ensure the safety of others, he or she shall request that the dog be removed from the show-grounds or confined in such a manner as to remove the threat to others. Refusal to do so by the dog's owner shall result in permanent removal of both that dog and that person's CARO RallyO eligibility.
6. Dogs must be at least six months of age to compete. **Dogs over 7 years of age may compete as a Veteran.(see page 20)**
7. All dogs must be shown at all levels of CARO RallyO by the owner or by a member of the owner's immediate family. Immediate family is defined as: mother, father, spouse, life partner, brother, sister, child, niece, nephew, grandparent or grandchild. An exception is made for Junior Handler competition where the dog need not be owned by either the Junior Handler or the immediate family of the Junior Handler.
8. A dog must have an individual dog registration number from CARO in order to compete at a trial. Handlers may submit the Individual Dog Application form filled out and accompanied by a cheque payable to CARO for the amount required to the Trial Secretary. The Trial Secretary must submit this application with the trial results. Current CARO members receive a \$10.00 discount.

## Host Responsibilities

If the trial host is a Club, the Club, the Trial Chairperson or the Trial Secretary of the CARO trial is required to be a professional member of CARO in good standing. If the trial host is an individual that individual must be either the Trial Chairperson or the Trial Secretary and must be a professional member in good standing.

A trial host must:-

- A. Complete and submit to the CARO Trial Coordinator the Trial Application form, along with a cheque or money order for the required fee plus applicable tax(es), payable to CARO at least 60 days before the desired trial date. Applications will not be automatically approved if another organization has, within 250 km, an approved CARO trial on the same weekend. **No trials may be held the same weekend of the AGM within a 500 km radius unless held in conjunction with the AGM and seminar.**
- B. To obtain approval for such trials, permission must first be given from the organization that has an approved date. There will be a fine of \$50.00 plus applicable tax(es) for clubs whose Trial results are not received within 30 days of the trial, payable before the next trial takes place. Organizations hosting CARO trials have a responsibility to all parties concerned; in particular to Judge(s) who have made a commitment to officiate at trials and to CARO. By agreeing to hire a Judge, a legal contract has been entered into.
- C. Engage the services and pay the fees of a CARO-approved RallyO Judge at all CARO-sanctioned RallyO events. Where there is a possibility that the trial might be cancelled or changes made to the courses being run in the trial, the club should notify the Judges as early as possible of these possible changes. They must also notify CARO of any changes. In the event that a trial has to be cancelled, for whatever reason, Organizations have a responsibility, at a minimum, to reimburse Judges for any out of pocket expenses that may have been incurred prior to the trial.
- D. Set Trial Entry Fees.
- E. Forward the per run fee plus applicable tax(es) to CARO when submitting the trial entries and results.
- F. Post signs at the trial which state that prompting from spectators will result in an NQ for the competing team.
- G. Submit to CARO any Individual Dog Applications. Handlers may submit the Individual Dog Application form filled out and accompanied by a cheque to CARO for the amount required to the Trial Secretary.
- H. Designate the boundaries of the trial grounds.

If a Judge is unable to get to a trial due to inclement weather, sickness or other unavoidable situation and the club is able to obtain the services of another Judge to fill in, then the courses approved for the trial may be used by the replacement Judge. The club could also cancel the trial (should they feel that the entrants cannot attend) and apply for another date if they so choose. If the club is unable to procure the services of another Judge they may apply for a date change in which case the 60 day rule for trial date approval would be waived provided that the same Judge is utilized and the same approved courses are used.

## Courses

1. Course Design: It is the responsibility of the Judge to design the RallyO course(s) for the event.
2. Course Approval: All Judges must present a copy of their proposed RallyO courses to the course approver for approval at least 30 days prior to the trial date. This may be done by fax or e-mail.
3. Modifications for the Physically-Challenged Dog or Handler: See Section Provisions for the Physically-Challenged - see Page 20.

## Pre-Event Activities

1. **Posting the Course:** A copy of the course will be posted at the in-gate and at least one other location easily accessible to competitors. A copy will be provided to each competitor by the event host at check-in on the day of the event.
2. **Numbering the Signs:** Each sign used in the course should be numbered with an access number that corresponds to the posted course.
3. **Numbering the Stations:** The Sign holders must be numbered to indicate the sequence of the stations in the course. The numbers must be a minimum of 2" in height.
4. **Preparing the Course:** The course must be laid out very carefully, matching the posted course. Judges are encouraged to utilize the services of the trial giving in setting up the course so that only minor tweaking might be required. This will greatly assist in ensuring that busy trials run as smoothly as possible. However the Judge shall walk the course once it is set up to ensure that it is designed and set up properly. Any necessary changes shall be announced prior to the handlers walking the course. See Preparing the Course and Correct Placement of Signs.
5. **Walking the Course:** Competitors in regular classes and **Brace** shall be provided with a 10-minute period at the beginning of the event during which they may walk the course (without dog) and ask the Judge questions. If there are more than 20 competitors, an additional 10 minutes will be provided (after every 20 competitors) for course-walking and questions. For the C level and Team competition, the walk through time is 3 minutes.

## Eligibility

1. Once a dog has earned a Novice title, showing in that level shall be For Exhibition Only (FEO). The team must register as non-competing on their entry form. Once a dog has earned titles at the Advanced, Excellent, Versatility or Versatility Excellent Levels, they may show at those levels FEO or enter the C Stream to earn points towards their Bronze, Silver, Gold, Masters and Supreme titles. To show in C Stream, the Excellent title must have been earned.
2. Dogs may also enter levels at which a title has not been earned as FEO in order to gain experience. For example, once a dog has earned their Advanced title, they could continue to show in Advanced FEO or they could enter Excellent FEO and run on leash to gain ring experience.
3. CARO does not collect any fees for FEO runs although Clubs may do so. For Exhibition Only (FEO) runs are done for experience and are generally not scored. At the Judge's discretion, a score sheet may be filled out for an FEO run, in order to provide feedback to the handler. FEO runs are not eligible for placements or ribbons or prizes, and no FEO run can be counted towards a title at any level.
4. Dogs may compete in more than one level at the same trial under the following provision. The final qualifying run for the first title must occur in the same trial as the legs for the next title. For example: A team is competing in Trial T06-0000. They have two qualifying legs on their Novice title. They sign up for 4 runs. They do Run #1 (Novice) and fail. They pass Run #2 (Advanced) and Run #3 (Advanced). Run #4 is another Novice run and they are entered in it, as well.
  - a. If the dog passes Run #4 (Novice), this will complete the Novice title and the 2 Advanced legs will count toward the Advanced title.
  - b. If the dog fails Run #4 and does not earn the Novice title, then the Advanced legs will not count toward the Advanced title. They will become For Exhibition Only. The final Novice qualifying run must occur in the same trial as the two Advanced runs in order for those two

runs to count. The same rules apply for teams trying for Advanced/Excellent and Excellent/Versatility and Versatility/Versatility Excellent titles.

## Scoring

1. The perfect RallyO score is 200 points. Dog /owner teams enter the ring with a perfect 200 score and the Judge deducts points for errors throughout the course. Deductions may be taken for any portion of the course between the START and FINISH signs. In addition, 10 points will be deducted if a dog enters or leaves the ring off leash.
2. Qualifying Score: Teams must score, in regular classes, 170 or higher. To obtain a qualifying score, the team must, in the opinion of the Judge, successfully complete each of the stations. In the C Stream, teams must score 190 or higher to qualify.

## The Levels

1. RallyO Novice A or B: The Course shall consist of 20-22 exercise stations, including the START and FINISH signs. The Novice course is performed with the dog "on leash". All dogs must enter and exit the ring on leash. A 10-point deduction will be made for teams that do not adhere to this rule. The course for Novice Teams shall consist of 20 exercise stations.
2. RallyO Advanced A or B and C: The course shall consist of 15-20 exercise stations, including START and FINISH. Advanced courses shall be performed with the dog off leash. All dogs must enter and exit the ring on leash. A 10-point deduction will be made for teams that do not adhere to this rule. The course for Advance Teams shall consist of 20 exercise stations.
3. RallyO Excellent and Excellent C: The course shall have between 15-20 stations, including START and FINISH. Dogs will be off leash. All dogs must enter and exit the ring on leash. A 10-point deduction will be made for teams that do not adhere to this rule. The course for Excellent Team shall consist of 20 exercise stations.
4. Versatility, Versatility C, Versatility Excellent and Versatility Excellent C:
  - Versatility and Versatility C shall have between 15-20 stations, including START and FINISH. All stations for the Versatility and Versatility C Level are taken from the Novice Level plus the Tunnel #65, V23 and/or Weave Poles #66 or V24.
  - The Versatility Excellent level shall have between 15-20 stations including START and FINISH. Stations shall be from the Novice level (except Station 1) and also must include at least 3 stations from each of the Advanced and Excellent Levels. In addition the Versatility Excellent level must include either V22 Spread Jump, V23 Tunnel or V24 Weave poles. Where space permits two of these V stations may be included. All dogs must enter and exit the ring on leash. A 10-point deduction will be made for teams who do not adhere to this rule.
  - The courses for Versatility & Versatility Excellent Team shall consist of 20 exercise stations.

## The Event

1. The RallyO Event Ring shall be approximately 50' x 80' outdoors (4,000 square feet) and 30' x 50' indoors (1,500 square feet).
2. Timing the Event: All events shall be timed to 100<sup>th</sup> of a second (to avoid run-offs). If a team exceeds the maximum allotted time by more than one minute, the Judge may ask them to leave the ring.
3. Allowable Collars and Coats: All dogs must wear a flat buckle or snap collar. Harnesses that are fixed - tracking, seat belt and body harnesses - are permitted. Hands free leashes are also acceptable. Leashes should be made of fabric or leather and be long enough to provide adequate slack. Martingale collars, choke collars, prong collars, shock collars, moving harnesses (such as "no-pull" harnesses, loop harnesses, sporrans harnesses) and any harnesses that are designed to be correctional are not

allowed. As well, martingale leads or head halters are not allowed. Dogs at the Advanced, Excellent and Versatility levels are not required to compete with a collar. Dogs are permitted to wear coats in the ring. The coat shall not interfere with the dog's movement or the Judge's ability to judge the team's performance.

4. Checking the Collar: The Judge shall check the dog's collar when the team enters the ring. A dog wearing an improper or improperly fitted collar shall be excused. The owner shall be given the option of returning to compete at the end of the class order with a proper or properly-fitted collar.
5. Dog Heights: Dogs are not required to be measured on the day of trial prior to the judging. However, Judges have the option of measuring any dog prior to his/her performance if the dog appears to be entered in a group lower than might be indicated by his/her registered shoulder height.
6. Jump heights: May be modified based on a dog's physical challenges (such as age, body type, or disability). Modifications are at the discretion of the Judge. They are to be noted on the score sheet and reported to CARO with the Trial Results Submission Sheet.
7. Caution about Outside Interference: The Judge will caution the spectators that outside interference or prompting will result in a team NQ.
8. Performance Attitude: RallyO is meant to be performed with animation and enthusiasm, along with briskness in the movement of the team. Handlers are allowed to talk to their dogs and give hand signals.
9. The Judge gives no verbal directions after the start command. Judging starts as the team passes the Start sign. Judging stops when the team crosses the finish line.
10. Distance from the Station Signs: Stations should be performed 1 to 2 feet from the station signs. Deductions of 1-2 points will be taken depending on the distance that the station is performed from the sign. This prevents competitors from cutting corners and ensures that all competitors cover approximately the same distance on the course.
11. Specific point deductions: The Judge will use the individual team score sheet for marking the specific point deductions for each performance. For a detailed description of the deductions, see CARO Point Deductions and Clarifications of RallyO Obstacles and Positions.
12. Heeling between stations is also judged. Errors such as lagging, forging, heeling wide and bumping are scored as minor to significant deductions.
13. Verbal Encouragement: Handlers are allowed to give verbal encouragement after the first command. For stationary stations, verbal or physical cues which result in the dog changing position will incur deductions for double commands. Handlers may clap their hands or slap their legs as well as use words to encourage their dog while heeling between stations or during stations where the dogs is moving - turns, spirals, etc. while the dog is in heel position.  
*Clarification of TARGETING and DOUBLE COMMANDS* Cues to have the dog resume heel position will incur deductions as per the point deduction chart. For example, if a dog targets to a hand, the Team will be penalized with a double command when the target hand changes position (moves) and causes the dog to change position or behaviour. For example, if the handler is walking along with a hand stuck out in front of the dog's face or they are saying "heel, heel, heel" there would be a penalty if the dog got out of position and the visual or verbal cue caused the dog to change position or behaviour. See Heel Position (Novice Stations) for more information.
14. Individual stations do not have a specific score value. Some stations are quite simple and others more complicated. Point deductions are assessed against the total performance. However, deductions totalling more than 10 points for any single station will result in a NQ (Non-Qualifying) score.

15. Small error: A minor deduction is 1-2 points. Slight errors that would call for a 1/2-point deduction in traditional obedience are not considered deductions in RallyO.
16. Interaction with signs: Knocking over a sign or cone is a 5 point deduction. Moving a sign/cone out of position (bumping) results in a 1-2 point deduction for minor movement and 3-5 point deduction for substantial bumping or moving of a sign or cone. There are no deductions for dogs that knock over or bump the sign/cone with a wagging tail.
17. Missed Station: A handler and dog team who miss a station or an element of a station and go on to perform the next station will result in an NQ.
18. Station Error: In **NOVICE**, a handler may go back and repeat or correct a missed portion of the station before performing the next station. At this level, there is no limit on the number of stations to which the handler may return.  
In Novice a repeat of station will incur a deduction of 3 points but any deductions accumulated attempting the station to that point will be erased. Therefore any station may be attempted 4 times: 1) the initial attempt; 2) the first repeat, (a deduction of -3); 3) the second repeat, (a second deduction of -3); and 4) the third repeat. At this point the team has a score of -9 for the station. If there are any further deductions at this point, such as a second cue, the station now has a total deduction of 11 points which will result in an NQ.  
  
In **ADVANCED**, only one station may be repeated. It will incur a deduction of 5 points, deductions accumulated attempting the station to that point will be eliminated. The station may be attempted 3 times: 1) The original attempt, 2) the first repeat (a deduction of -5) and 3) the second repeat (a second deduction of -5). If there are any further deductions at this point, such as a second cue, the station now has a total deduction of over 10 points and the team will result in an NQ.  
In **EXCELLENT**, **VERSATILITY** and **VERSATILITY EXCELLENT**, there are no repeats of stations allowed.
19. Interference from Spectators: If a prompt from outside the ring results in the team going back and re-doing a station or an element of the station, the teams will NQ.
20. Maximum Times: The maximum time allowed for a Novice course is 3-4 minutes depending on the number of stationary stations and at the discretion of the Judge. For Advanced, Excellent, Versatility and Versatility Excellent and all Team courses, the time allotted is 3 minutes.  
Handler and dog teams that exceed the maximum time allotted shall receive a non-qualifying score and the Judge shall make a "NQ-ET" (exceeded time) notation on the score sheet. Judges shall make reasonable time accommodations for owners or dogs who are physically-challenged or for larger, slow-moving breeds of dogs. If the team has exceeded the maximum course time by more than one minute, the Judge may ask them to leave the ring.
21. Corrections Verbal and/or Physical Corrections are not allowed in the RallyO ring. Touching the dog to put it into a position (Sit, Down, Stand) is considered to be a physical correction and will result in an NQ.  
*A harsh verbal or physical correction shall be defined as one that offends the sensibilities of the Judge or that causes an obvious adverse reaction in the dog.*  
If the owner uses harsh physical or harsh verbal corrections, the Judge shall caution the handler quietly and note "NQ -VC" (physical/verbal corrections)" on the score sheet for that team. A second such incident will result in the team being excused from the ring and it shall be so noted on the score sheet.  
Benign leash restraint shall be scored as a tight lead and deducted accordingly. This is not considered a physical correction, unless in the Judge's opinion there is an apparent intent on the part of the handler to correct with the leash.  
Any handler who has been excused from the ring for harsh verbal or harsh physical corrections on two separate occasions shall be prohibited from competing in CARO RallyO events for a period of two years. Corrections are not allowed anywhere within the boundaries of the trial. A form for the submission of complaints may be found on the Forms page of the web site at [www.canadianrallyo.ca](http://www.canadianrallyo.ca).



22. Leaving the Ring: If a dog leaves the RallyO ring while on course, the Judge shall score that team's performance as "NQ-LR" (left the ring) and make a notation of such on the score sheet. The performance shall be terminated.
23. Use of Food or Toy Rewards: Upon completion of a station, where the dog is stationary at the end of the station, (sit, down or stand), the owner may choose to give the dog a food or toy reward. The food or toy should only be in the owner's hand when it has been taken out of the pocket to be given to the dog. It should then be returned to the pocket before the team moves on to the next station. During and between stations, all food or toy rewards must be contained in pockets. The food or toy MUST be kept in the pocket on the opposite side to which the dog is heeling or it will be considered a lure. A toy reward is defined as an inactive toy (no sound or light emitted).  
*Dropped Food:* There is no penalty for food dropped on the floor accidentally. The dog must remain in a sit while the handler goes to get the food, i.e. If handler picks up the food and the dog has remained in the sit, there will be no penalty but the handler must pocket the food immediately. If the dog goes to the food, the team will be penalized for the dog leaving Heel position. **1-2 Points as per point deduction page 17.**  
Any delivery of a food or toy reward that significantly interrupts the flow of the performance shall incur deductions accordingly at the discretion of the Judge.
24. Off Course: If a dog and handler team goes off course (performs a station out of order), the team shall receive a non-qualifying score and the Judge shall make a notation of "NQ-OC" (off-course) on the score sheet. See Page 87 'Taking an obstacle out of sequence' for exceptions.
25. Touching the Dog: Upon successful completion of a station, the owner may choose to briefly pet or touch the dog as a reward. However, any petting or touching that significantly interrupts the flow of the performance shall incur deductions accordingly at the discretion of the Judge.
26. Eliminating on course: If a dog eliminates in the ring, the team shall receive a non-qualifying score. The Judge shall terminate the performance and make a notation of NQ-E (elimination) on the score sheet.

## In the Event of a Tie

1. In the event of a tie in scores, the team with the fastest time wins. Teams tying in scores and times shall do a run-off course shortened to the first 12 stations from the original course.
2. In the event of a run-off tie, competitors shall perform the shortened course again. The highest score will win but, if there is once again a tie, the highest score with the fastest time will win.

## After the Event

1. Qualifying ribbons may be of any colour and shall be awarded to each dog and owner team achieving a qualifying score. Ribbons must display the CARO logo.
2. Placement ribbons optional: The Trial Committee may choose to offer placement ribbons to the top five teams. Trial committees may also offer other awards as desired e.g. High Scoring awards for mixed breed, shelter adoptee, senior handler, junior handler, physically challenged handler, etc.
3. Judge must sign off on the results: At the completion of the RallyO trial, the Judge shall sign the completed Judge's Trial Result submission sheet. A copy of this sheet will be sent by the Trial Committee to CARO, a second copy should be kept by the Judge for at least one year. A third copy should be kept by the Trial-giving for at least one year.

## Titles

1. In order to attain a RallyO title, the dog must earn three (3) legs with qualifying scores of 170 or better under at least two (2) different CARO-approved RallyO Judges. All dogs must begin RallyO Obedience Competition at Novice. **For Team ,Versatility and Brace at all levels**, the qualifying score is 180.
2. There are different qualifying requirements for C Stream, Championship and Supreme levels. Please refer to their respective sections for details.
3. Titles shall be awarded by CARO to dogs that earn three legs at any given level.

Regular Titles	Championship Level Titles
CRN - CARO Novice Level	CRB - CARO Rally Bronze
CRA - CARO Advanced Level	CRS - CARO Rally Silver
CRX - CARO Excellent Level	CRG - CARO Rally Gold
CRV - CARO Versatility Level	CRMCH - CARO Rally Masters Champion
CRVX - CARO Versatility Excellent Level	CSXCH - CARO Supreme Excellent Champion
	CSVCH - CARO Supreme Versatility Champion
Team Titles	Working Class & W.P.T
CRNT - CARO Rally Novice Team	See the relative Handbooks
CRAT - CARO Rally Advanced Team	<b>Brace Titles</b>
CRXT - CARO Rally Excellent Team	<b>CRBN- CARO Rally Brace Novice</b>
CRVT - CARO Rally Versatility Team	<b>CRBA- CARO Rally Brace Advanced</b>
CRVXT - CARO Rally Versatility Excellent Team	<b>CRBX- CARO Rally Brace Excellent</b>
	<b>CRBV- CARO Rally Brace Versatility</b>
	<b>CRBVX- CARO Rally Brace Versatility Excellent</b>

In addition, regular titles (except for Versatility and Versatility Excellent) may include the letters CL (Cum Laude) or MCL (Magna Cum Laude) (CRNCL or CRACL or CRXCL) for dogs whose total scores for a given title average 180-189; (CRNMCL or CRAMCL or CRXMCL) for dogs whose total scores average 190-200.

For dogs competing in Excellent, Versatility and Versatility Excellent at the C level the titles of CARO Supreme Excellent Champion (CSXCH) and CARO Supreme Versatility Champion (CSVCH) are available. See page 64 for details.



## CARO Point Deduction Guidelines

Deductions totaling more than 10 points for any single station shall be considered non-qualifying (NQ). The dog and handler may be allowed to complete the course unless, in the Judge's opinion, it would be detrimental to the dog or the sport of RallyO to allow them to do so.

When specific cues are used in this handbook (e.g. 'get it'), they are given as an example only. Any suitable cue may be used by the handler unless such cues are specified as not permissible. Verbal cues and hand signals may be given simultaneously and may be repeated except where prohibited in a specific exercise.

Handlers of dogs that are deaf may use hand signals even though the exercise prohibits this.

### 1-2 Point Deductions: Minor Deduction

- Tight leash
- Dog interfering with handler (crowding, jumping up)
- Loss of forward motion (dog or handler stops)
- Poor Sit, Poor Down (more than 45 degrees out of heel position or significantly to the front or rear of handler)
- Crooked front ( more than 45 degrees out of position directly facing the handler)
- Slowness to respond
- Being out of heel position
- Slight touch (ticking) of a jump
- Dog sits before backing up (Back up 3 steps) - (2 points)
- Dog Backing Up 3 Steps up to 45 degrees out of alignment (1-2 points)
- Dog's shoulders in heel position - body at 45 degree angle (Back up 3 steps) (2 points)
- 1<sup>st</sup> additional cue, all classes (2 points)
- Additional cues - Novice (2 points)
- 3<sup>rd</sup> or more additional cues - Advanced, Excellent, Versatility and Versatility Excellent (1 point each)
- **Moving feet forward or backward in Forward & Finish exercises**

### 3 to 5 Point Deductions: Substantial Deduction

- Handler repeats improperly performed station: Novice (3 points), Advanced (5 points)
- Pylon/Post or sign knocked over (5 point)
- Lack of control
- Loud or Intimidating commands or signals from handler. If the command or signal affects the attitude of the dog or offends the sensibilities of the Judge, the handler will be warned accordingly and will NQ.
- 2<sup>nd</sup> additional cue Advanced, Excellent, Versatility (5 points)
- Slowness to respond
- Hitting jump, pushing off jump, knocking off bar (5 points)
- Handler pauses 1-2 seconds in Moving Down Exercise (3 points)
- Handler gives 2<sup>nd</sup> cue in moving down (5 points)
- Dog performs obstacle 2-5 feet from line of travel
- In Team Competition - not leashing 1st dog at Station 10 before 2nd dog begins working (5 Points)

### 6-10 Point Deductions: Major Deduction

- Benign leash restraint (continuous tight leash) in addition to lagging, forging deductions.
- Dog and Handler Teams not entering or leaving the ring on leash (10 point)
- Dog goes under bar (bar jump) (10 point)
- **Dog performs obstacle more than 5 feet but within 10 feet from line of travel**

## Over 10 Points: NQ (Non-Qualifying)

- Interference from spectators if it results in the team going back and re-doing a station or any element of the station
- Deductions totaling more than 10 points for any single station, shall be considered non-qualifying (NQ)
- Touching the dog to put it into a position (Sit, Down, Stand) NQ-P/VC
- Incomplete performance/Minimum Requirements not met NQ-IP
- Dog unmanageable NQ-DU
- Consistently tight leash (Dog constantly pulling or resisting) NQ-TL
- Off Course- if the dog and handler team goes off course and does not complete the exercise station at all or perform one or more stations out of order NQ-OC
- Using food as a lure rather than a reward NQ-FL
- Out of position (more than 4 feet from handler) for a substantial portion of the course NQ-OP
- Exceeds time limit NQ-ET
- Dog leaves the ring while on course NQ-LR
- Physical or harsh verbal corrections NQ-P/VC noted on score sheet and the handler will be cautioned. Upon a second such incident, the dog and handler team will be excused.
- Dog eliminates in the ring. The performance is terminated and NQ-E shall be noted on the score sheet.
- (Jump/Obstacles)Traveling between or encroaching in the 6 foot marker and the jump (see Appendix G for full details)
- (Jump/Obstacles)Traveling between or encroaching in the 10 foot marker and the jump (see Appendix G for full details)
- Dog performs obstacle more than 10 feet from line of travel
- Going beyond the zero line of the jump/tunnel without performing the obstacle
- Biting at or tipping over the food bowls
- Handler comes to complete standstill on Moving Down
- Dog sits during back up (Back up three steps) (See Appendix K)
- Dog not in heel position (Back up three steps) (See Appendix K)
- Dog's shoulders in heel position - body greater than 45 degree angle (Back up 3 steps).
- Dog walks on the broad jump boards
- Failure of handler to take 2-3 steps before calling dog (Halt - Leave dog - Call while running (NQ-IP)
- Failure of dog to enter weaves or spirals correctly

**A harsh verbal correction shall be defined as one that offends the sensibilities of the Judge or that causes an obvious adverse reaction in the dog (cowering, tail down, etc.). Any handler who has been excused from the ring for physical or harsh verbal corrections on TWO separate occasions shall be prohibited from competing in future RallyO (CARO) events for a period of two years.**

**Handlers may compete with their dogs on the right side (instead of on the common heel position with dogs on the left of handler), but the dog must be in the heel position and the handler must notify the Judge in advance. All stations will be performed in the same manner as they would be with the dog on the left.**

## Provisions for the Physically-Challenged

Physically-challenged handlers and dogs are encouraged to compete in RallyO. Modifications of the course for both handler and dog are permitted at the Judge's discretion.

It is also at the Judge's discretion whether or not a dog will be allowed to compete. If the handler has any concerns regarding the Judge's decision or wishes to challenge it, the handler should be prepared to present a letter from a veterinarian stating that the dog is fit to compete. The Judge will consider this in his/her final decision. As all injuries are not always obvious or consistent, the Judge shall have the final discretion on the day of the trial.

All requests for modifications to a course must accompany the Entry Form (Registration Form) for the trial. The request should be in writing and should explain the handicap and the modification(s) requested. The Trial Secretary is required to forward any letters regarding the physically challenged dog and handler team and the proposed modifications as a result of these physical challenges to the Judge(s) for their approval at least a week prior to the trial to enable the Judge(s) to make modifications to the course.

The request should also include a contact phone number in the event that the Judge has any questions prior to the event.

If/when approved the Judge shall initial the request and attach it to the score sheet.

## Veteran Dogs

Veteran dogs (dogs over 7 years of age) may have modifications made to the course because of their age without requiring a letter from a veterinarian.

## Particular Situations

Novice level of RallyO obedience includes some signs that may be difficult or impossible to perform for some physically-challenged competitors. For example, Call Dog Front—Forward Right and Call Dog Front—Finish Right. Stations that require the handler to pass the dog around his/her back from the right hand to the left hand. Any handler with the use of only one arm would be unable to do this and should be allowed to perform these stations in a manner suited to his or her physical challenge. This would also apply to anyone using an aid to walk such as a crutch or cane. A handler using a wheelchair should be able to perform these stations. Anyone unable to use both arms should be allowed to attach a lead around the waist. The station would then be performed to the left.

Moving Side Step Right cannot be performed by someone using a wheel chair. Therefore it is suggested that the team comes to a Halt and the dog is placed in a Sit-Stay. The handler then circles to the right and comes to a halt directly to the right of the dog. The dog is then called into heel position.

Generally, the Judge should use common sense and make any reasonable provisions that will enable the physically-challenged handler or dog to complete the course.

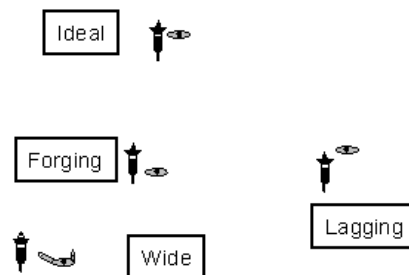
## The Heel Position:

The dog's position at heel, whether the dog is standing, lying down, sitting or heeling forward is defined as follows:

In the ideal heel position the shoulder of the dog is level with the handler's left or right side. When moving, the team should work continuously at a normal pace. Minor points will be deducted for lagging if the dog's nose drops behind the handler's side (1 - 2 points depending on the degree of distance). The dog may turn his/her head to watch the handler. Minor points will be deducted for forging should the mid-point of the dog's body pass the handler's side (1 - 2 points depending on the degree of distance). The dog should be in a straight-line, parallel with the direction in which the handler is traveling, on the left or right, but may not switch sides back and forth over the course (exception: when required in the Versatility Classes).

Handlers may clap their hands or slap 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. Cues that are used to have the dog resume heel position will incur deductions as per the point deduction chart.

Dogs out of heel position for the major part of the course will NQe.g. If the dog is walking along at heel position while the handler tells him "Heel, nice heeling boy, good heel, come on, Robbie, what a good boy", no deductions would be taken. If the dog lags or forges or goes out of heel position and the handler uses cues to bring him back to heel position, deductions will be taken.



## Introduction to Classes and Stations

There are a total of 66 signs for 55 stations in the Novice, Advance and Excellent levels. There are signs for each approved station as well as 9 duplicate signs and signs for Start and Finish. Additional signs have been introduced as more levels have been added to CARO. See sections in this Handbook on Versatility and Versatility Excellent. Separate Handbooks have been developed for the Working and Working Proficiency Test levels. On a course, each sign should be numbered with an access number that corresponds to the numbered list below. Stations 48 and 49 (START and FINISH) must be used in all classes. Stations 1 - 29 may be used in Novice courses. Signs numbered 2- 47 may be used in Advanced A B classes and signs numbered 2 - 47 and 59 - 66 are to be used in Excellent classes.

Signs 50 through 58 are duplicate directional signs (turns). Their inclusion is intended to allow for greater ease of course designing.

Each class description contains both a listing and a detailed description of the stations particular to that class.

Failure of the dog to complete any part of any station will result in NQ-IP. Deductions will be made for additional cues, lagging, forging, or out of heel position according to CARO Point Deduction Guidelines.

Example 1: In a Pivot, where the station sign indicates Halt-Pivot Left-Halt, if dog does not Sit at each Halt or does not move with the Handler in the Pivot as described in the station, the team will incur a NQ because the station was not completed properly.

Example 2: Call Front - Finish Left: If the Dog does not sit as described, the team will NQ-IP.

## Start, Finish and Duplicate Stations

- 48. START The Handler and dog start when the Judge gives the signal. Timing begins when the team passes the Start sign. There are no other commands from the Judge throughout the course.
- 49. FINISH The handler and dog team crosses the line and the time is stopped.

The following 9 duplicate Stations may be used in all Levels.

- 50 About "U" Turn
- 51 Right Turn
- 52 Right Turn
- 53 Left Turn
- 54 Left Turn
- 55 About Turn Right
- 56 270 Degree Right (Turn)
- 57 270 Degree Left (Turn)
- 58 Normal Pace

## CARO Novice Class

All stations are judged on leash. The leash must be made of fabric or leather and needs only be long enough to provide adequate slack.

*The RallyO Novice A Class.* The A stream is for the handler who is an inexperienced beginner and who has never titled a dog in any sport. The handler has not instructed or assisted with dog training classes in any sport. After obtaining the CARO Rally Novice (CRN) title, the handler may continue on to the Advanced A stream with the same dog. There is no A or B stream in Excellent or Versatility.

After a competitor has attained an Advanced A title, he or she is considered “experienced” and must compete in the B stream with any other dogs they handle.

A person may enter more than one dog in this class. A dog completing the RallyO Novice (CRN) title, may continue to compete in this class for practice purposes, For Exhibition Only (FEO). However handlers and dogs competing under FEO are not eligible for placements in the class.

*The RallyO Novice B Class.* The B stream is for handlers who already have obtained an obedience title, an agility title, a CARO advanced title, who are professional trainers, instructors or assistants or who are Judges or Judges-in-training of Obedience, RallyO or Agility competition.

A person may enter more than one dog in this class. A dog completing the RallyO Novice (CRN) title may continue to compete in this class for practice purposes, For Exhibition Only (FEO). However, handlers and dogs competing under FEO are not eligible for placements in the class.

A dog and handler team that misses any station will incur a non-qualifying (NQ) score.

### Exercise stations:

Description	Required	Specific instructions
Total # Exercise Stations	20-22	Includes the START and FINISH stations. Selected only from Novice Exercise stations, Station 1 - 29 or duplicate signs, #50 - 58
# Stationary Stations	Maximum 5	

**Stationary stations** are any stations beginning with a HALT.

**TIME ALLOTTED:** three (3) to four (4) minutes depending on the number of Stationary Stations The course time in Novice may be 3 or 4 minutes, depending on the Judge's decision.

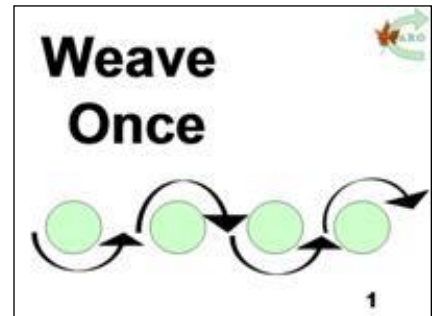
## Novice Stations 1-29

Novice Courses may include any of the following stations:

1. Weave Once
2. HALT - Sit - Stand
3. HALT - Sit - Down
4. HALT - Sit - Down - Sit
5. HALT - Sit - Walk Around
6. HALT - Sit - Down - Walk Around
7. Right Turn
8. Left Turn
9. About Turn - Right
10. About "U" Turn
11. 270 Degree Right (Turn)
12. 270 Degree Left (Turn)
13. 360 Degree Right (Turn)
14. 360 Degree Left (Turn)
15. Call (Dog) Front - Forward Right
16. Call (Dog) Front - Forward Left
17. Call (Dog) Front - Finish Right
18. Call (Dog) Front - Finish Left
19. Slow Pace
20. Fast Pace
21. Normal Pace
22. HALT Side Step Right HALT
23. HALT - 90 Degree Pivot Right - HALT
24. HALT - 90 Degree Pivot Left - HALT
25. Spiral Right - Dog Outside
26. Spiral Left - Dog Inside
27. HALT - 1,2,3 Steps Forward
28. HALT - Turn Right - 1 Step - HALT
29. Straight Figure 8

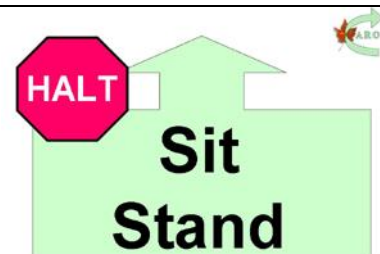
## Detailed Descriptions:

1. **Weave Once.** Four cones (pylons) are placed in a straight line approximately 5 feet (1.52 meters) apart. The station sign is placed near the first cone in the line. Entry into the weaving pattern is between the first and second cone with the first cone on the team's left. Dog and handler weave through the cones and exit from the pattern, moving on to the next exercise station. This Station is used only in NOVICE and Versatility (Not Versatility Excellent)



**Deductions:** Failure of the dog handler team to enter in the correct manner is not a handler error and unless station is redone, it is an NQ-IP (Incomplete Performance)

2. **HALT - Sit - Stand.** While heeling, the team comes to a halt and the dog sits in heel position. The handler then cues the dog to stand. The handler may NOT touch the dog to help it stand but may gently touch the dog to stabilize or position it once it is standing. When the dog is standing, the handler resumes a proper heel position and cues the dog to heel forward from the stand.



**Deductions:** If the dog fails to sit or fails to stand, the station will be scored as NQ -IP. If the dog sits before being cued to heel forward, it will be scored as NQ-IP.

### General Note about the SIT:

In Rally-O stations where the dog/handler are required to Halt, the dog must sit at heel when the handler stops. In stations requiring a Finish, the dog is required to sit at heel before the team continues to the next station. The sit may be cued or automatic. A crooked sit will result in points deducted if the dog is more than 45 degrees to the heel position. A sit within this angle will not have points deducted. Deductions shall be minor (1 - 2 points) depending on the degree of crookedness. All sits will be scored in this manner.



3. **HALT - Sit - Down.** While heeling, the handler comes to a halt and the dog sits in heel position. The handler then cues the dog to lie down. When the dog is down, the handler resumes a proper heel position; then cues the dog to heel forward from the down.



**General Note about the DOWN:** In all RallyO stations where the dog is required to Down, if the dog lies crookedly (see sit) or rolls around, there will be minor deductions (1 - 2 points) depending on the degree of crookedness and /or movement.

4. **HALT - Sit - Down - Sit.** The first part of this station is performed as described in Station 3. When the dog is lying down, the handler cues the dog to rise into a sit position. When the dog is sitting, the handler cues the dog to heel and moves toward the next exercise station.



**Deductions:** Standing from the down prior to sitting is scored as a substantial deduction of 3 - 5 points.

5. **HALT - Sit - Walk Around.** While heeling, the team comes to a halt with the dog sitting in the heel position. The handler gives the dog a “stay” or “wait” cue and walks around the dog to his/her left, and back to heel position. The Handler then cues the dog to heel and moves toward the next exercise station.



**Deductions:** Slight movement of the dog’s feet will be a minor deduction (1 - 2 points). Failure of the dog to sit or remain sitting until given the next cue or turning in a circle to follow the handler shall result in NQ-IP.

6. **HALT - Sit - Down - Walk Around.** While heeling forward, the team halts and the dog must sit in heel position. The handler cues the dog to lie down, gives a “wait” or “stay” cue, and then walks around the dog to his/her left and back to heel position. The handler then cues the dog to heel from the down position and moves toward the next exercise station.

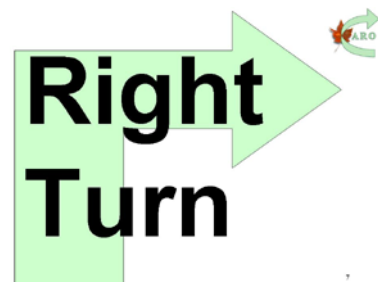


**Deductions:** Slight movement of the dog’s feet will be a minor deduction (1 - 2 points). Failure of the dog to sit or down and to remain in those positions until given the next cue or turning in a circle to follow the handler shall result in NQ-IP.

7. **Right Turn.** A 90-degree turn to the right.



Both Variations are Acceptable  
For Right Turns



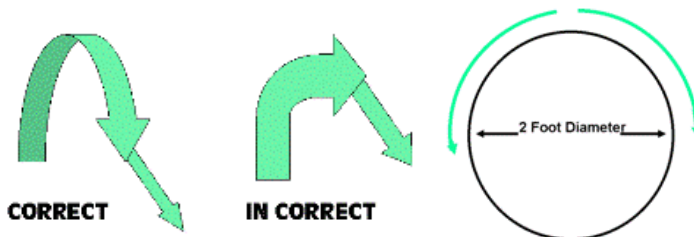
8. **Left Turn.** A 90-degree turn to the left.



Both Variations are Acceptable  
For Left Turns



9. **About Turn - Right.** While heeling, the team makes a 180-degree turn to the handler's right which results in the handler and dog facing in the opposite direction and the dog and handler then move toward the next exercise station. A tight circle is ideal.



**Deductions:** The handler's path is to be on or within a circle that is 2 feet in diameter (width) (.6 m). If the handler's path is larger than 2' (two feet) (.6m) diameter, there will be a minor deduction (1-2 points) deduction depending on the size of the circle.

When the line of travel on the course angles off after an About Turn to the Left or Right, (while in motion or stationary) 180 Degree Turns to the Left or Right, the team must perform the station correctly before angling off

10. **About "U" Turn.** While heeling, the team makes a 180-degree turn to the handler's left which results in the handler and dog facing in the opposite direction. The dog and handler then move forward.

**Deductions:** See #9 A tight circle is ideal.



11. **270-Degree Right (Turn).** While heeling, the team makes a 270-degree turn ( $\frac{3}{4}$  of a circle) that begins to the handler's right. However, the final direction taken toward the next exercise station is to the left of the team's original position. A tight circle is ideal.

**Deductions:** See #9



12. **270-Degree Left (Turn).** While heeling, the team makes a 270-degree turn ( $\frac{3}{4}$  of a circle) that begins to the handler's left. However, the final direction taken toward the next exercise station is to the right of the team's original position. A tight circle is ideal.

**Deductions:** See #9



13. **360-Degree Right (Turn).** While heeling, the team makes a 360-degree turn (a complete circle) that begins to the handler's right. The final direction is the same as that of the team before starting the station. A tight circle is ideal.

**Deductions:** The handler's path is to be on or within a circle that is 2' (two feet) (.6m) in diameter (width). If the handler's path is larger than the 2' diameter, there will be a minor deduction (1-2 points) depending on the size of the circle. See #9

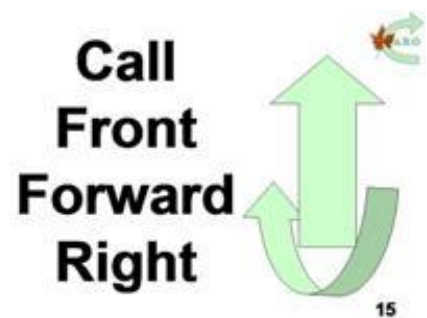


14. **360-Degree Left (Turn).** While heeling, the team makes a 360-degree turn (a complete circle) that begins to the handler's left. The final direction is the same as that of the team before starting the station. A tight circle is ideal.

**Deductions:** See #13



15. **Call (Dog) Front - Forward Right.** While heeling, the handler stops his/her forward motion and calls the dog to the front position (Recall). The dog continues to move during this portion of the station - the dog does not sit and then go to the front position. The handler may take three to four steps backward as the dog turns and moves in to sit in front of and facing the handler. **Once the dog is in the front position the handler may cue the dog to sit.**



**Second part of the station,** The handler cues the dog to move to the handler's right, around and behind the handler and into heel position. **Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.** The handler may begin to move forward but the dog must commit to the cue before the handler moves forward. The dog goes to heel position and moves forward with the handler without sitting at heel. Walking into the dog to force the dog to move will be considered a physical correction and will result in an NQ.

**Deductions:** Crooked fronts, will incur minor deductions (1 - 2 points) depending on the degree of error (more than 45 degrees to either side of the Front position). **Movement of handler forward or backward to perform the second part of the exercise will incur minor deductions (1 - 2 points).** If the handler moves either left or right to position him/herself in front of the dog in order to create a straight front, a substantial deduction (3 - 5 points) will be made, depending on the degree of adjustment by the handler. Failure of the dog to sit in Front position will result in NQ-IP

16. **Call (Dog) Front - Forward Left.** The Call (Dog) Front part of this station is performed as in Station 15. For the second part, the handler cues the dog to move from the front position to the handler's left or heel position. **Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.** The handler moves forward after the dog has committed to the cue. The dog catches up to the heel position without sitting at heel.



**Deductions:** See Station #15

17. **Call (Dog) Front - Finish Right.** The Call (Dog) Front portion of this station is performed as in Station 15. For the second part, the handler cues the dog to Finish by moving from the front position to the handler's right, around behind the handler and finally sitting in heel position. **Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.** The handler then cues the dog to heel and moves forward toward the next exercise station.



**Deductions:** **Movement of handler forward or backward to perform the second part of the exercise will incur minor deductions (1 - 2 points)** Failure of the dog to Sit in Front position or at Heel position prior to heeling forward will result in NQ-IP.

18. **Call (Dog) Front - Finish Left.** The Call (Dog) Front portion of this station is performed as in Station 15. For the second part, the handler cues the dog to Finish by moving from the front position to the handler's left, then turns to sit in heel position. **Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.** The handler then cues the dog to heel and moves forward toward the next exercise station.



**Deductions:** See Station #17

19. **Slow Pace.** The team decreases its pace so that there is a noticeable difference from the normal pace.



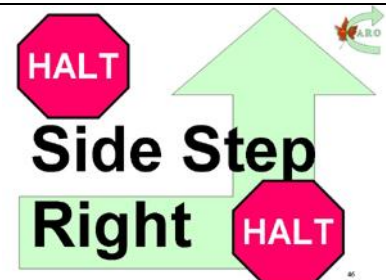
20. **Fast Pace.** The team increases its pace so that there is a noticeable difference from the normal pace. The pace should be fast enough that the dog at least breaks into a trot.



21. **Normal Pace.** The team moves forward at a normal pace that is comfortable for dog and handler.



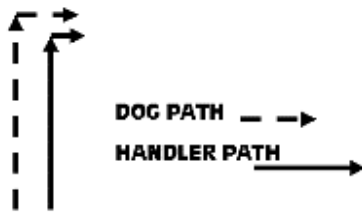
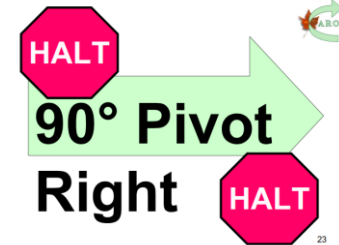
22. **HALT - Side Step Right - HALT.** The team comes to a Halt and the dog sits in heel position. The handler takes one side step directly to his/her right with either foot while cueing the dog to heel. The dog must move one step to the right simultaneously with the handler, into the heel position, and sit. The Handler then cues the dog to heel and moves forward toward the next exercise station.



**Deductions:** 1 to 2 point deduction shall incur for dogs that do not remain in heel position (parallel to the handler) on the side step. Failure of the dog to move with the handler in the side step results in an NQ-IP. Failure of the dog to sit at both halts will result in an NQ-IP. See Appendix J

23. **HALT - 90 Degree Pivot Right - HALT.** With the dog sitting in the heel position, the handler pivots 90 degrees ( $\frac{1}{4}$  turn) in place to his/her right and Halts. The dog moves simultaneously with the handler and resumes a Sit in the heel position when the handler halts. The handler then cues the dog to heel and moves forward toward the next exercise station. Pivots are done in place.

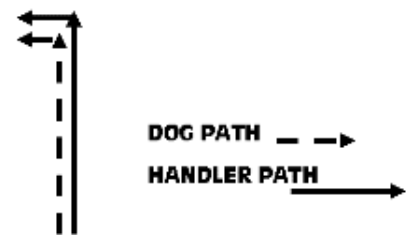
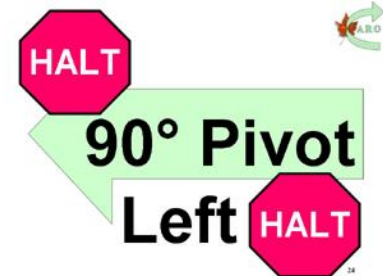
See Appendix F - Judging the Pivot



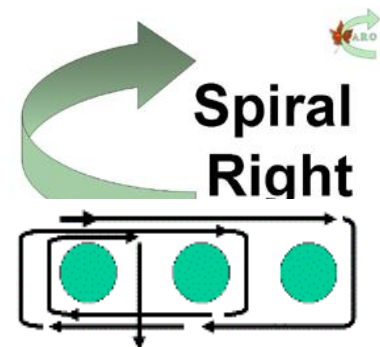
**Deductions:** Failure of the handler to Sit the dog at each Halt will result in NQ-IP  
Failure of the dog to move with the handler during the pivot will result in NQ-IP

24. **HALT - 90 Degree Pivot Left - HALT.** With the dog sitting in heel position, the handler pivots 90 degrees ( $\frac{1}{4}$  turn) in place to his/her left and Halts. The dog moves simultaneously with the handler and resumes a Sit in the heel position when the handler halts. The handler then cues the dog to heel and moves forward toward the next exercise station. Pivots are done in place.

**Deductions:** See Station #23



25. **Spiral Right - Dog Outside.** Three cones (pylons) are placed in a straight line approximately 5 feet (1.52 meters) apart. The Right direction indicates that the handler turns to his/her right when moving around each of the cones (clockwise). This places the dog on the outside of the turns. The station sign is placed next to the first cone facing the direction of the team's approach. Dog and handler pass the first cone and proceed to and around the third one, then loop the first cone, proceed to and around the second, then loop the first cone one last time. Each of the three spirals circles the first cone.





26. **Spiral Left - Dog Inside.** Performed as in Station 25, except that the turns of the spiral are to the handler's left (counter-clockwise) and the dog is on the inside of the turns.



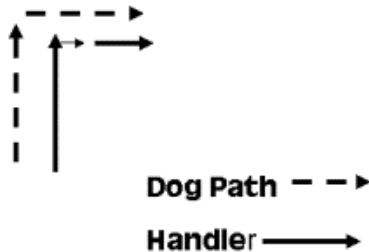
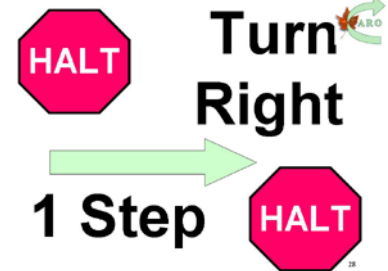
27. **HALT - 1, 2, 3 Steps Forward.** With the dog sitting in heel position, the handler cues the dog to heel and takes one step forward, then halts; two steps and a halt; then three steps and a halt. The dog moves with the handler, maintaining heel position, and **must sit** each time the handler halts. Handler may cue the dog to sit at each halt. The intent of this station is that the dog moves when the handler moves and Sits when the handler Halts. Therefore handlers must move and halt 4 times and must make the minimum required steps. Failure to make the minimum required steps shall result in an NQ. If the handler adds additional steps in error, this will incur a deduction of 3 points for Handler Error for each part of the sequence that is incorrect but would not result in an NQ, unless maximum point deductions for that station are accumulated.



**Deductions:** Failure of the dog to sit at each of the Halts will result in NQ-IP. Failure of the dog to move with the handler will result in NQ-IP.

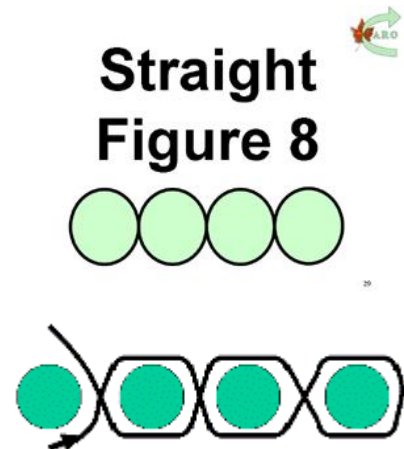


28. **HALT - Turn Right - 1 Step - HALT.** With the dog sitting at heel, the handler cues the dog to heel as she/he turns to the right (in place), while taking one step in that direction with either the right or left foot, closing with the other foot, and then halts. OR the handler and dog Halt, then turn right taking one step with the right or left foot and closing with the other foot. The dog moves simultaneously with the handler while maintaining heel position. When the handler halts after taking the one step, the dog must sit.



**Deductions:** Failure of the dog to sit at either Halt will result in NQ-IP. Failure of the dog to move with the handler during the turn will result in NQ-IP.

29. **Straight Figure 8.** Four cones (pylons) are placed in a straight line approximately 5 feet (1.52 meters) apart. The station sign is placed near the first cone in the line. Entry into the weaving pattern is between the first and second cone with the first cone on the team's left. Dog and handler weave through the cones, loop around the end cone and weave back to the beginning of the pattern. The direction to exit from the pattern depends on the placement of the next exercise station.



## CARO Advanced Class

All exercises at the Advanced level are performed off leash.

**RallyO Advanced A Class:** The A stream is for the handler who is an inexperienced beginner and who has not instructed or assisted with dog training classes in any sport. After obtaining a Novice A title the handler may continue on to the Advanced A stream with the same dog. There is no A or B stream in Excellent or Versatility. When a competitor has attained an Advanced title, he or she is considered experienced and must compete in the B stream with any other dogs.

A dog completing the RallyO Advanced (CRA) title may continue to compete in this class for practice purposes as For Exhibition Only (FEO). However, dogs and handlers competing under FEO are not eligible for placements in the class.

**RallyO Advanced B Class:** The B stream is for handlers who already have obtained an obedience title, an agility title, a CARO advanced title or who are professional trainers, instructors or assistants or who are Judges or Judges- in-training of Obedience, RallyO or Agility competition. A handler may continue to compete in this class For Exhibition Only (FEO), although dogs and handlers competing under FEO are not eligible for placements in the class.

A handler may enter more than one dog in this class.

After a dog earns the RallyO Advanced (CRA) title, it may continue to compete in the this class for “For Exhibition Only” (FEO)

Dogs competing under FEO are not eligible for placements in the class.

The high jump must be used for this class. See Appendix M - Equipment.

Entries may be arranged according to the jump height of the dogs, (from high to low or low to high).

A dog and handler team that misses any station will incur a non-qualifying (NQ) score.

### **Exercise Stations:**

Description	Required	Specific instructions
Total # Exercise Stations	15 - 20	Includes START and FINISH Selected from Novice, Exercises 2 - 29, Advanced, Exercises 30 - 49 or duplicate signs, #50 - 58
# Stationary Exercises	Maximum 5	
# Advanced Exercises	Minimum of 8	Must include one jump The maximum number of Stationary Exercises must be kept in mind when selecting Advanced Exercises

**Stationary exercises** are any stations beginning with a HALT.

**TIME ALLOTTED:** Three (3) minutes Judges must run courses at 3 minutes maximum.

### Advanced Exercises Stations 30 - 47

30. Off-Set Figure 8
31. HALT - Stand - Leave- Exam
32. Return & Forward From Stand
33. HALT - Leave Dog - Recall
34. Turn & Call (Dog) Front
35. Finish Right
- 35A Forward Right
36. Finish Left
- 36A Forward Left
37. HALT - 180 Degree Pivot Right - HALT
38. HALT - 180 Degree Pivot Left - HALT
39. HALT - From Sit - About Turn Right & Forward
40. HALT - From Sit - About "U" Turn & Forward
41. Call Front - 1, 2, 3 Steps Backward
42. Send Over Jump
43. HALT - Leave - Call (Dog) Front While Running
44. Moving Down, Walk Around
45. HALT - Fast Forward From Sit
46. Moving Side Step Right
47. Left About Turn

Failure of the team to complete any part of any station will result in NQ-IP.

Example, in a Pivot, where the station sign indicates Halt-Pivot Left-Halt:

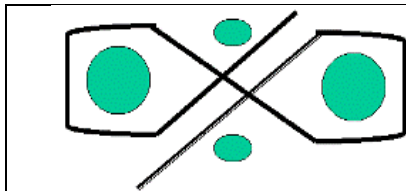
If the dog does not Sit at each Halt or does not move with the Handler in the Pivot, as described in the exercise, the team will be scored NQ because the station was not completed as described

Example 2: Call Front - Finish Left: If the dog fails to sit in the Front position and/or fails to sit in the heel position, the team will incur a NQ-IP

## Detailed descriptions

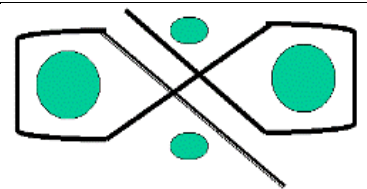
30. **Off-Set Figure 8.** This exercise requires two bowls with tempting dog treats and two cones (pylons). A secure cover is placed over the food bowls to prevent a dog that breaks heel position from being rewarded by eating the treats. The four objects are arranged in a diamond pattern:- the two end cones are 10 feet (3.05 m) apart; the food bowls are 2.5 feet (0.76 m) from the centre line. Allowances can be made in the distance apart of the two food bowls for large breeds. The team enters the Figure 8 as indicated by the placement of the exercise sign, turns either to the left or the right following the path indicated on the course map, proceeds toward the end pylon in that direction, loops the pylon and completes the Figure 8 around the other end pylon. The team exits the Figure 8 as indicated by the placement of the next exercise station. There are no halts in this exercise.

### Off-Set Figure 8



Dog and Handler must circle both cones, passing three (3) or more times between the food bowls.

Entry into the station may be from the left or right as indicated in the diagrams.



**Deductions:** A cue to "leave it" in a non-corrective tone will be allowed with no deductions. Biting at the screen or tipping the bowl over shall be scored as a non-qualifying (NQ) score.

31. **HALT - Stand - Leave - Exam.** Two exercise signs, numbers 31 and 32, are needed for this exercise. The handler halts and the dog sits at heel. The handler then cues the dog to stand. The handler may NOT touch the dog to help it stand but may gently touch the dog to stabilize or position it once it is standing. Handler then cues the dog to wait/stay, then leaves, walks 6 feet (1.83 m) away, and turns to face the dog. The Judge steps forward and examines the dog briefly by touching him/her lightly on the shoulders and the back (not on the head), then steps away.



**Deductions:** Displays of aggression or extreme shyness shall be scored as NQ-IP. Moving slightly during exam will result in a 1-2 point deduction. Failure of the dog to stand or to remain standing until given the cue to heel forward, or turning in a circle to follow the handler shall result in an NQ-IP.

32. **Return & Forward From Stand.** The exercise sign number 32 is placed so that it can be observed by the handler after she/he has moved away and turned to face the dog. (Exercise 31). After the Judge has completed the examination of the dog, the handler returns to heel position by walking to the left of the dog, going around and behind the dog and moving into the heel position. The handler then cues the dog to heel and moves forward without instruction from the Judge toward the next exercise station.



**Deductions:** Slight movement of the dog's feet will be a minor deduction (1 - 2 points). Failure of the dog to Stand or to remain standing until given the cue to heel forward or turning in a circle to follow the handler shall result in an NQ-IP.

33. **HALT - Leave Dog - Recall.** Two exercise signs, 33 and 34, are used for this exercise. The first sign, number 33, directs the handler to Halt and have the dog sit at heel. The handler cues the dog to stay and then leaves the dog from heel position without instruction from the Judge. The Handler proceeds to sign number 34.



**Deductions:** If the dog remains in position but fails to hold the sit, there will be a substantial deduction (3 - 5 points). Complete failure to remain in position or anticipating the recall results in an NQ-IP.

34. **Turn & Call (Dog) Front.** As the handler approaches this sign, he/she turns to face the dog, leaving ample room behind for the dog to complete a finish. Without further instruction from the Judge, the handler calls the dog to the Front position. **Once the dog is in the front position the handler may cue the dog to sit.** The dog must sit close enough to the handler to be touched on the head or the collar. This exercise is completed with the dog sitting in the Front position. It is followed by Exercise 35 (Finish Right), Exercise 35 A (Forward Right), 36 (Finish Left) or 36A (Forward Left).



**Deductions:** See #15 for additional deductions. Failure of the dog to Sit in Front will result in NQ-IP.

35. **Finish Right.** With the dog sitting in front of the handler, handler cues the dog to Finish to the Right. The dog moves to the handler's right, continues around the handler and sits in the heel position. **Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.**

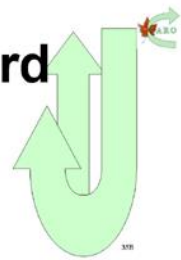


**Deductions:** **Movement of handler forward or backward to perform the exercise will incur minor deductions (1 - 2 points).** Failure of the dog to sit at heel before moving forward will result in an NQ - IP.

35A **Forward Right:** Once the dog is sitting in the Front position, the handler cues the dog to move to the handler's right, around behind the handler and into heel position. The handler may cue the dog to heel and moves forward to the next exercise station. The dog must not sit prior to moving forward and should move with the handler. Any delay in moving with the handler will result in a minor deduction. Walking into the dog to force the dog to move will be considered a physical correction and result in an NQ -PC.

**Deductions:** Movement of handler forward or backward to perform the exercise will incur minor deductions (1 - 2 points).

**Forward  
Right**



35A

36. **Finish Left.** With the dog sitting in the Front position, the handler cues the dog to Finish to the Left. **Handlers may not move forward or backward to perform the exercise. Only simultaneous verbal and/or hand signals may be used.** The dog moves to the handler's left, turns and moves into a sit in the heel position. The flip finish, where the dog leaps up and to the left of the handler, turns in the air and lands in a sit in heel position, is also acceptable.

**Deductions:** : See #35 Failure of the dog to Sit at heel before moving forward will result in an NQ - IP

**Finish  
Left**



36

36A **Forward Left.** Once the dog is sitting in the Front position, the handler cues the dog to move to the left or heel position, by turning toward the handler and moving into heel position as the handler moves forward. The dog moves forward with the handler without sitting at heel. The dog must commit to the cue before the handler moves forward. Walking into the dog to force the dog to move will be considered a physical correction and result in an NQ.

**Deductions:** : See #35A

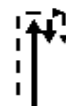
**Forward  
Left**



36A

37. **HALT - 180 Degree 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 180 degrees in place to his/her right. The dog moves with the handler and sits in heel position at the second Halt. Pivots may be performed on the heels or toes. They should be performed in place. One example is shown below

**HALT**  
**180° Pivot  
Right** **HALT**



Dog Path\_ \_ \_ \_ \_

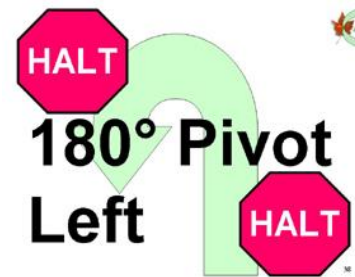
Handler Path \_\_\_\_\_

Using the heel of the right foot as a pivot point, pivot 180° to the right, then bring the left foot into alignment with the right.

38. **HALT - 180-Degree 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 180 degrees in place to his/her left. The dog moves simultaneously with the handler and sits in heel position at the second halt.

Pivots may be performed on the heels or toes. The important factor is they should be performed in place. One example is shown to the right and below the station sign.

**Deductions:** Failure of the dog to sit at either halt prior to moving "forward" results in an NQ-IP. Failure of the dog to move with the handler in the pivot results in an NQ-IP.



Using the heel of the left foot as a pivot point, pivot 180° to the left, then bring the right foot into alignment with the left.

Dog should remain in heel position. I.e. Teach the dog to pivot on the front feet while moving the rear feet Or back up to maintain the heel position.

39. **HALT - From Sit - About Turn Right & Forward.** The handler cues the dog to heel, turns 180 degrees to his/her right, and immediately moves forward with the dog in heel position.




40. **HALT - From Sit - About "U" Turn & Forward.** The handler cues the dog to heel, turns 180 degrees to his/her left, and immediately moves forward with the dog in heel position.





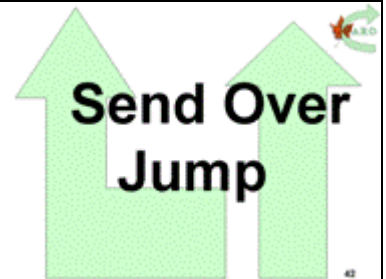
41. **Call (Dog) Front - 1, 2, 3 Steps Backward.** While heeling, the handler stops forward motion and takes one to three steps backward, while calling the dog to the front position. (dog sits in front and faces the handler) The handler then proceeds to take one step backward and halts. This is followed by two steps and a halt, then three steps and a halt. The dog moves with the handler and resumes a sit in the front position each time the handler halts. Because this exercise concludes with the dog sitting in front of the handler, it must be followed by Exercise 35 (Finish Right), Exercise 35 A (Forward Right), 36 (Finish Left) or 36A (Forward Left). The handler may cue the dog to sit at each halt. The intent of this station is that the dog moves when the handler moves and Sits when the handler halts. Handlers must move and Halt 4 times and must meet the minimum required steps. Failure to make the minimum required steps shall be scored as a non-qualifying (NQ) score. If the handler adds additional steps in error, a deduction of 3 points for Handler Error is incurred for each part of the sequence that is incorrect. However it would not result in an NQ, unless maximum point deductions for that exercise are accumulated.



**Call Front  
1, 2, 3 Steps  
Backward**

**Deductions:** Failure of the dog to Sit at each of the Halts will result in NQ-IP. Failure of the dog to move with the handler will result in NQ-IP.

42. **Send Over Jump** See Appendix M for information on the equipment construction, heights, floor markings and send zones. The jump may be either a solid or bar jump - the broad jump is not be used. This exercise is intended to show the ability of the dog to work away from the handler. Once the dog has been sent over the jump, the handler may proceed along the outside of the six foot (1.83 m) line.



The sign may be placed 10 to 12 feet from the obstacle and to the right (or left where appropriate in Versatility **levels**) so as not to interfere with the handler's forward motion. The send position is at least 10 feet in front of and 6 feet to the right of the obstacle (can be right or left in Versatility). **IMPORTANT:** [See appendix G for a full description of the exercise.](#)

**Dog Errors:** Failure of the dog to take the jump: see **CARO Point Deductions Guide.** [See appendix G for a full description of the errors.](#)

In Advanced: The jump may be attempted three times and counts as a repeat of station not an NQ-IP. In Excellent: Once the dog is sent toward the jump, if the dog passes the zero line of the jump without going over, it will be considered a refusal and result in an NQ. If the handler gives a second cue *before* the dog passes the jump, deductions will be made for the extra cue but the dog will not NQ if it does the jump



43. **HALT - Leave - Call (Dog) Front While Running.**

The team comes to a halt and the dog sits in heel position. The handler **may give** the dog a stay or wait cue and starts running forward. After 2 or 3 running steps, the handler calls the dog Front. The dog must immediately start running to overtake the handler. As the dog approaches heel position, the handler slows down and allows the dog to come to the front position. The handler may take 3-4 steps backwards to accomplish the front **and may give an additional cue to the dog to come to the front position and once the dog is in the front position the handler may cue the dog to sit.** The speed that the handler runs is determined by the dog's ability to overtake the handler. The exercise should be completed in approximately 30 feet (9.14 m). Because this exercise concludes with the dog sitting in front of the handler, it must be followed by Exercise 35 (Finish Right), Exercise 35 A (Forward Right), 36 (Finish Left) or 36A (Forward Left).



**Deductions:** Failure of the dog to Sit in the Front position will result in an NQ-IP. Failure of the dog to remain sitting until cued to front but remaining in position results in a substantial deduction 3-5 points). Failure of the handler to take 2-3 steps before calling the dog results in an NQ-IP. Complete failure to remain in position or anticipating the call front shall result in a non-qualifying (NQ) score.

44. **Moving Down, Walk Around.** While moving forward with the dog in heel position, the handler cues the dog to drop directly into a Down position without first coming to a halt. The handler may (but is not required to) break the heel position and turn in front of the dog to accomplish this exercise. When the dog is down, the handler goes around the dog to the heel position, cues the dog to heel, and moves forward towards the next exercise station.



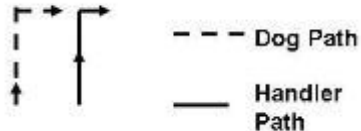
**Dog Errors:** Failure of the dog to go fully down promptly shall be a substantial deduction (3-5 points) depending on how slowly the dog goes down. Failure of the dog to remain in the Down position until given the cue to heel forward shall result in an NQ-IP. Crooked downs will be scored in the same manner as a crooked sit resulting in a minor deduction (1 - 2 points), handler being at the opposite shoulder of dog which is not down will result in an NQ. Complete failure to Down will be a non-qualifying (NQ) score

**Handler Errors:** The handler's path should flow smoothly and without interruption from heel position, around the dog and back into heel position. Any break in the flow as the handler leaves heel position shall be scored as per [Appendix L](#).

45. **HALT - Fast Forward 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 exercise must be followed by Exercise 21 (Normal Pace), or it may be placed as the last exercise on the course, in which case the exercise and performance are concluded as the team crosses the Finish line.



46. **Moving Side Step Right.** While heeling, the handler passes the station sign, then takes one step directly to his/her right with either foot, while cueing the dog to heel. The handler then steps with the other foot, also to the right, along the newly established line. (Alternatively the station sign may be placed directly in the team's path, in which case the station is performed 2 to 4 feet (.061 to 1.22 meters) in front of the sign. The dog must move one step to the right simultaneously with the handler, into the heel position.



**Deductions:** [See Appendix J](#)

**Moving  
Side Step  
Right**



46

47. **Left About Turn.** (Used in schutzhund training) While moving forward with the dog in heel position, the handler does an about turn to his/her left, while the dog turns to the right, moving around the handler and back to heel position to continue moving with the handler in the new (opposite) direction. That is, the dog and handler do opposite about turns.



## CARO Excellent Class

At the Excellent level no stations may be repeated. Additional cues are allowed but they will result in deductions. For example, if the dog does not perform the jump on the first command, the handler may give additional cues but, if the handler repeats the station the team will incur an NQ. Deductions at this level are for crooked sits, downs, stands, poor heeling and additional cues.

All stations are judged off leash. No food or toys are permitted; only verbal encouragement to the dog is allowed. Hand signals are permitted although handlers may not touch the dog or make any physical corrections.

The Excellent level is for dogs that have obtained RallyO Advanced (CRA) title, but have not won the RallyO Excellent (CRX). A person may enter more than one dog in this class. After a dog earns the RallyO Excellent (CRX) title, it may continue to compete in this class For Exhibition Only (FEO). Dogs competing under FEO are not eligible for placements in the class. Once a handler has titled a dog in RallyO Excellent, he/she must enter all new dogs in the B stream of Novice and Advanced.

Any jump used as standard equipment in CKC Obedience classes may be used except that a jump four (4) feet wide may be used in place of five (5) feet wide. Various colours and decorations are allowed; however, there must be nothing hanging from the jump.

Entries may be arranged according to the jump height of the dogs (from either high to low or low to high). The height of the high jump and the width of the spread jump may be reduced for physically challenged dogs.

A dog and handler team that misses any station will incur a non-qualifying (NQ) score.

A dog that uses a jump as an aid in going over (pushes off the jump) or knocks the bar off the uprights will receive a deduction of 5 points

**Exercise stations:**

Description	Required	Specific instructions
Total # Exercise stations	15 - 20	Includes Start and Finish The majority of the Stations should be selected from Advanced and Excellent levels, keeping in mind the requirements outlined below
# Stationary Stations	Maximum 5	The maximum number of Stationary exercises must be kept in mind when picking Excellent/Advanced Stations (below).
Excellent/Advanced Stations	2 from	#42 Send over jump - #64 Spread Jump (Broad) #65 Tunnel #66 Weave Poles
	2 from	#59 HALT-Stand-Down #60 HALT-Stand-Sit #61 Moving Stand, Walk Around Dog, Forward #62 Back Up 3 Steps

**Stationary stations** are any stations beginning with a **HALT**.

**TIME ALLOTTED:** three (3) minutes.

**Excellent Stations 59 - 66**

The following stations are designed for the Excellent Course. The Excellent Course will include some of these and majority of the remainder will be taken from the Advanced level.

59. HALT-Stand-Down
60. Halt-Stand-Sit
61. Moving Stand, Walk Around Dog, Forward
62. Backup 3 Steps
63. N/A
64. Spread Jump (broad)
65. Tunnel
66. Weave Poles

## Detailed Description

59. **HALT-Stand-Down.** The handler comes to a Halt; the dog sits with or without a cue. The handler then cues the dog to stand and cues the dog to down. The handler then cues the dog to heel as she/he moves forward to the next station. The dog must lie down from the Stand.

**Deductions:** Failure of the dog to stand and/or down promptly shall be a substantial deduction. (3 - 5 points depending on how slowly the dog goes down). Failure of the dog to Stand or Down on the first cue will result in deductions. Failure of the dog to Drop will result in an NQ. Failure of the dog to Stand or Down or remain in the Down until given the cue to heel forward shall result in an NQ. If, after the stand, the dog sits before the down but, without additional cues from the handler, goes down there will be no deductions. However, if after the stand the dog sits before the down and requires a second cue from the handler to lie down, this will result in an NQ. If, after the stand, the dog requires an additional cue to lie down, points will be deducted for additional cues.



60. **HALT-Stand-Sit.** The handler comes to a Halt and the dog sits with or without a cue. The handler then signals the dog to Stand; gives the cue for the Sit, and then promptly cues the dog to heel as she/he moves toward the next station.

**Deductions:** Failure of the dog to Stand and/or Sit promptly shall be a substantial deduction (3 - 5 points depending on how slowly the dog sits). Failure of the dog to remain in the Sit position until given the cue to heel forward shall result in an NQ.



**61. Moving Stand, Walk Around Dog, Forward.**

While moving, the handler gives the dog a cue to stand and stay and, without hesitation, walks around the dog, back into the heel position and gives the dog the cue to heel.



**Dog Errors:** Failure of the dog to remain in the Stand position until given the cue to Forward will result in an NQ-IP. Crooked stands will be scored in the same manner as a crooked sit resulting in a minor deduction (of 1-2 points). Complete failure to stand will incur an NQ.

**Handler Errors:** The handler's path should flow smoothly and without interruption from heel position, around the dog and back into heel position. Any break in the flow as the handler leaves heel position shall be scored as follows: Handler hesitates while Standing the dog is a minor deduction(1-2 Points); Handler pauses significantly while Standing the dog is a substantial deduction (3-5 points); Handler comes to a complete stop while Standing the dog will result in an NQ.

- 62. Back Up 3 Steps.** While heeling forward, the handler will cue the dog to heel backwards. The dog and handler will back up a minimum of 3 steps and then proceed to walk forward to the next station. The dog should walk backwards while remaining in the heel position. Only the first three steps are judged all others are ignored.



**Deductions:** [See Appendix K](#)

- 63. Honour Station REMOVED**

64. **Spread Jump** See Appendix M for information on the equipment construction, heights, floor markings and send zones.

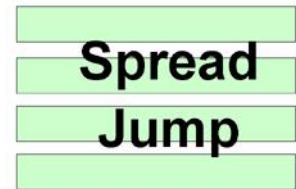
The send zone is at least 10 feet in front of and 6 feet to the right of the jump. **IMPORTANT:** [See appendix G for a full description of the exercise.](#)

The handler cues the dog to go over the jump, and then moves along a line 6 feet to the right of the jump.

When the dog has completed the jump, the handler calls the dog to heel position and the team continues to the next exercise station.

**Dog Errors:** If the dog is faster than the handler, the dog may be called back to the handler. No deductions are made if the dog returns directly to the heel position regardless of where the handler is along the line of travel when that occurs. In Excellent class only, once the dog is sent toward the jump, if the dog passes the zero line of the jump without going over, it will be considered a refusal and result in an NQ. Failure of the dog to take the jump will result in an NQ. If the dog walks on the broad jump boards, it will be scored as NQ.

**Handler Errors:** [See appendix G for a full description of the errors.](#)



65. **Tunnel.** See Appendix M for information on the equipment construction, heights, floor markings and send zones.

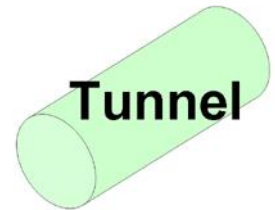
The send zone is at least 10 feet in front of and 6 feet to the right of the tunnel. **IMPORTANT:** [See appendix G for a full description of the exercise.](#)

The handler cues the dog to go through the tunnel, then moves along a line 6 feet to the right of the tunnel.

When the dog has completed the tunnel, the handler calls the dog to heel position and the team continues to the next exercise station.

**Dog Errors:** If the dog is faster than the handler in going through the tunnel, the dog may be called back to the handler. No deductions are made if the dog returns directly to the heel position regardless of where the handle is along the line of travel when that occurs. Once the dog is sent towards the tunnel, if it passes the zero line of the tunnel without going through, it will be considered a refusal and result in an NQ.

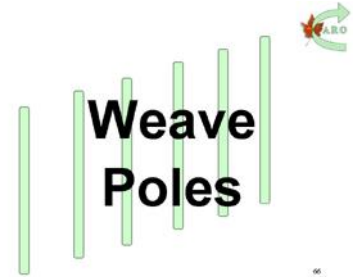
**Handler Errors:** [See appendix G for a full description of the errors.](#)



66. **Weave Poles** See Appendix M for information on the equipment construction, heights, floor markings and send zones.

The station begins with the handler heeling towards the weave poles. The handler cues the dog to enter the weave poles. Entry into the weaving pattern is between the first and second poles with the first pole on the dog's left. The handler may cue the dog throughout the weave pattern using voice or hand signals without incurring deductions. For this station to be considered complete, the dog must weave through all of the poles.

**Deductions:** There will be no deductions for voice or hand cues when the dog is weaving through the poles. If the dog pops out of the poles before completion, it may be cued to continue at the point with additional cue deductions. If the dog does not enter the poles correctly it will result in an NQ.





## CARO Versatility Class

The Versatility Class is intended to show that the dog can perform exercise stations on either side of the handler. The team will be required to change sides four times.

RallyO Versatility Class shall be for dogs that have won the RallyO Excellent (CRE) title, but have not won the RallyO Versatility (CRV). A handler must own the dog entered or be a member of the owner's household or immediate family. A person may enter more than one dog in this class. After a dog earns the RallyO Versatility (CRV) title, it may continue to compete in this class for exhibition only (FEO).

The team will be required to pass three (3) tests under at least two (2) different Judges to be awarded the Versatility title. A perfect score is 200. In order to qualify a team must earn a score of 180 or higher,

All stations are judged off leash.

No food or toys are permitted on the course - only verbal encouragement is permitted. Hand signals are permitted although handlers may not touch their dog or make any physical corrections.

RallyO Versatility must have between (15) and twenty (20) stations (Start and Finish included) and 4 changes of sides, plus 1 obstacle and a maximum of 5 Stationary exercises. The remainder of the stations will be chosen from the Novice exercises.

A dog and handler team that misses any station will incur a non-qualifying (NQ) score.

The Judge will choose which side the dog will start on. The dog must continue to work on that side until reaching the station sign indicating a change of side.

## Exercise Stations

Description	Required	Specific instructions
Total # Exercise stations	15-20	Includes Start and Finish Selected from the Novice level, keeping in mind the requirements outlined below
# Changes of side	4	Each change of side is to be followed by a minimum of 2 stations
# Obstacles	1	One of the following Stations: #65 (Tunnel) or V23 (Tunnel) #66 (Weave Poles) or V24 (Weave Poles)
# Stationary stations	maximum of 5	This maximum must be kept in mind when picking Novice Exercises(above) which include some Stationary exercises.

**Stationary stations** are any stations beginning with a **HALT**. TIME ALLOTTED: three (3) minutes.

Because the idea of this Level is to show that the dog can work on both sides and change sides smoothly, deductions for the change of sides will be 3 - 5 points depending on how smoothly the changes are made

For example: If it is obvious that the team has worked out their changes and both dog and handler do their part of the change smoothly and without hesitation, no deductions will be made. However, if there is

hesitation or awkwardness during the change or if the dog appears unsure of what is required, a deduction of 3 points will be made.

If the changes are slow or awkward and require considerable help from the handler or if the dog appears not to know the pattern, a deduction of 5 points will be made.

### Versatility Stations V1 - V14

The orange Versatility signs numbered V8 to V14 must be used when the dog is working on the right.

- V1 Turn In
- V2 Side-by-Side Left
- V3 Side-by-Side Right
- V4 Cross Behind
- V5 Cross in Front
- V6 Turn Away
- V7 Weave through Legs
- V8 Spiral Left
- V9 Spiral Right
- V10 Moving Side Step LEFT
- V11 Call Front-Finish Left
- V12 Call Front-Forward Left
- V13 Call Front-Forward Right
- V14 Call Front-Finish Right

## Detailed Description:

- v1 Turn In.** The dog and handler simultaneously turn in towards each other and resume heeling with the dog on the opposite of the original side. The handler may cue the dog using voice or hand signals simultaneously. Additional cue deductions as per chart. See CARO Point Deduction Guideline for additional cue deductions.  
*This station will result in a change of direction of travel for the dog and handler.*



- v2 Side-by-Side Left.** The dog and handler perform simultaneous parallel left turns and resume heeling with the dog on the opposite of the original side. The handler may cue the dog using voice or hand signal simultaneously. See CARO Point Deduction Guideline for additional cue deductions.  
*This station will result in a change of direction of travel for the dog and handler.*



- v3 Side-by-Side Right.** The dog and handler perform parallel simultaneous right turns and resume heeling. The handler may cue the dog using voice or hand signal simultaneously. See CARO Point Deduction Guideline for additional cue deductions.  
*This station will result in a change of direction of travel for the dog and handler.*



- v4 Cross Behind.** While heeling forward, the handler cues the dog to cross behind and resume heel position on the opposite side of the handler. The handler may cue the dog using voice/hand signal simultaneously. See CARO Point Deduction Guideline for additional cue deductions.  
*This station will NOT result in a change of direction of travel for the dog and handler.*



- v5 Cross in Front.** While heeling forward, the handler cues the dog to cross in front and resume heel position on the opposite side of the handler. The handler may cue the dog using voice or hand signal simultaneously. See CARO Point Deduction Guideline for additional cue deductions.  
*This station will NOT result in a change of direction of travel for the dog and handler.*

CHANGE  
CROSS  
FRONT



- v6 Turn Away.** While heeling forward, the dog and handler perform simultaneous turns in opposite directions and the dog resumes heel position on the opposite side of the handler. The handler may cue the dog using voice or hand signal simultaneously. See CARO Point Deduction Guideline for additional cue deductions.  
*This station will result in a change of direction of travel.*

CHANGE  
TURN  
AWAY



- v7 Weave thru Legs.** While heeling forward, the handler cues the dog to weave through his/her legs to change sides. The handler may cue the dog using voice/hand signal simultaneously. See CARO Point Deduction Guideline for additional cue deductions.  
*This station will NOT result in a change of direction of travel.*  
Note: Handlers who are not comfortable with performing this station due to the large size of their dog or handlers, who are physically-challenged, shall make this known to the Judge on the day of the trial. The Judge shall substitute this station with either V4 or V5.

CHANGE  
WEAVE  
THRU



- v8 Spiral Left.** This sign is used when the dog is on the **right** side of the handler. The dog and handler spiral left with the dog on the outside.

Spiral  
Left



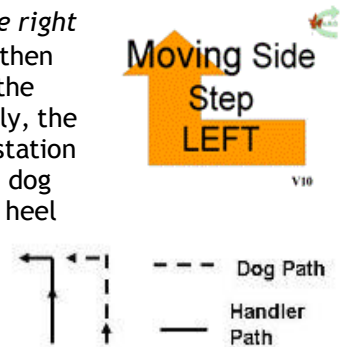
- v9 Spiral Right** This sign is used when the dog is on the **right** side of the handler. The dog and handler spiral right with the dog on the inside.

Spiral  
Right



- v10 Moving Side step LEFT.** *This sign is used when the dog is on the right side of the handler.* While heeling, the handler passes the station sign, then takes one step with either foot to the left. The handler then steps with the other foot, also to the left, along the newly-established line. (Alternatively, the station sign may be placed directly in the team's path, in which case the station is performed 2 to 4 feet [0.61 to 1.22 meters] in front of the sign). The dog must move one step to the left simultaneously with the handler into the heel position.

Deductions: [See Appendix J](#)



- v11 Call Front-Finish Left.** While heeling, the handler stops his/her forward motion and calls the dog to the Front position (Recall). The dog continues to move during this portion of the station; - the dog does not sit and then go to the front position. The handler may take three to four steps backward as the dog turns and moves to sit in front of and facing the handler.



For the second part of the station, the handler cues the dog to move from the Front position to the handler's left, around behind the handler and into right heel position and sit. **Handlers may not move their feet to perform the exercise. Only simultaneous verbal and/or hand signals may be used.**

**Deductions:** Crooked fronts will incur minor point deductions (1-2 points) depending on the degree of error (more than 45 degrees to either side of the Front position). If the handler moves either left or right to position him/herself in front of the dog in order to create a straight front, a substantial deduction (5 points) will be made, depending on the degree of adjustment by the handler. **Movement of handler forward or backward to perform the second part of the station will incur minor deductions (1 - 2 points).** Failure of the handler to Sit the dog in Front position or in the correct heel position will result in NQ-IP.

- v12 Call Front-Forward Left.** The Call (Dog) Front part of this station is performed as in Station 11. Failure of the dog to Sit in front will result in NQ-IP.

**Deductions:** see V11.



For the second part of the station, the handler moves forward after cueing the dog to move from the Front position to the handler's left, around behind the handler and into right heel position as the handler continues forward. The dog must commit to the cue before the handler moves forward. The dog catches up to the heel position without sitting at heel.

**V13 Call Front-Forward Right.** The Call (Dog) Front part of this station is performed as in V11.

For the second part of the station, the handler moves forward while cueing the dog to move from the Front position to the handler's right side into the right heel position as the handler continues forward. The dog moves into the heel position without sitting at heel.

The dog must commit to the cue before the handler moves forward. Walking into the dog to force the dog to move will be considered a physical correction and result in an NQ> Failure of the dog to Sit in front will result in NQ.



**V14 Call Front-Finish Right.** The Call Dog Front part of this station is performed as in V11.

For the second part, the handler cues the dog to move from the Front position to the handler's right heel position and sitting. **Handlers may not move their feet to perform the exercise. Only simultaneous verbal and/or hand signals may be used.**

Deductions: **Movement of handler forward or backward to perform the second part of the station will incur minor deductions (1 - 2 points).**

Failure of the dog to Sit in the Front or Right Heel position will result in NQ-IP.



## CARO Versatility Excellent-CRVX

Versatility Excellent Class is intended to show that the dog can perform exercise stations on either side of the handler. The team will be required to change sides three times.

RallyO Versatility Excellent shall be for dogs that have won the Versatility title (CRV).

A person may enter more than one dog in this class. After a dog earns the RallyO Versatility (CRVX) title, it may continue to compete in this class For Exhibition Only (FEO).

The team will be required to pass three (3) tests under at least two (2) different Judges to be awarded the RallyO Versatility Excellent title (CRVX). A perfect score is 200. In order to qualify the team must earn a score of 180 or higher.

All exercises are judged off leash.

No food or toys are permitted on the course - only verbal encouragement for the dog. Hand signals are permitted although handlers may not touch their dog or make any physical corrections.

RallyO Versatility Excellent must have between (15) and twenty (20) stations (Start and Finish included) and 3 changes of sides plus 1 obstacle and a maximum of 5 Stationary Exercises. At least 3 Exercises will be chosen from the Advanced Level and 3 Exercises from the Excellent with a view to creating a course designed to show that the team can work smoothly with the dog on either side.

A dog and handler team that misses any station will incur a non-qualifying (NQ) score.

The Judge will choose which side the dog will start on. The dog must continue to work on that side until reaching the station sign indicating a change of side.

### Exercise Stations

Description	Required	Specific instructions
Total # Exercise Stations	15-20	Includes Start and Finish 3 Stations minimum selected from each of the Advanced Level and Excellent Level, keeping in mind the requirements outlined below
# Changes of side	3	Each change of side is to be followed by a minimum of 2 stations
# Obstacles	One of the following #V22 Spread Jump # V23Tunnel #V24 Weaves	OBSTACLES MUST be performed with both the dog and the obstacle on the RIGHT hand side of the handler. Two obstacles may be used if ring size is 50 x 50 or larger
# Stationary exercises	maximum of 5	This maximum must be kept in mind when picking Versatility Excellent Exercises (above) which include some Stationary Exercises

**Stationary Exercises** are any stations beginning with a **HALT**.

TIME ALLOTTED: three (3) minutes.

Because the object of this Level is to show that the dog can work on both sides and change sides smoothly,  
Published January 2015.

deductions for the change of sides will be 3 - 5 points depending on how smoothly the changes are made.

For example: If it is obvious that the team has worked out their changes and both dog and handler do their part of the change smoothly and without hesitation no deductions will be made. However, if there is hesitation or awkwardness during the changes or if the dog appears unsure of what is required, a deduction of 3 points will be made.

### **Versatility Excellent Stations V15 - V24**

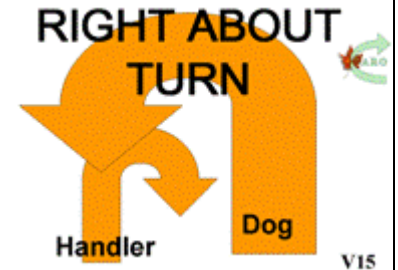
In addition to the V1 to V14 stations, Versatility Excellent shall include exercises V15 to V24 and these orange Versatility signs must be used when the dog is working on the right.

- V15 Right About-Turn
- V16 Finish Left
- V17 Forward Left
- V18 Finish Right
- V19 Forward Right
- V20 Offset Figure 8
- V21 HALT-Turn Left 1 Step-HALT
- V22 Spread Jump
- V23 Tunnel
- V24 Weave Poles



## Detailed Descriptions:

**v15 Right About Turn.** (Used in schutzhund training) While moving forward with the dog in heel position, the handler does an about turn to his/her right, while the dog turns to the left, moving around behind the handler and back to right heel position to continue moving with the handler in the new (opposite) direction. That is, the dog and handler do opposite about turns. This does not result in a change of side.



**v16 Finish Left.** The handler cues the dog to move from the Front position to the handler's left, around behind the handler and into right heel position and sit. Guidelines. The handler may cue the dog using voice and hand signal simultaneously. See CARO Point Deduction Guidelines for additional cue deductions.

*This exercise will NOT result in a change of direction of travel for the dog and handler.*

**Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.**

**Deductions:** Crooked sits will incur minor deductions (1-2 points) depending on the degree of error (more than 45 degrees to either side of the "Heel" position). **Movement of handler forward or backward to perform the exercise will incur minor deductions (1 - 2 points).**

Failure of the handler to Sit the dog in the correct heel position, will result in NQ-IP



**v17 Forward Left.** The handler cues the dog to move from the Front position to the handler's left, around behind the handler and into right heel position as the handler moves forward. The dog catches up to the heel position without sitting at heel.

The dog must commit to the cue before the handler moves forward. Walking into the dog to force the dog to move will be considered a physical correction and result in an NQ-IP

**Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.**

**Deductions:** Crooked sits will incur minor deductions (1-2 points) depending on the degree of error (more than 45 degrees to either side of the "Heel" position).

**Movement of handler forward or backward to perform the exercise will incur minor deductions (1 - 2 points).**



**V18 Finish Right.** The handler cues the dog to move from the Front position to the handler's right heel position, by turning toward the handler and moving into the right heel position and sit.

Guidelines. See V16

Handlers may not move forward or backward to perform this part of the exercise. Only simultaneous verbal and/or hand signals may be used.

**Deductions:** Crooked sits will have minor deductions (1 -2 points) depending on the degree of error (more than 45 degrees to either side of the "Heel" position). Movement of handler forward or backward to perform the exercise will incur minor deductions (1 - 2 points). Failure of the handler to Sit the dog in the correct heel position, will result in an NQ-IP

**Finish  
Right**



V18

**V19 Forward Right.** The handler cues the dog to move to the handler's right heel position, by turning toward the handler and moving into the "right heel" position. The dog moves into the heel position without sitting at heel.

The dog must commit to the cue before the handler moves forward. Walking into the dog to force the dog to move will be considered a physical correction and result in an NQ-IP

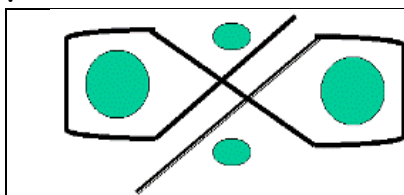
Guidelines. See V17

**Forward  
Right**



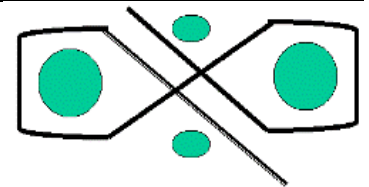
V19

**v20 Offset Figure 8.** This exercise requires two bowls containing tempting dog treats and two cones (pylons). A secure cover is placed over the food bowls to prevent a dog that breaks heel position from being rewarded by eating the treats. The four objects are arranged in a diamond pattern; the two end cones are 10 feet (3.05 m) apart and the food bowls are 2.5 feet (0.76 m) from the centre line. Allowances can be made in the distance apart of the two food bowls for large breeds. The team enters the Figure 8 as indicated by the placement of the exercise sign, turns either to the left or the right following the path indicated on the course map, proceeds toward the end pylon in that direction, loops that pylon and completes the Figure 8 around the other end pylon and exits the Figure 8 as indicated by the placement of the next exercise station. There are no halts in this exercise.

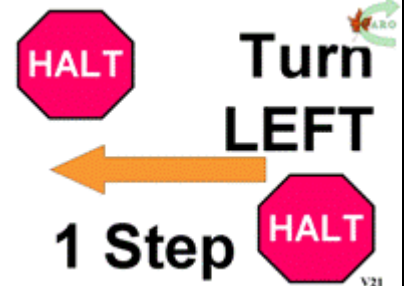


Dog and Handler must circle both cones, passing three (3) or more times between the food bowls.

Entry into the station may be from the left or right as indicated in the diagrams.



**v21 HALT-Turn Left 1 Step-HALT.** With the dog sitting at heel, the handler cues the dog to heel as she/he turns to the left (in place), while taking **one** step in that direction with either the right or left foot, closing with the other foot, then halts OR The handler and dog HALT, turn left then take one step with the right or left foot and closes with the other foot. The dog moves with the handler while maintaining heel position. When the handler Halts after taking the one step, the dog must Sit.



**Deductions:** Failure of the dog to sit at either halt will result in an NQ-IP. Failure of the dog to move with the handler during the turn will result in an NQ-IP

**V22 Spread Jump.** See Appendix M for information on the equipment construction, heights, floor markings and send zones.

The sign may be placed 10 to 12 feet from the obstacle and to the left so as not to interfere with the handler's forward motion. The send zone is at least 10 feet in front of and 6 feet to the left of the obstacle. When the dog has completed the jump, the handler calls the dog to heel position and the team continues to the next Exercise Station. If the dog is faster than the handler, the dog may be called back to the handler.

No deductions will be made if the dog returns directly to the heel position regardless of where the handler is along the line of travel when that occurs.

**Deductions:** **IMPORTANT:** [See appendix G for a full description of the exercise.](#)

**Dog Errors:** Once the dog is sent toward the jump, if the dog passes the zero line of the jump without going over, it will be considered a refusal and result in an NQ. Failure of the dog to take the jump shall be scored as an NQ.

If the dog walks on the boards or fails to jump the entire spread is shall be scored as an NQ.

**IMPORTANT:** [See appendix G for a full description of the errors.](#)



V22

**V23 Tunnel.** See Appendix M for information on the equipment construction, heights, floor markings and send zones.

The sign may placed 10 to 12 feet from the obstacle and to the left so as not to interfere with the handler's forward motion. The send zone is at least 10 feet in front of and 6 feet to the left of the obstacle and will be marked on the floor. When the dog has completed the tunnel, the handler calls the dog to heel position and the team continues to the next Exercise Station. If the dog faster than the handler, the dog may be called back to the handler. No deductions are to be made if the dog returns directly to the heel position regardless of where the handler is along the line of travel when that occurs

**Deductions:** Sending the dog from any other position will result in an NQ. **IMPORTANT:** [See appendix G for a full description of the exercise.](#)

**Dog Errors:** No deductions are made if the dog returns directly to the heel position regardless of where the handler is along the line of travel when that occurs Once the dog is sent toward the tunnel, if the dog passes the zero line of the tunnel without going through, it will be considered a refusal and result in an NQ-IP. **IMPORTANT:** [See appendix G for a full description of the errors.](#)



V23

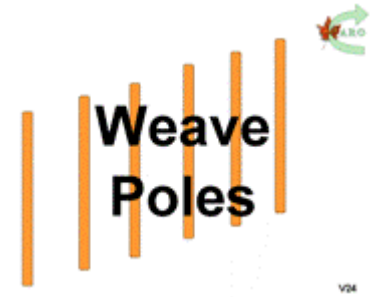
**V24 Weave Poles.** See Appendix M for information on the equipment construction, heights, floor markings and send positions.

The exercise begins with the handler heeling towards the weave poles. The handler cues the dog to enter the weave poles. Entry is between the first and second poles with the first pole on the dog's left. The handler continues moving forward keeping the weave poles on his/her right. Handler may cue the dog throughout the weave pattern using voice or hand signals without incurring deductions. For this Station to be considered complete, the dog must weave through all the poles.

**Deductions:** No deductions for voice or hand cues when the dog is in the poles. If the dog pops out of the poles before completion, it may be cued to continue at the point with additional cue deductions. If the dog does not enter the poles correctly it is an NQ.

**IMPORTANT:** [See appendix G for a full description of the exercise.](#)

**Handler Errors:** [See appendix G for a full description of the errors.](#)



## CARO ADDITIONAL TITLES

### C STREAM TITLES:

- A handler and dog may compete in C Stream for Bronze, Silver, Gold Levels and a Supreme Championship.

The Championship title designation appears before the dog's name on the **CARO** title certificate. There is no restriction on the number of qualifying scores or RallyO Championship Title points that may be earned under the same Judge in pursuit of Bronze, Silver, Gold and Masters.

#### SIX Championship Level Titles

CRB	CARO RALLY BRONZE
CRS	CARO RALLY SILVER
CRG	CARO RALLY GOLD
CRMCH	CARO RALLY MASTERS
CSXCH	CARO SUPREME EXCELLENT
CSVCH	CARO SUPREME VERSATILITY

### C STREAM RULES:

1. Dogs must have earned a CARO RallyO Excellent (CRX ) title in order to compete in the C Stream for Bronze and Silver and must have earned a CARO Versatility (CRV) title in order to compete for Gold and Masters.
2. C Stream will follow the regular class judging. e.g. Advanced C to follow Advanced A and B or Excellent C to follow Excellent and Versatility C to follow Versatility.
3. The course layout shall remain the same for C Stream (as for A and B)
4. All CARO judging rules pertaining to Advanced, Excellent or Versatility will apply with the addition of the following rules:
  - One 3 minute walk thru for each 10-12 dog and handler teams. For example if there are 10 teams there will be one 3 minute walk-thru; if 13-20 teams two separate walk-thru groups to be divided equally. e.g. for 16 dog and handler teams, two groups of 8 teams. Walk-thrus will be separate from the A and B walk-thru. If the dog or handler is physically challenged, the Secretary must be notified before the trial.
  - There are no repeats of stations allowed.
  - The use of food or toys is not allowed.
  - The time allotted will be a maximum of 3 minutes

## REQUIREMENTS FOR ADDITIONAL TITLES

### BRONZE Title (CRB)

- 5 qualifying scores of **190** or higher
- Scores will be obtained in the Advanced , Excellent and/or Versatility
- A minimum of 3 qualifying scores must be earned from either the Excellent or Versatility level
- The 5 qualifying scores will be in ADDITION to those qualifying scores required to earn the RallyO Advanced A/B, Excellent or Versatility titles

### SILVER Title (CRS)

- **10** qualifying scores of **190** or Higher
- Scores will be obtained in the Advanced, Excellent and/or Versatility
- A minimum of 6 scores must come from either the Excellent or Versatility level
- The 5 qualifying scores earned for the Bronze Title will count towards the Silver Title

### GOLD Title (CRG)

Dogs and Handler Teams must have earned a CARO Versatility (CRV) title in order to compete for Gold and Masters Titles.

- 15 qualifying scores of 190 or higher as follows:
  - Excellent: **5** qualifying scores of **190** or higher
  - Versatility: **5** qualifying scores of **190** or higher
  - The 10 qualifying scores earned for the Bronze and Silver Titles count towards the GOLD title

### CARO RALLY MASTERS CHAMPION (CRMCH)

To earn a Masters :

- **20 Qualifying Scores** of 190 or higher with the required number from:
  - **Advanced:** 5 qualifying scores of 190 or higher
  - **Excellent:** 5 qualifying scores of 190 or higher
  - **Versatility:** 5 qualifying scores of 190 or higher
  - **Additional:** 5 qualifying scores of 190 or higher from either the Advanced, Excellent or Versatility Levels
  - The qualifying scores earned at the Bronze, Silver and Gold levels count towards the Masters Title.

## CERTIFICATES OF ACHIEVEMENT

Certificates of Achievement will be awarded for:

<b>CRB</b>	<b>CARO Rally Bronze</b>
<b>CRS</b>	<b>CARO Rally Silver</b>
<b>CRG</b>	<b>CARO Rally Gold</b>
<b>CRMCH</b>	<b>CARO Rally Masters Champion</b>
<b>CSXCH</b>	<b>CARO Supreme Excellent Champion</b>
<b>CSVCH</b>	<b>CARO Supreme Versatility Champion</b>

In addition, CARO will award Rosettes to dog and handler teams that have accumulated the necessary qualifying scores for the CARO Rally Masters Championship. NOTE: No placement ribbons are awarded for the C Stream. Teams will be awarded qualifying scores towards their titles. Each participant shall receive a qualifying ribbon.

### CARO SUPREME EXCELLENT CHAMPION (CSXCH)

Dogs competing at the C level in the Excellent class that earn 10 perfect scores under at least two different judges will be awarded a CARO Supreme Excellent Championship (CSXCH) title.

### CARO SUPREME VERSATILITY CHAMPION (CSVCH)

Dogs competing at the C level in Versatility and/or Versatility Excellent that earn 10 perfect scores under at least two different judges will be awarded a CARO Supreme Versatility Championship (CSVCH) title.



## TEAM LEVEL

Two pairs of dogs and handlers compete in each run at the Team level. The two pairs constitute a Team.

A dog and handler may compete at the Team level for Novice, Advanced, Excellent and Versatility. The title designations shall appear after the dog's name on the CARO title certificate.

- CRNT CARO Rally Novice Team
- CRAT CARO Rally Advanced Team
- CRXT CARO Rally Excellent Team
- CRVT CARO Rally Versatility Team
- CRVXT CARO Rally Versatility Excellent Team

1. There is no distinction between A and B in the Team levels. Both A and B level dogs may compete together in Team.
2. Handlers may enter their teammate's name on the trial entry form and the Trial Secretary will match lone handlers together.

If there are an odd number of pairs, a bye-pair will be used. This bye-pair may be a volunteer pair not originally entered in the team level or one pair may run a second time. If a pair runs a second time, it must run a different section of the course than it ran previously and is not eligible to qualify on the second run. Both pairs must qualify in order to earn a qualifying score awarded.

A bye dog paired in a Novice Team may compete for its Advanced Team title at the same trial if it has an Advanced title. A bye dog paired in an Advanced Team may compete for its Excellent Team if it has an Excellent title. A bye dog competing in Excellent Team may compete for its Versatility team at the same trial if it has a Versatility title.

A dog with a Team title at one level may compete as a bye dog at one lower level - i.e. a dog with an Advanced Team title may be a bye dog for a Novice Team.

The bye-pair will be listed in the catalogue and the Judge's Trial Record as bye-dog, with an entry number of #0000

Dogs achieving their individual titles may compete in Team at the level in which they have just qualified at the same trial.

Novice dogs may compete in Novice Team before completing their Novice Title. All other dogs must have earned their individual title at each level before entering Team. This means that dog and handler pairs may compete concurrently for their individual RallyO Novice title (A and B) and RallyO Team Novice title but not for the more advanced team titles. Dog and handler pairs may compete concurrently for their C level individual titles and Team titles.

3. Team qualifying scores do not count towards C Level titles.
4. The minimum ring size for team must be 30' X 50' (or the equivalent 1500 square feet). No exceptions are allowed.
5. Three qualifying scores of 180 or higher are required from 2 different Judges in order to complete a title. The two pairs are scored as a whole, with the deductions accumulated by one pair added to those of the second pair. If the total number of points deducted is more than 20, the team does not qualify.
6. Allotted time is 3 minutes.

7. Courses may be nested with the regular classes but must be substantially different so as to not provide an advantage to any competitor entering the regular class. In order for each side of the Team course to be substantially different, at least 50% of the stations for each Team must be changed. The physical location of the stations may remain the same to facilitate quick course changes.
8. Sides will be decided before the walk-thru. Handlers are free to choose the sides they wish to run.
9. There will be one 3 minute walk-thru for each 10-12 team. For example, if there are 10 teams there will be one 3 minute walk through; if there are 13-20 teams, there will be two separate walk-thru groups (e.g. two groups of teams).
10. All Team courses will have 20 stations including Start and Finish. Each dog/ and handler pair will complete 10 stations.
11. The first pair will complete stations 1 through 10. Pair 2 will complete stations 11 through 20.
12. Both dogs will enter the ring at the same time on leash. For Novice, both pairs will be on leash for the entire course. For Advanced and Excellent, dog and handler pair 1 will wait at the Start while Pair 2 proceeds to Station 11. The Ring Steward will bring the leash from the Start to Station 10 for Pair 1. This will be done before the beginning of the run. Alternatively, the handler of the first dog may put the leash in a pocket on the side opposite to that on which the dog is working. The leash must remain out of sight of the dog.  
  
Pair 2 may carry its leash in a concealed manner to the Finish as they complete stations 11 through 20, leave a second leash at the Finish sign or may wait at the Finish sign for a Steward to bring them the leash.
13. Dog and handler Pair 1's dog MUST be leashed at Station 10 and the Station requirements completed before Pair 2 may begin Station 11. Once Pair 1 has completed its station, it is no longer being judged but should remain quiet so as not to disturb Pair 2. The handler may use food depending on the level.
14. The course shall be designed so that Station 10 shall be one in which the dog finishes in a Sit or a Down. Station 11 may be any exercise, and the second team must wait approximately 3 feet from Station 11 and the two Stations must be 15 feet apart. Judges should consider the path of the dog on course passing the waiting dog.
15. Judging at all levels will be the same as those outlined in the General Handbook.

### CARO RALLY NOVICE TEAM (CRNT)

- The dog and handler do not need to have earned a CARO Rally Novice (CRN) title.
- Food may be used at this level as described in the CARO handbook.
- Courses will be designed using rules and regulations governing the designing of Novice courses.
- The course is done on leash.

### CARO RALLY ADVANCED TEAM (CRAT)

- A dog must have earned a CARO Rally Advanced (CRA) title and a CARO Novice Team title.
- Food may be used at this level as described in the CARO handbook.
- Courses will be designed using rules and regulations governing the designing of Advanced courses with the exception of the following:

- Each pair side /course must be designed so that one dog and handler pair completes the Send Over Jump station (#42) and the other dog/handler pair completes the Off-Set Figure 8 (#30).
- A 5 point deduction will incur if Pair 2 begins working before Team 1 is leashed.

### CARO RALLY EXCELLENT TEAM (CRXT)

- A dog must have earned a Caro Rally Excellent (CRX) title and a CARO Advanced Team title.
- Food or Toys may not be used at this Level.
- Courses will be designed using rules and regulations governing the designing of Excellent courses with the exception of the following:
  - Each pair side / course must be designed so that each dog/handler pair has either a tunnel, jump, or weave to complete.
- A 5 point deduction will incur if Pair 2 begins working before Team 1 is leashed.

### CARO RALLY VERSATILITY TEAM (CRVT)

- A dog must have earned a Caro Rally Versatility (CRV) title and a CARO Excellent Team title.
- Food or Toys may not be used at this Level l.
- Courses will be designed using rules and regulations governing the designing of Versatility courses with the exception of the following:
  - Each pair side / course must be designed so that one dog/handler pair has either a tunnel or weave to complete and the second pair either completes the obstacle a second time or completes either the Moving Side Step-Left or a Fast station:
  - Each pair side must have 2 changes of side.
- A 5 point deduction will incur if Pair 2 begins working before Team 1 is leashed.

### CARO RALLY VERSATILITY EXCELLENT TEAM (CRVXT)

- A dog must have earned a Caro Rally Versatility Excellent (CRVX) title and a CARO Versatility Team title.
- Food or Toys may not be used at this Level.
- Courses will be designed using rules and regulations governing the designing of Versatility Excellent courses.
- Each pair side/course must be designed so that one dog/handler pair has either a tunnel or weave to complete and the second pair either completes the obstacles a second time or completes the Moving Side Step-Left or Back Up Three Steps.
- All obstacles shall be performed with the dog on the right side of the handler
- A 5 point deduction will incur if Pair 2 begins working before Team 1 is leashed.

## BRACE LEVEL

Two dogs and one handler compete in each run at the Brace level. The two dogs and one handler constitute a Brace.

A Brace may compete at the Brace level for Novice, Advanced, Excellent, Versatility and Versatility Excellent. The title designations shall appear after the dog's name on the CARO title certificate.

- CRBN CARO Rally Brace Novice
- CRBA CARO Rally Brace Advanced
- CRBX CARO Rally Brace Excellent
- CRBV CARO Rally Brace Versatility
- CRBVX CARO Rally Brace Versatility Excellent

1. There is no distinction between A and B in Brace Competition. Both A and B level dogs may compete together in Brace Level.

A dog with a Brace title at one level may compete as a bye dog at one lower level - i.e. a dog with an Advanced Brace title may be a bye dog for a Novice Brace.

The bye-dog will be listed in the catalogue and the Judge's Trial Record as bye-dog, with an entry number of #0000.

2. All dogs must have earned their individual titles before competing in Brace. That means that a Novice title must be earned prior to competing in Novice Brace and Advanced title prior to competing in Advanced Brace etc.
3. Dogs may compete in Brace at a trial PRIOR to earning their individual title if they are also competing in the individual level at that same trial. However if an individual title is NOT earned at the trial then any Brace qualifying scores at that trial will be disregarded.
4. Dog and handler teams may compete concurrently for their individual C level titles and Brace titles.
5. Brace qualifying scores do not count towards C Level title.
6. The minimum ring size for Brace must be 30' X 50' (or the equivalent 1500 square feet).
7. Three qualifying scores of 180 or higher are required from 2 different Judges in order to complete a title. Two dogs and one handler are scored as a whole. If the total number of points deducted is more than 20 the team will not qualify.
8. Allotted time for Novice is 5 minutes all other levels have 4 minutes.
9. There will be one 10 minute walk-thru for each 10-12 Brace teams, which will take place following the regular walk through.
10. Brace judging will run after the regular and C stream classes. The only alterations to the course would be the re-spacing of the Offset Figure 8 and cone exercises done by the Judge between the regular and brace classes. (as directed in #17A & #17B)
11. All Brace courses will have the number of stations including Start and Finish as outlined by the regular classes.

12. Both dogs and handler will enter the ring at the same time. Both dogs must be on their own individual leashes or coupled and on a single leash to enter and exit the ring.  
At the Novice level, both dogs will compete on their own individual leash or coupled and on a single leash for the entire course.  
NOTE: Dogs that are coupled. Should one dog forge or incur a deduction for a tight leash, the deduction will affect both dogs. i.e. One dog tightens the leash, both dogs will incur deductions as the tight leash will happen to both dogs.  
For Advanced, Excellent, Versatility and Versatility Excellent, Both dogs may be on their own individual leashes or coupled and on a single leash to enter and exit the ring but will be judged off leash.
13. Handlers using two leashes: If one dog incurs a deduction for tight leash and if the other dog does not leave heel position, only one dog will incur the deduction.
14. Dogs may switch places while executing behaviours that require the dog to leave the heel position. Should the dogs switch positions while heeling they will receive deductions as noted in the regular guidelines for out of position.
15. JUMPS - TUNNELS - WEAVES: 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. Dogs not returning to the handler at the same time will not receive deductions, however deductions will be made not returning promptly to the handler.  
JUMPS The jump height will be set at the lowest height required. i.e. High Jump: one dog jumps 14 the other 8 then the jump would be set at 8 inches.
16. The handler may use food or toys using the same criteria as the regular classes as described in the CARO Master General Handbook.
17. Judging at all levels will be the same as those outlined in the CARO Master General Handbook.
  - A. **Twelve inches (12")** extra spacing will be added between cones for the weave once, figure 8 and spiral exercises. **Additional space may be added at judge's discretion.**
  - B. Offset 8, the food bowls will be moved an additional 1 foot apart.

## **CARO RALLY BRACE NOVICE (CRBN)**

- The dogs must have earned a CARO Rally Novice (CRN) title.
- Food or toys may be used at this level as described in the CARO handbook.
- Courses will be designed using rules and regulations governing the designing of Novice courses.
- The Novice level is done on leash, dogs are on their own individual leashes or coupled and on a single leash throughout the course.
- Cones- See explanation above.

## **CARO RALLY BRACE ADVANCED (CRBA)**

- The dogs must have earned a CARO Rally Advanced (CRA) title and a CARO Novice Brace title (CRBN).
- Food or toys may be used at this level as described in the CARO handbook.
- Dogs will be on their own individual leashes or coupled to enter and exit the ring. They will be judged off leash.
- Courses will be designed using rules and regulations governing the designing of Advance courses.
- Cones, Jumps - See explanation above.

## **CARO RALLY BRACE EXCELLENT (CRBX)**

- The dogs must have earned a CARO Rally Excellent (CRX) title and a CARO Advanced Brace (CRBA) title.
- Food or Toys may not be used at this Level.
- Dogs will be on their own individual leashes or coupled to enter and exit the ring. They will be judged off leash.
- Courses will be designed using rules and regulations governing the designing of Excellent courses.
- Cones, Jumps, Tunnels, Weaves- See explanation above.

## **CARO RALLY BRACE VERSATILITY (CRVB)**

- A dog must have earned a Caro Rally Versatility (CRV) title and a CARO Excellent Brace title (CRBX).
- Food or Toys may not be used at this Level.
- Dogs will be on their own individual leashes or coupled to enter and exit the ring. They will be judged off leash.
- Courses will be designed using rules and regulations governing the designing of Versatility courses.
- Cones, Tunnels, Weaves- See explanation above.

## **CARO RALLY BRACE VERSATILITY EXCELLENT (CRBVX)**

- A dog must have earned a Caro Rally Versatility Brace (CRBV) title
- Food or Toys may not be used at this Level.
- Dogs will be on their own individual leashes or coupled to enter and exit the ring. They will be judged off leash.
- Courses will be designed using rules and regulations governing the designing of Versatility Excellent courses. Cones, Jumps, Tunnels, Weaves- See explanation above.

## Junior Handling

### Purpose

The purpose of the Junior Handling Division within CARO is to encourage and promote youth involvement in the sport of RallyO. This division is open to all handlers up to and including the age of seventeen (17) on the date of a trial.

### Registration

Each Junior Handler must pay a one-time fee of \$15.00 plus applicable taxes and will be assigned a Junior Identification Number (assigned to the handler and not a dog).

The ID number is for the purpose of tracking the handler's achievements.

All dogs participating in the Junior Handler Division must also have a valid CARO Dog ID Card.

### Eligibility and Rules

- Juniors and dogs may compete in the Junior Handler Division without regard to their accomplishments at any other CARO level.
- Juniors may compete and earn qualifying scores at all levels.
- All Junior Handlers must start at the Novice level.
- In order for the qualifying scores to apply towards Junior Handler titles, juniors must enter under their Junior Handler ID number as opposed to the ID number of the dog they are running.
- Juniors competing for Junior Handling qualifying scores at a given trial may not compete for dog Qs at the same trial.
- A dog may not be entered in a class under his dog ID number with a handler and also compete the same class with a junior handler in the Junior Handling division.
- If a dog is entered in the Junior Handling division but for various reasons the Junior Handler is not able to compete with the dog, the club may transfer the entry to the Regular Division should it wish to do so and the dog would compete under the Regular dog ID number.
- The Junior Handler is permitted to handle a different dog from one (1) trial to the next but must run one only dog per trial. Qualifying scores may be accumulated with different dogs.
- The dog may or may not be owned by the Junior Handler.
- Any dog entered in a Junior Handler class is not permitted to run the same course twice. (i.e. with a different Junior Handler). All Junior Handling classes will be judged according to the Rules and Regulations pertaining to the level at which they are competing with the following exceptions:-

Time allotted is four (4) minutes.

Junior Handlers will be allowed 2 repeats of Stations at the Advanced and Excellent levels.

### Junior Handling Event

- The Junior Handler division consists of all the CARO levels of classes.
- A Junior Handler class may be held in conjunction with a CARO approved trial or as its own event.
- Junior Handlers will walk the course with the other competitors.
- The Junior Handler division will compete at the end of the regular class.
- All rules and regulations applicable to hosting a CARO trial shall apply.
- Junior Handling trial results must be submitted on a separate Trial Record Sheet.
- The qualifying class shall be designated as Novice, Advanced, and Advanced Team etc.
- The Junior ID Number will be filled in instead of the Dog ID Number.
- Junior Handlers MUST show their cards when checking in.

### Judges

Junior Handler events will be judged by the same Judge who officiates at the regular or non-junior portion of the corresponding class. At the Judge's discretion, a separate briefing may be held for Junior Handlers.

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## Prizes and Awards

- Certificates will be issued by CARO for the levels the Junior Handler has achieved.
- The certificates will be issued in the name of the Junior Handler and the level they have achieved.
- Junior Handler classes shall be considered separate classes for the purposes of determining placements.
- Each qualifying Handler shall receive the same qualifying ribbon as the regular classes.
- Placement ribbons/rosettes, if offered, must be inscribed with JRH or Junior Handler to reflect that it is a junior event.
- Tabs can also be attached to ribbons to indicate that it is a Junior event.
- The host club may, at their discretion, present all junior handlers with a form of participation ribbon or prize.
- Host clubs may charge a reduced fee for Junior events.



## Judges Handbook

### The Role of the Judge

Beyond the obvious role of preparing a course and judging the event (which is dealt with in the pages that follow), the Judge has a very important role to play as an ambassador for CARO.

CARO came into being because many people felt the need for something different, not as rigid as and more fun than traditional obedience competition. As CARO matures, more rules and regulations may come into play. However, it is attitude that makes the handler and dog team's performance outstanding or just average. RallyO obedience is meant to be performed with animation and enthusiasm, along with briskness in the movement of the team. Handlers are allowed to talk to their dogs and give hand signals. Accommodation is made for handlers or dogs with physical challenges and they are encouraged to participate. All dogs can compete, not just the purebred, there is a place for the neighbourhood kid and his "All Canadian" to come, have fun and be proud of their accomplishments.

The role of the Judge, both in the ring and outside of it, is to promote this spirit. In the ring, while the Judge must necessarily watch for faults or errors he/she must also watch for this positive attitude. (Perhaps there will come a time where points can be added for this attitude, rather than only taken away for mistakes.) The Judge can also foster this attitude by his/her own display of enthusiasm and encouragement as each team comes into the ring.

Outside of the ring, the Judge continues to be a CARO ambassador, explaining the philosophy behind the . As most Judges are also trainers, they have an excellent venue to promote the sport.

So, as you read the remainder of this book, which deals with the technical issues of judging, remember the first and foremost role of the Judge: to be an ambassador of CARO!



## Qualifications to become a Judge

1. Applicants must be a professional member of CARO in good standing and support the CARO perspective on RallyO as a means of encouraging a positive relationship of mutual trust and respect between dogs and their handlers.
2. Applicants must complete the CARO RallyO Judge's Application Form (PDF format) and submit the completed Form along with a non-refundable applicable processing fee of \$25.00 plus applicable tax(es) to the address indicated on the form.

### REQUIREMENTS

- Have obtained a CARO Advanced title
- Have participated in an approved CARO judging clinic
- Must shadow judge under an approved CARO Judge for 10 courses
  - 2 Novice
  - 2 Advanced
  - 2 Excellent
  - 2 Novice Team (5 teams)
  - 2 Advanced Team(5 teams)
- Must shadow judge a minimum of 10 dogs at each level:-

### REQUIREMENTS (Versatility Levels):

- Must be approved for Novice, Advanced and Excellent Levels
- Must shadow judge under an approved CARO Judge for 4 courses
  - 2 Versatility
  - 2 Versatility Team
- Must shadow judge a minimum of 5 dogs at each level

### REQUIREMENTS (Working Level):

Must complete the Working Level test and must be approved to judge for the Excellent level.

### SHADOW JUDGING

Shadow judging may be done at one or more trials and/or fun Matches. The name of the Judge(s) with whom you will shadow judge, must be submitted to CARO in advance. A list of approved Judges is available from CARO.

3. Be thoroughly familiar with the CARO RallyO Competition Rules all of the Exercise stations used in Novice, Advanced, Excellent, Versatility and Team levels.
4. Two tests are required and the applicant must meet the required standards of each.
  - (a) CARO RallyO Judging Test: a written test on CARO RallyO Competition Rules and Judging Guidelines must be completed with a score of 85% or higher for each of the competition levels.
  - (b) Submit six (6) course designs: two (2) for Novice, two (2) for Advanced and two (2) for Excellent. These must be drawn (by hand or computer) to scale, must be legible and must include typed course directions. These must be error free.

**Judges wishing to Judge Versatility may write a short test for this at a later date.**

5. If an applicant is unsuccessful in the two required tests, he/she must wait six months before re-applying. CARO retains the right to refuse or revoke a judging application or license.

## Protocol for Shadow Judging

For the Applicant:

1. Identify one or two Judges (two is the maximum) who have agreed to work with you. Then ask what expectations the Judge(s) have, when you can meet, how the Exercise Stations are to be approached and whether your scores or other issues will be discussed.  
**Meet with the Shadow judge prior to the trial.**

For the Cooperating Judge(s):

- i) Acting as the Cooperating Judge means you will be reviewing the Applicant's judging skills and eventually, writing a letter confirming that he/she has **satisfactorily** participated in shadow judging 10 courses (enumerate the courses shadow judged.) - 2 Novice, 2 Advanced 2 Excellent, 2 Novice Team and 2 Advanced Team. The letter is required before for the exam is written.
- ii) This activity may be done at an actual trial or, the applicant may fulfill this requirement by designing and setting up the courses and "judging" at a class or fun match over a number of weeks.
- iii) You need to be aware of your time availability to review the applicant's scoring in comparison to yours and to discuss the results.
  - Meet with the Applicant before making any commitment (if possible)
  - How will this extend the length of your judging day?
  - Maybe you only want to have the candidate shadow you for one or two courses in one day
  - **Brief the Shadow judge on ring procedure**
  - The candidate should sit or stand outside the ring to avoid giving the impression that there are two Judges scoring, or that the Applicant has any influence on the trial
  - You should also be prepared to NOT sign off on someone if they don't meet the required judging standards
  - **Review the score sheets of the shadow judge (checking scores and variances**
  - **Sign the Shadow Judges trial form and submit to Judge Approver**
  - **Write a brief letter to the Judge Approver**

**As a Cooperating Judge, you are agreeing to help the Applicant fulfill one of the requirements to becoming a Judge. The Applicant likely lacks experience, and will have questions.**

CARO is prepared to offer a small remuneration to Cooperating Judges. Please contact the office for additional information.

## Preparing the Course and Correct Placement of Signs

The Judge must pay careful attention to the placement of the signs in relation to the path the handler and dog must take when moving from one Exercise Station to the other. Exercise Stations should be a minimum of 10 feet apart and Judges should make allowances for large breed dogs to be able to negotiate the course.

The Judge should walk the course, following the path to be taken by the handler and dog as indicated on the course design. It is advisable for the Judge to walk the course several times, checking distances, placement of the signs and that sign holders are numbered correctly.

Signs that direct the handler to continue moving forward in the same direction should be placed to the right of the handler.

Signs that result in a directional change (e.g. left, right, reverse) are to be placed directly in the path of the handler, whenever possible.

Generally, all stations are performed in front of the sign and/or to the left, although if the handler performs the station with the sign on the left, there will be no deduction. In the case of the Moving Side Step Right, or Side Step Right or Left, the handler may move past the sign to complete the station.

The Slow Pace may be followed by a Fast Pace and the Fast Pace may also be followed by a Slow Pace. However this sequence of two different paces must be followed by a Normal Pace OR be the second-to-last station in a course. If only one change of pace is required (either Fast or Slow) it must be followed by a Normal Pace OR be the second-to-last station in a course.

Stations that require the handler to spiral or weave should not be placed in right after each other.

The Weave Exercises (Stations 1 and Station 29) require 4 cones in a row while the Spiral Exercises (Stations 25 and 26) have 3 cones. If a Spiral is combined with a Weave, they may have one cone in common but they must be arranged at an angle to each other so that the two Exercises are easily distinguished. The cones for the Spiral and the Cones for the weave exercise may not be in a line.

Allowed:

x x x x	x x x x
x	x
x	x

Not allowed: x xx xx xx where there are 4 cones and these 4 cones represent both the Weave exercise and the Spiral exercise.

## Criteria for Designing and Submitting Courses for Approval

Courses must be submitted to the Course Approver (check the website for the address) 30 days in advance of the event. This allows time to check the courses and allows time for Judges to make any alterations, if needed. Late submission of courses for approval will incur a fine of \$50.00 plus applicable taxes.

The following information must be included (and verified by the Trial Committee):

- Ring Size
- Indoor or Outdoor Ring
- Date of Trial and # of Trial

All courses submitted for approval may be written by hand but must be clearly legible.

### Requirements when submitting courses for approval:

1. Start and Finish Lines.
2. Each course must be designed to scale using 10' markers on the sheet. (See sample grid.)
3. Stations beginning with HALT must be clearly indicated on the Station description allowing for easier checking for maximum stationary stations. i.e.: HALT-Sit-Down.
4. Stations must be numbered and the Station numbers must be marked beside the description for easier checking of maximum requirements per level.
5. Arrows must be drawn on the course, indicating line of travel for the dog and handler team. (See Course Design Booklet available on CARO web site).
6. Spiral Stations, Figure 8 and the Offset Figure 8 must have clear entry and exit points marked. (See below).
7. Novice Station 1 - May be used in Novice and Versatility courses only (NOT Versatility Excellent).
8. Advanced: - a minimum of 8 Advanced stations are required in any Advanced course.
9. Excellent: - in addition to the required Excellent stations, the majority of the rest of the stations must be taken from the Advanced stations.
10. If there are two courses of the same level (Novice, Advanced, and Excellent) within a trial, all Stations from that level must be used within the courses.  
For example, in Excellent, if one course uses the Tunnel and the Spread jump, the other course must use the Weave Poles and the High Jump.
11. Exercise stations should be placed a minimum of 10 feet apart.
12. Approximate distances should be shown on the grid when possible.
13. Ample room must be allowed for all Stations to be performed, for all sizes of dogs. For example, a large dog with a tall handler may take up to 30 feet to complete the HALT 1-2-3 Steps Forward.
14. The course must have appropriate stations and flow for the level of course (i.e. Novice, Advanced, and Excellent).
15. The course sample sent in for approval should be the same as what you intend to hand to the competitors. Therefore it should be professional-looking (legible, easy to read, no scratch-outs etc.).  
Please note that the time allotted in Novice may be 3 or 4 minutes, depending on the Judge's discretion.

**IMPORTANT:** For all other levels the time allotted is 3 minutes.

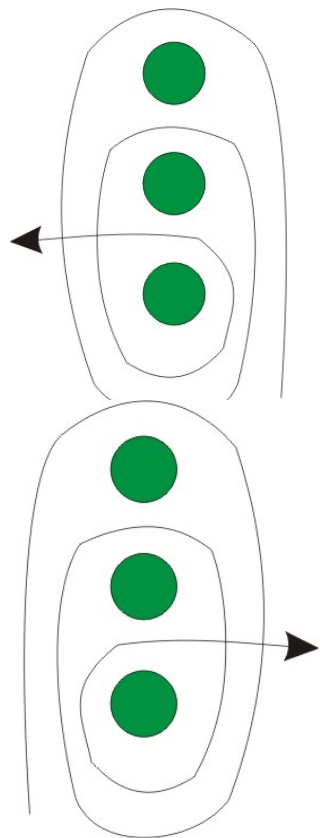
## Course Designing Tips

Too many Sits or Downs may make a course choppy and time consuming. Incorporating a balance of static and dynamic stations improves the flow of the course and tests a variety of the skills on the part of the dog and handler.

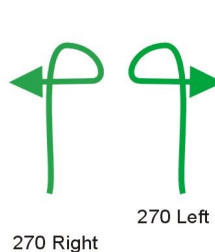
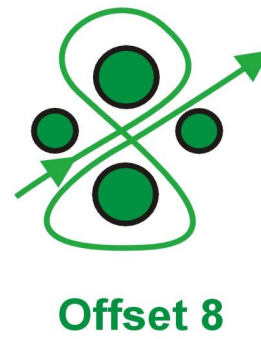
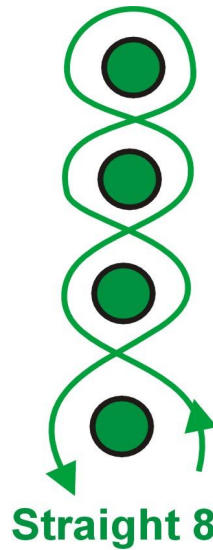
Factors that influence time:

- If there is only one Judge present for a trial, nesting courses makes course changes easier. (Nesting: Keeping things such as the Start/Finish lines, sign markers or the signs themselves in the same/similar places to expedite course changes.)
- The **Stand for Examination**, the and the **Halt 1-2-3** stations all in course will make it more difficult complete the course within the time.

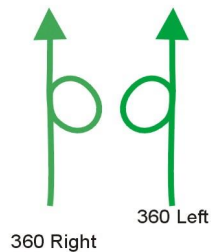
Recall,  
one  
to  
allotted



Spiral Right Dog Outside



270 Left



360 Left



**Sample Grid for planning course**

10	20	30	40	50	60		
90						90	
80						80	
70						70	
60						60	
50						50	
40						40	
30						30	
20						20	
10	10	20	30	40	50	60	10

## Appendices

### Appendix A: Sample Forms

The appendices are not included in the handbook but are available on the FORMS page of the web site

F01 - CARO Membership Application

F02 - CARO Individual Dog Registration

F03 - Application to Become CARO Judge

F04 - CARO Trial Application

F05 - Judge's Trial Record

F06 - Individual Dog Score Card

F07 - Sample Trial Entry Form

F08 - CARO Catalogue Sheet

F10 - CARO Ethics

F11 - Shadow Judging Form

F12 - Titles Earned

F13 - CARO Replacement Card

F14 - Rule Change Submission Form

FW15 - Individual Dog Score Card - Working

FWT15 = Individual Dog Score Card - Working Proficiency Test

F16 - Junior Handler Application

FW17 - Application to Judge Working & Working Proficiency Test

F18 - Complaint Submission Form



## Appendix B: Stand for Exam Station

### Recommended Method for Examining a Dog on the Stand for Exam Station:

1. Approach the dog from the front at a 45° angle. This lets the dog know you are approaching and is less threatening than a direct, straight-on approach. To give each team the same conditions in scoring the Stand for Exam, try to position yourself in the same position approximately 10' from the Stand for Exam Station, as the team approaches
2. Avoid direct eye contact with the dog on your approach. A direct stare is a challenge and may be intimidating to a dog that doesn't know you. Instead, watch an area near the dog, so that you know what's going on.
3. Keep your hand close to your body rather than extending it out as you approach. Let the dog sniff your hand or arm.
4. Touch the dog on its Neck and on its shoulders or body (not its head). The touch should be gentle and assured.
5. Walk away to a position about 6 feet away from the dog.

## **Appendix C: Process for Course Approval**

Use the guidelines for Exercise Stations and check with other Judges involved in the trial to ensure as many different stations as possible are used in the courses at each level.

Submit courses for approval at least 30 days in advance of the trial date.

Courses are reviewed by the Course Approver. She/he will:

- proofread your courses
- check station numbers, sign numbers and path of travel
- ensure proper sequence of signs
- ensure the course design guidelines are observed at each level

You may receive the following messages from the Course Approver:

- Approved - great job! Enjoy the trial
- Approved with suggestions - minor “tweaking” suggestions are offered
- Approved pending changes - make the changes noted and RESUBMIT your courses with the changes for final approval

Note: If changes are required, you must resubmit your courses for final approval

### **SR 2007-05 Failure of the Judge to Submit Courses**

Failure of the Judge to submit courses before the 30-day time limit will result in a fine of \$50.00 (plus applicable tax(es)). The Judge will not be permitted to accept any judging assignments until the fine is paid in full. Should the Judge commit this offence twice in one calendar year (January to December) then he/she will be suspended for one year

## Appendix D: Roles and Responsibilities of the Judge

Being a RallyO Judge means that you are a representative of CARO both inside and outside of the ring. You are expected to promote the spirit of RallyO and show enthusiasm for the sport when showing your own dogs.

These responsibilities apply if you are:

- entered in a trial
- standing on the sidelines
- asked a question at an event
- judging

### **While Judging:**

- greet each dog and handler at the gate
- be consistent
- if you have a question about how to score a particular Station make a note so that you may reassess after the dog and handler team have left the ring
- position yourself so that you can see but not get in the way
- try to stand in the same location for each dog

### **When you accept an assignment:**

Here is a list of things to ask and make the club aware of when they are hosting a trial:

- Where is the trial being held? -
- What distances are you required to travel?
- What is the ring size? The working area for your courses and entrances to the ring
- What is the surface? Matting or grass, for example
- Any space limiting factors? Trees, poles?
- Is the trial indoors or outdoors?
- Club's Name
- Date of the Trial
- Trial Number
- How many runs will there be and at what levels?
- What order will the classes be run? (if you intend to nest your courses)
- What equipment does the Club have for Advanced, Excellent and Versatility?
- Remind the Club that they should have their own sign holders, current signs and cones, food bowls
- It is your responsibility to provide the courses for the competitors
- Prepare your courses and take copies with you to the trial. Sending them advance to the club could lead to problems - you do not know who will have access to them before the trial
- Indicate that you will want a copy of the Trial Record Sheet available for your records at the end of the trial. (This is easier than having it mailed and you have the record when you leave)
- Remind the Club that you must review any disability requests one week before the trial

### **On the Day of the Trial:**

- take your rulebook
- pen/calculator
- your own copy of the courses
- stop watch (just in case the Club doesn't have one)
- get to the trial site well in advance of your judging time

### You may be required to:

- set up your course (but take advantage of the Club offering to set up the course for you)
- make sure that the Club has Score Sheets and Trial Records for your rounds
- brief the ring staff on procedures

### Once the course is set up:

- walk it a few times before opening the course for the walk-thru. Remember to consider the differences between small and large dogs)
- make sure the pylons are the correct distance apart
- check that markings for the jumps are in placed correctly
- check treats in food bowls and covers are in place for the Offset Figure 8
- have the same number of treats in each bowl and know how many in case a dog goes to the bowls

### During the walk-thru

- walk the course with the handlers and explain what you will look for as you go along (changes of pace, tone of voice, physical corrections)
- answer any questions
- be available for further questions during the walk-thru

### Once Judging Starts

- Greet each handler at the gate
- Check the collar of the dog
- Check for toys or bait bags (not visible)
- Be sure the timer is ready
- Tell the handler when they can go
- The Judge does not speak to the team while it is on the course. However, if the team has NQ'd and the handler is having difficulty on course or taking longer than usual to complete the course, the Judge may choose to speak to the handler.
- When the team has finished, check with the timer and enter the time on the Score Sheet
- Add up the deductions and enter the score on the Score-Sheet

### Changing of Scores:

Once score sheets have been handed to exhibitors the score should not usually be changed. However there are two instances where this may be allowed:-

- If there has been an arithmetical error which is advised to the Club before the end of the trial
- If the judge realises that a mistake has been made in a deduction (not in a discretionary deduction i.e. 1 to 3 points) then the change may be made but an announcement **MUST** be made to the exhibitors as to the reason for the change

### At the end of the round:

- check scores and placements - ensure the Trial Record agrees with the Score Sheets
- check placements
- sign the Trial Record
- hand out qualifying ribbons and placement ribbons

### At the end of the trial:

- collect your copy of the Trial Record Sheet and keep it and a copy of the course for your records.

As a Judge you are responsible for correct scores, times, and placements. When you sign the documents you are indicating that you have checked all of this and that it is correct to the best of your knowledge. Check things as you go along - double check with the timer and write down the time, ask the table steward to double check your deductions and scores. If the table steward has done the placements for you, great! But double check them before handing out the placement ribbons. We all make mistakes from time to time and double checking whenever possible will help eliminate most errors.

### Screening a Shadow Judge:

1. Meet with the Shadow judge prior to the trial.
2. Brief the Shadow judge on ring procedure.
3. Review the score sheets of the shadow judge (checking scores and variances)

## Appendix E: Offering a Trial

- The requirements of offering a CARO Trial are similar to those of a CKC Obedience Trial.
- Clubs and/or the Trial Chair or Trial Secretary must be Professional Members of CARO.
- All Rally O Trials must be approved by CARO in order for the handler and dog to receive CARO titles.
- CARO certified Judges must be used to Judge the trial. Check the CARO web for a complete listing of approved Judges.
- Up to 16 Classes may be offered per trial. There may be any combination of Novice, Advanced, Excellent, Versatility, Versatility Excellent, Team and Working and W.P.T. The C stream is NOT considered a separate class. **NOTE: Until further notice two W.P.T. classes or two Working classes may be offered as one event. The two classes may be either at the same level (i.e. Rookie and Rookie) OR at adjoining levels (i.e. Rookie and Elite) OR at adjoining subdivisions (i.e. Subdivision I Rookie and Subdivision II Rookie).**
- Dogs must have a CARO Registration Number to enter. Individual dog registration applications may be taken on the day of the trial at the discretion of the Trial Secretary. Applications must be accompanied by full payment before handlers and dogs can compete. Applications and payments must be sent in by the Trial Secretary along with the Trial Records.  
Handlers do not have to be members of CARO to enter their dog in a trial. However the cost to get a dog registration number is somewhat higher if they are not. For details about membership check the membership page of the CARO web site.
- Trial application forms and individual dog registration forms are available on the Forms page of the web site.

## Trial Roles & Responsibilities

### *Trial Chairperson*

There must be a Trial Chairperson, whose responsibilities include providing the CARO exercise signs, sign holders, cones, treat bowls, judging sheets, etc.

### *Trial Secretary*

There must be a Trial Secretary whose responsibilities include preparing a catalogue of entries which must contain:-

- entry number
- name and breed of dog
- CARO registration number of dog
- competition level e.g. Novice A

In addition the Trial Secretary must provide a Trial Record and judging Score Sheets.

**IMPORTANT NOTICE TO TRIAL SECRETARIES:** - If your trial covers two days and a total of not more than sixteen events, please submit separate application forms - one for each day. The fee will not change i.e. if there are sixteen events over two days only one \$40.00 fee plus the applicable HST/GST is payable. The Trial Results must be submitted to CARO no later than 30 days after the trial. There will be a penalty of \$50.00 (plus HST/GST) for any late submission of the results.

Sample Catalogue: Trial Records and Score Sheets are available on the Forms page of the web site.

Published January 2015.

### Stewards.

At every Trial there must be one Gate Steward, a Score Sheet Steward and one or more Table Stewards as well as a Timer who starts and stops the stop watch and then gives the final time to the Judge who marks it on the Score Sheet. If there is more than one table steward, one shall act as Head Table Steward.

#### Score Sheet Steward:

- gives the score sheet for the next team to the Judge
- receives from the Judge the score sheet for the team that has just finished and returns the score sheet to the Table Steward
- checks that the handler's arm band number matches the number entered on their score sheet

#### Table Steward(s):

- ensure that the Score Sheets are prepared and in correct running order
- receive the Score Sheet from the Score Sheet Steward
- check the Score Sheet to ensure the addition is correct and enter the scores on the Judge's Trial Record.

#### Gate Steward :

- makes sure the next team is ready.
- keeps the running order board up to date.
- deals with any conflicts that may come up in the running order. For example, a handler working with two dogs.
- checks the ring after each performance to ensure everything is in order.

#### Timer :

- knows where the Start and Finish lines are
- knows what to do if the stop watch malfunctions

One of the Timing or Gate Stewards may help with setting up the jumps.

### On completion of a trial event

The following must be forwarded to CARO:

- a copy of the Trial Record **and a completed Fee Remittance Form**, together with a cheque or money order for \$2.00 Canadian (plus HST/GST) for each run for every dog entered in the trial.
- names and addresses of competitors.
- a list of new titles obtained by the handlers (as reported by the handlers) Forms available on the Forms page on the web site.

Judges must submit their course designs for approval 30 days prior to the trial date (Otherwise they have to pay a penalty). It is the responsibility of the trial-giving- to inform Judges of the ring layout (size and entrance/exit areas) as soon as possible.

If a Judge is unable to get to a Trial due to inclement weather, sickness or other unavoidable situation and the Club is unable to get another Judge to fill in, the courses approved for that Trial may be used by a replacement Judge. The Club may also cancel the trial if it feels the entrants cannot make it and apply for another date.

If the Club is unable to find another Judge at late notice they may apply for a date change, in which case the 60 day rule for trial date approval would be waived provided that the same Judge is available and the same approved courses used.



## Appendix F: Judging the Pivot

The Pivot Right and Pivot Left are stations which are to be done on the spot. Here are some guidelines

1. The handler may take only two steps to do the 90° pivot
2. He/She may start with either foot
3. He/She may move each foot only once
4. He/She may take these two steps in any order and in any direction they wish
5. The Footwork must be done in place

For example, the team comes to a Halt at a Pivot Right sign.

1. The handler could turn his/her Right foot 90° to the right and then close with the Left foot
2. The handler could “T” with the left foot to his/her right toe and close with the right foot
3. The handler could place the right foot behind the left foot (probably in a T position) and execute a military style right pivot
4. The handler could do a little swivel pivot putting weight on the heels and without raising the heels, swivel 90° to the right.

This action must take place in the smallest space possible. If the handler takes more than two steps, it is not a 90° pivot and will be scored as NQ-IP.

The dog must move with the handler. - The dog gets up and moves as the handler moves, it cannot sit until the handler has changed direction and then move into place.

The Halt 180° Pivots in Advanced class must also follow these rules:

1. The handler may take 3 steps to do the pivot
2. The handler may start with either foot
3. The pivot must be done in place

## Appendix G: Judging the Jumps and Tunnel:

### **Exercise Stations 42, 64, and 65 and Versatility**

All attempts to do this station must be initiated with the dog and handler in the send zone. Any other position will result in an NQ.

If the handler steps inside the 6 foot line at any time, they will incur an NQ. The run will be deemed non-qualifying and no repeat of the station will be allowed under this circumstance.

**Dog Errors:** Failure of the dog to take the jump: see **CARO Point Deductions Guide**.

Once the dog has taken the jump, it may be called back to heel position by the handler. No deductions are made if the dog returns directly to the heel position, regardless of where the handler is along the line of travel when that occurs.

**Re-cues:** Once the dog has been sent to the obstacle, the handler *MAY* stay in the send zone or proceed along the outside of the 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. (Advanced only)

**In Advanced:** The jump may be attempted three times and counts as a repeat of station not an NQ-IP.

**In Excellent:** Once the dog is sent toward the jump, if the dog passes the zero line of the jump without going over, it will be considered a refusal and result in an NQ. If the handler gives a second cue *before* the dog passes the jump, deductions will be made for the extra cue but the dog will not NQ if it does the jump.

For the tunnel and jump exercises lines showing the zone from which the dog may be sent **must** be placed on the floor surface for scoring purposes.

**REQUIRED:** One line will indicate the 10 foot distance from the front of the obstacle and the other line will indicate the 6 feet distance to the side of the obstacle. This line shall be placed on the side of the obstacle from the dog will approach the obstacle. **Jump (Station 42) the line should extend to the plane of the upright. Spread Jump or (Station 64) the line should extend to the leading edge of the first board.**

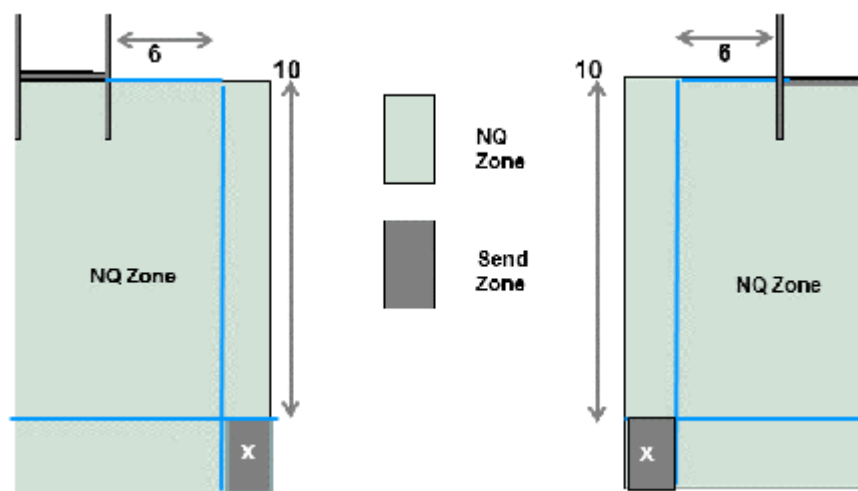
**Tunnel (Station 65) the line should extend to a point in line with the mouth of the tunnel.**

The Handler is not required to run to qualify in these Exercises. Handlers may move at whatever speed they wish to make the exercise work smoothly.

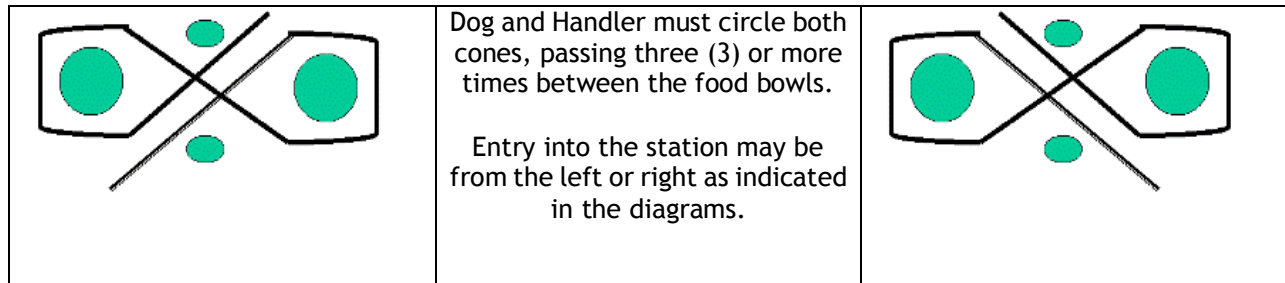
In Excellent and Versatility, repeat of stations are not allowed and would result in an NQ.

Dog working on Left of Handler

Dog working on Right of Handler



## Appendix H: Judging the Offset Figure 8



Food must be placed in the bowls so that the dogs cannot get to it. It is the responsibility of the trial host to supply proper food bowls and securely-fastened screen covers.

It is the responsibility of the Judge to ensure that the food bowls all have lids to prevent the dogs from getting to the food.

The food in the bowls must be tempting to the dog.

The purpose of this station is for the dog to work with the handler, ignoring the food bowls.

### POINT DEDUCTIONS:

Sniffing the bowls (while working the Offset Figure 8): - 2 points

Sniffing the bowls (while working another station; ie, leaving the handler to go to the Offset Figure 8): 5 points

Example: The dog and handler are at Station 5 and the Offset Figure 8 is at Station 15. The dog leaves the handler and goes across the room to sniff the food bowls.

Deductions are also made for each handler cue needed to bring the dog back to heel position

Sniffing the bowls is not an NQ but the dog will incur point deductions for sniffing and deductions for extra commands to leave the bowls alone and to resume heel position.

### DISQUALIFICATION:

If the dog knocks over the food bowls, tips them, bites at them or moves them out of position will result in an NQ.

Failure of the dog to return to heel position within a reasonable amount of time will result in an NQ for substantially out of heel position.

## Appendix I: Judging and Scoring

All stations shall be judged consistently at all levels. All stations must also be judged consistently with the same penalties in the A, B and C streams. Example: If a Judge deducts a point for a crooked sit of a certain magnitude then every crooked sit of that magnitude should be penalized. If the crookedness warrants a two point deduction then that should also be consistently judged the same amount.

The station signs are judged the same regardless of the course level and the rules for judging each Station remain the same at every level. The increased challenges for the higher levels come with the increased difficulty of the stations and increased penalties for repeated cues, decreased opportunities for repeats and the exclusion of food and toy rewards. Although signs are usually on the right of the handler, there is no penalty if the handler performs the station with the sign on the left.

Physically-challenged Team: The judging and scoring of these teams must take into consideration the physical challenge of the team.

### STATIONS #27 (HALT 1-2-3 STEPS FORWARD) AND #41 (HALT 1-2-3 STEPS BACKWARD)

In these exercises the dog should move at the same time as the handler and sit when the handler comes to a Halt.

Handlers must move and HALT 4 times and must meet the minimum required steps. Failure to meet the minimum required steps shall be scored as an NQ. If the handler adds additional steps this would incur a deduction of 3 points for Handler Error for each part of the sequence that is incorrect but will not result in an NQ, unless maximum point deductions for that station have been accumulated.

To provide consistency in judging: Stations that have multiple elements will be scored on each individual element and a 1-2 point deduction shall be applied to each incorrect element of the station. For Example, Exercise Station #4 (Halt Sit Down Sit) A first crooked sit will result in a deduction of 1 -2 points. If the dog lies down and is still crooked, another 1-2 points will be deducted for degree of crookedness. When the dog resumes the Sit position and sits straight, then there will be no deductions for the last sit. At the same station - If the dog's first sit is "straight" but then it lies down crookedly there will be a deduction of 1-2 points for degree of crookedness. When the dog resumes the Sit and that position is straight, then the only deductions would be for the down portion of the Station.

### DOG TAKING AN OBSTACLE OUT OF SEQUENCE

If an obstacle is close to the intended path and the dog takes the obstacle, there are a number of variables to take into consideration.

- Does the dog resume heel position without a cue (minor deduction for leaving heel position)?
- Does the handler give a cue for the dog to resume heel position (extra cue deduction)?





If the obstacle is not close then an off course deduction may be appropriate.

It is suggested that if the obstacle is within two feet of the intended path then there will be no deduction except for a minor for leaving heel position; if the obstacle is from 2 to 5 feet from the intended path then a substantial deduction should be taken; if the obstacle is more than 5 feet but less than 10 from the intended path then a major deduction should be taken.




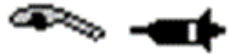
**Appendix J: Judging the Side Step (Left & Right)**

	<p>Ideal Position</p>		<p>Ideal Position</p>
	<p>Dog's shoulders stay in Heel position, Dog's body is with 45° to the handler <b>-2 points</b></p>		<p>Dog's shoulders stay in Heel position, Dog's body is with 45° to the handler <b>-2 points</b></p>
	<p>Dog's shoulders stay in Heel position Dog's body is more than 45° to the handler <b>NQ – this is no longer a sidestep</b></p>		<p>Dog's shoulders stay in Heel position Dog's body is more than 45° to the handler <b>NQ – this is no longer a sidestep</b></p>
	<p>Dog's shoulders do not stay in Heel position Dog moves several steps before rejoining the handler <b>NQ – this is no longer a sidestep</b></p>		<p>Dog's shoulders do not stay in Heel position Dog moves several steps before rejoining the handler <b>NQ – this is no longer a sidestep</b></p>
<p><b>SIDE STEP RIGHT</b></p>		<p><b>SIDE STEP LEFT</b></p>	

### Appendix K: Judging the Back Up 3 Steps

	Ideal Position
	<p>Dog's shoulders stay in Heel position, Dog's body is between perfect and 45° to the handler</p> <p>1-2 points deduction depending on the degree of variance</p>
	<p>Dog's shoulders stay in Heel position Dog's body is more than 45° to the handler</p> <p>NQ – this is no longer a backup</p>
	<p>Dog's shoulders do not stay in Heel position Dog moves several steps before rejoining the handler</p> <p>NQ – this is no longer a backup</p>
<p>Dog sits before backing up - 2 Any sit during the back up NQ</p>	<p>Dog's shoulders : During the 3 steps of the back up should the dog be in ANY of the NQ positions it will receive a NQ for the exercise. Each step of the back up should be scored according to the chart. Additional steps added will not be judged nor will they incur point deductions.</p>

## Appendix L: Judging the Moving Down

	<p>Ideal Position            Handler has not stopped &amp; dog is down –<b>No Deductions</b>            Pauses 1-2 seconds <b>-3</b>            2<sup>nd</sup> Additional Cue <b>-5</b>            Comes to a complete stop --<b>NQ</b></p>
	<p>Handler moves to the front of the dog and dog is in a continuous motion down <b>No Deductions</b>            HANDLER            Pauses 1-2 seconds <b>-3</b>            2<sup>nd</sup> Additional Cue <b>-5</b>            Comes to a complete stop --<b>NQ</b></p>
	<p>Handler is at opposite shoulder dog is not fully down <b>-2</b>            Dog has not BEGUN to lie down <b>NQ</b>            HANDLER            Pauses 1-2 seconds <b>-3</b>            2<sup>nd</sup> Additional Cue <b>-5</b>            Comes to a complete stop --<b>NQ</b></p>
	<p>Handler is at rear of dog. Dog not yet down. <b>NQ</b></p>

## Appendix M: – Equipment

### Jumps and Tunnel

With all of the Jumps and the Tunnel, Judges must ensure that the lines indicating the send area are clearly defined on the ground.

### Solid or Bar Jump.

These jumps must be constructed in a manner that provides stability and safety for all dogs. Jump width is to be a minimum of four feet (1.2 m). When using a bar jump, a single bar jump is preferable but not required.

### Spread Jump

This jump must have a minimum height of 2 inches (.05m) and a maximum height of 5 inches (.13m). Uprights are not permitted. The jump may be composed of telescoping hurdles. The jump will require as many hurdles as are necessary to provide the appropriate spread distance. It may also be of solid construction, i.e. 4 solid spread jumps of 8, 16, 24 and 28 inches, (.2m, .4m, .6m, and .71 m) of specified height.

In an endeavour to make the spread jump more visible, a dowel will be placed on or beside the leading board of the spread jump.

The dowel will be used at all trials. The dowel must be 1 foot in length and be painted white and striped 50 % in any other color.

The dowel should be removable and may be affixed in one of three positions.

A. In the plane of the jump, as close to the side of the jump as possible and no further than 1" from the side of the jump.

B. At the side of the jump 1" from the leading edge.

C. The round dowel may be inserted into a flat board in lieu of being attached to the first board.

The dowel will be placed on the side from which the dog is approaching.

Height and Distance requirements (subject to any physical challenge of the dog)

Dog shoulder height	Jump Height	Spread Distance
under 12	4 inches (.1 m)	8 inches (.2m)
12 inches to under 16 inches	8 inches (.2 m)	16 inches (.4m)
16 inches to under 20 inches	12 inches (.3 m)	24 inches (.6m)
20 inches and over	14 inches (.35 m)	28 inches (.71m)

### Tunnel

The tunnel should be approximately six (6) feet (1.8 m) in length and have a minimum diameter of 24 inches (0.6 m).

### Weave Poles

The weave poles should be set twenty four (24) inches (0.61 m) apart and must consist of 6 poles. Poles should be between three (3) feet (0.9m) and four (4) feet (1.2 m) in length (height). The poles may be those used in agility or a similar system.



## Appendix N: – Reward Stations

REWARD CHART		
#	NOVICE LEVEL EXERCISES	REWARD May be GIVEN
	Exercises listed below, that <b>END</b> with the Dog in a stationary heel position such as Sit, Down or Stand, may be rewarded as indicated.	If the dog breaks position to obtain the reward or prior to being given the forward Cue, the exercise <b>MUST</b> be redone or it will result in an NQ
2	HALT Sit Stand	After the Stand and BEFORE moving forward
3	HALT Sit Down	After the Down and BEFORE moving forward
4	HALT Sit Down Sit	After the Final Sit and BEFORE moving forward
5	HALT Sit Walk Around	After the handler returns to the heel position and BEFORE moving forward
6	HALT Sit Down Walk Around	After the handler returns to the heel position and BEFORE moving forward
17	Call Front Finish Right	After the <b>dog</b> has returned to heel position and SITS and BEFORE moving forward
18	Call Front Finish Left	After the <b>dog</b> has returned to heel position and SITS and BEFORE moving forward
22	HALT Sidestep Right HALT	After the LAST sit and BEFORE moving forward
23	HALT 90* Pivot Right HALT	After the LAST sit and BEFORE moving forward
24	HALT 90* Pivot Left HALT	After the LAST sit and BEFORE moving forward
27	HALT 1-2-3 Steps Forward	After the LAST sit and BEFORE moving forward
28	HALT Turn Right 1 Step HALT	After the LAST sit and BEFORE moving forward
15-16	Call Front Forward Left or Right	No reward for any of these stations
	1 also 7 thru 16 & 19,20,21,25,26,29	No reward at any of these stations
#	ADVANCED LEVEL EXERCISES	REWARD May be GIVEN
31 + 32	Stand Sequence	After the handler returns to the heel position and BEFORE moving forward
35	Finish Right	After the dog is sitting at heel and BEFORE moving forward
36	Finish Left	After the dog is sitting at heel and BEFORE moving forward
37	HALT 180 Degree Pivot Right HALT	After the LAST sit and BEFORE moving forward
38	HALT 180 Degree Pivot Left HALT	After the LAST sit and BEFORE moving forward
	30,31,33,34,35A,36A,39,40,41,42,43,44,45,46,47	No reward at any of these stations
	<b>EXCELLENT &amp; ALL VERSATILITY LEVELS</b>	NO reward at these levels
	<b>WPT</b>	At the <b>END</b> of each exercise <b>ONLY</b> No reward during the execution of the exercise
	<b>WORKING LEVEL</b>	NO reward at this level
	<b>NOVICE &amp; ADVANCED TEAMS</b>	Rules for Regular class exercises apply