



# Master General Handbook

CANADIAN ASSOCIATION OF RALLY OBEDIENCE  
EFFECTIVE JULY 1, 2022

# Contents

Welcome CARO Enthusiasts! .....	6
Copyright.....	6
General Information .....	7
Introduction to Rally Obedience .....	7
What is Rally Obedience?.....	7
Rally Obedience in Canada.....	8
The Canadian Association of Rally Obedience (CARO).....	8
CARO Code of Ethics .....	8
Important Documents .....	8
Competitors Corner .....	9
Eligibility to Participate .....	9
Dogs.....	9
Handlers.....	9
Course Modifications .....	9
General .....	9
Process to obtain a modification .....	9
Dog Equipment.....	10
Collars, Leashes and Harnesses.....	10
Coats and Sweaters .....	10
Belly Bands.....	10
Trial Classes and Streams .....	11
The Classes .....	11
A and B Stream.....	11
C Stream.....	11
For Exhibition Only (FEO) .....	12
Trials.....	13
Trial Types.....	13
Trial Format.....	13
Trial Procedure.....	13
Trial Etiquette.....	14
In general.....	14
On trial grounds .....	14
Near the Ring.....	14
Walking the course .....	14
Before you leave .....	14
Recordings.....	14
CARO Titles.....	15

Regular Titles .....	15
Regular Championship Titles .....	15
CARO Lifetime Achievement Award - CLAA.....	15
Regular Supreme Championship Titles.....	15
Brace Titles and Championship .....	16
*. The CRBCH is earned upon completion of the CRVXB .....	16
Team Titles.....	16
Team Champion Titles.....	16
Skills and Deductions .....	17
General Items .....	17
The Handler .....	17
The Dog .....	19
Obedience Exercises .....	20
Obstacles .....	23
General Course Requirements .....	24
Novice Class.....	25
Course Requirements .....	25
Station Descriptions .....	25
Advanced Class .....	32
Course Requirements .....	32
Station Descriptions .....	32
Excellent Class .....	36
Course Requirements .....	36
Station Descriptions .....	36
Versatility Class .....	39
Course Requirements .....	39
Station Descriptions .....	39
Versatility Excellent Class .....	44
Course Requirements .....	44
Station Descriptions .....	44
Brace Category .....	48
Defined .....	48
General Information.....	48
Titles .....	48
Streams .....	48
Bye-Dogs .....	48
Ring Set Up .....	48
Time Limit .....	49
The Dog .....	49

Obstacles .....	49
Team Category .....	50
Defined .....	50
General Information.....	50
Titles .....	50
Streams .....	50
Bye-Dogs .....	50
Ring Set Up .....	50
Course Time Limit.....	50
Walkthrough .....	50
Navigating the Ring .....	51
Food and Physical Praise.....	51
Handling.....	51
Summary Table of Reinforcement Stations .....	52
Virtual Trials.....	53
Exceptions to general rules for the purposes of Virtual Trials only .....	53
Equipment and Ring Set-Up .....	53
Recording videos .....	53
Submitting videos.....	54
Judging .....	54
Entry of Results and New titles .....	54
Judges Handbook .....	55
The Role of the Judge.....	55
General .....	55
Novice, Advanced and Excellent classes.....	55
Versatility and Versatility Excellent .....	55
Working Class .....	55
Shadow Judging .....	56
Format .....	56
Applicant .....	56
Cooperating Judge(s) .....	56
Remuneration .....	56
Maintaining Judging status .....	57
Continuing Education program.....	57
Responsibilities of the Judge at a trial.....	57
When considering an assignment .....	57
Judge’s Briefing and Walkthrough .....	57
Judges’ Briefing .....	57
During the walkthrough.....	58

Managing a run .....	58
Between each run .....	58
While Judging .....	58
General .....	58
Guidance for Specific Stations .....	58
At the end of each run .....	59
At the end of each class .....	59
Changing of Scores .....	59
At the End of the Trial .....	59
Judges trial entries in classes that they are judging .....	59
Recommended Judge’s Kit.....	59
Course Design .....	60
Submission Timeline .....	60
General Criteria .....	60
Course Map Requirements .....	60
Placement of Station Signs .....	60
Station Sequencing .....	60
Placement of Obstacles .....	61
Team Competition.....	62
Brace .....	62
Virtual Trials.....	62
Listing of Acronyms for Scoring .....	63
Deductions .....	63
Non-Qualifying Scores.....	63
Modifications .....	63
Trial Host Guide .....	64
Eligibility.....	64
Requirements.....	64
Engaging a Judge.....	64
Terms and Conditions .....	64
Trial cancellation .....	64
Judge unable to attend.....	64
Trial Roles and Responsibilities .....	64
Trial Chairperson .....	64
Trial Secretary .....	65
Stewards.....	65
Entries.....	65
On completion of a trial event .....	65
Equipment .....	65

Equipment for management of the trial.....	65
Ribbons.....	66
The Ring.....	66
Floor Markings .....	66
Station Signs .....	66
Off-Set Figure 8 .....	66
Obstacles .....	66
Setting up the Course.....	67
Ring Size.....	67
Timing the event.....	67
Flooring.....	67
Obstacle Set up.....	67
Weave Once and Weave Twice .....	69
Spirals .....	69
Off-Set Figure 8 .....	69
Stations with 5-foot lines.....	69
Adjustments for Brace .....	70
Annex: CARO Trial Requirements .....	71
Annex: List of Station Signs .....	72
Novice.....	72
Advanced .....	72
Excellent .....	72
Versatility.....	73
Versatility Excellent .....	73
Annex: Creating an effective Premium List.....	74
Annex: List of all forms for hosting a trial.....	75
Competitors .....	75
Judges .....	75
Trial Officials.....	75

# Welcome CARO Enthusiasts!

Welcome to the 2022 edition of the Master General Handbook (MGH). We are glad that you are here!

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

MGH 2022 is effective as of July 1<sup>st</sup>, 2022, except where otherwise indicated. It is a full revision containing all the new rules and new signs approved since the last edition.

Errors and omissions excepted: While the document has been reviewed by several people, if you notice something that is incorrect, please email all the details i.e., page numbers, paragraph numbers, etc. to [boardofdirectors@canadianrallyo.ca](mailto:boardofdirectors@canadianrallyo.ca).

The executive would like to thank everyone who continues to support CARO as we strive to update the organization to new ways of doing things, like the initiation of virtual trials.

Thank you and Rally On!  
The 2022 CARO Executive

## **Copyright**

**Please note!** All signs, written handbooks, forms, and the logo of the Canadian Association of Rally Obedience are protected by copyright laws. Use of these materials for profit is expressly prohibited. Use of the logo may be permitted with the express written permission by the organization.

# General Information

## **Introduction to Rally Obedience**

### **What is Rally Obedience?**

Charles (Bud) L Kramer, the innovator of the first American Agility program, developed "Rally Obedience" in the United States as an alternative to Traditional Obedience.

Simply put, Rally Obedience, or RallyO, is a sport that requires the dog and handler to execute a variety of obedience movements as they follow a numbered course of signs within an allotted time.

The sport is intended to foster positive relationships between dogs and owners based on trust and respect. A positive attitude and enjoyment of the handler/dog connection the priority. Rally is a great venue for those who desire an activity that is fun and challenging at the same time.

RallyO invites handlers and dogs to develop a partnership that demonstrates a high level of performance and fosters teamwork resulting in a single, fluid, fast moving, continuous performance through variable course designs and levels of difficulty. A beginner's course may include heel, sits, turns, pace changes, and stays. As the dogs and handlers progress through the classes, more difficult elements are incorporated.

The sport of RallyO is offered by multiple organizations including 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.

CARO invites YOU to come along for the time of your life. Your best buddy will thank you!



## **Rally Obedience in Canada**

- The Canadian Association of Rally Obedience (CARO) was established in 2002 to bring the sport of RallyO to Canada. It started with the Novice, Advanced and Excellent classes.
- As the sport grows and flourishes, new classes of competition will evolve as will the rules and regulations governing the judging and performance of individual stations.
- CARO would like to thank all the people who have contributed so much hard work, dedication to the continued development of this incredible sport!

## **The Canadian Association of Rally Obedience (CARO)**

CARO strives to be an inclusive and welcoming organization that:

- Encourages the participation of all dogs.
- Qualifies and certifies Judges.
- Maintains a registry of dogs eligible for competition.
- Maintains a registry of trial results and titles awarded.
- Uses the guidelines of CARO to promote RallyO to its fullest potential.
- Welcomes physically challenged dogs and handlers.
- Fosters good sportsmanship both in and out of the ring.
- Encourages all dog and handler teams.

## **CARO Code of Ethics**

- Members of CARO will treat all dogs with respect.
- Members should make positive methods an integral part of their training methods.
- Members should always take into consideration the physical and psychological well-being of the dog.
- Members should practice good sportsmanship both in and out of the Rally ring.
- Members are encouraged to assist others.
- Professional Members should refrain from criticizing other professionals in their field.
- Professional Members should stay current with the CARO rules and regulations.
- No member shall represent themselves as an official CARO spokesperson without the prior written approval of the Board of Directors.
- The practice of choking, hanging, beating, kicking and any other cruel procedures causing physical or mental 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 trials.

## **Important Documents**

- [Canadian Association of Rally Obedience Website](#)
- [Types of Membership](#)
- Constitution and Bylaws may be found on the website under Forms

# Competitors Corner

## **Eligibility to Participate**

### **Dogs**

- Must be at least six months of age.
- May be of any breed or mix of breeds.
- Dogs that are physically challenged are welcome, providing they do not show evidence of being in pain or discomfort.
  - The Judge shall excuse any dog that appears to be in pain or discomfort.
  - A Judge's decision is final.
  - Please refer to the section modifications section to learn how courses can be modified to accommodate dogs with challenges.
- Dogs over 7 years of age may compete as a Veteran.
- Female dogs in estrus (heat) may not compete at in person trials.
- A dog must have an individual **dog registration number** from CARO.
- **Please note:** Dogs exhibiting signs of aggression that threaten the safety of other dogs or people shall be excused from competition at the discretion of either the Judge or the Trial Chairperson.
  - Handlers may be requested to either confine the dog or remove them from the venue.
  - Refusal to do so by the dog's handler shall result in permanent removal of both that dog and that handler's eligibility for future events.

### **Handlers**

- All handlers are welcome!
- Handlers who are physically challenged are encouraged to compete.
  - Where needed, modifications shall be made to a course layout to accommodate the challenge.
- **Please note:** Trials Hosts have the right to refuse entry to handlers who have violated the CARO Code of Ethics.
- Handlers do not have to be members of CARO to participate in trials.

## **Course Modifications**

### **General**

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

- Common modifications include:
  - Reducing the height or depth of the obstacles (e.g., jumps may be reduced to a pole on the ground).
  - Reducing the number of sits requested on the course.
  - Allowing extra time.
  - Minimizing the number of stations that include repetitive turns like spirals.
  - Allowing for larger turns in stations such as at the 270-degree and 360-degree turns.
- Judges shall make reasonable time modifications for owners or dogs with limited mobility or for larger, slow-moving breeds of dogs.

### **Process to obtain a modification**

1. Final approvals for modifications are at the discretion of the judge.
2. Competitors must submit a request for a modification with their entry form.
3. The request should include:
  1. A description of the physical challenges involved.
  2. A description of the modifications being requested.

3. Contact information to allow the judge to contact the competitor if needed to clarify information and discussion modification options.
4. For dogs: In cases where the challenge may cause the dog to appear unsound, such as having an uneven gait, the request should be accompanied by a letter from a veterinarian which states that the dog is able to compete without discomfort. A copy of the letter should be included in with each trial entry where the modifications are being requested.
  - The judge is responsible for making the decision on the dog's ability to compete.
  - For cases where the judge has decided that the dog is unable to compete and the handler wishes to challenge the decision, the handler is required to present a letter from a veterinarian stating that the dog is fit to compete.
  - The final decision in these cases is made by the judge on the day of the trial, taking into consideration the condition of the dog on the day and the letter from the veterinarian.
5. Veteran dogs (7 years of age and older) do not require a modification request to reduce the height of jumps or depth of the broad jump.
  - Competitors should ensure that the date of birth of the dog is included on the entry form.
  - The competitor can indicate the desired jump height or width on the entry form.
  - A request for modification is required if a veteran dog requires additional modifications.

## **Dog Equipment**

### **Collars, Leashes and Harnesses**

- A flat buckle, snap collar or a fixed harness and a leash are approved equipment.
- Leashes - should be long enough to provide adequate slack. Hands free leashes are acceptable.
- When a fixed harness is used, the leash must be attached to the back.
- Prohibited Equipment –
  - Muzzles, martingale collars, choke collars, prong collars, shock collars, martingale leads, head halters, moving harnesses or any harnesses that are designed to be correctional are not permitted in the ring.
  - Extendable leashes, slip leashes, prong, shock, and choke collars are not permitted on trial grounds.

### **Coats and Sweaters**

- Coats that do not interfere with the dog's movement or the Judge's ability to judge the team's performance are permitted.

### **Belly Bands**

- Belly bands are allowed in the ring only for dogs with leakage issues due to incontinence. A vet letter is required for this circumstance.

## **Trial Classes and Streams**

### **The Classes**

- CARO Rally competition is available in three different categories:
  - Regular - an entry consists of one handler and one dog.
  - Brace - an entry consists of one handler with two dogs.
  - Team - an entry consists of two handler/dog teams.
- Each category includes the following five classes or levels:
  - Novice
  - Advanced
  - Excellent
  - Versatility
  - Versatility Excellent

### **A and B Stream**

- In the Regular category, the Novice and Advanced classes divide handlers into two streams as listed below.
- A title for the purposes of determining stream is one where the team is evaluated in-person by a judge, and which requires more than one qualifying score.
  - A Stream is for handlers who:
    - Novice - are inexperienced beginners and who have never titled a dog in any sport.
    - Advanced – have only earned a CARO Novice title.
    - Novice and Advanced - have not instructed dog training classes in any sport.
  - B Stream is for handlers who:
    - already have obtained a title in any sport with any dog.
    - are professional trainers, instructors, or assistants.

<b>Summary of Categories and Classes</b>			
<b>Regular</b>		<b>Brace</b>	<b>Team</b>
Novice A	Novice B	Novice	Novice
Advanced A	Advanced B	Advanced	Advanced
Excellent		Excellent	Excellent
Versatility		Versatility	Versatility
Versatility Excellent		Versatility Excellent	Versatility Excellent

- Dogs may compete and earn qualifying scores in two consecutive levels at the same trial if the dog completes the title in the lower level prior to the end of the trial.
  - Should the title for the lower level not be earned, the runs completed at the higher level will be marked as FEO.
  - This applies to regular, brace and team categories.

### **C Stream**

- A dedicated Championship stream, or C stream, is used when a dog is competing for the titles of Bronze, Silver, Gold, Master Champion, and Supreme Championship titles.
  - C stream qualifying scores are earned in the Advanced through Versatility Excellent classes.
  - Dogs must have achieved the regular stream title for a class before being eligible to begin earning C stream qualifying scores in that class.

## **For Exhibition Only (FEO)**

Teams may enter trials without competing for practice purposes. This is referred to as For Exhibition Only (FEO). The following conditions apply:

### Availability

- FEO runs shall be allowed at the discretion of the Trial Host.

### Rules and Regulations

- Clubs may determine the rules for their FEO runs, with the exceptions that:
  - FEO runs are not eligible for qualifying scores or placements.
  - Runs do not count towards a title at any level.
  - Time limits on runs are identical to those for regular runs.
  - Dog must enter and exit the ring on leash.

### Eligibility

- Teams may enter any level FEO.
- Once a team has earned a title, subsequent runs at that level may be run FEO or, for Advanced and up, C Stream.
- Dogs may enter levels at which a title has not yet been earned as FEO to gain experience.
- Dogs must have a Novice title to participate in FEO runs off leash.

### Judging

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

### Fees

- Fees for FEO runs are at the discretion of the trial host.
- CARO does not collect run fees for these runs.

## **Trials**

### **Trial Types**

- CARO Trials may be conducted in-person or virtually.
  - National virtual trials are hosted directly by CARO twice each year.
  - In-person trials are hosted by individuals, schools, and clubs across the country. Please see the Trial Host Guidebook for details.

### **Trial Format**

- Trial hosts are free to select which classes and how many of each to offer at a trial.
- The classes selected are shared in the advertisement or 'premium list' for that trial.
- Normally all classes of the same level run together. The order of the classes is decided by the trial host.
- All CARO trials are listed on the [CARO Trial Calendar](#).

### **Trial Procedure**

#### Provision of Course Maps

- Course maps will be made available prior to each class.

#### General Briefing

- A trial official may provide an initial briefing reviewing how the trial will be run on that particular day and/or logistical information about the location (e.g., where the washrooms are).

#### Judges Briefing

- The judge will provide a short briefing before each course to highlight any key points, review their priorities in judging and provide some tips on how to best negotiate the course.
- The judge will caution the spectators that outside interference or prompting will result in an NQ for the team in the ring.

#### Walking the Course

- Competitors in Regular classes and Brace shall be provided with a 10-minute period for each ten competitors at the beginning of the event during which they may walk the course (without the dog) and ask the Judge questions.
- For the C stream and Team competition, the walkthrough time is 5 minutes.

#### Checking the Equipment

- 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 handler shall be given the option of returning to compete at the end of the running order with a proper or properly fitted collar.

#### Measuring the Dogs Height

- 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 their performance if the dog appears to be entered at an incorrect height.

#### Judging Process

- The judge will invite teams into the ring following the running order provided by the trial host.
- The overall behaviour of the dog and handler is judged from the moment that they enter the ring until they leave.
- The judge gives no verbal direction after they have invited the team to start.
- Judging starts as the team passes the Start station.
- Judging stops when the team passes the Finish station.

### Scoring

- Scores are at the discretion of the trial judge.
- In the event of a tie in scores, the team with the fastest time wins.
- Teams tying in scores and times shall share the placement.

### Presentation of awards

- Following each class, the judge will present score sheets and ribbons.

## **Trial Etiquette**

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

### **In general**

- Remember that trials cannot happen without volunteers. Please consider taking a turn to help.
- Be kind and courteous to all.
- Be sure to check in when you arrive so that the ring stewards know that you are there.

### **On trial grounds**

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

### **Near the Ring**

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

### **Walking the course**

- Address all questions to the presiding judge.
- Let those who are at the top of the running order start first. They may need to leave the ring early to warm up their dogs.

### **Before you leave**

- Be sure to thank your trial host, judges, and volunteers!

### **Recordings**

- Be sure that permission is obtained before recording anyone.

## **CARO Titles**

- Titles are achieved by earning a required number of qualifying scores or “Q’s.”
- All titles must be earned under a minimum of two different judges.
- A perfect score is 200 points. Teams start with a perfect score and then deductions are made for any errors incurred on course.
  - Deductions may be taken for any portion of the course between the Start and Finish stations. Deductions are explained in the next section.
  - The minimum score required to earn a Q is dependent on the title being pursued.
- Titles in **bold** are those for which CARO provides a title ribbon.

## **Regular Titles**

- Minimum score required - 170

Regular Stream	Title received are based on the average of the three qualifying scores			#Qs needed
	170 - 179	180 - 189	190 - 200	
CARO Rally Novice	CRN	CRNCL*	CRNMCL**	3
CARO Rally Advanced	CRA	CRACL	CRAMCL	3
CARO Rally Excellent	CRX	CRXCL	CRXMCL	3
CARO Rally Versatility	CRV	CRVCL	CRVMCL	3
CARO Rally Versatility Excellent	CRVX	CRVXCL	CRVXMCL	3

\*CL – Cum Laude      \*\*MCL – Magna Cum Laude

## **Regular Championship Titles**

- Minimum score required – 190.
- Must be earned under C Stream requirements
- Earned in Advanced, Excellent, Versatility and Versatility Excellent.
- Qualifying scores for each level count toward the next level.

Regular Stream Championship	Title Acronym	#Qs needed	Minimum class requirements
CARO Rally Bronze	CRB	5	<ul style="list-style-type: none"> <li>• Max 2 Advanced</li> <li>• Min. 3 Excellent, Versatility or Versatility Excellent</li> </ul>
CARO Rally Silver	CRS	10	<ul style="list-style-type: none"> <li>• Max 4 Advanced</li> <li>• Min. 6 Excellent, Versatility or Versatility Excellent</li> </ul>
CARO Rally Gold	CRG	15	<ul style="list-style-type: none"> <li>• Max 5 from Advanced</li> <li>• Min. 5 from Excellent</li> <li>• Min. 5 from Versatility or Versatility Excellent</li> </ul>
<b>CARO Rally Master Champion</b>	CRMCH	20	<ul style="list-style-type: none"> <li>• Min. 5 from Advanced</li> <li>• Min. 5 from Excellent</li> <li>• Min. 5 from Versatility or Versatility Excellent</li> </ul>

## **CARO Lifetime Achievement Award - CLAA**

- Presented by CARO upon completion of both the CARO Rally Masters Champion and the CARO Working Champion titles.

## **Regular Supreme Championship Titles**

- Minimum score required – 200.
- Must be earned under C Stream requirements.

Supreme Championships	Title Acronym	# Qs needed	Class requirements
<b>CARO Supreme Excellent Champion</b>	CRXCH	10	Excellent
<b>CARO Supreme Versatility Champion</b>	CRVCH	10	Versatility
<b>CARO Supreme Versatility Excellent Champion</b>	CRVXCH	10	Versatility Excellent



## Brace Titles and Championship

- Minimum score required – 170

Brace Title	Title Acronym	# Qs needed
CARO Rally Novice Brace	CRNB	3
CARO Rally Advanced Brace	CRAB	3
CARO Rally Excellent Brace	CRXB	3
CARO Rally Versatility Brace	CRVB	3
CARO Rally Versatility Excellent Brace	CRVXB	3
<b>CARO Rally Brace Champion*</b>	CRBCH	

\*. The CRBCH is earned upon completion of the CRVXB

## Team Titles

- Minimum score required – 180

Team Competition Title	Title Acronym	# Qs needed
CARO Rally Novice Team	CRNT	3
CARO Rally Advanced Team	CRAT	3
CARO Rally Excellent Team	CRXT	3
CARO Rally Versatility Team	CRVT	3
CARO Rally Versatility Excellent Team	CRVXT	3

## Team Champion Titles

- Minimum score required – 190 - in C Stream
- Are earned in Advanced, Excellent, Versatility and Versatility Excellent.
- Qualifying scores for each level count toward the next level.

Regular Championship	Stream	Title Acronym	# Qs needed	Minimum class requirements
CARO Rally Team Bronze		CRBB	5	<ul style="list-style-type: none"> <li>• Max 2 Advanced</li> <li>• Min. 3 Excellent, Versatility or Versatility Excellent</li> </ul>
CARO Rally Team Silver		CRBS	10	<ul style="list-style-type: none"> <li>• Max 4 Advanced</li> <li>• Min. 6 Excellent, Versatility or Versatility Excellent</li> </ul>
CARO Rally Team Gold		CRBG	15	<ul style="list-style-type: none"> <li>• Max 5 from Advanced</li> <li>• Min. 5 from Excellent</li> <li>• Min. 5 from Versatility or Versatility Excellent</li> </ul>
<b>CARO Rally Team Master Champion</b>		CRBCH	20	<ul style="list-style-type: none"> <li>• Min. 5 from Advanced</li> <li>• Min. 5 from Excellent</li> <li>• Min. 5 from Versatility or Versatility Excellent</li> </ul>

## **Skills and Deductions**

### **General Items**

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

<b>Deductions</b>	<b>All Classes</b>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• In the judge's interpretation, outside interference has assisted the team.</li> <li>• Team incurs deductions totalling more than 10 points for a single station.</li> <li>• Incomplete performance, incorrect performance or minimum requirements not met at one or more stations.</li> </ul>

### **The Handler**

#### **General Note**

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

#### **Interacting with the station signs**

- Teams must complete all stations in order from Start to Finish.
- Handlers may choose to either have the dog sit before the start sign or use a moving start.
- Exercises should be initiated within a radius of two feet of the station signs.
  - The one exception to this ruling is the forward or finish station used after Station #215.
- Station signs that result in the team continuing forward are placed to the right of the planned line of travel, or the team's right side.
- Station signs that result in the team changing their line of travel, or direction, are placed directly in the planned path of the team. The exercise should be initiated in front of the station sign.
- Top tip! While there are no specific deductions for passing with the station signs on the handler's left side, it will result in putting the team off the planned line of travel and may increase the level of difficulty of the course.
- The course must be completed within the designated time limit.
- No deductions apply if a station sign is moved by a wagging tail.

<b>Deductions</b>	<b>All Classes</b>
Minor 1 to 2 points	<ul style="list-style-type: none"> <li>• Initiation of signs outside of a radius of two feet from the station sign.</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Team misses a station or an element of a station</li> <li>• Team performs stations out of order</li> <li>• Team exceeds the maximum time allotted.</li> </ul> <p>Note: If the team has exceeded the maximum course time by more than one minute, the judge may ask them to leave the ring.</p>

#### **Repeating a Station**

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

<b>Item</b>	<b>Novice</b>	<b>Advanced</b>	<b>All remaining Classes</b>
Number of stations that may be repeated	No limit	1	0
Deduction for repeating a station (per repeat)	3 points	5 points	N/A
Number of times a station may be attempted	4	3	N/A

### Cues and Encouragement

- A cue is any signal to the dog to perform a behaviour. Cues may be verbal, hand signals, or other indicators.
- Encouragement is any interaction with the dog that is given to maintain a behaviour that is being performed. Handlers may clap their hands or pat their legs as well as use words to encourage their dog. There are no deductions for the use of encouragement. Have fun!

<b>Deductions</b>	<b>All Classes</b>
First cue	0
All additional cues	2

### Corrections

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

<b>Deductions</b>	<b>All Classes and C Stream</b>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• If a command or signal affects the attitude of the dog or offends the sensibilities of the Judge, the handler will be warned and will NQ-P/VC. A second incident will result in the team being excused from the ring.</li> <li>• If the judge interprets that the handlers use of the leash is intended as a correction it will be treated as a physical correction and the above point may apply.</li> </ul>
<b>Special</b>	<ul style="list-style-type: none"> <li>• Any handler who has been excused from a trial on two separate occasions shall be prohibited from competing in CARO events for a period of two years.</li> </ul>

### Leash handling

- The leash should be loose, forming the shape of a 'j' as it drops down from the dogs' collar and then up again to the handler.
- Tension in the leash from dog to handler is interpreted as a tight leash.
- Teams enter and exit the ring with the dog on leash.
- For levels which are run off leash and where the handler chooses to keep the leash with them, it must be completely concealed in a pocket.

<b>Deductions</b>	<b>Novice</b>	<b>All remaining Classes</b>
Minor 1 to 2 points	<ul style="list-style-type: none"> <li>• Handler briefly tightens leash.</li> </ul>	<ul style="list-style-type: none"> <li>• N/A</li> </ul>
Major 6 to 10 points	<ul style="list-style-type: none"> <li>• Handler maintains a tight leash</li> </ul>	<ul style="list-style-type: none"> <li>• N/A</li> </ul>
NQ Non-Qualifying	<ul style="list-style-type: none"> <li>• The judge interprets that the handlers use of the leash at any time is intended as a correction.</li> <li>• Dog and handler teams entering or leaving the ring off leash</li> </ul>	

### Footwork

- Certain stations have specific requirements for footwork.
- Failure to complete elements of a sign that are in bold in the sign description will result in an NQ.
- In cases where the footwork component is not in bold, failure to complete the instructions will result in deductions as listed in the table below.

<b>Deductions</b>	<b>All Classes</b>
Minor 1 to 2 points	<ul style="list-style-type: none"> <li>• Handler moving feet forward or backward during the forward and finish component of the Front/Finish exercises.</li> <li>• Handler moves the feet during the stationary portion of a HALT exercise.</li> </ul>
Substantial 3 to 5 points	<ul style="list-style-type: none"> <li>• Handler takes more than the required number of steps in the 1,2,3 Exercises (3 points for each part of the exercise where extra steps are taken)</li> </ul>

### Food and Physical Praise

- Upon completion of any station which finishes with a sit, stand or down the owner may choose to give the dog food or briefly pet or touch the dog as a reward. Applicable stations are indicated in the Station Sign section by a dog bone icon. [A summary table may be found here.](#)
- The dog should maintain position while eating or receiving praise.
- Food must be kept in the handler's right-side pocket until after the dog has completed the station.
- Any unused food must be returned to the pocket before the team moves on to the next station.
- There is no penalty for food dropped on the floor accidentally.
  - The dog must remain stationary while the handler picks up the food.
  - The handler must pocket the food immediately.

<b>Deductions</b>	<b>Novice and Advanced</b>	<b>All Remaining Classes</b>
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• The dog leaves position to go to food that has been dropped. (2 points)</li> </ul>	
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Handler keeps food in the pocket on the same side as the dog.</li> <li>• Handler puts their hand into the pocket where the food is located before the dog has completed the station.</li> <li>• Handler uses food as a lure rather than a reward.</li> </ul>	<ul style="list-style-type: none"> <li>• Bringing food into the ring.</li> <li>• The use of physical praise while on course.</li> </ul>
<b>Special</b>	<ul style="list-style-type: none"> <li>• Any delivery of a food reward, or physical praise, that significantly interrupts the flow of the performance shall incur deductions at the discretion of the judge.</li> </ul>	

### **The Dog**

- The dog should be responsive to their handler and working in a happy manner.

<b>Deductions</b>	<b>All Classes</b>
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Dog interfering with handler (bumping, crowding, jumping up on handler).</li> <li>• Loss of forward motion (dog stops).</li> <li>• Slowness to respond to a cue.</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Dog not under the control of the handler (continued pulling on the leash, dog not engaging in the performance despite cues from the handler).</li> <li>• Dog leaves the ring while on course. The run is ended.</li> <li>• Dog eliminates in the ring. The run is ended.</li> </ul>


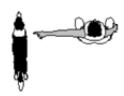

## Obedience Exercises

### Heeling and Heel Position

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

Ideal



Deductions	All Classes
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• The handler or dog stop moving forward.</li> <li>• The dog is out of heel position.</li> </ul> <p>The mid-point of the dog's body is past the handler's side.</p> <p>The dog is more than an arm's length away from the handler's side.</p> <p>The dog's nose drops behind the handler's side.</p> <p>Forging</p>  <p>Wide</p>  <p>Lagging</p> 
<b>Substantial</b> 3 to 5 points	<ul style="list-style-type: none"> <li>• Dog performs obstacle 2-5 feet from line of travel.</li> </ul>
<b>Major</b> 6 to 10 points	<ul style="list-style-type: none"> <li>• Dog performs obstacle more than 5 feet but within 10 feet from line of travel.</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Out of position (more than 4 feet from handler) for a substantial portion of the course.</li> <li>• Dog performs obstacle more than 10 feet from line of travel.</li> </ul>

### Side Steps

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

Deductions	All Classes
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Dog's shoulder in heel position – body at 45-degree angle (2 points)</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Dog not in heel position</li> <li>• Dog's shoulders in heel position – body greater than 45-degree angle</li> </ul>

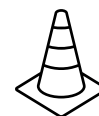
Back up

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

Deductions	All Classes
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Dog backing up at an angle of up to 45 degrees out of alignment</li> <li>• Dog's shoulders in heel position – body at 45-degree angle (2 points)</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Dog not in heel position</li> <li>• Dog's shoulders in heel position – body greater than 45-degree angle</li> </ul>

Cone Exercises

- The objective of cone exercises is to test the team's heeling.
- Teams should heel smoothly around the cones without touching them.
- No deductions apply if the cone is moved by a wagging tail.



Deductions	All Classes
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Minor movement (bump) of a sign or cone</li> </ul>
<b>Substantial</b> 3 to 5 points	<ul style="list-style-type: none"> <li>• Knocking over or substantial movement of a sign or cone.</li> </ul>

Off-Set Figure 8

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

Deductions	Advanced and higher
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Sniffing the bowls. (2 points)</li> </ul>
<b>Substantial</b> 3 to 5 points	<ul style="list-style-type: none"> <li>• Leaving another station to sniff the bowls. (5 points)</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• The dog knocks over the food bowls, tips them, bites at them or moves them out of position.</li> </ul>

Sit, Down and Stand




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



Deductions	All Classes and C Stream
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Sit, down or stand more than 45 degrees out of heel position or to the front or rear of handler.</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Failure of the dog to assume cued positions.</li> <li>• 90 degrees or more out of heel.</li> <li>• The handler touches the dog to put it into a position.</li> </ul>

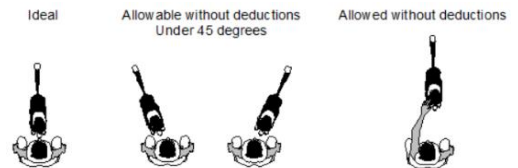
Moving Sit, Down or Stand

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

Deductions	All Classes and C Stream
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Handler is more than an arm’s length away while moving around the dog.</li> </ul>
<b>Substantial</b> 3 to 5 points	<ul style="list-style-type: none"> <li>• Handler significantly slows their pace on moving position change exercises</li> <li>• Failure of the dog to assume the requested position promptly.</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Handler stops forward motion to perform moving position exercises.</li> </ul>
<b>Special</b> <b>Moving Down or Stand walk around</b>	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p style="border: 1px solid black; padding: 5px; width: 100px;">Ideal – Dog assumes down position before handler leaves heel position</p> </div> <div style="text-align: center;">  <p style="border: 1px solid black; padding: 5px; width: 100px;">Dog has not begun the down (N/Q)</p> </div> <div style="text-align: center;">  <p style="border: 1px solid black; padding: 5px; width: 100px;">Dog is in the process of completing the down (-2) Dog has not begun to lie down (NQ)</p> </div> </div>

Fronts, Forwards and Finishes

- The team’s ideal front position is defined as follows:
  - The handler is standing up straight and facing forward.
  - The dog is sitting facing the handler, close enough that the handler could easily reach down and touch the dog.



Deductions	All Classes and C Stream
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• Crooked front (more than 45 degrees out of position directly facing the handler).</li> <li>• Movement of handler’s feet to perform a finish.</li> <li>• Crooked sit in heel position.</li> </ul>
<b>Substantial</b> 3 to 5 points	<ul style="list-style-type: none"> <li>• If the handler moves left or right to position themselves in front of the dog to create a straight front.</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Walking into the dog to force the dog to move will be considered a physical correction.</li> <li>• Failure of the dog to sit in front position.</li> <li>• 90 degrees or more out of front position.</li> </ul>

## Obstacles

### Jump, Broad Jump and Tunnel

- For full details on construction and set up instructions etc. please reference the Trial Guide.
- This exercise is intended to show the ability of the dog to work away from the handler.
- The dog is sent to the obstacle from the send zone, completes the obstacle in the correct direction and returns to heel position.
- Once the dog has taken the jump, it may be called back to heel position by the handler.
- Once the dog has been sent to the obstacle, the handler may stay in the send zone or proceed along the outside of the 3-foot or 6-foot line. Handler may give a second cue to the dog as long as the dog is heading towards the obstacle. If the dog turns back to the handler or passes the plane of the jump the handler must return to the send zone for a retry.
- 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.
- The tunnel must be straight.

Deductions	All Classes
<b>Substantial</b> 3 to 5 points	<ul style="list-style-type: none"> <li>• Touching the jump or broad jump. (5 points)</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• Initiating the send to the obstacle outside of the send zone.</li> <li>• If the handler steps inside the NQ Zone at any time.</li> <li>• knocking off bar or pushing off jump.</li> <li>• The dog fails to take the obstacle.</li> <li>• The dog steps on the broad jump boards.</li> <li>• Dog goes past the plane of the obstacle.</li> </ul>
<b>Special</b>	<ul style="list-style-type: none"> <li>• No retry is permitted if the handler steps into the NQ Zone.</li> <li>•</li> </ul>

- Height and Distance requirements

Dog shoulder height	Jump Height	Spread Distance
under 12 inches	4 inches	8 inches
12 inches to under 16 inches	8 inches	16 inches
16 inches to under 20 inches	12 inches	24 inches
20 inches and over	14 inches	28 inches

### Weaves

- The objective of the exercises is to test dog's ability to navigate a set of weave poles.
- The dog should weave smoothly through the poles and then return to heel position.
- The handler may provide ongoing verbal and/or physical cues to the dog to continue the weave pattern without deductions if the dog continues to weave.

Deductions	All Classes
<b>Minor</b> 1 to 2 points	<ul style="list-style-type: none"> <li>• If the dog leaves the weave pattern and is cued to return to the point of exit to continue the pattern a deduction for additional cues will be applied.</li> </ul>
<b>NQ</b> Non-Qualifying	<ul style="list-style-type: none"> <li>• The dog fails to enter the weave poles correctly.</li> <li>• The dog fails to complete the weave pattern.</li> </ul>



## **General Course Requirements**

- All classes share the following requirements:
  - Courses include 15 to 20 station signs including the START and FINISH stations.
  - Each class may contain station signs selected from all classes up to and including that class.
  - A maximum of five stationary signs where 'stationary' is defined as a station which begins with a HALT.
- Specific station requirements are listed in the section for each class.

Requirements	A and B Stream					C Stream
	Novice (N)	Advanced (A)	Excellent (X)	Versatility (V)	Versatility Excellent (VX)	All Applicable Classes
<b>Station Signs</b>	N	N/A	N/A/X	N/V	All	As per Class
<b>Leash</b>	On leash	Off leash	Off leash	Off leash	Off leash	Off Leash
<b>Heeling Side</b>	Left	Left	Left	Left and right	Left and right	As per Class
<b>Food</b>	✓	✓	✗	✗	✗	✗
<b>Physical Praise on course</b>	✓	✓	✗	✗	✗	✗
<b>Physical Praise before Start and after Finish</b>	✓	✓	✓	✓	✓	✓
<b>Time Limit (minutes)</b>	3 or 4	3	3	3	3	As per Class

## Novice Class

### Course Requirements

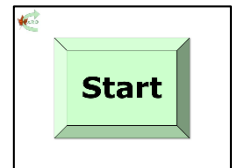
Station Sign Type	Stations Sign Numbers	Minimum Requirement
Cones	126-129	1
Pace Changes	118-120	1
Stationary	100-109	2 (Maximum 5)
Call Fronts	121-125	2
Turns	110-117	

### Station Descriptions

- All aspects which are in **bold** are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).
- Failure to complete components in regular text may result in point deductions.
- The bone pictured left indicates stations where the handler may provide food reinforcement in applicable classes.
- **(X2)** or **(X3)** indicates stations which may appear twice or three times respectively on a course.

#### Start

- While heeling, the team **heels past the Start station.**
- Timing begins.
- There are no other commands from the Judge throughout the course.



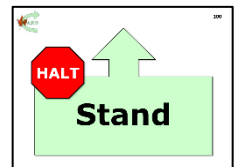
#### Finish

- While heeling, the team **heels past the Finish station.**
- Timing ends.



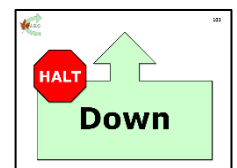
#### 100. HALT - Stand

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



#### 101. HALT - Down

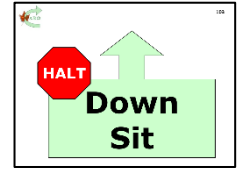
- The team comes to a **halt** and the handler cues the **dog to sit in heel position.**
- The handler cues the dog to **down.**
- The handler cues the dog to **heel forward from the down position.**





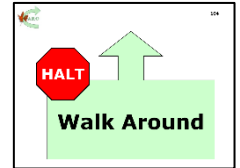
### 102. HALT - Down - Sit

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



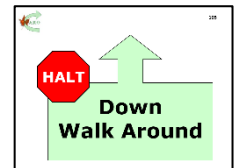
### 103. HALT - Walk Around

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



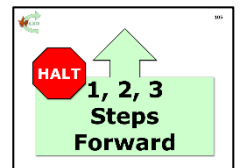
### 104. HALT - Down - Walk Around

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



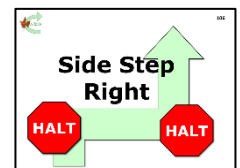
### 105. HALT - 1, 2, 3 Steps Forward

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



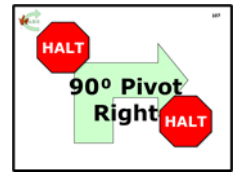
### 106. HALT - Side Step Right - HALT

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



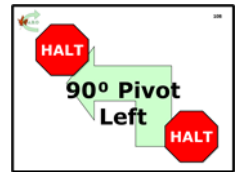
 **107. HALT - 90 Degree Pivot Right - HALT**

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



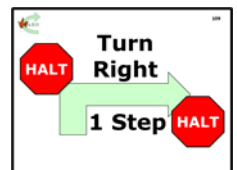
 **108. HALT - 90 Degree Pivot Left - HALT**

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



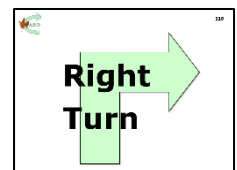
 **109. HALT - Turn Right - 1 Step - HALT**

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



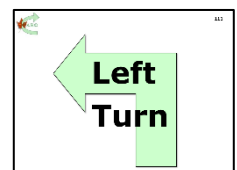
**110. Right Turn (x3)**

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



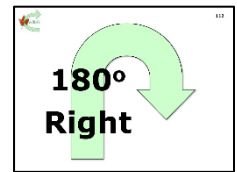
**111. Left Turn (x3)**

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



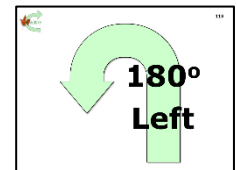
### 112. 180-Degree Right (x2)

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



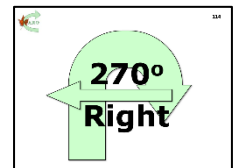
### 113. 180-Degree Left (x2)

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



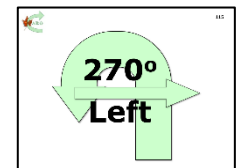
### 114. 270-Degree Right (x2)

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



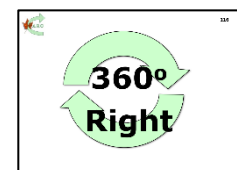
### 115. 270-Degree Left (x2)

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



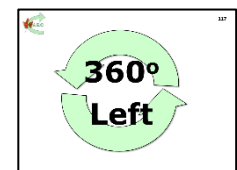
### 116. 360-Degree Right

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



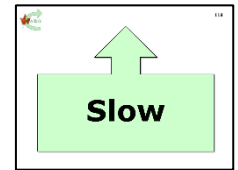
### 117. 360-Degree Left

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



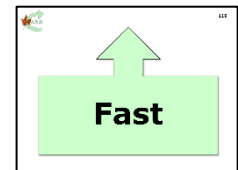
### 118. Slow Pace

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



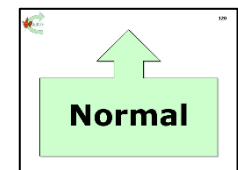
### 119. Fast Pace

- While heeling, the team increases its pace so that there is a **noticeable difference in the dogs' speed from the normal pace.** The pace should be fast enough that the dog at least breaks into a trot.
- **The fast pace is maintained continuously until the next station.**
- This station is followed by either Slow, Normal or the Finish station.



### 120. Normal Pace (x2)

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



### 121. Call Front - Finish Right

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



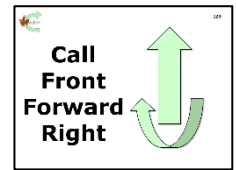
### 122. Call Front - Finish Left

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



### 123. Call Front - Forward Right

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



### 124. Call Front - Forward Left

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



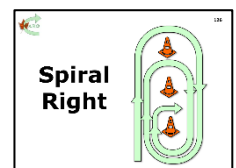
### 125. Call Front – Handler Returns to Heel

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



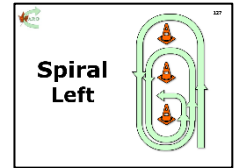
### 126. Spiral Right - Dog Outside

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



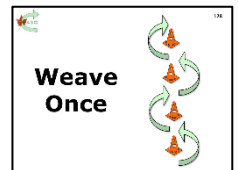
### 127. Spiral Left - Dog Inside

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



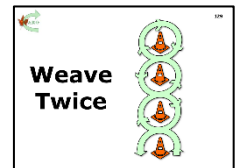
### 128. Weave Once

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



### 129. Weave Twice

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





## Advanced Class

### Course Requirements

Item	Requirement	Detail
Mandatory stations	Minimum 8 Advanced Stations	Must include Jump #220

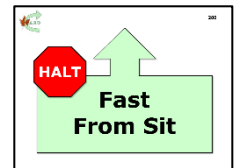
### Station Descriptions

- All aspects which are in bold are essential components of the station. Failure to complete them as written will result in a Non-Qualifying Score (NQ).
- Failure to complete components in regular text may result in point deductions.
- The bone pictured left indicates stations where the handler may provide reinforcement. Reinforcement at eligible Novice stations continues to apply.



#### 200. HALT – Fast from Sit

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



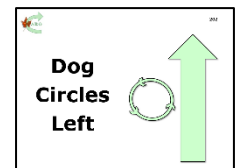
#### 201. HALT – Leave – Call to Heel While Running

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the **dog to stay** and moves forward at a **fast pace**.
- **After the handler has completely passed the 5-foot line**, they call the dog to heel as they return to normal pace.
- The handler may pause or stop once they have returned to normal pace and after passing the 5-foot line.
- **The dog must hold the sit stay until called.**



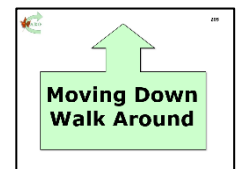
#### 202. Dog Circles Left

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



#### 203. Moving Down, Walk Around

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



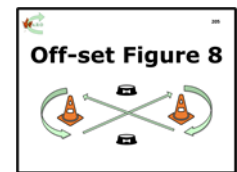
#### 204. Moving Side-Step Right

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



#### 205. Off-Set Figure 8

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



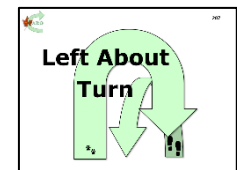
#### 206. Left Turn Dog Circles Right

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



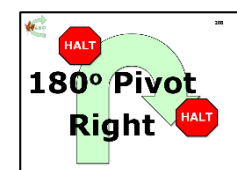
#### 207. Left About Turn

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



#### 208. HALT - 180 Degree Pivot Right - HALT

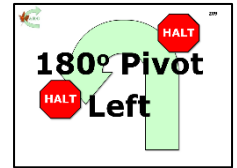
- The team comes to a **halt** and the **dog sits in heel position.**
- **The handler cues the dog to heel and pivots in place 180 degrees to their right then halts.**
- **The dog must move simultaneously with the handler** and **sit when the handler stops.**
- The handler cues the dog to **heel forward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





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



### 210. HALT - From Sit - 180 right

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



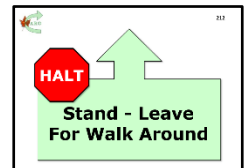
### 211. HALT - From Sit - 180 left

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



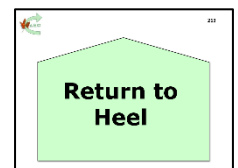
### 212. HALT - Stand – Leave for Walk Around

- The team comes to a **halt** and the **dog sits in heel position**.
- The handler cues the **dog to stand**.
- The handler cues the **dog to stay, walks forward 5 feet** to station sign 213 and **turns to face the dog**.
- The judge, starting from the right side of the handler, and walking approximately an arm's length away from the dog, circles the dog and returns to pause by the handler's side before moving away.



### 213. Return & Forward from Stand

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



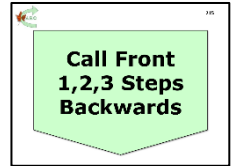
### 214. HALT - Leave Dog – Turn and Call Front

- The team comes to a **halt** and **the dog sits in heel position**.
- The handler cues the **dog to stay, walks forward 5 feet** to one of station signs 216,217,218 or 219 and **turns to face the dog**.
- The handler calls the **dog to front position**.
- This exercise results in a 180-degree change of direction.



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

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



### 216. Finish Right



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



### 217. Finish Left



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



### 218. Forward Right

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



### 219. Forward Left

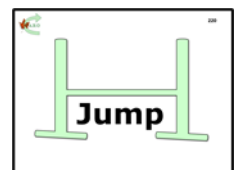
- With the **dog sitting in front position** the handler cues the **dog to move to the handler's left and to heel position.**
- As the dog is returning to heel position, the handler cues the dog to heel and moves forward. **The dog does not sit in heel position.**



### 220. Send Over Jump

The jump may be either a solid or bar jump.

- **The team enters the send zone where the dog is sent to the jump.**
- Once the dog has been sent, the handler may stay in the send zone or proceed along the **outside of the 3-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the 3-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



## Excellent Class

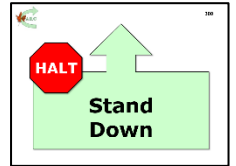
### Course Requirements

Item	Details	Comments
Mandatory Stations	2 of	Jump, Broad Jump, Tunnel, Weaves
	Minimum 2	From Excellent
	Minimum 4	From Advanced

### Station Descriptions

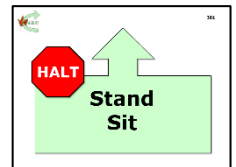
#### 300. HALT - Stand – Down

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



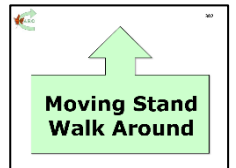
#### 301. HALT - Stand – Sit

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



#### 302. Moving Stand, Walk Around

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



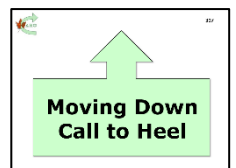
#### 303. Moving Stand Call to Heel

- While heeling, the handler cues the **dog to stand and without pausing continues forward**.
- **The dog must hold the stand until called.**
- **After the handler has completely passed over the 5-foot line and while continuing to walk**, the handler calls the dog to heel and the team continues to the next station.
- **The dog must be in heel position before the team arrives at the next station.**



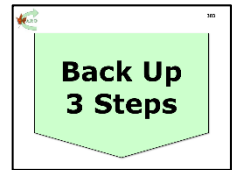
#### 304. Moving Down Call to Heel

- While heeling, the handler cues the **dog to down and without pausing continues forward**.
- **The dog must hold the down until called.**
- **After the handler has completely passed over the 5-foot line and while continuing to walk**, the handler calls the dog to heel and the team continues to the next station.
- **The dog must be in heel position before the team arrives at the next station.**



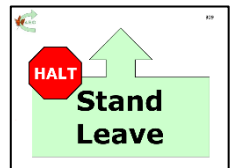
### 305. Back Up 3 Steps

- While heeling, the handler will cue the dog to heel backwards.
- The handler **will walk backwards continuously a minimum of 3 complete steps with the dog moving simultaneously and remaining in heel position parallel to the handler.**



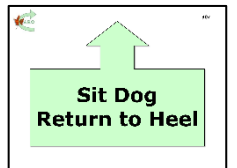
### 306. HALT - Stand - Leave

- The team comes to a **halt** and the **dog sits in heel position.**
- The handler cues the **dog to stand.**
- The handler cues the **dog to stay, walks forward 5 feet** to one of station signs 307,308,309 or 310 and **turns to face the dog.**



### 307. Sit - Return to Heel

- The handler cues the **dog to sit directly from the stand.**
- The **handler returns to heel position by walking around the dog and back to heel.**
- The dog **must remain in a sit** until cued to heel.
- The handler may choose to pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the sit position.**



### 308. Down - Return to Heel

- The handler cues the **dog to down directly from the stand.**
- The **handler returns to heel position by walking around the dog and back to heel.**
- The dog **must remain in a down** until cued to heel.
- The handler may choose to pause upon returning to heel position before heeling away from the station.
- The handler cues the dog to **heel forward from the down position.**



### 309. Sit - Call to Heel

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



### 310. Down - Call to Heel

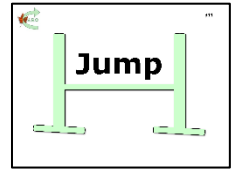
- The handler cues the **dog to down directly from the stand.**
- The handler calls the **dog to return to heel position.**
- The dog may return to heel position either directly to heel position or by going around the handler.
- The team **heels forward before the dog sits.**



- This station results in a 180-degree change of direction.

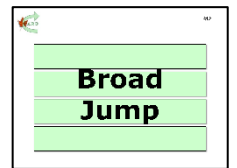
### 311. Jump

- The jump may be either a solid or bar jump.
- **The team enters the send zone where the dog is sent to the jump.**
- Once the dog has been sent, the handler may stay in the send zone or proceed along the **outside of the 6-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the 6-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



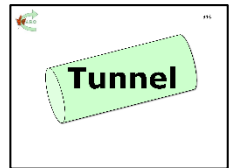
### 312. Broad Jump

- **The team enters the send zone where the dog is sent to the jump.**
- The dog is expected to clear the full span of the jump.
- Once the dog has been sent, the handler may stay in the send zone or proceed along the **outside of the 3-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the 3-foot line when proceeding past the jump.**
- Upon completion of the jump the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



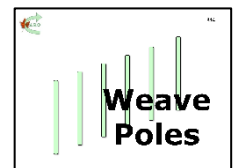
### 313. Tunnel

- **The team enters the send zone where the dog is sent to the tunnel.**
- Once the dog has been sent, the handler may stay in the send zone or proceed along the **outside of the 6-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the 6-foot line when proceeding past the tunnel.**
- Upon completion of the tunnel the dog returns to heel position.
- The dog may be cued to return to heel regardless of where the handler is along the line of travel.



### 314. Weave Poles

- While heeling, the team **enters the weave poles with the first pole on the team's left.**
- The dog **weaves through the poles** and exits the station.
- For this station to be considered complete, **the dog must weave through all the poles in the correct pattern.**



## Versatility Class

### Course Requirements

Item	Details	Comments
Number of changes of side	4	Each change of side must be followed by a minimum of 2 stations
Number of Obstacles	1	Jump, Broad Jump, Tunnel or Weaves from Advanced, Excellent or Versatility

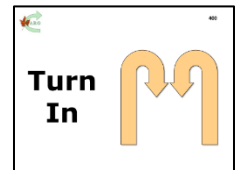
### Station Descriptions

**Start and Finish are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



#### 400. Turn In

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



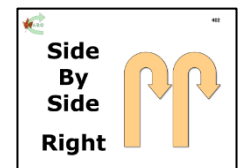
#### 401. Turn Away

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



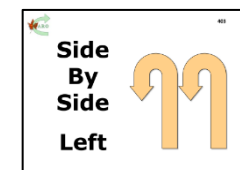
#### 402. Side-by-Side Right

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



#### 403. Side-by-Side Left

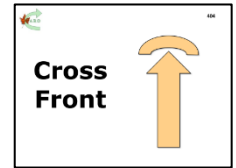
- The dog and handler **simultaneously perform parallel left turns and resume heeling with the dog on the opposite side of the handler.**
- This station will result in a 180-degree change of direction and a change of side.





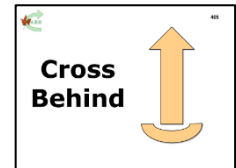
#### 404. Cross in Front

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



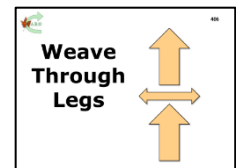
#### 405. Cross Behind

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



#### 406. Weave Through Legs

- While heeling forward, the handler cues the **dog to weave through their legs to change sides.**



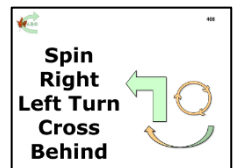
#### 407. Spin Left – Right Turn - Cross Behind

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

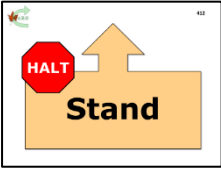


#### 408. Spin Right – Left Turn – Cross Behind

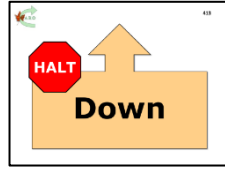
- While heeling with the dog on the right, the **dog spins in a circle in place to the right.**
- The **handler turns left** and cues the **dog to cross behind** and **resume heeling with the dog on the left side of the handler.**
- The handler may pause while the dog completes the spin.
- This station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



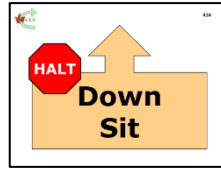
**409 to 414 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



**409**



**410**



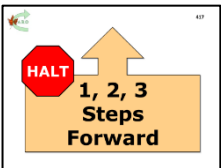
**411**



**412**



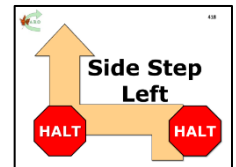
**413**



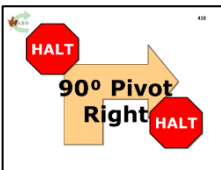
**414**

**415. HALT -Side Step Left – HALT**

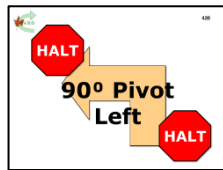
- The team comes to a **Halt** and the **dog sits in heel position**.
- The handler takes **one side step directly to their left** while cueing the dog to heel.
- The dog **must move to the left simultaneously with the handler**, remaining in heel position parallel to the handler and **sit** when the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



**416 to 417 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



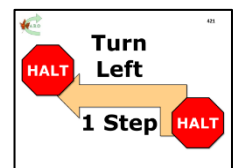
**416**



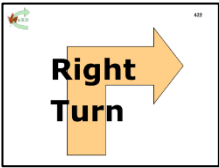
**417**

**418. HALT - Turn Left - 1 Step – HALT**

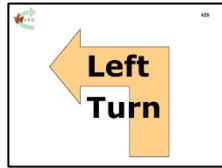
- The team comes to a **Halt** and the **dog sits in heel position**.
- The handler cues the dog to heel, **turns to the left, takes one step in that direction and halts**.
- **The dog moves simultaneously with the handler** and **sits when the handler halts**.
- The handler then cues the dog to heel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



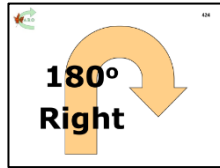
**419 to 429 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



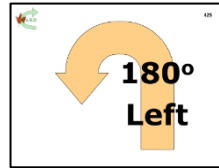
419



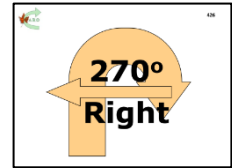
420



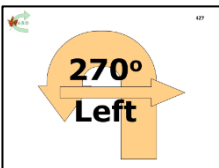
421



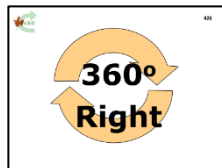
422



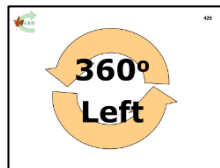
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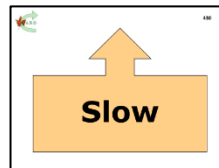
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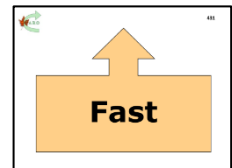
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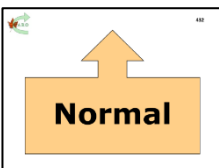
426



427



428



429

#### 430. Call Front-Finish Right

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



#### 431. Call Front-Finish Left

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



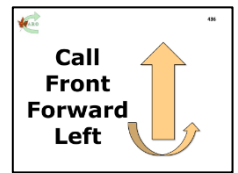
#### 432. Call Front-Forward Right

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



#### 433. Call Front-Forward Left

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



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

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



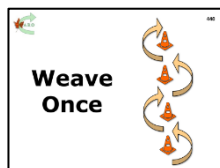
**435 to 442 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



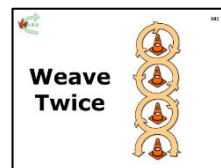
435



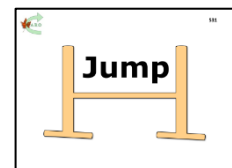
436



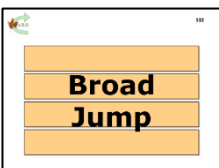
437



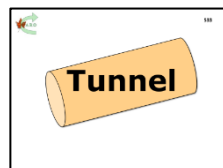
438



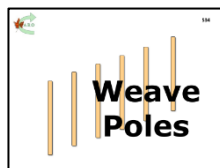
439



440



441



442

## Versatility Excellent Class

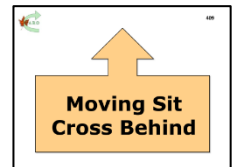
### Course Requirements

Item	Requirement	Comments
Number of changes of side	3	Each change of side must be followed by a minimum of 2 stations
Number of Obstacles	Minimum 1	One of Broad Jump, Tunnel, Weave Poles Must be performed right sided

### Station Descriptions

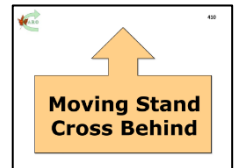
#### 500. Moving Sit – Cross Behind

- While heeling, the handler cues the **dog to sit and without pausing continues forward.**
- **The dog must hold the sit until called.**
- **After the handler has completely passed over the 5-foot line and while continuing to walk,** the handler **calls the dog to heel on the opposite side** and the team continues to the next station.



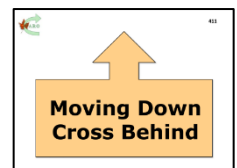
#### 501. Moving Stand – Cross Behind

- While heeling, the handler cues the **dog to stand and without pausing continues forward.**
- **The dog must hold the stand until called.**
- **After the handler has completely passed over the 5-foot line and while continuing to walk,** the handler **calls the dog to heel on the opposite side** and the team continues to the next station.

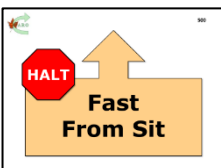


#### 502. Moving Down – Cross Behind

- While heeling, the handler cues the **dog to down and without pausing continues forward.**
- **The dog must hold the down until called.**
- **After the handler has completely passed over the 5-foot line and while continuing to walk,** the handler **calls the dog to heel on the opposite side** and the team continues to the next station.



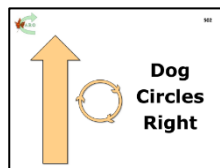
**503 to 506 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



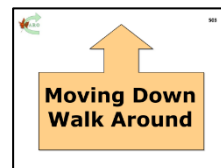
503



504



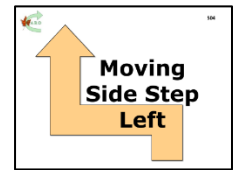
505



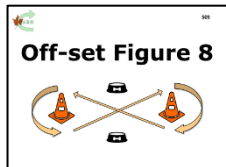
506

### 507. Moving Side-Step Left

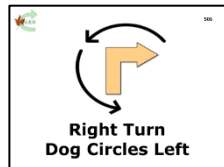
- While heeling, the handler takes **one step sideways to their left** while cueing the dog to heel.
- The dog **must move sideways to the left simultaneously with the handler**, remaining in heel position parallel to the handler.
- The team heels forward along the newly established line.



**508 to 509 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



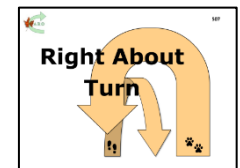
508



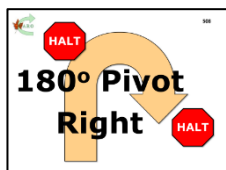
509

### 510. Right About Turn

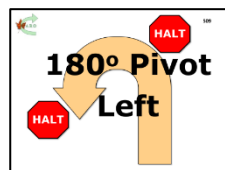
- While heeling, the **handler performs a 180-degree right turn**, while the **dog simultaneously performs a 180-degree left turn moving around the handler**.
- The team will be back in heel position as they face the new direction.
- This station results in a 180-degree change of direction.



**511 to 518 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.**



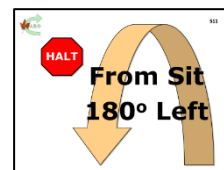
511



512



513



514



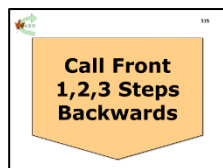
515



516



517



518

### 519. Finish Right

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



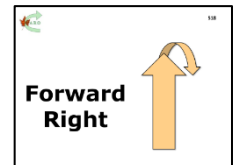
### 520. Finish Left

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



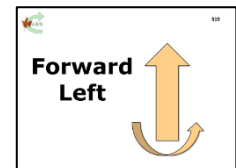
### 521. Forward Right

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

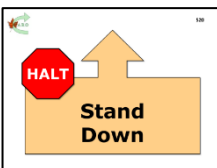


### 522. Forward Left

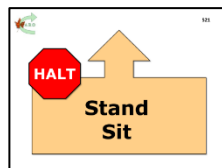
- With the **dog sitting in front position** the handler cues the **dog to move to the handler's left** and **around their body toward heel position**.
- As the dog is returning to heel position, the handler cues the dog to heel and moves forward. **The dog does not sit in heel position**.



**523 to 525 – are executed in an identical manner to the equivalent Excellent station, with the dog on the right side.**



523



524



525

### 526. Moving Sit, Walk Around

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



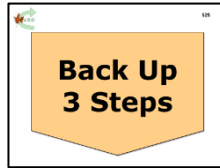
**527 to 534 – are executed in an identical manner to the equivalent Excellent station, with the dog on the right side.**



**527**



**528**



**529**



**530**



**531**



**532**



**533**



**534**



## **Brace Category**

### **Defined**

- A Brace is defined as a handler with two dogs.
- Both dogs are working on the same side of the handler.

### **General Information**

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

### **Titles**

- Both dogs and the handler are scored as one team.
- The qualifying score required for the round is 170.
- Titles and their prerequisites are as follows:

<b>Brace Title sought</b>	<b>Brace Prerequisite</b>
CARO Rally Novice Brace (CRNB)	-
CARO Rally Advanced Brace (CRAB)	Novice Brace
CARO Rally Excellent Brace (CRXB)	Advanced Brace
CARO Rally Versatility Brace (CRVB)	Excellent Brace
CARO Rally Versatility Excellent Brace (CRVXB)	Versatility Brace

### **Streams**

- There is no distinction between A and B in Brace Competition. Both streams may compete together.
- Dog and handler teams may compete for their Regular or C Stream titles and Brace titles at the same time.
- Brace judging will run after the regular and C stream classes.
- Brace qualifying scores do not count towards C Level titles.

### **Bye-Dogs**

- A bye-dog is a dog which has already earned the title being sought and serves as a partner for the competing dog.
- A Brace team may include two dogs seeking the title or one competing dog and a bye-dog
- A dog with a Brace title at one level may compete as a bye-dog at one level lower - i.e., a dog with an Advanced Brace title may be a bye-dog for a Novice Brace.

### **Ring Set Up**

<b>Item</b>	<b>Changes for Brace</b>
Cone Exercises	Cones are to be placed 6 feet apart.
Off-Set Figure 8	Food bowls are to be placed 6 feet apart and cones are to be 11 feet apart.
Jump Height	Set at the height for the shortest dog in the brace

## **Time Limit**

- Novice: 5 minutes.
- All other levels: 4 minutes.

## **The Dog**

### Collars, Leashes and Harnesses

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

### Deductions

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

### Switching Sides

- 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 for being out of heel position.

## **Obstacles**

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

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

## **Team Category**

### **Defined**

- A Team entry is defined as two handler and dog teams who compete together.
- To differentiate between the competition class and a handler and dog pair the competition class is capitalized 'Team' and the handler and dog pair is a 'team'.
- Each handler and dog team will complete half of the course in a relay format where the first team completes stations 1 to 10 followed by the second team which completes stations 11 to 20.

### **General Information**

- All regulations for Team Competition match those for the regular classes except as identified below.

### **Titles**

- Scoring – Both dog/handler teams accumulate one score for the round.
- The qualifying score required for the round is 180.
- Titles and their prerequisites are as follows:

<b>Team Competition Title sought</b>	<b>Team Prerequisite</b>
CARO Rally Novice Team (CRNT)	-
CARO Rally Advanced Team (CRAT)	CRNT
CARO Rally Excellent Team (CRXT)	CRAT
CARO Rally Versatility Team (CRVT)	CRXT
CARO Rally Versatility Excellent Team (CRVXT)	CRVT

### **Streams**

- There is no distinction between A and B in Team Competition. Both streams may compete together.

### **Bye-Dogs**

- If there are an odd number of pairs, a bye-team will be used.
- A dog with a Team Competition title or individual title at one level may compete as a bye dog at one lower level.
- This bye-team may be a volunteer team not originally entered in the team level or one team may run a second time.
- If a team runs a second time, it must run the opposite half of the course than it ran previously and is not eligible to qualify on the second run.

### **Ring Set Up**

<b>Item</b>	<b>Changes for Team Competition</b>
# Of Stations	All Team Competition courses will have 20 stations including Start and Finish.

### **Course Time Limit**

- 4 minutes for Novice
- 3 minutes for all other classes

### **Walkthrough**

- Sides should be decided before the walkthrough.
- Handlers are free to choose which half of the course that they wish to run.

### **Navigating the Ring**

- Both teams enter the ring at the same time.
- The first team proceeds to the Start station and the second team proceeds to station 11.
- Judges may assign a specific area for teams to wait in.
- When the judge gives permission to start, the first team completes stations 1 through 10 while the second team waits near station 11.
- Once the first team is finished, they indicate to the second team to begin.
- The first team then waits near station 10 while the second team completes stations 11 to 20.
- Both teams leave the ring at the same time.

### **Food and Physical Praise**

- In classes where food is allowed, waiting teams are allowed to feed and pet their dogs while waiting for the working team.

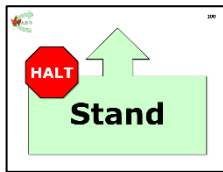
### **Handling**

- For Advanced and up, the dog from the first team must be leashed following the completion of station 10 before the second team begins. Failure to do so will result in a 5-point deduction.
- Except for the cue to proceed given by the first team to the second team after Station 10 has been completed, any communication between the two teams on course will result in an NQ.

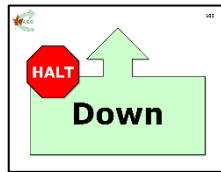


## Summary Table of Reinforcement Stations

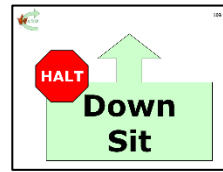
Handlers may provide reinforcement at the following stations in the Novice and Advanced classes while participating in A or B Stream.



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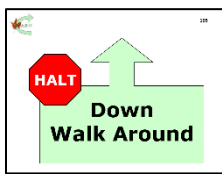
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102



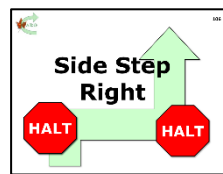
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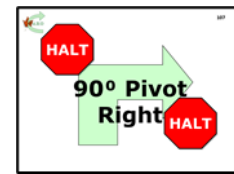
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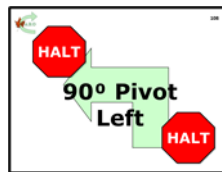
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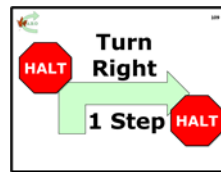
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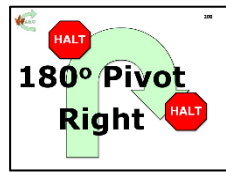
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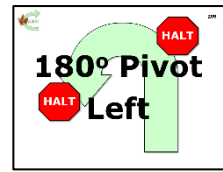
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208



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216



217

## **Virtual Trials**

The following sections provides the rules and regulations related to virtual trials.

### **Exceptions to general rules for the purposes of Virtual Trials only**

- Ring size is 30 feet x 30 feet.
- Bitches in season are permitted.
- A and B Streams are combined and reported as B Stream.
- Ribbons for individual qualifying scores (Q's) or titles normally presented at in-person trials will not be provided.
  - Participants may procure their own ribbons.
  - CARO grants permission for the logo to be used in this case.
- The following stations will not be used:
  - HALT - Stand – Leave for Walk Around
  - Return to Heel
  - Broad Jump

### **Equipment and Ring Set-Up** [https://youtu.be/zdq50\\_Putn4](https://youtu.be/zdq50_Putn4)

#### All classes

- Ring area must be marked with a marker in each corner and every ten feet along the sides. There are 12 markers in total.
- All equipment, markers, boxes and/or lines must be clearly visible to the judge.

#### Regular classes

- Station signs may be 8.5x11 letter size or half letter size. Signs may be placed on the ground, taped to cones, or in holders.
- For obstacles equivalent substitutes may be used.
- For Brace increase distance between cones by 12 inches for all cone exercises and between the food bowls and cones in the Off-Set Figure 8 station.

#### Working class

- For specific equipment requirements refer to the CARO Working Handbook.
- Station signs are not required, except for the signal exercise.
- Exercise #4, Directed Jumping, should be placed diagonally.
- Lines and boxes may be tape, pvc, spray paint or rope secured on all 4 corners depending on box required for safety.
- Designated retrieve articles must be numbered and identified on the entry form.
- Cones can be set to the side and moved into or out of pre-marked and measured designated areas if needed. No additional time is allotted, dog can be placed in a sit or down or heel with the handler while the ring is being adjusted. A helper can also be used.
- If both Directed Jumping and Retrieve over jump are selected one of the directed jumping obstacles may be used for the Retrieve over Jump.
- Designated retrieve and scent - Handlers may place the items themselves while the dog stays where they would be when the judge places the items (as described in the Working-Class handbook).

### **Recording videos**

- Videos and courses may not be shared or posted on social media prior to trial closing date.
- Videos must be recorded during the period of the trial.
- All municipal bylaws regarding leash laws and responsible pet ownership must be followed.
- A link to briefings, course maps and working-class requirements will be provided with the confirmation of entry.
- Videos must be clear, stable and recorded from one stationary position.
- Audio must be turned on and the camera must be placed so the judge can hear the competitor.
- Check that the full ring and all lines and markers are clearly visible on video.

- Before starting handler should state:
  - The type of collar or harness the dog is wearing.
  - The name of the judge.
- The dog and the handler must always stay within the boundaries of the ring from ring entry to ring exit. This includes when the handler moves any equipment or retrieves the leash at the end of the run.
- Include the team entering and exiting the ring and a minimum of 5 seconds before passing the START stations and a minimum 5 seconds after passing the FINISH station.
- For the Team category the full bodies of both dogs and handlers must always be in the video.
- Any editing of the video other than to trim them to include five seconds before passing the START signs and five seconds after passing the FINISH station will result in an NQ.
- The video must include the team entering and exiting the ring.

### **Submitting videos**

- Upload videos to YouTube (as "Unlisted") or Vimeo (as "Private") and supply the link to the Judge for judging.
- In the submission email, identify the course, level, stream, dog name, CARO Dog ID and handler name and identify if the run is a move-up.
- Team submissions – submit one email noting both teams' information and copying the partner team.
- Video submissions are final. Participants are strongly encouraged to verify that they are sending the correct video link prior to submitting it to the judge.

### **Judging**

- Videos will be judged within a few days. The judge will email the competitor a copy of their scoresheet.

### **Entry of Results and New titles**

- The virtual trials include multiple rounds of each class. Results are entered into the CARO database in round order.
- A Title Achieved Sheet is provided for each virtual trial. The link to the sheet will be made available on the premium list.

# Judges Handbook

## **The Role of the Judge**

CARO came into being because many people felt the need for something different from the perceived rigidity of traditional obedience. Twenty years later, CARO continues to prioritize being an inclusive and welcoming organization that seeks to combine excellence in performance with a positive attitude and enjoyment of the sport.

Judges have an important role to play as an ambassador for that vision, both inside and outside of the ring, by fostering the CARO spirit through their own comportment and the promotion of CARO and its values.

## **Requirements to become a Judge**

### **General**

- 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.
- Submit the CARO RallyO Judge's Application Form and the application fee.
- Be thoroughly familiar with all CARO rules and regulations.
- Achieve a CARO Advanced title.
- Participate in an approved CARO judging clinic.

### **Novice, Advanced and Excellent classes**

- Shadow judge** under an approved CARO Judge as follows:
  - 2 courses each for Novice, Advanced, Excellent with a minimum of 10 dogs per class.
  - Shadow judging may be done at one or more trials and/or Fun Matches. The name of the Judge(s) with whom the candidate will shadow, must be submitted to CARO in advance.
  - A list of approved Judges can be found on the website [here](#).
- Pass a written exam. The exam will include:
  - Questions which evaluate the candidate's knowledge of CARO rules and judging guidelines related to Novice, Advanced, Excellent and Team.
  - Submission of course maps.

### **Versatility and Versatility Excellent**

- Must be approved for Novice, Advanced and Excellent Levels
- Must shadow judge under an approved CARO Judge for 4 courses as follows with a minimum of 10 dogs or teams in total.
- Any combination of Versatility, Versatility Excellent, Versatility Team or Versatility Excellent Team
- Pass a written exam. The exam will include:
  - Questions which evaluate the candidate's knowledge of CARO rules and judging guidelines related to Versatility and Versatility Excellent and Team.
  - Submission of course maps.

### **Working Class**

- Pass a written exam. The exam will include:
  - Questions which evaluate the candidate's knowledge of CARO rules and judging guidelines related to Working Class.
  - Submission of course maps.

- If an applicant is unsuccessful in the required tests, they must wait six months before reapplying. CARO retains the right to refuse or revoke a judging certification.



## **Shadow Judging**

Shadow judging is a process by which an Applicant is assessed by an accredited CARO Judge or, Cooperating Judge, to assess the Applicant's knowledge of and ability to apply the Judging rules.

- During this process, the Applicant will score the same runs as the Cooperating Judge. The scores will be compared, discrepancies discussed and evaluated and, any questions on the part of the Applicant can be answered.
- The Cooperating Judge will sign the Applicants trial form and write a brief letter with an evaluation of the Applicants ability to judge to CARO standards. These documents are submitted to the Judge Approver.

## **Format**

There are three formats under which shadow judging requirements can be met.

1. Cooperating Judge is judging a trial.
  - The Applicant will score each run from outside of the ring and discuss them with the Cooperating Judge at the end of the run.
2. Cooperating Judge and Applicant are outside the ring at a trial.
  - The Cooperating Judge and the Applicant are not a part of the trial.
  - They sit together outside of the ring.
  - Each will score the run separately and then compare and discuss scores at the end of each run.
  - The Judge in the ring is not involved in the shadow judging process.
3. Applicant judges one or more fun matches while the Cooperating Judge observes from outside the ring.
  - The Applicant takes the role of the judge, scoring each run from inside the ring.
  - The Cooperating Judge scores each run from outside of the ring.
  - The Applicant and the Cooperating Judge compare and discuss scores after each run.

## **Applicant**

- Applicants should be thoroughly familiar with this handbook prior to shadow judging.
- The Applicant must locate a Judge or Judges to act as the Cooperating Judge. The Cooperating Judge must be approved by the Judge Approver prior to starting the shadow judging process.
- It is recommended that the Applicant meet with the Cooperating Judge to review the process and expectations of both parties.
- A letter confirming that the shadow judging requirements have been completed and that, in the view of the Cooperating Judge, the Applicant has met the judging requirements for CARO is required before for the exam for that level is written.

## **Cooperating Judge(s)**

- The Cooperating Judge is responsible for evaluating the Applicant's judging skills.
- Considerations
  - It is recommended that a potential Cooperating Judge meet with the Applicant before making any commitment (if possible).
  - In making their decision, the Cooperating Judge should consider the format to be used.
    - Option 1 will result in time being added to the trial day. The Cooperating Judge should discuss the implications with the Trial Chairperson.
    - The Cooperating Judge is free to limit how many runs or classes will be involved in the shadow judging process.
- Cooperating Judges should be prepared to not sign off for an Applicant if they don't meet the required judging standards.

## **Remuneration**

- CARO is prepared to offer a small remuneration to Cooperating Judges. Please contact the Board of Directors at [boardofdirectors@canadianrallyo.ca](mailto:boardofdirectors@canadianrallyo.ca) for additional information.

## **Maintaining Judging status**

- Judges must renew their membership on or before December 31st of each year to maintain their judging credentials.
- Judges whose membership has lapsed may regain their Judging credentials as follows
  - For membership which are more than two months overdue a fee is applied. Please refer to the website for the fee schedule.
  - For memberships which have lapsed by more than a year, the Judge will be required to re-write the judges exams.

## **Continuing Education program**

- Judges must attend the annual Judges Conference at least once out of each two years.
- A comprehensive Judges Continuing Education Program is under development and is anticipated to be completed for MGH2024.

## **Responsibilities of the Judge at a trial**

It is the responsibility of all CARO judges to represent CARO both inside and outside of the ring. Judges are expected to promote the spirit of Rally and show enthusiasm for the sport when showing their own dogs.

- An overview of the requirements of the judge and the trial host are listed [here](#). In addition, the following points are specific to the role of the judge.

## **When considering an assignment**

- Some items for consideration when accepting an assignment:
  - Distance and time commitment.
    - Can the assignment be completed with day travel or is a hotel required?
  - Potential weather.
  - The number of classes and runs at each level that the candidate feels comfortable judging.
  - Equipment
    - If the candidate prefers to bring their own station signs, confirm that this works for the trial host.

## **Judge's Briefing and Walkthrough**

### **Judges' Briefing**

- At the beginning of each class the Judge will provide a briefing to all competitors.
- The briefing should be short, welcoming, and positive in tone. It may include:
  - Reminder to participants of what course they are doing e.g., "welcome to Novice 1"
  - Time on course assigned (novice)
  - The importance of being well engaged with their dogs
  - Ring entry and exit strategies
  - What to do with the leash (For off-leash classes)
  - When to begin and reminder to start well back from the Start sign so that the timer has a clear view.
  - Define what is meant by 'tight leash'
  - The importance of clarity in changes of pace
  - The importance of respecting any lines on the ground (obstacles and stations with 5-foot lines)
  - What indicator, if any, the judge would like to see when a team repeats a station.
  - Consequences for corrections (physical or verbal)
  - Remind participants to breathe and have fun!

## During the walkthrough

- The Judges Briefing may be followed by a brief walk through of the course with participants. This is typically most desired for those in A stream.
  - Walk the course with the handlers and explain what you will look for as you go along.
  - This should take no more than five minutes.
  - Point out feeding stations (when applicable)
  - Refresh competitors about stations with specific footwork requirements.
  - Point out where the judge will be standing for the Stand – Leave for Walk Around station.
  - Be available to answer any questions.

## Managing a run

- Greet each handler.
- Check the equipment of the dog by either visual inspection or asking for it to be shown for long coated dogs.
  - A dog wearing an improper or improperly fitted equipment shall be excused.
  - The handler shall be given the option of returning to compete at the end of the class order with a proper or properly fitted equipment.
- Check for toys or bait bags.
- Be sure the timer is ready.
- Tell the handler when they can start.
- Thank each handler after they pass the Finish station.

## Between each run

- Check that the jump height is correct, and all equipment is in place.

## While Judging

### General

- The judge does not speak to the team while they are on the course.
- Follow the same path while judging for each team and ensure that all the stations can be seen clearly.
- Be consistent in scoring.
- The judging and scoring of teams which have requested modifications must take into consideration the physical challenge of the team.
- All comments and deductions should be legible.
- Judges should feel free to use smiley faces or other positive comments such as 'wow' to note a great performance of a station.
- If the judge has a question about how to score a particular station, they should make a note so that it can be reassessed after the dog and handler team have left the ring.
- Complete the incident report and reporting for excusals after the end of the relevant run.

## Guidance for Specific Stations

- Stand for Walk Around
  - The path the judge takes to walk around the dog should be at least an arm's length from the dog and completed consistently for each team.
  - To give each team the same conditions in scoring the Stand for Walk Around, the judge should attempt to be waiting at the second station sign by the time the team approaches the first station sign.
  - Avoid direct eye contact with the dog on your approach. Watch an area near the dog, so that you know what's going on.
  - Keep your clipboard tucked under an arm and keep both arms close to the body.
  - Return to the second station where the handler is waiting and then move smoothly out of the handler's path to continue judging.

### **At the end of each run**

- When the team has finished, check with the timer and enter the time on the score sheet
- Add up the deductions, enter the score and add a positive comment.

### **At the end of each class**

- Check scores and placements and ensure that the Trial Record agrees with the Score Sheets
- Sign the Trial Record. 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.
- Hand out scoresheets, qualifying ribbons, and placement ribbons

### **Changing of Scores**

Once score sheets have been handed to exhibitors the score should not be changed with 2 exceptions:

1. If there has been an arithmetical error of which the Club is advised before the end of the trial.
2. If the judge realizes that a mistake has been made in a non-discretionary deduction, 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 Trial**

- Collect your copy of the Trial Record Sheet and keep it and a copy of the course for your records.
- Trial records must be kept for a minimum period of one year.

### **Judges trial entries in classes that they are judging**

- A judge may enter the class that they are judging.
  - Judges will enter their dogs for these runs in the same manner as other competitors.
  - Judge's runs will be scored by a second judge.
  - Judge's runs will not be eligible for placements or special awards in their class.
  - Qualifying scores will count toward titles and are eligible for title ribbons when a title is earned.
  - Their placement in the running order will be agreed upon between the judges.

### **Recommended Judge's Kit**

- Measuring tape
- Pens/pencils
- Clip board(s)
- Paper clips
- Stapler
- Some judges prefer to bring their own stations signs
- Stopwatch
- Rulebook and amendments

## **Course Design**

It is the responsibility of the judge to design the courses for trials.

### **Submission Timeline**

- Courses must be submitted for approval a minimum of 3 weeks in advance of the trial date.
  - Failure to submit courses on time will result in a fine in accordance with the CARO Standing Resolutions which can be found in the members section of the website.
  - The judge will not be permitted to accept any judging assignments until the fine is paid in full.
  - Should the judge commit the offence twice in one calendar year (January to December) then they will be suspended for one year.

### **General Criteria**

- The Judge must pay careful attention to the placement of the station signs in relation to the path the team will take when moving from one exercise station to the next.
- There should be no signs, cones, jump uprights, or other obstacles in the path for the Jump, Broad Jump, and Tunnel.
- The judge must allow for adequate space for an effective performance throughout the course.

### **Course Map Requirements**

Courses may be computer generated or written by hand but must be clearly legible. The courses submitted must be the same as what will be provided to competitors. All maps should include:

- Ring size, specify indoor or outdoor, trial date and trial number
- Trial host name, Judges name
- Time limit
- Start and Finish lines
- Designed to scale using 10-foot markers
- Numbered stations
  - The numbers must match the accompanying list of station signs.
  - Stations beginning with a HALT must be clearly indicated on the Station description list. i.e.: HALT-Sit-Down.
- Correct placement of station sign symbols
- Arrows must be drawn, indicating line of travel for the team.
  - Spiral Stations, Figure 8 and the Off-Set Figure 8 must have clear entry and exit points indicated by arrows.
- If there are two or more courses of the same level by the same judge within a trial at least 50% of the station signs must be changed from one course to the next.
- Specify the length of the tunnel (if applicable).

### **Placement of Station Signs**

- There should be 8 feet of space leading up to the START station and 8 feet after the FINISH station.
- Distance between stations
  - Stations are to be a minimum of 10 feet apart.
  - Stations with lines at the 5-foot mark must be a minimum of 15 feet apart
  - There must be ample room so that all stations can be performed by all sizes of dogs and brace.
  - The path between signs or between the pathway and a wall or barrier must be a minimum of five feet.
- Station Sign placement relative to the line of travel
  - 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.
- Ensure that turns chosen are correct with respect to the path of travel

### **Station Sequencing**

- Exercises using cones should not be placed consecutively.

- Spirals should not be preceded or followed by a turn of greater than 90 degrees of the same direction.
  - This does not apply to stations which include a HALT.
- The Weave Once and Weave Twice exercises require 4 cones in a row while the Spiral Exercises have 3 cones.
  - If a Spiral is combined with a Weave Once or Weave Twice, they may have 1 cone in common, but they must be arranged at an angle to each other so that the 2 exercises are easily distinguished.
  - The cones for the Spiral and the cones for the Weave exercise may not be in a straight line.

### **Placement of Obstacles**

- Obstacles should not be placed consecutively.
- Tunnels must be set up straight, fully extended and with a minimum of 3 sets of tunnel bags.
- The placement of obstacles should be a minimum of 3 feet laterally from any ring boundary or any barrier in the ring.
- Subsequent stations are to be a minimum of ten feet from the exit of the obstacle.
- The Off-Set Figure 8 should not be in the line of travel of a dog as they approach or exit an obstacle.
  - For the safety of the dogs, judges are encouraged to provide additional space after obstacles where possible.

## **Team Competition**

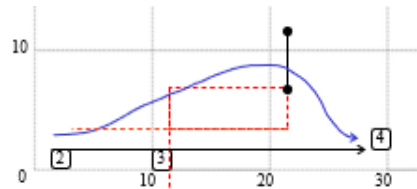
- Teams must be always kept a minimum of 15 feet apart.
- Courses may be nested with the regular classes but at least 50% of the stations must be changed. The physical location of the stations may remain the same to facilitate quick course changes.
- Station 10 shall be one in which the dog finishes in a Sit or a Down.
- Station 11 may be any exercise.
- A single obstacle may be used to satisfy the requirements of both teams.
  - For the purposes of Team competition, a duplicate station sign for the relevant obstacle may be used.
- Advanced
  - The course must be designed so that one team performs the Send Over Jump and the other performs one of the Off-Set Figure 8, Moving Down or Moving Sidestep Right.
- Excellent
  - The course must be designed so that each team performs an obstacle.
- Versatility
  - One team must perform either a Tunnel or Weave Poles
  - The second team must perform one of Tunnel, Weave Poles, Halt-Sidestep Left-Halt.
- Versatility Excellent
  - One team must perform an obstacle with the dog on the right.
  - The second team has either the Tunnel, Weave, Moving Sidestep Left, Halt-Fast from Sit or Back Up Three Steps.

## **Brace**

- Increase spacing for the cones and food bowls of the Off-Set Figure 8 and cones in all other cones exercises by 1 foot.
- Ensure that there is enough room on course for a brace to perform each exercise.

## **Virtual Trials**

- When placing an obstacle, there may be only three stations for the length of the ring. They include:
  - One station at the edge of the ring to initiate the line of travel.
  - The obstacle.
  - One station at the end of the ring to indicate the next line of travel.
- Example:



## **Listing of Acronyms for Scoring**

### **Deductions**

- The following lists include acronyms that are frequently used for deductions, and those that are mandatory to use for NQs.

<b>Additional Cues</b> RC – Repeat Cue AC – Additional Cue SC – Second Cue DC – Double Cue	<b>Dog – General</b> OOP – Out of Position SR – Slow Response STR – Slow to Respond Wide – turn too wide or too far from station Lag – dog lagging
<b>Handling Error</b> TL – Tight Leash HE – Handler Error	<b>Course Navigation</b> Redo – Repeat a Station RS – Repeat Station
<b>Positions</b> CS – Crooked Sit CF – Crooked Front CST – Crooked Stand	

### **Non-Qualifying Scores**

<ul style="list-style-type: none"><li>• NQ-P/VC – Touching the dog to put it into a position (sit, down or stand)</li><li>• NQ-IP – Incomplete performance/minimum requirements not met</li><li>• NQ-DU – Dog Unmanageable</li><li>• NQ-TL – Consistently Tight Leash (dog constantly pulling or resisting)</li><li>• NQ-OC – Off course, does not complete the exercises station at all or performs station out of order</li><li>• NQ-FL – Food Lure</li></ul>
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### **Modifications**

- All modifications are at the discretion of the Judge.
- Generally, the Judge should make any reasonable provisions that will enable the requesting handler or dog to complete the course.
- The following situations are examples which have worked well historically. Additional situations will be added as they are brought forward.

#### Handlers using wheelchairs

- Moving Sidestep Right
  - 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.

#### Handlers with the use of one arm

- In Novice: for stations which require the dog to move around the handler, such as the fronts and finish stations.
  - Handlers may attach the leash around the waist or,
  - Complete these stations in another manner which suits their needs.



# Trial Host Guide

## **Eligibility**

A CARO Trial may be hosted by an individual or a club.

- 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.

## **Requirements**

- Rally Trials must be approved by CARO.
- Judges must be in good standing with CARO. Check the CARO web for a complete listing of approved Judges.
- Up to 16 Classes may be offered per trial. They may be any combination of Novice, Advanced, Excellent, Versatility, Versatility Excellent, Team and Working.
  - If the trial covers two consecutive days and includes not more than 16 classes, the host should submit one application form. A single event charge will apply.
  - Brace and C stream are embedded within the relevant classes.

## **Engaging a Judge**

By agreeing to hire a Judge, a legal contract has been entered into.

## **Terms and Conditions**

- Rates and conditions are agreed upon between the Trial Host and the Judge(s).

## **Trial cancellation**

- 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.
- If a trial must be cancelled, for whatever reason, the host has a responsibility, at a minimum, to reimburse Judges for any out-of-pocket expenses that may have been incurred prior to the trial.

## **Judge unable to attend**

- If a Judge is unable to get to a trial due to inclement weather, sickness or other unavoidable situations and the club can obtain the services of another Judge to fill in, then:
  - The courses approved for the trial may be used by the replacement Judge.
  - The results will be recorded under the name of the original 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 timing rules for trial date approval would be waived provided that the same Judge is utilized and the same approved courses are used.

## **Trial Roles and Responsibilities**

### **Trial Chairperson**

There must be a Trial Chairperson whose responsibilities include:

- The provision of all equipment.
- Overall coordination of the trial.
- Management of the trial on the day of the event.

## **Trial Secretary**

There must be a Trial Secretary whose responsibilities include:

- Managing the documentation from application through to the submission of trial results.

## **Stewards**

The number of Stewards is dependent on the size and complexity of the trial and the availability of volunteers. In some cases, one volunteer may take on more than one role.

### Table Steward(s)

- Ensure that the score sheets are prepared and in correct running order.
- Gives the score sheet for the next team to the Judge.
- Receive the completed Score Sheet from the Judge
- Check the Score Sheet to ensure the addition is correct and enter the score on the Judge's Trial Record.

### Ring Steward(s):

- Ensures that 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.
- 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 timing equipment malfunctions.
- Reports the time to the Judge after each run.

## **Entries**

- The bye-pair will be listed in the Judge's Trial Record as a bye-dog, with an entry number of #2799

## **On completion of a trial event**

- The following must be forwarded to CARO:
  - A copy of the Judges Trial Records
  - A completed Fee Submission Form. (Note that CARO does not collect fees for FEO runs).
  - Catalogue with names and full addresses of competitors.
  - Trial Incident Report (even if there no incidents).
  - Titles Earned sheet (as reported by the handlers).
  - All forms and fee schedules are available on the Forms page on the web site.
- CARO will confirm the fees due and provide the host with submission instructions.

## **Equipment**

### **Equipment for management of the trial.**

- Table for Stewards
  - This is normally located right outside of the ring.
- A location for posting the running order.
  - A wall or free-standing piece of equipment may be used.
- Writing equipment.
- Some trials have portable printers for copying paperwork.
- Stopwatch or electronic timing mechanism.

## **Ribbons**

- Qualifying score ribbons
  - The provision of ribbons for each qualifying run is mandatory.
  - They may be of any colour.
  - They must display the CARO logo.
- Placement ribbons
  - Are optional and provided at the discretion of the trial host.
  - Placement ribbons may be presented to the top five teams.
  - They must display the CARO logo.
- Title ribbons
  - Are optional and provided at the discretion of the trial host.
  - Use of the CARO logo is optional.
- Special prizes
  - Any special prizes provided by the trial host may be presented throughout the trial day when the criteria for them have been met.
- Championship Ribbons
  - Ribbons for Championship titles are provided by CARO.
  - They will be mailed to the recipients upon completion of the relevant titles.
  - Please see the CARO Titles section for more details.

## **The Ring**

- Barriers to mark the perimeter of the ring.

## **Floor Markings**

- A means to mark the 5-foot line for relevant stations.
  - This may be done by a mark on the floor or indicators such as a small pylon on either side of the line of travel.
- Means to mark all lines required for obstacles.
  - Lines may be drawn or indicated using tape.
- The manner used must not pose a tripping hazard.

## **Station Signs**

- Minimum of one set
- Stations Sign holders
- Station numbers which are a minimum of 2 inches high

## **Off-Set Figure 8**

- Two securely covered food bowls and treats

## **Obstacles**

### Solid or Bar Jump

- Jumps must be constructed in a manner that provides stability and safety for all dogs.
  - Jump width is to be a minimum of 4 feet.
  - When using a bar jump, a single bar jump is preferable but not required.

### Broad Jump

- A Broad Jump as used for Obedience.
- This jump must have a minimum height of 2 inches and a maximum height of 5 inches.
  - 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 of specified height.
- 4 marker poles between 3/4 inch and 1 1/4 inch outside diameter, and 4 feet tall, shall be placed at each corner of the jump, and shall be freestanding.

## Tunnel

- Tunnels must be between 6 to 12 feet long with a minimum of 3 sets of tunnel bags.
  - Individual tunnel bags must weigh a minimum of 20lbs. (minimum 40lb per set)

## Weave Poles

- The weave poles should be set 2 feet apart and must consist of 6 poles. Poles should be between 3 feet and 4 feet in height. The poles may be those used in agility or a similar system.

## **Setting up the Course**

### **Ring Size**

- The trial ring shall be a minimum of 30feet x 50feet or 1,500 feet square,
- The ring boundaries should be clearly marked either with rope, fencing, walls or an equivalent marker.
- The ring area and surrounding boundary should be clear of any materials not related to the course.

### **Timing the event**

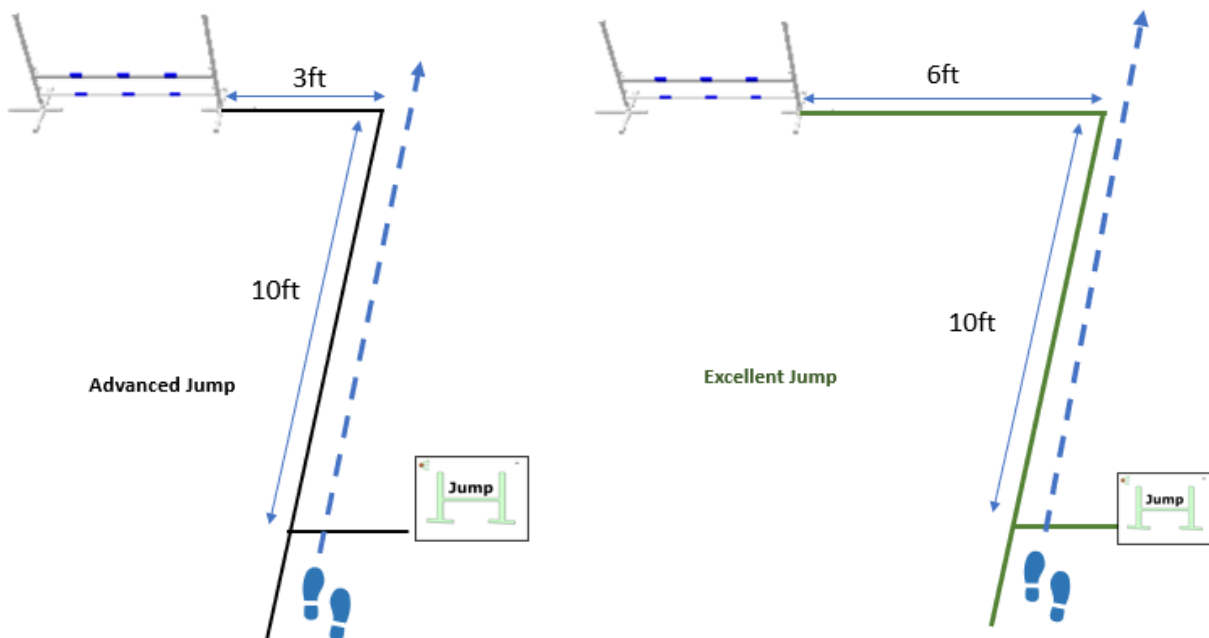
- All events shall be timed to 100th of a second.

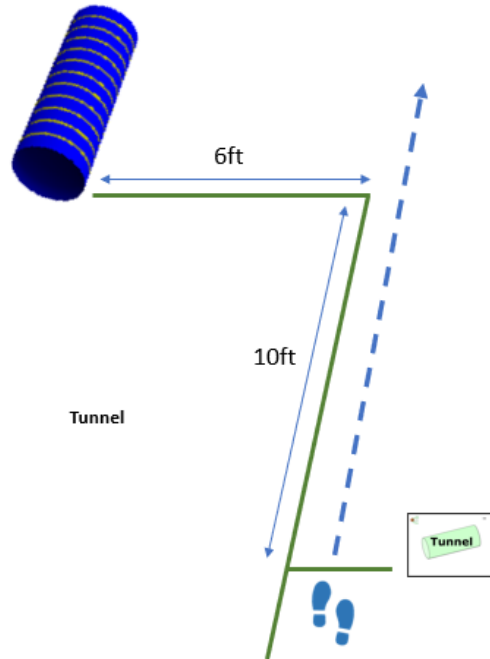
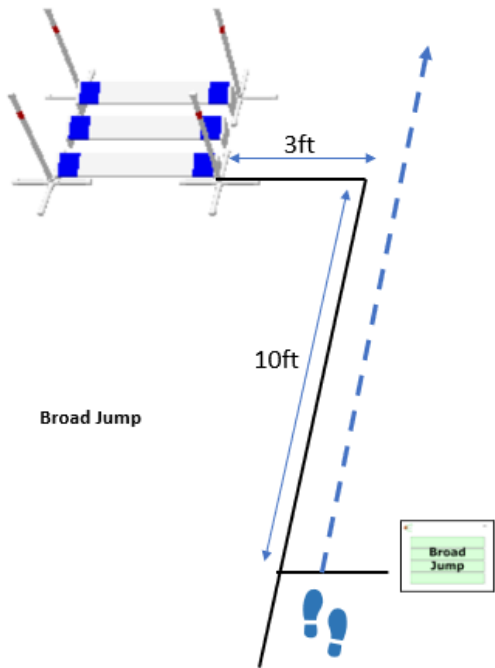
### **Flooring**

- The flooring must be a non-slip surface.

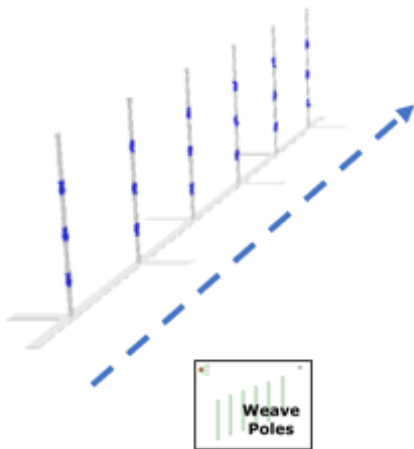
### **Obstacle Set up**

- One line will indicate the 10-foot distance from the front of the obstacle and the other line will indicate the 3- or 6-foot distance to the side of the obstacle. This line shall be placed on the side of the obstacle from which the dog will approach it.
- The following illustrations assume left sided heeling. Lines are to be placed to the left of the obstacle for right sided heeling.





Weave Poles



### Weave Once and Weave Twice

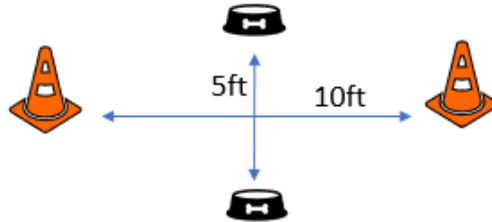


### Spirals

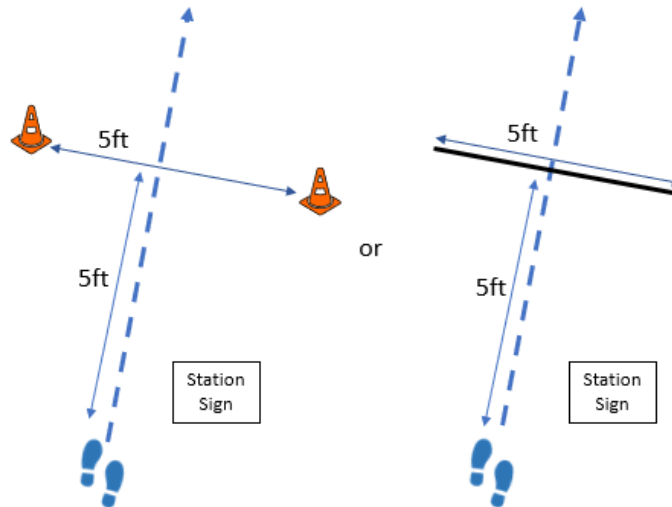


### Off-Set Figure 8

- Food bowls must be security covered so that the dogs cannot access the food.
- The food in the bowls must be tempting to the dog.



### Stations with 5-foot lines



### **Adjustments for Brace**

- 1 foot of extra spacing will be added between cones for the Weave Once, Weave Twice and Spiral exercises.
- Off-Set Figure 8 - the cones and food bowls will be moved an additional 1 foot apart.
- Jump - The jump height will be set at the lowest height required.
- Additional space may be added as needed throughout the course at judge's discretion.

## **Annex: CARO Trial Requirements**

- The details of each component can be found under either the *Trial Host Guide* or the *Judges Handbook*.

<b>Trial Host</b>	<b>Judge</b>
<b>At least six (6) weeks prior to the trial</b>	
Contract a Judge and choose classes to be provided. <a href="#">Submit trial application</a>	Provide Contract conditions.
Provide the following information to the judge: <ul style="list-style-type: none"> <li><input type="checkbox"/> Location, trial host name and date(s).</li> <li><input type="checkbox"/> A map of the working space including ring size, entrances. and any limiting factors such as poles.</li> <li><input type="checkbox"/> Indoor/Outdoor and ring surface.</li> <li><input type="checkbox"/> List of classes being offered.</li> <li><input type="checkbox"/> Order of classes.</li> <li><input type="checkbox"/> Confirm that all required equipment is available.</li> <li><input type="checkbox"/> Confirm the closing date of the trial.</li> <li><input type="checkbox"/> Premium list should state that requests for modification must be submitted with the trial entry.</li> </ul>	
<b>At least three (3) weeks prior to the trial</b>	
<ul style="list-style-type: none"> <li><input type="checkbox"/> Discuss who will assume responsibility for making copies of the course maps if maps are to be provided to each competitor.</li> <li><input type="checkbox"/> Determine if the judge prefers to bring their own station signs.</li> <li><input type="checkbox"/> Determine if the judge will score FEO runs.</li> </ul>	
<input type="checkbox"/> Provide the judge with trial number.	<input type="checkbox"/> Design and submit course maps for review. Trial number is needed for this submission.
<b>At least one (1) week prior to the trial</b>	
<input type="checkbox"/> Provide the judge with any requests for modifications.	<input type="checkbox"/> Review requests for modifications. <input type="checkbox"/> Contact the competitor to discuss if needed.
<b>Pre-Trial Paperwork</b>	
<input type="checkbox"/> Copies of course maps – if responsible. <input type="checkbox"/> Judges Trial Record with each course numbered. E.g., Novice 1, Novice 2 etc. <input type="checkbox"/> Trial Catalogue. <input type="checkbox"/> Individual Score Sheets <input type="checkbox"/> Run Orders (by jump height is handy). <input type="checkbox"/> Titles Achieved Sheet.	<input type="checkbox"/> Have a copy of all requests for modification. <input type="checkbox"/> Copies of course maps – if responsible.
<b>Trial Day!</b>	
<input type="checkbox"/> Designate the boundaries of the trial ground. <input type="checkbox"/> Post signs at the trial which state that prompting from spectators will result in an NQ for the competing team. <u>Course Maps</u> <input type="checkbox"/> Post maps at a location easily accessible to competitors. <input type="checkbox"/> Hosts may provide a copy to each competitor or send by email the morning of the trial. <u>Table Steward(s)</u> <input type="checkbox"/> Have all score sheet and trial record documentation ready to go – describe their job. <input type="checkbox"/> Fill in Incident Report if needed. <u>Ring Steward(s)</u> <input type="checkbox"/> Set up the courses. <input type="checkbox"/> Ensure that sign holders are numbered to indicate the sequence of the stations in the course. <input type="checkbox"/> Manage the flow of competitors, ensuring that they are ready to enter the ring at the appropriate time.	<input type="checkbox"/> Brief ring and table stewards on procedures as needed. <input type="checkbox"/> Walk the course to ensure correct set up for order of stations, appropriateness and safety of equipment and correctness of all markings or other indicators needed to correctly complete stations. <input type="checkbox"/> Judges will use the individual team score sheet for marking the specific point deductions for each performance. <input type="checkbox"/> Sign the Trial Record sheets. <input type="checkbox"/> The judge will be provided with a copy.
<b>Post-Trial Paperwork</b>	
<input type="checkbox"/> Provide a copy of the Trial Record Sheet to the judge at the end of the trial (paper or electronic). <input type="checkbox"/> Keep a copy of all records for a minimum of one year. <input type="checkbox"/> Submit to CARO: Judges Trial Record Titles Achieved Sheet Catalogue Trial Incident Report Fee Submission Form	<input type="checkbox"/> Maintain copy of trial records for a period of one year.



## **Annex: List of Station Signs**

### **Novice**

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

### **Advanced**

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

### **Excellent**

<b>300</b>	HALT – Stand – Down	<b>308</b>	Down Dog – Return to Heel
<b>301</b>	HALT – Stand – Sit	<b>309</b>	Sit Dog – Call to Heel – Forward
<b>302</b>	Moving Stand Walk Around	<b>310</b>	Down Dog – Call to Heel – Forward
<b>303</b>	Moving Stand Call to Heel	<b>311</b>	Jump
<b>304</b>	Moving Down Call to Heel	<b>312</b>	Broad Jump
<b>305</b>	Back Up 3 Steps	<b>313</b>	Tunnel
<b>306</b>	HALT – Stand – Leave	<b>314</b>	Weave Poles
<b>307</b>	Sit Dog – Return to Heel		

## Versatility

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

## Versatility Excellent

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

## **Annex: Creating an effective Premium List**

- The premium must not be published until the trial has been approved by CARO and was assigned a trial number

<b>Initial Information</b>
<ul style="list-style-type: none"><li><input type="checkbox"/> CARO Name and/or logo with the words "Sanctioned Rally Trial"</li><li><input type="checkbox"/> Trial Number(s)</li><li><input type="checkbox"/> Host Name</li><li><input type="checkbox"/> Trial Date(s)</li><li><input type="checkbox"/> Classes offered</li><li><input type="checkbox"/> Judges' names</li><li><input type="checkbox"/> Opening &amp; Closing dates</li><li><input type="checkbox"/> Statement if this is a 'limited entry' trial</li></ul>
<b>Important Information</b>
<ul style="list-style-type: none"><li><input type="checkbox"/> Trial Chair: name &amp; contact details</li><li><input type="checkbox"/> Trial Secretary: name &amp; contact details</li><li><input type="checkbox"/> Venue description &amp; address</li><li><input type="checkbox"/> Statement that trial is run under CARO rules, with a link to CARO site for full explanation of performance guidelines. <a href="http://www.canadianrallyo.ca">www.canadianrallyo.ca</a></li><li><input type="checkbox"/> Whether move ups will be permitted during the trial</li><li><input type="checkbox"/> Judging schedule if more than one judge</li><li><input type="checkbox"/> Registration form (or link to digital registration form) with general agreement/disclaimer</li><li><input type="checkbox"/> Where/how to send the registration form (if not submitted via online entry)</li><li><input type="checkbox"/> Where/how / when to send the payment</li><li><input type="checkbox"/> Refund policy</li><li><input type="checkbox"/> When confirmations will be sent out</li></ul>
<b>Optional (but nice) Information</b>
<ul style="list-style-type: none"><li><input type="checkbox"/> Directions to trial site</li><li><input type="checkbox"/> Whether or not a concession will be available at the trial venue</li><li><input type="checkbox"/> Crating options</li><li><input type="checkbox"/> COVID-related precautions</li><li><input type="checkbox"/> List (or link to list) of dog-friendly modifications nearby</li></ul>
<b>Registration Form</b>
<p>The registration form should capture the following information:</p> <p>For the handler</p> <ul style="list-style-type: none"><li><input type="checkbox"/> First name and surname</li><li><input type="checkbox"/> Mailing address</li><li><input type="checkbox"/> Email address &amp; phone number</li></ul> <p>For the dog</p> <ul style="list-style-type: none"><li><input type="checkbox"/> CARO Registration Number</li><li><input type="checkbox"/> Call Name and Breed</li><li><input type="checkbox"/> Date of Birth</li><li><input type="checkbox"/> Height (At withers)</li><li><input type="checkbox"/> Jump Height (Vertical) 4", 8", 12" or 14"</li></ul> <ul style="list-style-type: none"><li><input type="checkbox"/> Statement of whether dog is a veteran or whether dog / handler need modifications, and a description of the modification(s) requested.</li></ul> <ul style="list-style-type: none"><li><input type="checkbox"/> List of classes (including judge for the class) with option to indicate stream (A, B, or C) or levels/station for Working Class</li><li><input type="checkbox"/> Fee per class</li><li><input type="checkbox"/> Provision for taxes (if needed)</li></ul> <ul style="list-style-type: none"><li><input type="checkbox"/> General Agreement / Disclaimer</li><li><input type="checkbox"/> Signature and Date line</li></ul>

## **Annex: List of all forms for hosting a trial**

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

### **Competitors**

- [CARO Membership Application](#)
- [CARO Individual Dog Registration](#)

### **Judges**

- [Application to Become CARO Judge](#)

### **Trial Officials**

- [CARO Trial Application](#)

The following can be found on the CARO website under forms:

- CARO Catalogue Sheet
- Individual Dog Score Card – Regular Classes
- Individual Dog Score Card – Working Class
- Judge’s Trial Record
- Trial Incident Report
- Titles Earned
- Fee Submission