

## CARO COURSE DESIGN REQUIREMENTS – V6 – 2024 02

<input type="checkbox"/> clearly legible	<input type="checkbox"/> identical to what is provided to competitors	
<b>Map features include</b>		
<input type="checkbox"/> Ring size	<input type="checkbox"/> Trial Date & Number	<input type="checkbox"/> Class & Round #
<input type="checkbox"/> Any pillars or obstacles indicated	<input type="checkbox"/> Time Limit (Regular, Brace if offered, or Team)	<input type="checkbox"/> Host & Judge/Designer names
<input type="checkbox"/> Map made to scale using 10ft grid, with ring boundary <u>clearly</u> marked	<input type="checkbox"/> Has a legend that matches the course	<input type="checkbox"/> All stations are numbered
<input type="checkbox"/> <b>HALT</b> stations are clearly indicated (Max 5 all levels)	<input type="checkbox"/> Correct distances between stations (10 ft or 15 ft min)	<input type="checkbox"/> Handler's path is min 5 ft wide and clear throughout
<input type="checkbox"/> Min 8 ft before START station AND after FINISH station	<input type="checkbox"/> Length of tunnel indicated (if applicable)	<input type="checkbox"/> All obstacles min 3 ft from ring edge
<input type="checkbox"/> Min 50% of stations changed for nested courses (Regular & Team)	<input type="checkbox"/> Cones and food bowls have entry and exit indicated with arrows (all levels)	<input type="checkbox"/> Cone exercises & obstacles are not placed consecutively
<input type="checkbox"/> Bone icon for reward stations <u>may</u> be used and if so, clearly marked in legend	<input type="checkbox"/> Directional arrows required for Novice/Novice Team- <u>may</u> be used for all other levels	<input type="checkbox"/> Considers the needs of large dogs & brace pairs (extra foot for cones & food bowls)
<input type="checkbox"/> Path into & out of obstacles is clear of any obstruction	<input type="checkbox"/> Jump-Adv - 3X10 <input type="checkbox"/> Jump-Exc,Vers,VersExc - 6X10	<input type="checkbox"/> Food bowls not in line of travel of dog entering/exiting an obstacle (if applicable)
<b>General (all 15 to 20 stations)</b>		<b>Team (all 20 stations)</b>
<b>Novice (3 to 4 minutes)</b> <input type="checkbox"/> 100-109 - min 2 / max 5 <input type="checkbox"/> 118-120 – min 1 (Pace Change) <input type="checkbox"/> 121-125 – min 2 (Fronts) <input type="checkbox"/> 126-129 – min 1 (Cones) <input type="checkbox"/> Directional arrows between each station		<b>Novice (4 minutes)</b> <input type="checkbox"/> Teams min 15 ft apart at all times <input type="checkbox"/> Station 10 ends with sit or down <input type="checkbox"/> Wait areas clearly marked on map <input type="checkbox"/> Directional arrows between each station
<b>Advanced (3 minutes)</b> <input type="checkbox"/> Advanced – min 8 (including 220) <input type="checkbox"/> 220 – 1 (Jump)		<b>Advanced (3 minutes)</b> <input type="checkbox"/> One team – 220 <input type="checkbox"/> Other team – one of 203, 204, or 205 <input type="checkbox"/> Teams min 15 ft apart at all times <input type="checkbox"/> Station 10 ends with sit or down <input type="checkbox"/> Wait areas clearly marked on map
<b>Excellent (3 minutes)</b> <input type="checkbox"/> 311-314 – 2 (Obstacle) <input type="checkbox"/> 300-310 – min 2 – Excellent stations <input type="checkbox"/> 200-219 – min 4 – Advanced stations		<b>Excellent (3 minutes)</b> <input type="checkbox"/> Both teams perform an obstacle (same obstacle may be used for both) - 311-314 <input type="checkbox"/> Teams min 15 ft apart at all times <input type="checkbox"/> Station 10 ends with a sit or down <input type="checkbox"/> Wait areas clearly marked on map
<b>Versatility (3 minutes)</b> <input type="checkbox"/> 400-408 – 4 (Change of Sides) <input type="checkbox"/> 311-314, 439-442 – 1 (Obstacle) <input type="checkbox"/> Left sided stations – 100 series <input type="checkbox"/> Right sided stations – 400 series <input type="checkbox"/> Min 2 stations follow each change of side <input type="checkbox"/> (R) & (L) stations clearly indicated in legend		<b>Versatility (3 minutes)</b> <input type="checkbox"/> One team – one of 311-314, 439-442 <input type="checkbox"/> Other team – one of 311-314, 439-442, 415 (same obstacle may be used for both) <input type="checkbox"/> Teams min 15 ft apart at all times <input type="checkbox"/> Station 10 ends with a sit or down <input type="checkbox"/> Wait areas clearly marked on map
<b>Versatility Excellent (3 minutes)</b> <input type="checkbox"/> 400-408, 500-502 – 3 (Change of Sides) <input type="checkbox"/> 439-442 – min 1 (Obstacle on Right) <input type="checkbox"/> Advanced series 200s (Left) & 500s (Right)– min 3 <input type="checkbox"/> Excellent series 300s (Left) & 500s (Right) – min 3 (including obstacle) <input type="checkbox"/> Min 2 stations follow each change of side <input type="checkbox"/> (R) & (L) stations clearly indicated in legend		<b>Versatility Excellent (3 minutes)</b> <input type="checkbox"/> One team – one of 439-442 (Obstacle on Right) <input type="checkbox"/> Other team – one of 311-314, 439-442, 503, 507, 529 (same obstacle may be used for both) <input type="checkbox"/> Teams min 15 ft apart at all times <input type="checkbox"/> Station 10 ends with a sit or down <input type="checkbox"/> Wait areas clearly marked on map