

## CARO COURSE DESIGN REQUIREMENTS – V2 – Nov 5, 2022

<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 & Indoor/outdoor	<input type="checkbox"/> Trial date & Number	<input type="checkbox"/> Class and round #
<input type="checkbox"/> Any pillars or obstacles indicated	<input type="checkbox"/> Time Limit (Regular & Brace or Team)	<input type="checkbox"/> Host, Judge & course approver names
<input type="checkbox"/> Map made to scale using 10ft grid	<input type="checkbox"/> Has a legend which matches the course	<input type="checkbox"/> All stations are numbered
<input type="checkbox"/> HALT stations are clearly indicated (Max 5 all levels)	<input type="checkbox"/> Correct distances between stations (10ft or 15 ft min)	<input type="checkbox"/> Handler's path is min 5ft wide and clear throughout
<input type="checkbox"/> Min 8 ft before START station	<input type="checkbox"/> Cones have entry and exit indicated with arrows	<input type="checkbox"/> Length of tunnel indicated (if applicable)
<input type="checkbox"/> Min 50% of stations changed for nested courses	<input type="checkbox"/> Consider the needs of large dogs and brace pairs.	<input type="checkbox"/>
<b>General (all 15 to 20 stations)</b>		<b>Team (all 20 stations)</b>
<b>Novice (3 to 4 minutes)</b>		<b>Novice (4 minutes)</b>
<input type="checkbox"/> 100-109 – min 2 / max 5 <input type="checkbox"/> 118-120 – min 1 <input type="checkbox"/> 121-125 – min 2 <input type="checkbox"/> 126-129 – min 1		
<b>Advanced (3 minutes)</b>		<b>Advanced (3 minutes)</b>
<input type="checkbox"/> Advanced – min 8 <input type="checkbox"/> 220 - 1		<input type="checkbox"/> One team – 220 <input type="checkbox"/> Other team – 205,203 or 204
<b>Excellent (3 minutes)</b>		<b>Excellent (3 minutes)</b>
<input type="checkbox"/> 311-314 - 2 <input type="checkbox"/> 300-310 – min 2 <input type="checkbox"/> 200-219 – min 4		<input type="checkbox"/> Both teams perform an obstacle. The same obstacle can be used for both.
<b>Versatility (3 minutes)</b>		<b>Versatility (3 minutes)</b>
<input type="checkbox"/> 400-408 – 4 <input type="checkbox"/> 220, 311-314, 439-442 – min 1 <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"/> One team – 313 or 314 <input type="checkbox"/> Other team – 313,314 or 415
<b>Versatility Excellent (3 minutes)</b>		<b>Versatility Excellent (3 minutes)</b>
<input type="checkbox"/> Change of side – 3 <input type="checkbox"/> Obstacles – min 1 <input type="checkbox"/> Excellent (300's left or 500's right) – min 3 <input type="checkbox"/> Advanced (200's left or 500's right) – min 3 <input type="checkbox"/> 2 stations follow each change of side		<input type="checkbox"/> One team – obstacle on the right <input type="checkbox"/> Other team – tunnel, weave, moving sidestep left, Halt-Fast from Sit or Back up.
<b>General Design Requirements</b>		
<input type="checkbox"/> Obstacles – min 3ft from edge of ring.	<input type="checkbox"/> Jumps – Adv (3x10), Ex (6x10)	
<b>Team</b>		<b>Brace</b>
<input type="checkbox"/> Min 15 ft apart <input type="checkbox"/> Station 10 ends with sit or down.	<input type="checkbox"/> May be nested with regular classes. 50% must e changed.	<input type="checkbox"/> +1ft for all cones and food bowls. <input type="checkbox"/> + 1minute for time