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Master General Handbook

CANADIAN ASSOCIATION OF RALLY OBEDIENCE
EFFECTIVE JULY 1, 2022

Table of Content

Welcome CARO Enthusiasts	2
Copyright	2
GENERAL INFORMATION	3
Introduction to Rally Obedience	3
COMPETITOR'S CORNER	5
Eligibility to Participate	5
Course Modifications/accommodations	5
Dog Equipment	6
Trial Classes and Streams	7
For Exhibition Only (FEO)	8
Trials	9
Trial Procedure	9
Trial Etiquette	11
CARO Titles	12
Skills and Deductions	14
General Course Requirements	21
Novice Class	22
Advanced Class	29
Excellent Class	33
Versatility Class	36
Versatility Excellent Class	41
Brace Class	45
Team Competition Class	47
Summary Table of Reinforcement Stations	49

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 1st, 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 of the details i.e. page numbers, paragraph numbers, etc. to docsec@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

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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](#)
- [Constitution and Bylaws of the Canadian Association of Rally Obedience](#)
- [Types of Membership](#)

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/accommodations 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.

Course modifications/accommodations

General

CARO encourages the participation of all dogs and handlers, including those who experience physical challenges. Participation is facilitated by making accommodations or modifications 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 the 270-degree and 360-degree turns.
- 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.

What is the process to obtain a modification for a handler or a dog?

- Final approvals for modifications are at the discretion of the judge.
- Competitors must submit a request for a modification with their entry form.

- 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.

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 group, 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 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.

Summary of Groups and Classes			
Regular		Brace	Team
Novice A	Novice B	Novice	Novice
Advanced A	Advanced B	Advanced	Advanced
Excellent		Excellent	Excellent
Versatility		Versatility	Versatility
Versatility Excellent		Versatility Excellent	Versatility Excellent

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 placements, ribbons or prizes.
 - Runs do not count towards a title at any level.

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 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, in order to provide feedback to the handler.

Fees

- CARO does not collect fees for these runs.
- The club may charge whatever fee they wish.

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 Structure

- 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

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 walk-through 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 the score sheets, qualifying score ribbons and placement ribbons.
- Any special prizes provided by the Trial Host are presented throughout the trial day when the criteria for them have been met.

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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

- All titles must be earned under a minimum of two different judges.

Regular Titles

- Minimum score required - 170

Regular Stream	Title received 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 Advanced	CRVA	CRVACL	CRVAMCL	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"> Max 2 Advanced Min. 3 Excellent, Versatility or Versatility Excellent
CARO Rally Silver	CRS	10	<ul style="list-style-type: none"> Max 4 Advanced Min. 6 Excellent, Versatility or Versatility Excellent
CARO Rally Gold	CRG	15	<ul style="list-style-type: none"> Max 5 from Advanced Min. 5 from Excellent Min. 5 from Versatility or Versatility Excellent
CARO Rally Masters Champion	CRMCH	20	<ul style="list-style-type: none"> Min. 5 from Advanced Min. 5 from Excellent or Min. 5 from Versatility or Versatility Excellent

Regular Supreme Championship Titles

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

Supreme Championships	Title Acronym	# Qs needed	Class requirements
CARO Supreme Excellent Champion	CRXCH	8	Excellent
CARO Supreme Versatility Champion	CRVACH	8	Versatility
CARO Supreme Versatility Excellent Champion	CRVXCH	8	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
CARO Rally Brace Champion	CRBCH	3

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 Steam Champion Titles

- Minimum score required – 190 - in C Stream (Link)
- 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 Team Bronze	CRBB	5	<ul style="list-style-type: none"> • Max 2 Advanced • Min. 3 Excellent, Versatility or Versatility Excellent
CARO Rally Team Silver	CRBS	10	<ul style="list-style-type: none"> • Max 4 Advanced • Min. 6 Excellent, Versatility or Versatility Excellent
CARO Rally Team Gold	CRBG	15	<ul style="list-style-type: none"> • Max 5 from Advanced • Min. 5 from Excellent • Min. 5 from Versatility or Versatility Excellent
CARO Rally Team Master Champion	CRBCH	20	<ul style="list-style-type: none"> • Min. 5 from Advanced • Min. 5 from Excellent or • Min. 5 from Versatility or Versatility Excellent

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 greater than that required for the class.

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

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.

Deductions	All Classes
Minor 1 to 2 points	<ul style="list-style-type: none"> • Initiation of signs outside of a radius of two feet from the station sign.
NQ Non-Qualifying	<ul style="list-style-type: none"> • Team misses a station or an element of a station • Team performs stations out of order • Team exceeds the maximum time allotted. <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.

Item	Novice	Advanced	All remaining levels
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!

Deductions	All Levels
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.

Deductions	All Classes
NQ Non-Qualifying	<ul style="list-style-type: none"> • 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. • 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.
Special	<ul style="list-style-type: none"> • 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.

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.

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

Footwork

- Certain stations have specific requirements for footwork.
- Failure to complete elements of a sign that are in **bold** in the sign description will request 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.

Deductions	All Classes
Minor 1 to 2 points	<ul style="list-style-type: none"> • Handler moving feet forward or backward during the forward and finish component of the Front/Finish exercises. • Handler moves the feet during the stationary portion of a HALT exercise.
Substantial 3 to 5 points	<ul style="list-style-type: none"> • Handler takes more than the required number of steps in the 1,2,3 Exercises (Station #s 105,215,414 and 529) (3 points)

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 must 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.

Deductions	Novice and Advanced	All Remaining Classes
Minor 1 to 2 points	<ul style="list-style-type: none"> • the dog leaves position to go to food that has been dropped. 	
NQ Non-Qualifying	<ul style="list-style-type: none"> • Handler keeps food in the pocket on the same side as the dog. • Handler puts their hand into the pocket where the food is located before the dog has completed the station. • Handler uses food as a lure rather than a reward. 	<ul style="list-style-type: none"> • Bringing food into the ring. • The use of physical praise while on course.
Special	<ul style="list-style-type: none"> • 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. 	

The Dog

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

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

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 deduction apply based on how far from the line of travel the dog has gone.

Ideal



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

Back up

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

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

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

Offset Figure 8

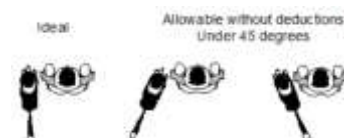
- The team heels smoothly through the exercise with the dog remaining in heel position throughout.

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

Position Work - Sit, Down and Stand

General




- 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	Description
Minor 1 to 2 points	<ul style="list-style-type: none"> • Sit, down or stand more than 45 degrees out of heel position or to the front or rear of handler.
Substantial 3 to 5 points	<ul style="list-style-type: none"> • Failure to move from one position directly to the next position. E.g. Standing from the down prior to sitting in the Sit-Down-Sit.
NQ Non-Qualifying	<ul style="list-style-type: none"> • Failure of the dog to assume cued positions. • Failure of the dog to maintain cued positions until given a subsequent cue. • 90 degrees or more out of heel • The handler touches the dog to put it into a position.

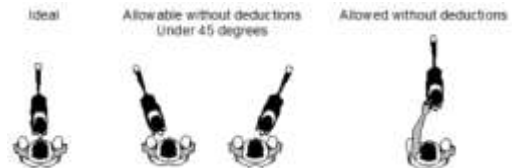
Moving Sit, Down or Stand

- The handler’s path should flow smoothly and without interruption from heel position, either forward past the five-foot line, to the best station or around the dog from head to tail and back into heel position remaining within an arms 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	Description
Minor 1 to 2 points	• Handler is more than an arms length away while moving around the dog.
Substantial 3 to 5 points	• Handler significantly slows their pace on moving position change exercises • Failure of the dog to assume the requested position promptly.
NQ Non-Qualifying	• Handler stops forward motion to perform moving position exercises.
Special Moving Down or Stand walk around	 <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> Ideal – Dog assumes down position before handler leaves heel position </div>  <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> Dog has not completed the down (N/Q) </div>  <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> Dog is in the process of completing the down (-2) Dog has not begun to lie down (NQ) </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	Description
Minor 1 to 2 points	• Crooked front (more than 45 degrees out of position directly facing the handler). • Movement of handler’s feet to perform a finish. • Crooked sit in heel position.
Substantial 3 to 5 points	• If the handler moves left or right to position themselves in front of the dog to create a straight front.
NQ Non-Qualifying	• Walking into the dog to force the dog to move will be considered a physical correction. • Failure of the dog to sit in front position. • 90 degrees or more out of front.

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 jump in the correct direction and returns to heel position.
- The tunnel may be curved.

Deductions	Description
Substantial 3 to 5 points	<ul style="list-style-type: none">• Touching the jump bar, (5 points)
NQ Non-Qualifying	<ul style="list-style-type: none">• Initiating the send to the obstacle outside of the send zone• If the handler steps inside the NQ Zone at any time.• knocking off bar or pushing off jump,• The dog steps on the broad jump boards.
Special	<ul style="list-style-type: none">• No retry is permitted if the handler steps into the NQ Zone• The jump may be attempted three times and counts as a repeat of station in Advanced• Dog goes past the plane of the obstacle.

DRAFT

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	Class				
	Novice (N)	Advanced (A)	Excellent (X)	Versatility (V)	Versatility Excellent (VX)
Station Signs	N	N/A	N/A/X	N/V	All
Leash	On leash	Off leash	Off leash	Off leash	Off leash
Heeling Side	Left	Left	Left	Left and right	Left and right
Food	✓	✓	✗	✗	✗
Physical Praise on course	✓	✓	✗	✗	✗
Physical Praise before Start and after Finish	✓	✓	✓	✓	✓
Time Limit (minutes)	3 or 4	3	3	3	3

Novice Class

Novice 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	

Novice 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. Refer to section xxx ([hyperlink to section](#)).
- **(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.



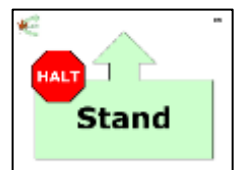
Finish

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



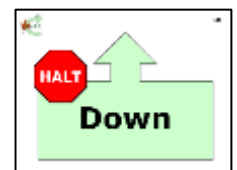
100. HALT - Stand

- 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**.
- 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**.





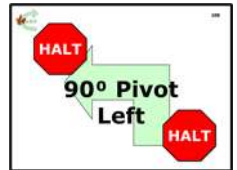
107. HALT - 90 Degree Pivot Right - HALT

- 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**.



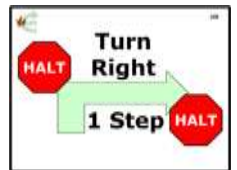
108. HALT - 90 Degree Pivot Left - HALT

- 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**.



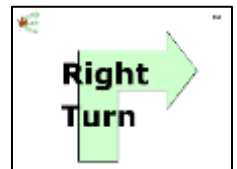
109. HALT - Turn Right - 1 Step - HALT

- 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**.



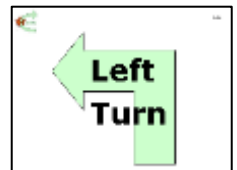
110. Right Turn (x3)

- 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.



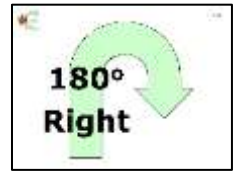
111. Left Turn (x3)

- 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.



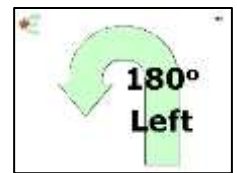
112. 180-Degree Right (x2)

- 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 (0.6m) 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.



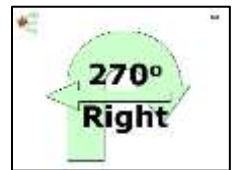
113. 180-Degree Left (x2)

- 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 (0.6m) 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 (0.6m).
- 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 (0.6m).
- This station results in a 90-degree change of direction to the right.



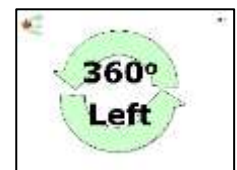
116. 360-Degree Right

- 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 (0.6m).



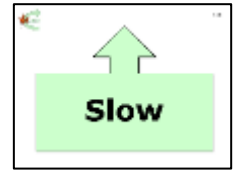
117. 360-Degree Left

- 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 (0.6m).



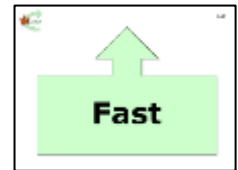
118. Slow Pace

- 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.



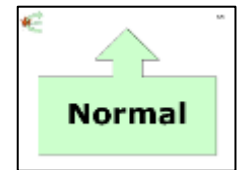
119. Fast Pace

- 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.**



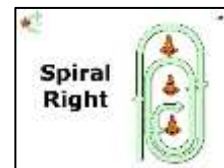
125. Call Front – Handler Returns to Heel

- 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 counter-clockwise 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.**



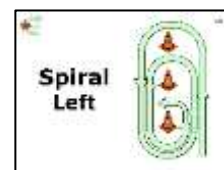
126. Spiral Right - Dog Outside

- 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.



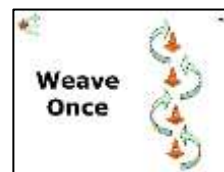
127. Spiral Left - Dog Inside

- While heeling, **the team moves around the cones in a counter-clockwise 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.



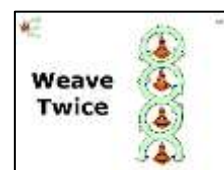
128. Weave Once

- 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

Advanced Course Requirements

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

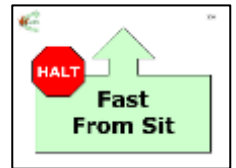
Station Descriptions

- 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. ([hyperlink to section on reinforcement](#))



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.



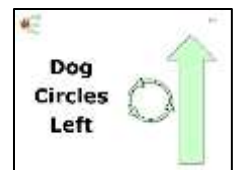
201. HALT – Leave – Call to Heel While Running

- 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 5ft 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 5ft 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 arms 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**.



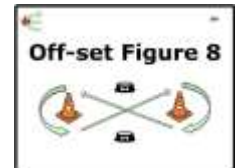
204. Moving Side-Step Right

- 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.



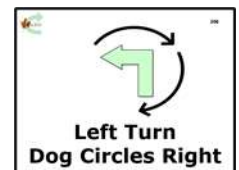
205. Off-Set Figure 8.

- Two cones (pylons) and two food bowls are arranged in a diamond pattern:
 - The cones are placed 10 feet (3.05 m) apart,
 - The food bowls are securely covered and are placed 2.5 feet (0.76 m) 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.



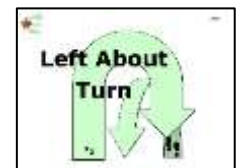
206. Left Turn Dog Circles Right

- 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

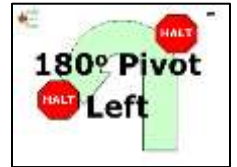
- The team comes to a **halt** and the **dog sits in heel position.**
- **The handler cues the dog to heel and pivots in place 180 degrees to their right then halts.**
- **The dog must move simultaneously with the handler and sit when the handler stops.**
- The handler cues the dog to **heel forward 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 ft** 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 counter-clockwise 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 team takes 1 step backward **together, halts,** the **dog sits in front position.**
- **From the sit** the team takes 2 steps backward **together, halts,** the **dog sits in front position.**
- **From the sit** the team takes 3 steps backward **together, halts,** the **dog 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

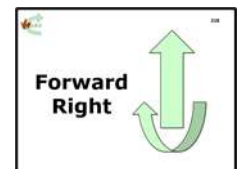


- With the **dog sitting in front position** the handler cues the **dog to move directly to their left to sit in heel position.**
- The handler's feet should remain stationary while the dog moves to heel position.
- The handler cues the dog to **heel forward from the sit position.**



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

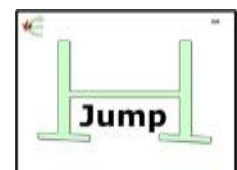
- With the **dog sitting in front position** the handler cues the **dog to move to the handler's left and to heel position.**
- As the dog is returning to heel position, the handler cues the dog to heel and moves forward. **The dog does not sit in heel position.**



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 three-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the three-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

Excellent Course Requirements

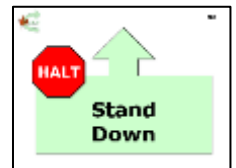
Item	Details	Comments
Mandatory Stations	2 of	Jump, Broad Jump, Tunnel, Weaves
	Minimum 2	From Excellent
	Minimum 4	From Advanced

Hyperlinks to titles and requirements / General requirements

Station Descriptions

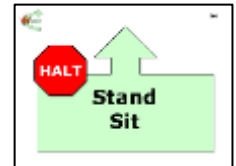
300. HALT - Stand – Down

- 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 arms 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 5ft 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 5ft 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 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 ft** 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.**
- 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.**
- 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.



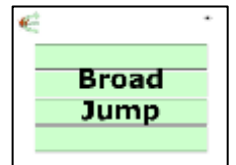
311. Jump

- 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 six-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the six-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.



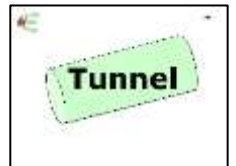
312. Broad Jump

- **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 six-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the six-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.



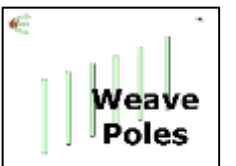
313. Tunnel

- **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 six-foot line.**
- Handlers may move at whatever speed they wish.
- **The handler must remain on the outside of the six-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

Versatility 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

Hyperlinks to titles and requirements / General requirements

Station Descriptions

Start

- The team starts, with the **dog on the right side of the handler**.
- Timing begins when the team passes the Start sign.
- There are no other commands from the Judge throughout the course



Finish

- The **team crosses the line with the dog on the right side of the handler**
- The timing is stopped.



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. Side-by-Side Left

- 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.



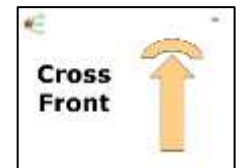
403. Side-by-Side Left

- 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.



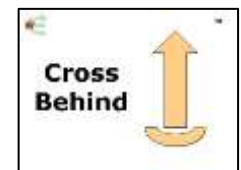
404. Cross in Front

- 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 thru Legs

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



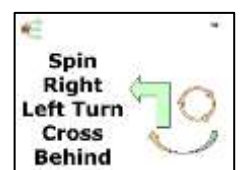
407. Spin Left – Right Turn - Cross Behind

- 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.



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



412



413



414



415



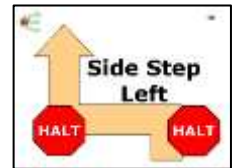
416



417

418. 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**.



419 to 420 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.



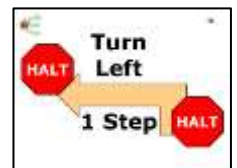
419



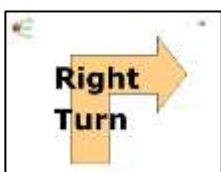
420

421. HALT - Turn Left - 1 Step – HALT

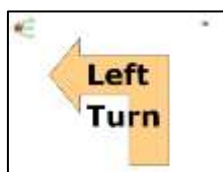
- The team comes to a **Halt** and the **dog sits in heel position**.
- The handler cues the dog to heel, **turns to the left, takes one step in that direction and halts**.
- **The dog moves simultaneously with the handler and sits when the handler halts**.
- The handler then cues the dog to heel and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



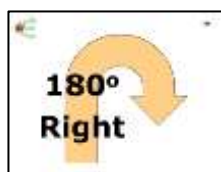
422 to 432 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.



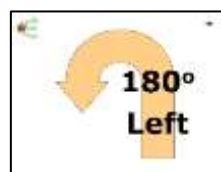
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423



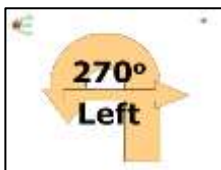
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425



426



427



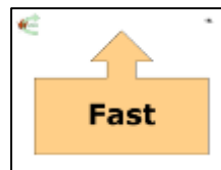
428



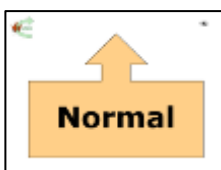
429



430



431



432

433. 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.**



434. 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.**



435. 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.**



436. 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.**



437. 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.



438 to 441 – are executed in an identical manner to the equivalent left sided station, with the dog on the right side.



438



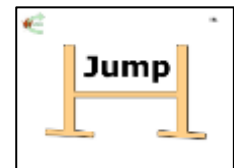
439



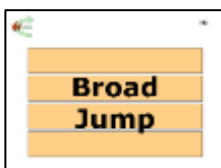
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441



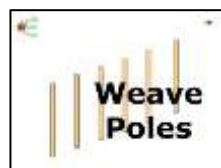
442



443



444



445

Versatility Excellent Class

Versatility Excellent 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

Versatility Excellent 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 5ft 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 5ft 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 5ft 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



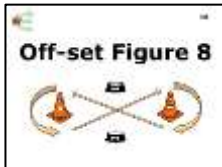
506

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.



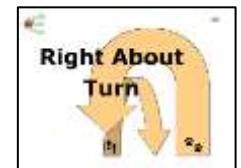
508



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 arms 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

DRAFT

Brace Class

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

- Scoring – Both dogs and the handler are scored as one team. (link to title requirements)
- Titles and their prerequisites are as follows:

Brace Title sought	Brace Prerequisite
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.

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 lower level - i.e., a dog with an Advanced Brace title may be a bye dog for a Novice Brace.

Ring Set Up

Item	Changes for Brace
Cone Exercises	Cones are to be 6ft apart.
Offset Figure 8	Food bowls are to be 6ft 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 Competition Class

Defined

- A Team Competition 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:

Team Competition Title sought	Team Prerequisite
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

Item	Changes for Team Competition
# 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

Walk Thru

- Sides should be decided before the walk-thru.
- 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, Toys and Physical Praise

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

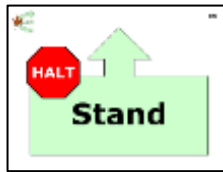
Handling

- 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.

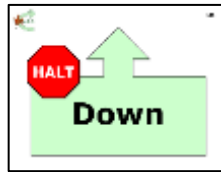


Summary Table of Reinforcement Stations

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



100



101



102



103



104



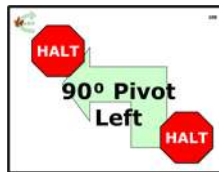
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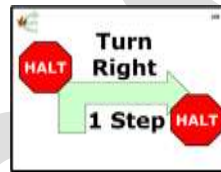
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121



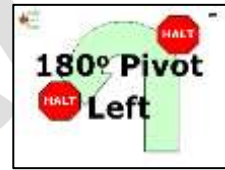
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208



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