

OTAGO CANINE TRAINING CLUB RALLY-O



RULES

(Effective 1 September 2023)



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1. OVERVIEW

Rally-O is a sport in which the dog and handler (the team) negotiate a numbered course of Obedience-related exercises. Each number with its associated sign or signs is known as a station. The handler proceeds at a brisk walking pace, with the dog in heel position at their left side, completing the exercise at each station in order before heeling on to the next. In OCTC Rally-O, the Versatile Rally classes also involve some obstacle-based exercises, and some heeling on the handler's right side.

Scoring is out of 100 points. Points are lost for faults in one point increments. The team is scored on their performance by the judge and timed to provide a tie breaker for placings. If enough points are earned, the team receives a Qualifying Certificate towards a Rally-O Award.

2. PROCEEDINGS

To start, the team enters the ring with the dog on lead. The team sets up in front of and to the left of the Start sign, with the dog on the handler's left in heel position. In Advanced and Excellent, the handler will remove the lead and either place it out of sight in a pocket, hand it to the steward, or place it as instructed by the judge.

The dog may sit, stand, or lie down, but must wait at the handler's side without pulling or moving away. The judge will ask if the handler is ready, to which the handler will say or indicate, "yes" (or "no" if not). The judge will then say, "forward" and the team begins the course. The team must approach and complete each station in numerical order, with the dog maintaining heel position from one station to the next.

The judge may also choose to instruct handlers to start their run in their own time as they enter the ring. In this case, the team does not need to set up or pause at the Start sign, but may do so if the handler wishes. The judge must ensure the time keeper is ready and pre-warned before giving that instruction. Handlers are expected to start the course without undue delay.

Apart from harsh handling or failure to have a dog on lead, judging and timing start when the team pass the Start sign.

Once past the Start sign, the team is on its own to complete the entire sequence of numbered signs correctly. There should be a sense of teamwork between the dog and handler both during the numbered exercises and between stations.

Dogs must enter and exit the ring on lead, and must leave the ring in a controlled manner.

All Rally-O courses must start with the Start sign and end with the Finish sign.

3. TYPES OF RALLY-O

Each type of Rally-O is regarded as separate for the purposes of eligibility for classes and qualification for Awards. Each type of Rally-O consists of four levels: Foundation, Novice, Advanced, and Excellent.

Otago Rally

Courses consist of all level-appropriate signs except Versatile Rally signs.

Signs are only used once in a course, except #5-12 and # 19 (up to three times), and #134 (up to twice in Excellent only).

No more than three pole signs may be used in a course.

No married signs or changes of side.

Speed Rally

Courses consist of all level-appropriate signs except stationary signs and Versatile Rally signs.

Signs may be used up to three times, except for #134 (only once in Advanced and up to twice in Excellent).

No more than three pole signs may be used in a course.

Married signs will be used, but no changes of side.

Versatile Rally

Courses consist of all level-appropriate signs, with an emphasis on Versatile Rally signs.

Signs may be used twice, except #134 (once only in Advanced), #409 (once only), and #5-12 and # 19 (up to three times).

No more than three pole signs may be used in a course.

Married signs and changes of side will be used.

4. RALLY-O CLASSES

Foundation

Open to any dog that has not earned the corresponding OCTC Rally Novice award.

In Foundation classes only, the handler may carry a silent toy or a closed, solid container of food in their hand, pocket, etc while completing the course, but will be disqualified if the reward is given to the dog while in the ring.

Novice level signs only may be used.

Foundation courses are run with the dog on lead.

Required	Otago Foundation	Speed Foundation	Versatile Foundation
No. of Stations	8-10	8-10	8-10
Sign # Available	#1-35	#1,2,5-12,17-24,29,32-34	#1-35,301-310
No. of Stationary Signs	1 - 3	0	0 - 2
No. of Married Sign Stations	0	1 - 2	1 - 2
No. of Side Changes	0	0	1
No. of Equipment Signs	0	0	2 - 3

Novice

Open to any dog that has not earned the corresponding OCTC Rally Advanced Award.

Novice level signs only may be used.

Novice courses are run with the dog on lead.

Required	Otago Novice	Speed Novice	Versatile Novice
No. of Stations	10 - 15	10 - 15	10 - 15
Sign # Available	#1-35	#1,2,5-12,17-24,29,32-34	#1-35,301-310
No. of Stationary Signs	2 - 4	0	1 - 3
No. of Married Sign Stations	0	1 - 2	1 - 2
No. of Side Changes	0	0	1
No. of Equipment Signs	0	0	2 - 3

Advanced

Open to any dog that has earned the corresponding OCTC Rally Novice Award, but has not earned the corresponding OCTC Rally Excellent Award.

Novice and Advanced level signs may be used. A minimum of three Advanced signs must be included, excluding Jump.

One jump station may be included in the course.

Advanced courses are run with the dog off lead.

Required	Otago Advanced	Speed Advanced	Versatile Advanced
No. of Stations	12 - 17	12 - 17	12 - 17
Sign # Available	#1-35, 131-161	#1,2,5-12,17-24,29,32-34, 134,139,148-153, 155, 161	#1-35,131-161,301-310,401-410
No. of Stationary Signs	3 - 5	0	1 - 3
No. of Married Sign Stations	0	2 - 4	2 - 4
No. of Side Changes	0	0	2 - 4
No. of Equipment Signs	0	0	At least 3
No. of Pole Signs	0 - 3	0 - 3	0 - 3
No. of Jumps	0 - 1	0 - 1	0 - 1
No. Advanced Signs	At least 3, excluding jump	At least 3, excluding jump	At least 3, excluding jump

Excellent

Open to any dog that has earned the corresponding OCTC Rally Advanced Award.

All Novice, Advanced, and Excellent level signs may be used. A minimum of three Advanced signs, excluding Jumps, and two Excellent signs must be included.

Up to two jumps stations may be used on the course.

Excellent courses are run with the dog off lead.

Required	Otago Excellent	Speed Excellent	Versatile Excellent
No. of Stations	15 - 20	15 - 20	15 - 20
Sign # Available	#1-35, 131-161, 246-262	#1,2, 5-12, 17-24,29,32-34, 134,139,148-153, 155,161, 249,256,257,259,261,262	All signs
No. of Stationary Signs	3 - 7	0	1 - 3
No. of Married Sign Stations	0	2 - 4	2 - 4
No. of Side Changes	0	0	2 - 4
No. of Equipment Signs	0	0	At least 4
No. of Pole Signs	0 - 2	0 - 3	0 - 3
No. of Jump Stations	0 - 2	0 - 2	0 - 2
No. Advanced Signs	At least 3, excluding jump	At least 3, excluding jump	At least 3, excluding jump
No. Excellent Signs	At least 2	At least 2	At least 2

Class	No. of Stations	Signs Available	Stationary Signs	Advanced Signs	Excellent Signs	Pole Signs	Jump Signs	Married Sign Stations	Side Changes 1 ch=L→R→L	Equipment Stations
Otago Foundation	8-10	1-35 used x1 except 5-12,19 (x3)	1 - 3	0	0	0	0	0	0	0
Otago Novice	10 - 15	1-35 used x1 except 5-12,19 (x3)	2 - 4	0	0	0	0	0	0	0
Otago Advanced	12 - 17	1-35, 131-161 used x1 except 5-12,19 (x3)	3 - 5	At least 3, excluding jump	0	0 - 3	0 - 1	0	0	0
Otago Excellent	15-20	1-35, 131-161, 246-262 used x1 except 5-12,19 (x3), 134 (x2)	3 - 7	At least 3, excluding jump	At least 2	0 - 3	0 - 2	0	0	0
Speed Foundation	8-10	1-2, 5-12, 17-24, 29, 32-34 may be used multiple times	0	0	0	0	0	1 - 2	0	0
Speed Novice	10 - 15	1-2, 5-12, 17-24, 29, 32-34 may be used multiple times	0	0	0	0	0	1 - 2	0	0
Speed Advanced	12 - 17	1-2, 5-12, 17-24, 29, 32-34, 134, 139,148-153,155,161 may be used multiple times, except 134 (x1)	0	At least 3, excluding jump	0	0 - 3	0 - 1	2 - 4	0	0
Speed Excellent	15-20	1-2, 5-12, 17-24, 29, 32-34, 134, 139,148-153, 155, 161, 249, 256, 257, 259, 261,262 may use multiple times, except 134 (x2)	0	At least 3, excluding jump	At least 2	0 - 3	0 - 2	2 - 4	0	0
Versatile Foundation	8-10	1-35, 301-310 may be used x2 except 5-12,19 (x3)	0 - 2	0	0	0	0	1 - 2	1 (301-302)	2 - 3 (308-310)
Versatile Novice	10 - 15	1-35, 301-310 may be used x2 except 5-12,19 (x3)	1 - 3	0	0	0	0	1 - 2	1 (301-302)	2 - 3 (308-310)
Versatile Advanced	12 - 17	all signs may use x2 except #5-12,19 (x3),134 & 409 (x1)	1 - 3	At least 3, excluding jump	0	0 - 3	0 - 1	2 - 4	2-4 (301-302,401-404)	At least 3 (308-310, 403-404, 408-410)
Versatile Excellent	15-20	all signs may be used x2 except #5-12,19 (x3) & 409 (x1)	1-3	At least 3, excluding jump	At least 2	0 - 3	0 - 2	2 - 4	2-4 (301-302,401-404,501-503)	At least 4 (308-310,403-404, 408-410)

5. ELIGIBILITY TO ENTER

Any person or dog may enter an OCTC Rally-O Event and earn Qualifying Certificates and Awards. There is no requirement for a person to belong to any club or organisation, or for any dog to be registered with any club or organisation.

Organisers may choose to accept pre-entries, entries on the day, or both. If a final date or time has been set for acceptance of entries, organisers must advertise that deadline, but are not obliged to accept any entry after that point. No entry may be accepted until full payment has been received.

Organisers may accept unofficial entries. Dogs may only be entered unofficially in classes below their official grade and are not eligible for any prize, ribbon, or qualifying certificate in that class.

6. BITCHES IN SEASON

No bitch in season may be present at the show venue, including in a vehicle. Handlers found to have a bitch in season present will be required to immediately leave the venue. Refund of unused entries will be up to the hosting club.

7. DOG ATTIRE

Safety and comfort are the primary considerations as to what a dog can wear in the ring. Any attire must not add noticeable weight, negatively affect the dog's comfort or state of mind, be distracting for other dogs, or be, in the judge's opinion, a toy or training aid (other than those specifically permitted). Judges have the right to refuse any item they consider does not meet these requirements. Handlers are advised to carry a vet or physio certificate if an item of attire is necessary for medical reasons.

Muzzles, harnesses, coats, footwear, braces, tags, and hair ties may be worn as long as they meet the above criteria. A dog may wear a lightweight secondary collar such as a flea collar, adaptil collar, or ID collar.

Chain leads, retractable leads, shock collars, or full slip collars (including check chains) are not permitted. Head collars are also not permitted except at Foundation level. Semi slip (martingale) collars must consist primarily of a soft material.

In Foundation and Novice, leads (including clips) must be of a size not excessive to the size of the dog, so as not to add noticeable weight.

8. NUMBER CARDS

Handlers must clearly display the correct number for their dog while in the ring, to assist the judge with identifying the dog for scoring purposes.

9. SPORTSMANSHIP

Handlers, and any person present at a show, are expected to display good sportsmanship at all times.

No person may argue with, abuse, or harass any judge, steward, or show official at any time.

All those present at the show are expected to treat each other politely and with respect and consideration.

No person may hit, kick, shake, or otherwise roughly manhandle any dog (except to prevent or stop an attack) at any time during the event. This includes harsh or excessive leash correction and any other punitive training method.

A person witnessing unsportsmanlike behaviour should report it to the show manager, who must investigate and take any action deemed appropriate.

Any person who displays unsportsmanlike behaviour may be warned or expelled from the event by a judge or show manager. A judge has the right to dismiss any handler from the ring for displaying poor sportsmanship.

10. EXCUSING A DOG FROM THE RING

The judge may excuse any dog from the ring that gives him or her cause for concern. This may be concern for the dog's welfare, concern for the safety of people or other dogs, including the judge and handler, or concern that the dog is clearly unmanageable or not under control.

11. REWARDS

With the exception of the Foundation class, no food, toys, or training aids other than those required for the class may be taken into the ring. Rewards and training aids may be left at the ring entrance or exit, under the direction of the judge. Food must be in a solid closed container (no plastic bags) and not dropped or thrown on the floor near the ring entrance.

Exciting play, chasing toys, barking/growling, squeaky or noisy toys, and other such distracting behaviour is not permitted within 20m of the ring when dogs are working or warming up. Any judge, steward or show official may ask a handler to desist or move if they or their dog is causing undue distraction.

12. VERBAL & NON-VERBAL CUES

Unless specifically permitted or prohibited elsewhere in these rules, handlers may talk, praise, encourage, and use any positive and non-threatening verbal or non-verbal means of communication with their dog, but may not deliberately touch the dog or make physical corrections while on the course.

At any time while in the ring, negative or intimidating verbal and non-verbal signals, including rough physical correction, will be penalised.

13. JUDGES

Anyone can judge an OCTC Rally-O class. The main judge must judge every dog in the class themselves and has the final say on all matters, but may have a mentor judge in attendance for support and advice if they wish. New judges are encouraged to use OCTC Rally-O events as a learning and practice opportunity.

14. RING SIZE

The ring size must be a minimum of 15m x 15m.

15. SIGNS AND NUMBERS

Signs and numbers must be displayed upright (not flat on the ground) and be stable enough not to fall or blow over easily. If pegged, pegs must not be placed anywhere a dog or handler is likely to step on them.

Signs and numbers must be weatherproof against wind and rain if used outside.

Signs

The regulation wording and symbols on all signs must be used.

Colour optional, but must be visible and contrasting. Red, green, and related colours should not be used, to avoid problems for colour-blind handlers. Yellow, bright blue, white, and black are recommended.

Signs must be at least A4 size, but not so large as to impede a dog or handler or cause a visual block.

Numbers

Every station (excluding Start and Finish) must be clearly and sequentially numbered on the course, with numbers approximately 6-8 cm high.

16. PLACEMENT OF SIGNS

Placement in Relation to Handler Path

Most signs should be placed to the right of the handler's path. Signs that require a team to side step or change direction should be placed directly in front of the handler's path. Signs for cone and pole exercises, jumps, and other equipment should be placed in such a way that they indicate the entry point but don't get in the way. In Versatile Rally, if the dog is heeling on the handler's right, signs that would normally be to the right of the handler's path should be placed to the left instead.

No sign or obstacle may be placed in such a way as to present an obstruction or trip hazard for a handler or dog performing the course correctly.

Distance Between Stations

A judge must ensure each station is a comfortable distance from the next. Consideration must be given to the nature of the exercises involved, and to what a reasonably competent team should be able to do at that particular level. In general, stations should be at least 3-4 metres apart, though this may not be necessary in some cases. The exit side of a jump and a tunnel must have at least 5 metres of clear space ahead.

Distance Between Signs and Obstacles

All signs and obstacles must be placed in such a way that a very large dog has room to work comfortably around and between them without hitting anything, including the ring rope or barrier. Consideration should also be given to small dogs who may not be able to see over or around signs that are in their way.

Marking of Boundaries

For exercises where the handler is required to remain a certain distance away from an obstacle (eg jumps, poles) a visible line or markers must be used to indicate the boundary.

17. LOCATION OF PERFORMANCE IN RELATION TO SIGNS

Exercises are to be performed within one metre of the sign. Most exercises are to be performed in front and to the left of the sign. Exercises that require a side step or change of direction are performed directly in front of the sign. For obstacle-based exercises (cones, poles, jumps, Versatile Rally equipment and obstacles etc) the position of the sign is irrelevant. In Versatile Rally, if the dog is heeling on the handler's right, exercises that would normally be performed to the left of the sign are to be performed to the right of the sign.

18. CATEGORIES OF SIGNS

Novice Signs

#1 – 35, #301 – 310

May be used at Foundation, Novice, Advanced, and Excellent level.

Advanced Signs

#131 – 161, #401- 410

May be used only at Advanced and Excellent level.

Excellent Signs

#246-262, #501-504

May be used only at Excellent level.

Stationary Signs

#3-4, #13-16, #28, #30 – 31, #35, #131-133, #135-138, #140-147, #154, #156-160, #246-248, #251-255, #258, #260, #301, #403-404

Stationary signs involve either the dog or handler, or both, stopping or pausing at some point during an exercise. This may include stopping in a stand, sit or down, or a brief pause. These signs are not used in Speed Rally classes.

Cone Signs

#21-24, #32-34, #139, #257, #259, #261, #303-306

Cone signs include any sign where the exercise primarily involves the team walking in a pattern defined by cones, or by objects which have been substituted for cones. They include circles, weaves, spirals, and figure eights.

Pole Signs

#148-151, #154, #160-161, #262, #502-504

Pole signs are exercises where the dog is sent to circle a pole on its own while the handler remains at a set distance. This category includes the Hoop (#161).

Versatile Rally Signs

#301-310, #401-410, #501-504

Versatile Rally signs may only be used in Versatile Rally classes, and include:

- **Equipment Signs (#308-310, #403-404, #408-410)**
Versatile Rally signs that involve negotiating obstacles other than cones, poles or jumps. They include the ladder, plank, rail trail, tunnel, weave poles, perch, and seesaw.
- **Change of Side Signs (#301-302, #401-404, #501-503)**
Versatile Rally signs that result in the dog moving from heeling on one side of the handler to the other. For the purposes of course design, “one change of side” is defined as changing to the right side and then changing back to the left side, either at the next station or after completing other stations. A return to the left side is not mandatory within three stations of the Finish, including the initial change of side station.
- **Right Side Signs (#303-307, #404-407, #503-504)**
Versatile Rally signs that can only be performed if the dog starts the exercise on the handler’s right. When the dog is heeling on the handler’s right, signs normally placed to the right of the handler’s path will be placed to the left, and the exercise will be performed to the right of the sign.

Married Signs

Married signs refer to one station which consists of two or three signs side by side, to be performed in combination. Married signs are performed from left to right. The last part of one sign may also be the first part of the next sign (eg a sit, or down) and is not repeated. Married signs are used in Speed Rally and Versatile Rally only.

Married signs count as one station for the purposes of numbering and course design. Up to three signs may be used. Most signs may be used if appropriate for the Rally-O type and level, and if there is no conflict with any other requirement for course design, but judges must ensure the exercises can be performed in a smooth sequence.

Changes of pace may not be married with the Hoop (#161) or any equipment sign other than the Rail Trail (#310), Jump (#134), and Tunnel (#408), except for a Normal Pace sign directly beforehand. Turn signs may not be married to the Jump (#134), Hoop (#161), Ladder (#308), Plank (#309), Tunnel (#408), or Seesaw (#410) unless they precede the equipment sign and are placed at least 1m from the obstacle to provide a straight approach.

19. OBSTACLES AND EQUIPMENT

Jump (#134)

The jump bar will be set at a maximum of 200mm. Handlers may request the bar to be set lower or removed completely for small dogs or dogs that are infirm. If a dog is under 12 months of age, the bar must be removed. The crosspiece of the jump frame must never be high enough to force any dog to jump it.

The jump must be at least 1m wide and the uprights at least 900mm high. The bar must be lightweight and dislodge easily if a dog hits it. There must be at least 5m of clear space on the landing side of the jump.

The jump may be used once in any Advanced course and up to twice in any Excellent course.

Pole (#148-151, #154, #160, #262, #502-504)

A pole is any straight, cylindrical object, at least 750mm high. It must be stable but flex (not tip) if bumped into. If made of wood or metal, it must be padded. It may be pegged or secured with sandbags, but these must not be placed where a dog may stand on them. Large road cones may also be used.

No more than three pole exercises may be used in a course, including the Hoop (#161).

Hoop (#161)

The hoop is any archway or inverted-U-shaped object that the dog passes through. It must be between 60cm – 1m wide between the uprights, at least 60cm high, and no longer than 10cm. If attached to a base, the base must be no more than 2cm high and have a non-slip surface. If made of metal or wood, the hoop must be well-padded. It must flex or move if hit hard, but not fall over easily. No dog should have to jump to pass between the uprights.

The hoop is considered a pole exercise for the purposes of course design. Hoops may not be placed one immediately after the other.

Ladder (#308)

Total length should be 1.5 m, comprising 5 rungs spaced approximately 33cm apart. The sides of the ladder are also approximately 33cm apart. Supporting legs should be no higher than 8 cm, and never so high as to force any dog to jump. Metal rungs must be padded. No part of the ladder other than rungs may be in the path of the dog.

Plank (#309)

The plank should be approximately 2m long and at least 30cm wide. It must be stable, level, non-slip, and secured so as not to move when a dog walks over it. The plank must not be raised more than 10cm off the ground.

Rail Trail (#310)

The Rail Trail consists of jump poles, rope, chalk marks, tape, or any marker less than 5cm in height that forms a channel 1 – 1.5 metres wide for the team to walk through. This may be a straight line or include corners and curves in any direction, the total distance walked being no more than eight metres. No other sign or obstacle may be placed within the Rail Trail.

Perch (#403-404)

The Perch should be approximately 20cmx20cm wide and 10 – 15cm high for medium to large dogs, or approximately half that for small dogs. The handler may choose which size to use. Dogs must be able to stand on the perch comfortably and be able to move their back legs around it without obstruction. It must be stable and level, with a non-slip surface, and not move under the dog (a mat underneath is recommended).

Tunnel (#408)

The tunnel diameter must be at least 600mm wide. The tunnel should be between 2 – 4m long and must be secured to prevent rolling. The tunnel may be used straight or curved. There must be at least 5m of clear space on the exit side of the tunnel.

Weave Poles (#409)

This obstacle consists of four to six Versatile-style weave poles. The poles are to be spaced 60cm apart (from the centre of one pole to the centre of the next pole) in a straight line, and must be 90cm-1m high. The poles may be held in a base or stuck in the ground, but must not fall over when contacted by the dog.

If the poles are held in a base, the base must not move while the dog negotiates the Weave Poles. It may be pegged down or weighted with sandbags. Pegs and sandbags must not be placed where a dog correctly negotiating the poles will place its feet. Hard objects that may injure the dog's feet, such as concrete blocks, must not be used. A non-slip mat may be placed under the base if needed.

The Weave Poles may only be used once in a course.

Seesaw (#410)

This obstacle consists of a plank approximately 1.5-2m long and no less than 30cm wide, securely fastened at its centre atop a purpose made base or cylindrical pole, so that the plank tips from front to back (not sideways) as the dog walks across it. The plank must be approximately 10-15cm off the ground at its midpoint (where the tipping point will be).

The entry end may be slightly weighted to keep that end on the ground, but must not be so heavy that a very small dog cannot tip the seesaw easily. Both ends may have a rubber or foam strip attached underneath to soften the drop and to reduce noise.

The surface of the seesaw must be non-slip. The plank must not be warped or twisted. The plank must not move sideways on its base when the dog walks across, nor must the base slide or move. The base may be pegged down or weighted with sandbags, and may rest on a non-slip mat.

20. WALKTHROUGHS

Handlers are given the opportunity to walk the course without dogs immediately before the class starts. The walkthrough period must be a minimum of 10 minutes, with the judge in the ring to answer questions. The course may be made available for informal walking prior to this as well.

If class numbers are so large that one walkthrough would be too crowded, the class may be split, with the other half walking after the first half have been judged. Each handler may only attend one walkthrough. Handlers must be advised as to which group they are in, and those in the second group must be advised of when their walkthrough will take place.

21. TIMING

Every dog in the class will be timed. Time is recorded on their score sheet but is only used to break the tie if two or more dogs are on the same points.

Times for each dog must be recorded to 100ths of a second. Times to 1000ths of a second may be used if the timing device has that capacity.

Time Keepers

Every dog in a class must be timed by the same person to ensure consistency. The time keeper should be a separate person from the judge and cannot compete in the class they are timing. The time keeper may also act as a call steward and/or ring steward if required.

No Time Recorded

If a dog does not get a time for any reason, and has either earned a place on points alone or is not in the running for a place at all, no time will be recorded.

If the dog is in the running for a placing and a tie breaker is needed, it will rerun the course for time only. No scoring will take place, but the judge must be satisfied that a genuine attempt to complete every exercise correctly has been made. The time will then be recorded against the dog's original score. The handler may choose not to re-run and to forfeit the place instead.

22. PLACINGS

The winner of the class is the dog with the highest points. Placings will be awarded regardless of whether the dog achieved a qualifying score or not. Where two or more dogs are on the same points, the higher placing goes to the dog with the fastest time. Dogs with an DQ or DNF result will not be counted in the placings.

Run Offs

Where two dogs gain the same points on the same time, a runoff will take place only if there is a placing at stake. Both dogs will re-run the course, or part of the course if the judge prefers, to be re-scored and re-timed. The winner of the run off will take the placing, but both dogs will retain their original scores and times in the results.

A handler may choose to forfeit their re-run and accept the loss of the placing, in which case the other dog does not need to re-run either. Both handlers may choose to share the placing by mutual agreement if they wish.

23. QUALIFYING SCORES

A dog which earns a qualifying score is awarded a Qualifying Certificate. The qualifying score for each level is:

Foundation and Novice	90 points or more
Advanced	95 points or more
Excellent	98 points or more

24. AWARDS

To earn an Award, Qualifying Certificates for that Award must have been gained under at least two different judges.

Qualifying Certificates only count towards an Award in the Rally-O type they were earned for (Otago/Speed/Versatile).

Requirements for Awards

Otago Foundation (OF) – three Qualifying Certificates in the Otago Foundation or Otago Novice class

Speed Foundation (SF) – three Qualifying Certificates in the Speed Foundation or Speed Novice class

Versatile Foundation (AF) – three Qualifying Certificates in the Versatile Foundation or Versatile Novice class.

Otago Novice (ON) - three Qualifying Certificates in the Otago Novice class

Speed Novice (SN) – three Qualifying Certificates in the Speed Novice class

Versatile Novice (VN) – three Qualifying Certificates in the Versatile Novice class

Otago Advanced (OA) – three Qualifying Certificates in the Otago Advanced class

Speed Advanced (SA) – three Qualifying Certificates in the Speed Advanced class

Versatile Advanced (VA) – three Qualifying Certificates in the Versatile Advanced class

Otago Excellent (OE) - three Qualifying Certificates in the Otago Excellent class

Speed Excellent (SE) – three Qualifying Certificates in the Speed Excellent class

Versatile Excellent (VE) – three Qualifying Certificates in the Versatile Excellent class

Otago Excellent Advanced (OEA) - three Qualifying Certificates on 100 in the Otago Excellent class

Speed Excellent Advanced (SEA) – three Qualifying Certificates on 100 in the Speed Excellent class

Versatile Excellent Advanced (VEA) – three Qualifying Certificates on 100 in the Versatile Excellent class

The Excellent Award does not need to be earned before the Excellent Advanced Award. Certificates on 100 points can only be used once.

Excellent Award Extensions

After earning the Excellent Award, every three Excellent certificates on 98 points or higher earns a number after the Award, eg OE2 (nine certificates), OE3 (12 certificates), OE4 (15 certificates) etc

Excellent Advanced Award Extensions

After earning the Excellent Advanced Award, every three Excellent certificates on 100 points earns a Bronze, Silver, or Gold award eg OEAB (six certificates), OEAS (nine certificates), OEAG (twelve certificates)

25. SCORING

All classes are scored out of a possible 100 points. Points are deducted in 1 point increments. No more than 10 points may be deducted at any one station.

Judging begins once the handler steps across the Start sign and ends once they step across the Finish sign.

One Point Deductions

Tight Leash

Incurred if the lead goes taut, whether caused by the dog or the handler. Usually this happens because one of them is pulling on the lead. There is no deduction if the lead gets wrapped around the dog and the handler stops to untangle it.

Out Of Position

Incurred when the dog is more than an arm's length away from the handler in any direction while heeling, or is at an angle of more than 45° from parallel with the handler when sitting, standing, or lying down at heel, or from straight when sitting in front, or is sitting more than an arm's length away from the handler.

Anticipation

Incurred when the dog moves out of a position (sit, down, stand, heel) before being cued to do so.

Interference With Handler

Incurred when the position or behaviour of the dog affects the handler's ability to move freely. This may include jumping on the handler, tugging on the lead, leaning too hard on the handler's leg, or getting underfoot.

Inconsistent Pace

Incurred if the handler noticeably speeds up or slows down from the pace they are supposed to be travelling at. A short hesitation should not be penalised unless it happens frequently.

Slow Response

Incurred if the dog fails to respond to a cue the first time and has to be asked again. It may also apply if the dog takes an unreasonably long time to comply.

Touching Equipment

Incurred if the dog or handler accidentally bumps any sign, cone or other item hard enough to move it or knock it over. This includes knocking the bar off the jump, but does not include the tunnel while the dog is inside, nor the weave poles while the dog is weaving.

Stepping on Boundary

The handler steps on a line or marker defining the 1m boundary from a jump, pole or hoop.

Three Point Deductions

Repeat of Station

Incurred if a handler repeats or re-approaches a station. If the team has already started the next station, they cannot go back to retry a previous one.

Only one retry of each station is permitted. Upon repeating, any faults incurred on the first attempt will be wiped, but faults incurred on the second attempt will apply as well as the deduction for the retry. If the dog fails the exercise on the second attempt, it will be scored as an Incorrectly Performed Station (IP) for a total deduction of 10 points.

Lack of Control

Incurred if the handler has to resort to physically handling the dog to regain control, the dog continually interferes with the handler's ability to walk due to jumping up, tugging at the lead, or getting underfoot, refuses to move at all, or runs out of the ring and cannot be immediately recalled.

Incomplete Position

Incurred if the dog does not complete a sit, down or stand, come to heel, or finish performing any other task before responding to the next cue.

Stepping Over Boundary

Incurred if the handler steps completely over the line or marker defining the 1m boundary from the jump or pole.

1 – 10 Point Deductions

General Error

The judge may choose to deduct an appropriate number of points, depending on the severity of the fault, where the deduction is not set out elsewhere. The judge may only apply such penalties where the rules indicate a fault exists, and must be consistent across all teams when applying such penalties. Errors may include but are not limited to:

- Performing an exercise in the wrong place in relation to a sign or obstacle.
- Excessive barking – unfocused, obstructive barking for more than half the course. A “working” bark is acceptable.
- Deliberate touching or physical positioning of the dog (except where the sign description permits this).
- Deliberately touching a cone, pole, or other obstacle with a view to assisting the dog.
- Tight lead or dog out of position for a significant amount of time but not enough to incur an DQ.
- Foot Movement. Foot movement is not penalised in Foundation classes, but for stationary exercises at higher levels, handlers may not move their feet during a halt or pause, unless the sign description permits or requires them to do so, or they are moving on to the next station.
- Other handling errors during exercises that do not warrant a DQ or IP for incorrect performance, but which do not meet the requirements of the exercise. In deciding on the number of points to dock, judges should consider whether the error gave the team an advantage in completing the exercise or in saving time.

Ten Point Deductions

Incorrectly Performed Station

Incurred when a team attempts a station but fails to perform the principal parts successfully. “Principle parts” are the elements that define the exercise and distinguish it from every other exercise. These are set out in the sign’s title as part of the sign description, but additional criteria may be included in the sign description itself.

Disqualified (DQ)

Leash Jerk

Handler jerks the leash with a degree of force to correct the dog. Penalty applies at any point while the team is in the ring, not just on the course. Judge may waive the penalty and warn the handler on the first occasion only.

Dog Unmanageable

Handler cannot maintain control of the dog over at least 50% of the course.

Consistently Tight Lead or Consistently Out of Position

Lead is tight or the dog is out of position for 50% or more of the course.

Fouling

Dog toilets in the ring.

Station Not Attempted

Team misses out a station or completes stations in the wrong order.

Dog Enters or Exits the Ring Off Lead

Incurred if the dog enters the ring off lead, or is not put back on the lead before leaving the ring.

Training

Handler is deliberately not following the course or attempting stations, is clearly training, or has brought a toy or food into the ring (other than in a Foundation course).

Other Penalties

Did Not Finish (DNF)



Handler abandons the run before attempting the final numbered station.

Dismissed

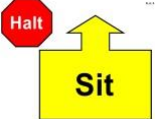

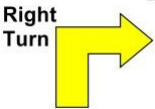
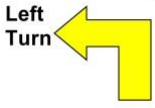

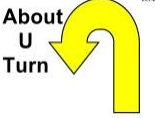
Incurred if judge dismissed handler for poor sportsmanship, or dog’s behaviour warranted removal from the ring.



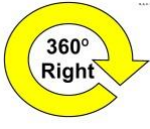
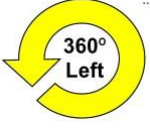



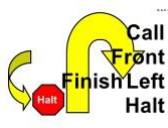

26. SIGN DESCRIPTIONS






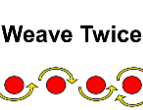



- Key (st) – stationary sign
 (cn) – cone sign
 (pl) – pole sign
 (equ) – equipment sign
 (cs) – change of side sign
 (rs) – right side heeling sign



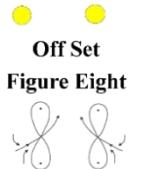



<p>1. Start The team begins in front and to the left of the sign. Timing and judging start when the handler steps past the sign.</p>	
<p>2. Finish The team pass to the left of the sign to finish the course. Timing and judging stop when the handler steps past the sign.</p>	

NOVICE SIGNS










<p>3. Halt - Sit (st) While heeling, the handler halts and the dog sits in the heel position. The team then moves forward with the dog in heel position</p>	
<p>4. Halt – Down Dog (st) While heeling, the handler halts and the dog comes to a sit in the heel position. The handler then cues the dog to down, followed by the cue to heel forward from the down position.</p>	
<p>5. 90° Right Turn While heeling, the team approaches the sign directly and then makes a 90° turn to the right.</p>	
<p>6. 90° Left Turn While heeling, the team approaches the sign directly and then makes a 90° turn to the left.</p>	
<p>7. 180° About Turn Right While heeling, the team approaches the sign directly and then makes a 180° turn to the right.</p>	
<p>8. 180° About “U” Turn While heeling, the team approaches the sign directly and then makes a 180° turn to the left.</p>	









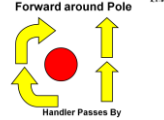
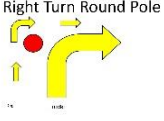
<p>9. 270° Right Turn. While heeling, the team approaches the sign directly and then makes a 270° turn to the right. The turn is performed as a tight circle, but not around the exercise sign.</p>	
<p>10. 270° Left Turn. While heeling, the team approaches the sign directly and then makes a 270° turn to the left. The turn is performed as a tight circle, but not around the exercise sign.</p>	
<p>11. 360° Right Turn While heeling, the team makes a 360° turn in a tight circle to the handler's right. The turn is performed as a tight circle, but not around the exercise sign. This exercise is performed to the left of the sign.</p>	
<p>12. 360° Left Turn While heeling, the team makes a 360° turn in a tight circle to the handler's left. The turn is performed in a tight circle, but not around the exercise sign. This exercise is performed to the left of the sign.</p>	
<p>13. Call Front – Finish Right – Forward (st) While heeling, the handler stops forward motion and calls the dog around to sit in the front present position. <i>In Foundation and Novice only</i>, the handler may take several steps backward as the dog turns to encourage a correct present position, but must stop as the dog sits. The handler then cues the dog to move from the front to the handler's right, around behind the handler and into heel position. The handler moves forward while the dog is moving into heel position. The dog does not sit before moving forward in heel position with the handler.</p>	
<p>14. Call Front – Finish Left – Forward (st) While heeling, the handler stops forward motion and calls the dog around to sit in the front present position. <i>In Foundation and Novice only</i>, the handler may take several steps backward as the dog turns to encourage a correct present position, but must stop as the dog sits. The handler then cues the dog to move from the front to the handler's left and into heel position. The handler moves forward while the dog is moving into heel position. The dog does not sit before moving forward in heel position with the handler.</p>	
<p>15. Call Front – Finish Right - Halt (st) While heeling, the handler stops forward motion and calls the dog around to sit in the front present position. <i>In Foundation and Novice only</i>, the handler may take several steps backward as the dog turns to encourage a correct present position, but must stop as the dog sits. The handler then cues the dog to move from the front to the handler's right, around behind the handler and into heel position. The dog must sit in heel position before moving forward with the handler.</p>	
<p>16. Call Front – Finish Left - Halt (st) While heeling, the handler stops forward motion and calls the dog around to sit in the front present position. <i>In Foundation and Novice only</i>, the handler may take several steps backward as the dog turns to encourage a correct present position, but must stop as the dog sits. The handler then cues the dog to move from the front to the handler's left and into heel position. The dog must sit in heel position before moving forward with the handler.</p>	
<p>17. Slow Pace Handler walks at a pace noticeably slower than their normal pace, with the dog adjusting its own pace to stay in heel position. This must be followed immediately by a Normal Pace station, except in the case of married signs, where a return to normal pace must be made at the next station, but not necessarily the next sign.</p>	

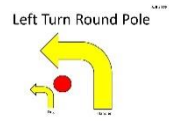
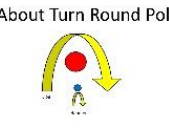


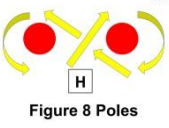

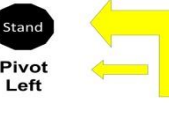


<p>18. Fast Pace Handler moves at a pace noticeably faster than their normal pace, with the dog adjusting its own pace to stay in heel position. This must be followed immediately by a Normal Pace station, except in the case of married signs, where a return to normal pace must be made at the next station, but not necessarily the next sign.</p>	
<p>19. Normal Pace. Dog and handler walk briskly and naturally. Discretion must be applied to allow for the mobility of dog and/or handler, but in no circumstances should the team's pace noticeably slow down or speed up.</p>	
<p>20. Moving Side Step Right While heeling, the handler takes one step diagonally forward and to the right and continues moving forward along the newly established path. The dog maintains heel position throughout. The exercise may be performed just past the exercise sign or in front of the sign.</p>	
<p>21. Spiral Right – Dog Outside (cn) This exercise requires three cones or posts placed in a straight line, at least 2 metres apart. The team walk up the left hand side of the line of cones, from the first cone to the last cone, where they turn to the right around the last cone and walk back down the other side to the start. They then walk around the first cone and up to the second cone, where they repeat the process. On returning to the start, they circle the first cone completely and then proceed to the next station. The sign is placed near or on the first cone or post where the spiral is to be started.</p>	
<p>22. Spiral Left - Dog Inside (cn) This exercise requires three cones or posts placed in a straight line, at least 2 metres apart. The team walk up the right hand side of the line of cones, from the first cone to the last cone, where they turn to the left around the last cone and walk back down the other side to the start. They then walk around the first cone and up to the second cone, where they repeat the process. On returning to the start, they circle the first cone completely and proceed to the next station. The sign is placed near or on the first cone or post where the spiral is to be started.</p>	
<p>23. Weave Twice (cn) This exercise requires four cones or posts placed in a straight line approximately 2-3 metres apart. The exercise sign is placed near or on the first cone where the exercise is to be started. Entry into the weaving pattern is with the first cone on the team's left. The team weaves together through all the cones, circles to the right around the last cone and re-enters the pattern to weave back to the start. If the course then takes the team to the right, they do not need to circle the first cone to finish; if the course heads to the left, they must go left around the first cone before continuing.</p>	
<p>24. Weave Once (cn) This exercise requires four cones or posts placed in a straight line approximately 2-3 metres apart. The exercise sign is placed near or on the first cone where the exercise is to be started. Entry into the weaving pattern is with the first cone on the team's left. The team weaves together through all the cones. If the course then takes the team to the left, they do not need to go around the last cone to finish; if the course heads to the right, they must turn to the right around the last cone before continuing.</p>	
<p>28. Halt – Fast Forward From Sit (st) The team approach the sign and halt, with the dog sitting in heel position. The handler then cues the dog to heel and immediately moves forward at fast pace. This must be followed immediately by a Normal Pace station, unless it is the last exercise. In the case of married signs, the team must return to normal pace at the next station, but not necessarily at the next sign.</p>	
<p>29. Left About Turn The team approach this sign directly with the dog in heel position. Without pausing, the handler makes a 180° about turn to the left, while at the same time the dog moves around the handler to the right, returning to heel position and continuing forward with the handler in the new direction. The dog does not sit at any point. A short lag is permitted on completion of the turn while the dog catches up.</p>	

<p>30. Halt – Walk Around Dog (st) The team approach the sign and halt, with the dog sitting in heel position. The handler cues the dog to stay, then steps forward into a small left hand circle around the dog, returning to heel position. The handler must pause in the heel position before moving forward to the next station.</p>	
<p>31. Halt – Down – Walk Around Dog (st) The team approach the sign and halt, with the dog sitting in heel position. The handler cues the dog to down and stay, then steps forward into a small left hand circle around the dog, returning to heel position. The handler must pause in the heel position before moving forward to the next station. The dog heels forward from the down position.</p>	
<p>32. Offset Figure 8 – No Distractions (cn) Two cones or posts are set approximately two - three metres apart, at an angle from the team's approach. The team enters the sequence and completes a figure of eight around the cones (centre point is crossed three times). The point of entry and exit and direction around the cones are determined by the judge and may be indicated by an arrow or other marker.</p>	
<p>33. Circle Right – Dog Outside (cn) 4-6 markers are set out in an off-set square or circle, at a diameter of at least two metres. The team proceed in a right hand circle around the outside of the markers, returning to the starting point. The team must walk in a circle, not a square. The team then continue in their original direction, or this station may be used as a change of direction of at least 270°.</p>	
<p>34. Circle Left – Dog Inside (cn) 4-6 markers are set out in an off-set square or circle, at a diameter of at least two metres. The team proceed in a left hand circle around the outside of the markers, returning to the starting point. The team must walk in a circle, not a square. The team then continue in their original direction, or this station may be used as a change of direction of at least 270°.</p>	
<p>35. Call Front - Return to Heel (st) While heeling, the handler stops forward motion and calls the dog around to sit in the front present position. <i>In Foundation and Novice only</i>, the handler may take several steps backward as the dog turns to encourage a correct present position, but must stop as the dog sits. The handler then cues the dog to stay and walks in a small left hand circle around the dog, returning to the heel position and pausing. The team then heel forward together. This is a 180° change of direction.</p>	












ADVANCED SIGNS



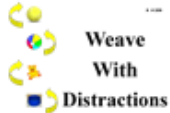

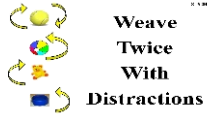

<p>131. Call Front - Back Up Centre 4 Steps – Finish (st) The handler stops forward motion and calls dog around to the front. The dog does not sit in front but instead moves backwards in a centre position while handler takes four steps towards them. The dog must maintain centre position, and move in unison with handler. The dog then returns to heel via a left or right finish (handler’s choice) and the team heels forward without the dog sitting at heel.</p>	
<p>132. Halt – 180° About Turn Right – Forward (st) The team approaches the sign directly and halt with the dog sitting at heel. The team then turns 180° to the right and without pausing moves forward in the new direction.</p>	
<p>133. Halt – 180° About U Turn – Forward (st) The team approaches the sign directly and halt with the dog sitting at heel. The team then turns 180° to the left and without pausing moves forward in the new direction.</p>	
<p>134. Send Over Jump – Handler Passes By The team approaches the jump with the dog in heel position and the handler directs the dog to take the jump while continuing to move forward. The handler must stay on the far side of the line indicated by the judge, which shall be one metre to the right of the jump. The handler may walk or run past the jump at whatever pace they consider necessary. On completing the jump, the dog is recalled into the heel position and the team continues forward to the next exercise station. There must be at least 5 metres of clear space on the landing side of the jump to prevent the dog colliding with any sign or obstacle.</p>	
<p>135. Halt – Turn 90° Right One Step – Call To Heel - Halt (st) The team approaches the sign directly and halts in front of it with the dog sitting in the heel position. The handler cues the dog to stay, then takes one step 90° to the right and halts. The handler must not step forward nor turn on the spot prior to taking the step. The dog is then called to join the handler and sit in heel position. The team then moves forward to the next station.</p>	
<p>136. Halt – Stand – Walk Around Dog (st) The team approaches the sign and halts with the dog sitting in heel position. The handler cues the dog to stand and stay, and then walks in a small left hand circle around the dog and back to heel position. The handler must then pause in heel position before the team moves forward to the next station. <i>In Advanced only</i>, the handler may physically assist the dog into a stand and move their feet while doing so, but not hold the dog in position.</p>	
<p>137. Halt – 90° Pivot Right – Halt (st) The team approaches the sign directly and halts in front with the dog sitting in heel position. The team then pivots together 90° to the right and the dog resumes the sit at heel. The team then continues forward to the next station. When performing the pivot, the handler must turn on the spot and not take a step in any direction.</p>	
<p>138. Halt – 90° Pivot Left – Halt. (st) The team approaches the sign directly and halts in front with the dog sitting in heel position. The team then pivots together 90° to the left and the dog resumes the sit at heel. The team then continues forward to the next station. When performing the pivot, the handler must turn on the spot and not take a step in any direction.</p>	
<p>139. Offset Figure 8 (cn) Two cones or posts are set approximately two to three metres apart, at an angle from the team’s approach. A distraction is placed on either side, halfway between the cones and approx 1.5 metres out to the side, so that the cones and distractions form four corners of a square. Distractions must not be more than 30cm tall or 20cm wide, nor be potentially alarming for a dog. Food in a secure container with holes to emit scent may be used but must not be easily accessible. The team enters the sequence between a cone and a distraction and completes a figure of eight around the cones (centre point is crossed three times) before exiting between a cone and a distraction. The point of entry and exit and direction around the cones are determined by the judge and may be indicated by an arrow or other marker.</p>	

<p>140. Halt – Side Step Right – Halt (st) The team approaches the sign directly and halts in front of it with the dog sitting at heel. The team then makes a side step together to the right and halts. The dog must maintain its position parallel to the handler during the step to the side. The dog resumes the sit at heel before the team moves forward along the new path.</p>	
<p>141. Halt – Call Front – Finish Right - Halt (st) The team approaches the sign and halts with the dog sitting at heel. The handler then calls the dog around to sit in the front present position. The handler then cues the dog to move to the handler’s right, around behind the handler and into heel position to resume the sit. The handler may not move their feet after the initial halt until the team moves off towards the next station.</p>	
<p>142. Halt – Call Front – Finish Left Halt (st) The team approaches the sign and halts with the dog sitting at heel. The handler then calls the dog around to sit in the front present position. The handler then cues the dog to move to the handler’s left and into heel position to resume the sit. The handler may not move their feet after the initial halt until the team moves off towards the next station.</p>	
<p>143. Halt – 180° Pivot Right – Halt. (st) The team approaches the sign directly and halts in front with the dog sitting in heel position. The team then pivots together 180° to the right and the dog resumes the sit at heel. The team then continues forward to the next station. When performing the pivot, the handler must turn on the spot and not take a step in any direction.</p>	
<p>144. Halt – 180° Pivot Left – Halt. (st) The team approaches the sign directly and halts in front with the dog sitting in heel position. The team then pivots together 180° to the left and the dog resumes the sit at heel. The team then continues forward to the next station. When performing the pivot, the handler must turn on the spot and not take a step in any direction.</p>	
<p>145. Halt – Down – Sit (st) The team approaches the sign and halts with the dog sitting in heel position. The handler then cues the dog to down, and then to return to a sit, before the team moves off towards the next station.</p>	
<p>146. Halt – Stand (st) The team approaches the sign and halts with the dog sitting in heel position. The handler then cues the dog to stand, before the team moves off towards the next station. There must be a pause between the dog moving into the stand and the team moving forward, to distinguish this from the Halt-Sit exercise. <i>In Advanced only</i>, the handler may physically assist the dog into a stand and move their feet while doing so, but not hold the dog in position. <i>In Excellent</i>, the handler must not touch the dog or move their feet once halted.</p>	
<p>147. Halt - Pivot Right – Forward (st) The team approaches the sign directly and halts with the dog sitting in heel position. The team then pivots together 90° to the right and, without hesitation, moves forward in the new direction. When performing the pivot, the handler must turn on the spot and not take a step in any direction.</p>	
<p>148. Forward Around Pole (pl) The team approaches the pole with the dog in heel position. The handler sends the dog clockwise around the pole while continuing forward without hesitation or change of pace. The handler must stay on the far side of the line indicated by the judge, which shall be one metre to the right of the pole. The dog is then recalled into heel position and the team continues forward to the next exercise station.</p>	
<p>149. 90° Right Turn Around Pole (pl) The team approaches the pole with the dog in heel position. The dog is sent clockwise around the pole while the handler makes a 90° right turn and moves forward without hesitation or change of pace in the new direction. The handler must stay on the far side of the line indicated by the judge, which shall be curved to the right and one metre to the right of the pole. The dog is recalled to heel and the team continues forward to the next exercise station.</p>	

<p>150. 90° Left Turn Around Pole (pl) The team approaches the pole with the dog in heel position. The dog is sent clockwise around the pole while the handler makes 90° left turn just past the pole and moves forward without hesitation or change of pace in the new direction. The handler must stay on the far side of the line indicated by the judge, which shall be curved to the left and one metre to the right of the pole. The dog is recalled to heel and the team continues forward to the next exercise station.</p>	 <p>Left Turn Round Pole</p>
<p>151. 180° About Turn Around Pole (pl) The team approaches the pole with the dog in heel position. The handler sends the dog clockwise around the pole while making a 180° right about turn and moving forward in the new direction. The dog is then recalled into heel position and the team continues forward to the next exercise station. The handler may hesitate until the dog is going around the pole but not wait until the dog returns to heel, and must not cross the line indicated by the judge, which will be one metre from the pole.</p>	 <p>About Turn Round Pole</p>
<p>152. Spin Left While Heeling While heeling, the dog is cued to perform an anti-clockwise spin beside the handler and then return to heel position. The handler does not pause or hesitate at any stage. A minimum two metres clear of obstacles to the left of the dog is required for this sign.</p>	 <p>Spin Left</p>
<p>153. Dog Right Circle Around Handler While heeling, the handler pauses to cue the dog to cross in front and into a right hand circle around the handler. The handler starts moving forward as the dog crosses behind them, so that the dog must catch up to get back into heel position. A short lag is acceptable.</p>	 <p>Dog Right Circle</p>
<p>154. Around Figure 8 Poles (st) (pl) Two poles at least 750mm high are set 2-3 metres apart across the handler's path. The team approaches the midpoint of the poles to a mark set one metre back from the poles. The handler stops at this mark and sends the dog into a clockwise circle around the right hand pole, and then immediately into an anti-clockwise circle around the left hand pole. Unless married with another exercise, the dog returns to heel position as the team moves forward between the poles to the next station. The handler may move their feet to assist with sending the dog but must not step past the judge's mark until the dog has circled the second pole.</p>	 <p>Figure 8 Poles</p>
<p>155. Left Turn - Dog Circles Right Around Handler The team approaches the sign directly and the handler makes a 90° left turn while sending the dog across in front and into a right hand circle around the handler. The handler continues on in the new direction while the dog catches up and returns to heel position. The handler must not pause or hesitate at any stage. A slight lag is permitted while the dog returns to heel position.</p>	 <p>Left Turn Circle</p>
<p>156. Stand - Pivot Left (st) The team approaches the sign directly and stops in front with the dog in the stand position. The team pivots together 90° to the left then heels forward. When performing the pivot, the handler must turn on the spot and not take a step in any direction. The dog must not sit at any stage.</p>	 <p>Stand Pivot Left</p>
<p>157. Stand - Pivot Right (st) The team approaches the sign directly and stops in front with the dog in the stand position. The team pivots together 90° to the right then heels forward. When performing the pivot, the handler must turn on the spot and not take a step in any direction. The dog must not sit at any stage.</p>	 <p>Stand Pivot Right</p>
<p>158. Moving Down (st) As the team approaches the sign, the handler cues the dog to go into a down and then pauses beside it. Once the dog is completely in the down position, the handler moves forward, cueing the dog to heel from the down position. The handler must not stop before cueing the down but may stop immediately after doing so.</p>	 <p>Moving Down</p>

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<p>246. Halt – Stand – Down (st) The team approaches the sign and halts with the dog sitting in heel position. The handler then cues the dog to stand, and then down. The team then moves off to the next station, with the dog heeling forward from the down position.</p>	
<p>247. Halt – Stand – Sit. (st) The team approaches the sign and halts with the dog sitting in heel position. The handler then cues the dog to stand, and then sit. The team then moves off to the next station, with the dog heeling forward from the sit position.</p>	
<p>248. Moving Stand – Walk Around Dog (st) While heeling, the handler cues the dog to stand and, without hesitation, moves into a small left hand circle around the dog, returning to the heel position. The handler pauses, then cues the dog to heel forward from the stand position.</p>	
<p>249. Back Up 3 Steps – Dog Stays In Position While heeling forward, and without halting, the handler reverses direction and walks backwards three steps. The dog moves backward with the handler, remaining in heel position. The team then, without halting, changes direction again and moves forward to the next station.</p>	
<p>251. Moving Down - Walk Around Dog (st) While heeling, the handler cues the dog to down and, without hesitation, moves into a small left hand circle around the dog, returning to the heel position. The handler pauses, then cues the dog to heel forward from the down position.</p>	
<p>252. Down While Heeling (st) While heeling, the handler cues the dog to down and, without hesitation, continues forward alone to the recall marker. The handler turns to face the dog, then recalls the dog to sit in present position. The dog is then cued to finish either left or right and sit in heel position.</p>	
<p>253. Stand While Heeling (st) While heeling, the handler cues the dog to stand and, without hesitation, continues forward alone to the Recall marker. The handler turns to face the dog, then recalls the dog to sit in present position. The dog is then cued to finish either left or right and sit in heel position.</p>	
<p>254. Stand - Leave Dog - Sit Dog - Call Front – Finish - Halt(st) The team approaches the sign and stops with the dog in the stand position. The dog must not sit at the halt. The handler then walks forward alone to the Recall marker, turns to face the dog, and then cues the dog to sit. The dog must sit where it was left, without significant forward movement. The handler then recalls the dog to sit in the present position, before cueing the dog to finish either left or right and sit in heel position.</p>	
<p>255. Stand - Leave Dog - Down Dog - Call Front – Finish - Halt (st) The team approaches the sign and stops with the dog in the stand position. The dog must not sit at the halt. The handler then walks forward alone to the Recall marker, turns to face the dog, and then cues the dog to down. The dog must down where it was left, without significant forward movement. The handler then recalls the dog to sit in the present position, before cueing the dog to finish either left or right and sit in heel position.</p>	
<p>Recall The Recall sign is not numbered on the course and is used in conjunction with sign numbers 252, 253, 254, and 255 to designate the place at which the handler is to recall their dog. The handler may stand in front or to either side of the marker to complete the exercise. It must be placed no more than four metres away from its associated sign, but can be in any direction. A small, highly visible object such as a soccer tee or ground marker may be used instead.</p>	
<p>256. Double Left About Turn The team approach the sign directly with the dog in heel position. Without pausing, the handler makes a 180° about turn to the left, while at the same time the dog moves around the handler to the right, returning to heel position and continuing forward with the handler in the new direction. The handler takes one or two steps and then repeats the turn. The dog does not sit at any point. A slight lag on catching up and resuming heel position after each turn is permitted.</p>	








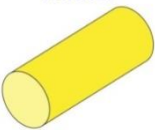
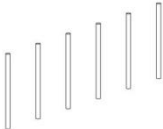

<p>257. Double Off-Set Figure Eight (cn) Four cones or posts are set in a square approximately three metres apart. A distraction article (as defined for sign 139) is placed on either side of the square at the midpoint and about 1.5 metres out from the cones. A third distraction article is placed in the middle of the square, in line with the other two. The team enters the sequence between a cone and a distraction and completes a figure of eight around the first two cones (centre point is crossed three times), then completes a figure of eight around the second two cones before exiting between a cone and a distraction. The points of entry and exit and direction around the cones are determined by the judge and may be indicated by an arrow or other marker.</p>	 <p>Double Off-Set Figure Eight</p>
<p>258. Halt - Pivot Left – Forward (st) The team approaches the sign directly and halts with the dog sitting in heel position. The team then pivots together 90° to the left and, without hesitation, moves forward in the new direction. When performing the pivot, the handler must turn on the spot and not take a step in any direction.</p>	 <p>Pivot Left</p>
<p>259. Weave Once With Distractions (cn) This exercise requires four distraction articles placed in a straight line approximately 2-3 metres apart. The exercise sign is placed on or near the first article where the exercise is to be started. Entry into the weaving pattern is with the first article on the team’s left. The team weaves together through all the distractions. If the course then takes the team to the left, they do not need to go around the last article to finish; if the course heads to the right, they must turn to the right around the last article before continuing. Distraction articles must be no bigger than 30cm square and may include toys, balls, or food in a sealed container.</p>	 <p>Weave With Distractions</p>
<p>260. Stand – Leave Dog – Call Dog (st) The team approaches the sign and halts with the dog in a stand. The handler takes two steps forward, then pauses and calls the dog. The handler immediately continues forward and must not wait for the dog after giving the recall cue. The dog must catch up and resume heel position before reaching the next station, which must be at least six metres away.</p>	 <p>Stand Leave dog</p>
<p>261. Weave Twice With Distractions (cn) This exercise requires four distraction articles placed in a straight line approximately 2-3 metres apart. The exercise sign is placed on or near the first article where the exercise is to be started. Entry into the weaving pattern is with the first article on the team’s left. The team weaves together through all the articles, circles to the right around the last article and re-enters the pattern to weave back to the start. If the course then takes the team to the right, they do not need to circle the first article to finish; if the course heads to the left, they must go left around the first article before continuing. Distractions must be no bigger than 30cm square and may include toys, balls or food in a sealed container.</p>	 <p>Weave Twice With Distractions</p>
<p>262. Around Pole 270°, Turn Left, Return to Heel (pl) The team approaches the pole. The handler must stay at least 1 metre from the pole while sending the dog clockwise (to the right) around the pole. The handler may hesitate to ensure the dog has committed to the turn around the pole, but then makes a 90° left turn and continues forward in the new direction before the dog returns. The dog completes the turn around the pole and resumes heel position on the handler’s left side. A slight lag is permitted while the dog catches up.</p>	 <p>Around Pole, Turn Left, Return to Heel</p>

VERSATILE RALLY SIGNS




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<p>301. Halt – Cross Behind – Change Sides (st) (cs) The team approaches the sign and halts, with the dog sitting at heel. With the dog staying in place, the handler steps behind the dog to move into heel/side position on the other side, and pauses. The team then continues forward.</p>	
<p>302. 180° Turn In – Change Sides (cs) The team approaches the sign with the dog in heel position. Both turn in simultaneously towards each other to complete a 180° turn, resulting in a change of side for the dog. Without hesitation the team continues forward together in the new direction.</p>	
<p>303. Circle Right – Dog Inside (cn) (rs) 4-6 markers form a circle with a diameter of at least two metres. With the dog on the handler's right, the team makes a right hand circle around the outside of the markers, returning to the start point. The team must walk in a circle, not a square. The team then continue on in their original direction, or this station may be used as a change of direction of at least 270°.</p>	
<p>304. Circle Left – Dog Outside (cn) (rs) 4-6 markers form a circle with a diameter of at least two metres. With the dog on the handler's right, the team makes a left hand circle around the outside of the markers, returning to the start point. The team must walk in a circle, not a square. The team then continue on in their original direction, or this station may be used as a change of direction of at least 270°.</p>	
<p>305. Spiral Right – Dog Inside (cn) (rs) Three cones or posts in a straight line, at least 2 metres apart. The team walk, with the dog on the handler's right, up the left side of the line of cones, from first cone to last cone, where they turn to the right around the last cone and walk back down the other side to the start. They then walk around the first cone and up to the second cone, where they repeat the process. On returning to the start, they circle the first cone completely before moving on to the next station. The sign is placed near or on the first cone or post where the spiral is to be started.</p>	
<p>306. Spiral Left – Dog Outside (cn) (rs) Three cones or posts in a straight line, at least 2 metres apart. The team walk, with the dog on the handler's right, up the right side of the line of cones, from first cone to last cone, where they turn to the left around the last cone and walk back down the other side to the start. They then walk around the first cone and up to the second cone, where they repeat the process. On returning to the start, they circle the first cone completely and then proceed to the next station. The sign is placed near or on the first cone or post where the spiral is to be started.</p>	
<p>307. Moving Side Step Left (rs) With the dog heeling on the handler's right, the handler takes one step diagonally forward and to the left of the sign and continues forward along the newly established line. The dog maintains heel position throughout. The exercise may be performed just past the exercise sign or in front of the sign.</p>	
<p>308. Walk/Trot Through Ladder (equ) The team approaches the ladder with the dog at heel. The dog walks/trots over each rung, stepping into each space without jumping or hopping (some allowance may be made for very small dogs). The dog will incur an IP for a foot is outside of the ladder, or if a space is missed.</p>	
<p>309. Traverse Plank (equ) The team approaches the plank in heel position. The dog traverses the plank start to end, without jumping or moving off sideways. The dog incurs an IP if it does not complete at least ¾ of the length, or puts a foot off the plank before finishing.</p>	
<p>310. Rail Trail (equ) The team enter the Rail Trail as directed and proceed at heel to the end. Neither the dog nor the handler may step on or over any line or marker defining the trail. The Rail Trail may only be performed at normal or slow pace in Foundation, Novice, and Advanced, but may be performed at fast pace in Excellent. No halts, pauses, obstacles, or other signs permitted within the Rail Trail. The handler or dog placing a foot completely over the lines or markers will incur an IP.</p>	

ADVANCED VERSATILE RALLY SIGNS

<p>401. Side By Side 180° Left – Change Sides (cs) The team approaches the sign with the dog in heel position. The dog and handler both make a simultaneous, side-by-side 180° turn to the left, resulting in a change of side for the dog. Without hesitation the team continues forward together in the new direction.</p>	<p style="text-align: center;">Side by Side Left  Change Sides</p>
<p>402. Side By Side 180° Right – Change Sides (cs) The team approaches the sign with the dog in heel position. The dog and handler both make a simultaneous, side-by-side 180° turn to the right, resulting in a change of side for the dog. Without hesitation the team continues forward together in the new direction.</p>	<p style="text-align: center;">Side by Side Right  Change Sides</p>
<p>403. 360° Clockwise Perch Pivot – Change Sides (equ) (cs) (st) The team approaches the perch with the dog on the handler’s left, so that it is directly in front of the dog. The dog places its front feet on the perch and swings its hind quarters 360° in a clockwise direction until it is in heel position on the handler’s right. The handler may move sideways as the dog pivots, to allow the dog to get into position. The dog may not move a foot off the perch. Once the dog reaches the right side, the handler may step back or sideways to pass the perch and move on to the next station. A brief out of position is allowed at this point.</p>	<p style="text-align: center;">360° Perch Pivot Clockwise  Change Sides</p>
<p>404. 360° Anti-Clockwise Perch Pivot – Change Sides (equ) (cs) (rs) (st) The team approaches the perch with the dog on the handler’s right, so that it is directly in front of the dog. The dog places its front feet on the perch and swings its hind quarters 360° in an anti-clockwise direction until it is in heel position on the handler’s left. The handler may move sideways as the dog pivots, to allow the dog to get into position. The dog may not move a foot off the perch. Once the dog reaches the left side, the handler may step back or sideways to pass the perch and move on to the next station. A brief out of position is allowed at this point.</p>	<p style="text-align: center;">360° Perch Pivot Anti-Clockwise  Change Sides</p>
<p>405. Right About Turn (rs) The team approach this sign directly with the dog heeling on the handler’s right. Without pausing, the handler makes a 180° about turn to the right, while at the same time the dog moves around the handler to the left, returning to heel position on the handler’s right and continuing forward with the handler in the new direction. The dog does not sit at any point. A short lag is permitted on completion of the turn while the dog catches up.</p>	<p style="text-align: center;">Right About Turn  <small>Handler Dog</small></p>
<p>406. Spin Right While Heeling (rs) While heeling on the handler’s right side, the dog is cued to perform a clockwise spin beside the handler and then return to heel position on the handler’s right. The handler does not pause or hesitate at any stage. A minimum two metres clear of obstacles to the right of the dog is required for this sign.</p>	<p style="text-align: center;">Spin Right </p>
<p>407. Dog Left Circle Around Handler (rs) With the dog heeling on the right, the handler pauses to cue the dog to cross in front and into a left hand circle around the handler. The handler starts moving forward as the dog crosses behind them, so that the dog must catch up to get back into right-side heel position. A short lag is acceptable.</p>	<p style="text-align: center;">Dog Left Circle </p>
<p>408. Through Tunnel (equ) The team approaches the tunnel with the dog in heel position. The dog goes through the tunnel and returns to heel position on the other side. Having sent the dog, the handler may walk or run past the tunnel until resuming normal pace to collect the dog as it exits. There must be at least 5 metres of clear space on the exit side of the tunnel to prevent collisions.</p>	<p style="text-align: center;">Tunnel </p>
<p>409. Weave Poles (equ) The team approaches the weave poles with the dog in heel position. The dog is sent to slalom through the weave poles, entering between the first and second pole with the first pole on the dog’s left. The dog then continues to weave between all poles in the correct pattern, from the start to the finish, without leaving the poles, missing poles out, or weaving in the wrong direction (“back weaving”). An incorrect pattern will be scored as an IP. The handler may give as much assistance as needed but may not touch the dog.</p>	<p style="text-align: center;">Weave Poles </p>
<p>410. Traverse Seesaw (equ) The team approaches the seesaw in heel position. The dog traverses the seesaw, causing it to tip. The dog may not step off until the far end is on the ground, but may pause while it tips. The dog must step on and off each end, with no jumping or moving off sideways. Placing a foot off the seesaw before it touches the ground or completing less than 3/4 the length will incur an IP.</p>	<p style="text-align: center;">Seesaw </p>

EXCELLENT VERSATILE RALLY SIGNS

<p>501. 180° Turn Away – Change Side (cs) The team approaches the sign with the dog in heel position. The dog and handler both make a simultaneous, side-by-side 180° turn away from each other (one goes left, the other goes right), resulting in a change of side for the dog. Without hesitation the team continues forward together in the new direction.</p>	<p style="text-align: center;">Turn Away</p>  <p style="text-align: center;">Change Sides</p>
<p>502. Around Pole 270°, Turn Left, Change Sides (pl) (cs) The team approaches the pole with the dog heeling on the handler’s left. The handler must stay at least 1 metre from the pole while sending the dog clockwise (to the right) around the pole. The handler may hesitate to ensure the dog has committed to the turn around the pole, but then makes a 90° left turn and continues forward in the new direction before the dog returns. The dog completes the turn around the pole and resumes heeling on the handler’s right side. A slight lag is permitted while the dog catches up.</p>	<p style="text-align: center;">Around Pole, Turn Left, Change Sides</p> 
<p>503. Around Pole 270°, Turn Right, Change Sides (pl) (cs) (rs) The team approaches the pole with the dog heeling on the handler’s right. The handler must stay at least 1 metre from the pole while sending the dog anti-clockwise (to the left) around the pole. The handler may hesitate to ensure the dog has committed to the turn around the pole, but then makes a 90° right turn and continues forward in the new direction before the dog returns. The dog completes the turn around the pole and resumes heeling on the handler’s left side. A slight lag is permitted while the dog catches up.</p>	<p style="text-align: center;">Around Pole, Turn Right, Change Sides</p> 
<p>504. Around Pole 270°, Turn Right, Return to Side (pl) (rs) The team approaches the pole with the dog heeling on the right. The handler must stay at least 1 metre from the pole while sending the dog anti-clockwise (to the left) around the pole. The handler may hesitate to ensure the dog has committed to the turn around the pole, but then makes a 90° right turn and continues forward in the new direction before the dog returns. The dog completes the turn around the pole and resumes heel position on the handler’s right side. A slight lag is permitted while the dog catches up.</p>	<p style="text-align: center;">Around Pole, Turn Right, Return to Side</p> 