KUSA
Kennel Union of Southern Africa

Schedule 5T
KENNEL UNION OF SOUTHERN AFRICA
REGULATIONS FOR RALLY CLASSES

(Effective _____)

DEFINITION OF RALLY

Rally is a dog sport based on Obedience. Instead of waiting for the judge to provide a heel pattern (for example) Rally competitors proceed around a course with designated stations, the dog in heel position. At each station an exercise is performed and the dog and handler are marked on their ability to execute the commands at the stations correctly as well as the connection between dog and handler in-between and at the stations.
The emphasis of Rally is for the dog and handler to work as a team whilst having fun.
Rally can be an Individual or Team sport. Currently the focus in South Africa is on individual participation.

1. LICENSING AND SHOW REGULATIONS

The Regulations and other matters to do with Shows are set out in KUSA Schedule 3 (Regulations for Championship Shows) and KUSA Schedule 4 (Regulations for Open Shows). These standards shall apply to Rally. There is no conflict with the specific terms of this Schedule 5T.

2. SCOPE OF LICENCE

2.1 A Club which is qualified to hold a Championship Show may hold a Championship and/or an Open Rally event in conjunction with either of such shows under the same license or separate license.

2.2 A Club which is not qualified to hold a Championship Show may hold an Open Rally event in conjunction with such event and under the same licence or separate license.

3. RALLY CERTIFICATES

3.1 When the dog reaches the Master Class and achieves a qualification at a Championship show, it will be awarded with a Qualifying Certificate. When 3 (three) qualifying certificates are earned, under 3 (three) separate judges, the dog then qualifies for Champion status and will be issued with a KUSA certificate to that effect.

3.2 Once the dog is a Rally Champion it will have progressed to the Grand Master Class. A dog awarded with 15 (fifteen) Qualifying Certificates at Championship shows, evenly issued under a minimum of 3 (three) different Judges, in the Grand Master Class, the dog then qualifies for Grand Champion status and will be issued with a KUSA certificate to that effect.

3.3 The required percentage to qualify in the Novice, Advanced and Excellent classes is 90% and in the Master and Grand Master classes the required percentage to qualify is 95%.

4. REGISTRATION AND ELIGIBILITY OF DOGS FOR COMPETITION

4.1 Any dog that is 12 (twelve) months and older may compete in Novice to Grand Master classes and is eligible to become a Champion or a Grand Champion. The dog is to be registered with the Kennel Union of Southern Africa (KUSA) in the Breed register, Obedience and trial Dogs Record, or in the Development Register.

4.2 Any dog may compete that is not in conflict with the regulations hereunder described or who has not been disqualified or suspended from competition by KUSA and who has been issued with a Rally Record Card.

4.3 A dog having become eligible to compete in a class may continue to compete in that class until it is suspended or disqualified from competition, or until it has qualified to compete in the higher class.

4.4 A dog entered in a Championship Show may not be entered in more than one Rally class at the same Show.

4.5 It is permissible for a dog to take part in a higher class than the class entered in advance of a show, provided that the dog has qualified out of the lower class prior to the show. The handler is to present the dogs Rally Record Card to the judge prior to the commencement of the draw.

4.6 Health – dogs that are ill or injured or visibly lame are not permitted to compete in Rally events.

5. DEFINITION OF CLASSES

5.1 Fun Class – Open Shows only

All dogs of any age can participate in the Fun Class, which will only be held at Open Shows. The Fun Class will commence after the other Rally classes.
Dogs will work on leash. The following training aids are permitted on course: Food, toy, gentle commands, words of praise and encouragement. Handlers will however not be permitted to drop food on the course, nor throw a ball on the course, toy rewards are to be controlled, for example, the dog is not permitted to run after a ball whilst on the course.
Once a dog has qualified (achieved 90% or higher) 10 (ten) times in the Fun Class they are required to move up to the Novice level. The dogs Rally Record card will be completed each time a dog achieves 90% or higher. Incentives, rosettes and/or prizes for the Fun Class will solely be at the discretion of the show holding club.

5.2 Senior Class – Open Shows only

All dogs over 8 years of age and dogs of any age with disabilities may participate in the Senior class. It will be the handlers choice to work on or off leash. Dogs can qualify as many times as they wish. The Senior Class will commence after the Fun class.
There is no qualifying percentage in the Senior class. Placing will be determined as First, Second and Third.
Sharp turns and corners will be avoided and distances between cones will be increased. Incentives, rosettes and/or prizes for the Senior Class will solely be at the discretion of the show holding club.

5.3 Novice Class – Championship and Open shows

Novice is the first competitive class in Rally. Food, treats and/or toys are no longer permitted in the ring, however encouragement and words of praise are permitted.
Dogs may remain on leash, at the discretion of the handler. There will be no extra points gained if a dog is off leash.
A cut off time of 4 (four) minutes is now introduced. The timing will commence from the Start Marker to the Finish Marker. In the event of a tie for points between 2 (two) or more dogs, the fastest time on the course will earn first place and so forth. This applies to all classes from Novice to Grand Master.

In order to qualify out of the Novice class, a dog must have qualified with a qualification of 90% and above a minimum of 3 (three) times and a maximum of 5 (five) times, at either Championship or Open shows. Once the dog has qualified 5 (five) times, the dog must progress to the Advanced class.

5.4 Advanced Class – Championship and Open Shows

All dogs who have qualified a minimum of 3 (three) times and a maximum of 5 (five) times in Novice now participates in the Advanced class.

Dogs may remain on leash, at the discretion of the handler. It is at the judges discretion if they will award extra points for dogs being off leash, the judge is to communicate this to the handlers prior to the start of the class.

Food, treats and/or toys are not permitted in the ring, however encouragement and limited words of praise are permitted.

In order to qualify out of the Advanced class, a dog must have qualified with a qualification of 90% and above a minimum of 3 (three) times and a maximum of 5 (five) times, at either Championship or Open shows. Once the dog has qualified 5 (five) times, the dog must progress to the Excellent class.

5.5 Excellent Class – Championship and Open Shows

All dogs who have qualified a minimum of 3 (three) times and a maximum of 5 (five) times in the Advanced Class now participates in the Excellent Class.

In Excellent, dogs are worked off leash in the ring. The leash may either be removed outside the ring or at the Start Marker while the dog is in the Sit position. The handler may keep the leash on his/her person whilst on the course, or the lead may be placed outside the ring.

Food, treats and/or toys are not permitted in the ring, however encouragement and limited words of praise are permitted.

In order to qualify out of the Excellent class, a dog must have qualified with a qualification of 90% and above a minimum of 3 (three) times and a maximum of 5 (five) times, at either Championship or Open shows. Once the dog has qualified 5 (five) times, the dog must progress to the Master class.

5.6 Master Class – Championship and Open shows

All dogs who have qualified 3 (three) times in the Excellent class may participate in the Master Class.

In the Master Class, dogs are worked off leash in the ring. The leash may either be removed outside the ring or at the Start Marker while the dog is in the Sit position. The handler may keep the leash on his/her person whilst on the course, or the lead may be placed outside the ring.

Food, treats and/or toys are not permitted in the ring, however encouragement and minimum words of praise are permitted.

A dog achieving the qualification percentage of 95% or higher, at 3 (three) Championship shows, under 3 (three) different judges, is eligible for Championship status. See Item 3.1.

5.7 Grand Master Class – Championship shows only

All dogs who have achieved 3 (three) qualifying certificates at Master level may now compete in the Grand Master Class.

All items as per Master Class above also applies for the Grand Master class.

After achieving 15 (fifteen) Qualifying Certificates at Championship Shows, evenly issued under a minimum of 3 (three) different Judges, the dog then qualifies for Grand Champion status and will be issued with a KUSA certificate to that effect. The 3 (three) initial Master Class Qualifying Certificates shall count towards this achievement.

6. GENERAL INFORMATION

6.1 **Course layout:** The course layout will be made visible to competitors approximately one hour before the start of the round.

6.2 **Order of competitors:** The order of competition shall be determined by a Judges' draw. However, should the course contain a Jump exercise, the order will be dependant on the jump height. Amendments to the draw shall be at the Judges' discretion.

6.3 **Course orientation**: One course orientation per class will take place. The competitors will have 10 (ten) minutes under the supervision of the judge to familiarize themselves with the course layout. The competitors may ask questions within the time allowed.

6.4 **Test Cards:** must be clearly marked on an A4 sign, secured to the ground not higher than 0,3m. The test cards will be arranged in such a way that they are no danger to the dogs or handlers and placed so that the distance between each test card shall be not less than 3 (three) meters and should not exceed 6 (six) metres.

The Test Cards are defined as per the table below:

The Exercises have been divided into different categories, depending on their level of difficulty and are awarded at 1 point, 2 Points, 3 points and 4 points

	Level 1 Cards 100-199 1 Point	**Level 2** Cards 200-299 2 Points	**Level 3** Card 300-399 3 Points	**Level 4** Cards 400-499 4 Points	**Additional Comments**
Fun Class	Level 1 Only				A Fun Course must consist of 12-15 exercises in addition to the Start and Finish markers, the Test Cards are from Level 1 only.
Novice	Level 1	Level 2			A Novice course must consist of 12-15 exercises in addition to the Start and Finish markers, of which at least five (5) are from Level 2.
Advanced	Level 1	Level 2	Level 3		An Advanced course must consist of 14-16 exercises in addition to the Start and Finish markers, of which at least five (5) are from Level 2 and at least five (5) from Level 3.
Excellent	Level 1	Level 2	Level 3	Level 4	An Excellent course must consist of 15-17 exercises in addition to the Start and Finish markers, of which at least five (5) are from Level 2, five (5) from Level 3, and a Maximum of four (4) from Level 4 PLUS one Distraction Exercise.
Masters	Level 1	Level 2	Level 3	Level 4	A Masters course must consist of 18-20 exercises, in addition to the Start and Finish markers of which at least three (3) are from Level 2, three (3) from Level 3 and five (5) from Level 4 PLUS one Distraction Exercise.
Grand Masters	Level 1	Level 2	Level 3	Level 4	A Grand Masters course must consist of 18-20 exercises, in addition to the Start and Finish markers of which at least four (4) are from Level 2, five (5) from Level 3 and eight (8) from Level 4 PLUS one Distraction Exercise.
Seniors	Level 1	Level 2	Level 3 (no Jumps)	Level 4 (no Jumps)	A Senior course must consist of 12-18 exercises, in addition to the Start and Finish markers of which at least three (3) are from Level 2, three (3) from Level 3 and five (5) from Level 4 PLUS one Distraction Exercise.

6.5 **The Distance**: The distance between the handler and the dog during heeling and exercises should be no more than 0,5 meters, apart from exercises in which the dog is directed away from the handler or remains in a certain position until recall.

6.6 **Exercise Area:** The exercise area is 1 x 1 meters, if no other instruction has been given. The exercise is performed on the left side of the sign when the direction of the course does not change. When the direction is changed, the exercise is performed in front of the sign. In the turning exercises, on the spot means approximately the size of an A4 size paper.

6.7 **Numbering of exercises**: Each station shall be numbered to show the order on the course. The number should be displayed on the fixture of the A4 Sign. From the position of the numbers, it must be clear from which side the exercise is to be negotiated (with the exception of a U-shaped tunnel where the number will be placed in the middle to indicate that either side maybe taken).

6.8 **Tunnel:** The tunnel has to be flexible and the standard FCI safety specifications are to be taken into account. The tunnel must be 3-6 meters long and can be positioned to be a straight or u-shaped obstacle.

6.9 **Cones:** The height of the cone should be no more than 40cm.

6.10 **Jumps and Tunnel**: With jump and tunnel exercises, the sign is placed two meters before the jump, and there is a two-meter landing area after the exercise. Tunnels and jumps must not be closer than 3 meters from the edge of the ring.

6.11 **Jumps**: **Height of jump(s)**: This is defined by the dog's height at the withers, as follows:

Dog's Height Excellent to Grand Master	Obstacle Height
< 30 cm	10 cm
< 40 cm	20 cm
< 50 cm	30 cm
> 50 cm	40 cm

All jumps must be constructed in such a manner that the horizontal bar/crossbars will fall away from the hurdle, in the dog's direction of travel.
With exercise 322 (send over two jumps), the distance between jumps is (4) four meters. There can be a maximum of (3) three jumps or tunnel exercises per course.

6.12 **Ring size:** The ring must be at least (20m x 20m) 400 square meters in size without obstacles, with a minimum of 20 meter in side length. The ring must be clearly marked with ring tape.

6.13 **Start and Finish Markers**: The start and finish Markers shall be positioned a minimum of 4 (four) metres in from the boundary rope.

6.14 **Judging:** The handler must wait for the Judges' permission to enter the ring on a loose leash. The stop-watch will start from when the handler and dog move away from the Start Marker. The handler and dog are under judging from the Start Marker to the Finish Marker.

6.15 **Repetition of exercises:** A specific exercise can be used maximum two times per course, the recall exercise being an exception.

6.16 **Training devices:** No barbed, electrical collars and other constraining devices or means, such as halters and muzzles where dogs cannot drink water, eat or pant, are forbidden. Muzzles that leave room for panting, eating and drinking are permitted as the dogs are seen as a work in progress and it is a safety precaution.

7. RALLY RECORD CARDS

7.1 All dogs who compete in Rally will be issued with a Rally Record Card which shall be presented at each show prior to the class commencing.

7.2 At the conclusion of a class, if the dog has qualified, the Judge will complete the necessary information on the dog's Rally Record Card.

8. RALLY JUDGES

8.1 In order for existing Working Disciplines Judges to judge Rally they must pass a written exam on KUSA Schedule 5T, where after they will be issued their judges record card from KUSA and their Rally Judges License, and they may now accept appointments to judge Rally at either an Open show or a Championship show. Working Disciplines to incorporate Obedience, Dog Jumping, Agility, Carting, Working Trials, IPO and Flyball.

8.2 Learner Rally judges, who are not current Working Disciplines judges, are required to:

- Pass a written exam on KUSA Schedule 3, 4 and 5T.
- Receive a Judge's record card from KUSA.

In addition to the above, a Learner Rally Judge must shadow 2 (two) different judges at 2 (two) separate shows.
The Learner Rally Judge will be required to judge twice at an Open Show whilst under supervision of a Qualified Rally Judge. On completion, the Qualified Rally Judge signs the Learner Judges' record card, which is submitted to the Rally Sub-Committee and then submitted to KUSA, who will in turn issue a Rally Judges License. The now qualified Rally Judge may accept judging appointments for Open or Championship shows.

8.3 New Province – Learner Judges

When starting Rally as a new discipline in a Province, and there is no current qualified judge to judge Rally, an exception is made for Learner Rally Judges;

8.3.1 Learner judges who have passed a written exam on KUSA Schedule 3 and 4 and KUSA Schedule 5T, must design a course to be approved by a Qualified Rally Judge from another Province.

8.3.2 Learner Rally Judges then judge 3 (three) separate classes and compare their score sheets to ensure the same standard is maintained. These score sheets are then sent to a Qualified Rally Judge for approval and endorsement.

8.3.3 Should there only be 1 (one) Learner Rally Judge, he/she will judge 3 (three) separate classes and submit their score sheets to a Qualified Rally Judge for approval and endorsement.

8.4 All locally domiciled Judges shall be members in good standing of the Kennel Union of South Africa and shall be over the age of 18 (eighteen) years at the time when formal studies or activities towards a judging qualification commence, and/or any judging is undertaken.

8.5 Inactive Judges
In the event of a Judge not judging for a period of 3 (three) calendar years or more, said judge may not judge a Championship Show but shall first judge an Open Show. This will be under the supervision of a Qualified Rally Judge. A written report by the supervising judge to be completed and sent to the provincial sub-committee as proof.

9. MANAGEMENT OF RALLY EVENTS

9.1 Rally Show Manager

The management of the Rally event at a show shall be entrusted to the Rally Show Manager who shall be a Member in good standing of KUSA and appointed by the Committee of the Club holding the Show.

9.2 Appointing a Rally Judge and Scribe

The provincial sub-committee will allocate a Rally judge for each show where Rally is to be included in the Show Schedule.
The Rally judge will arrange their own scribe, who shall also act at Timekeeper.

9.3 Disputes

9.3.1 Any disputed matter requiring a decision on the ground shall be decided by the Rally Show Manager and the Judge(s). However, the control of all matters connected with the dogs during competition shall rest with the Judge(s) of the event but the Manager, if required, may be called upon for assistance.

9.3.2 No competitor shall impugn the decision of the Judge. The Judges' decision is final.

9.3.3 Unseemly behaviour towards the Judge will result in disqualification.

9.4 Complaints

Complaints lodged by competitors will be dealt with in accordance with the Kennel Union of Southern Africa's Regulations.

9.5 Other Matters

9.5.1 Any matter not provided for in the KUSA Regulations shall be decided by a simple majority vote by the Rally Show Manager and the Judge(s) and their decision will be final. In the event of an equality of votes, the KUSA Representative, where one is present, shall cast the deciding vote. Alternatively, the Show Secretary will cast the deciding vote and their decision shall be final.

9.5.2 The Rally Judge shall at all times ensure that the latest copy of KUSA Schedule 5T is on hand.

APPENDIX A – RALLY SIGNS

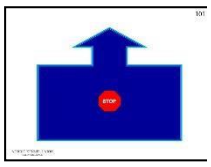
Description of Rally signs to be used for competitions (these are based on the FCI standards, with local additions but no ommissions).
All exercises can be performed with the dog on the left or the right side of the handler.

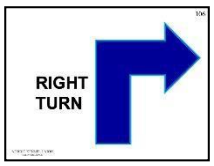
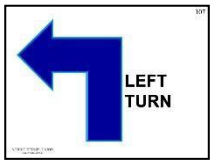
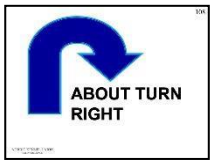
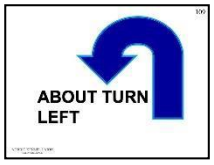
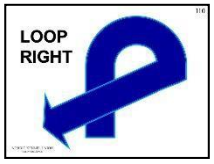
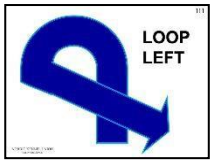
The exercise area is 1 x 1 meters, if no other instruction has been given.
The exercise is performed on the left side of the sign when the direction of the course does not change. When the direction is changed, the exercise is performed in front of the sign.
In the turning exercises, on the spot means approximately the size of an A4 size paper.

Fluent exercises from Level 1 signs can be performed in slow pace or fast pace. The test card before the fluent exercise determines the pace at which the exercise is performed.
All exercises in which the dog is directed to the front of the handler, end with the dog on the left as instructed in the exercise.

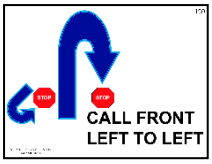
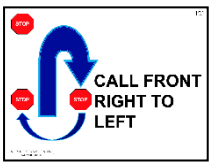
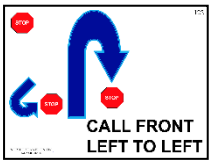
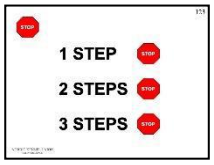
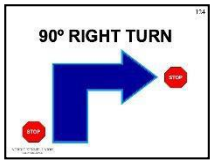
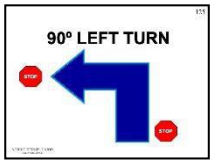
	START MARKER The dog sits at the handler´s left or right side. When completed, the team moves forward.
	FINISH MARKER The course is finished, timing and judging cease when the team have passed this sign. The team leaves the competition area at normal pace.

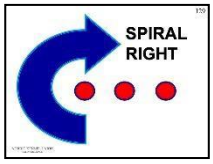
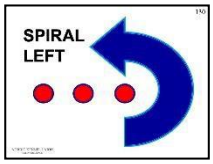
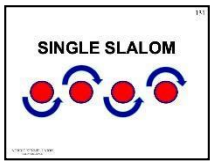
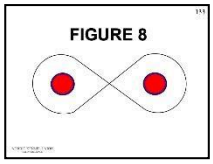
LEVEL 1 (1 POINT)

	**101. STOP** The handler stops, and the dog sits beside the handler. When completed, the team moves forward. Static exercise
	102. STOP - DOWN The handler stops, and the dog sits beside the handler. The dog is directed to a down position. The dog stays down until the team move forward. Static exercise
	103. STOP - DOWN - SIT The handler stops, and the dog sits beside the handler. The dog is directed to a down position, followed by a sit position. The dog remains sitting until the team move forward. Static exercise

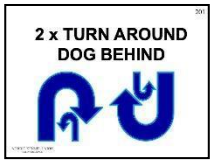
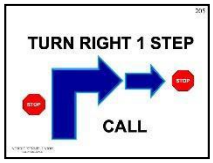
	104. STOP – WALK AROUND The handler stops, and the dog sits beside the handler. The handler walks forward around the dog, back to the side of the dog and comes to a halt. The dog remains sitting until the team move forward. Static exercise
	105. STOP – DOWN – WALK AROUND The handler stops, and the dog sits beside the handler. The dog is directed to a down position. The handler walks forward around the dog, back to the side of the dog and comes to a halt. The dog stays down until the team move forward. Static exercise
	**106. RIGHT TURN** 90° tight turn to the right.
	**107. LEFT TURN** 90° tight turn to the left.
	**108. ABOUT TURN RIGHT** 180° tight turn to the right.
	**109. ABOUT TURN LEFT** 180° tight turn to the left.
	**110. LOOP RIGHT** The team loops right crossing the original path.
	**111. LOOP LEFT** The team loops left crossing the original path.

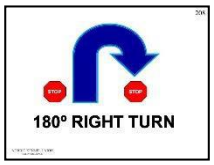
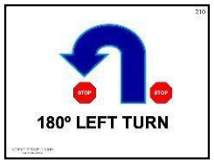
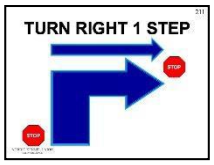
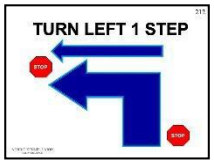
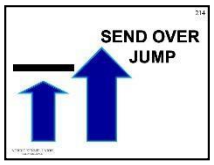
	112. 270□ RIGHT 270° tight turn to the right.
	113. 270□ LEFT 270° tight turn to the left.
	114. 360□ RIGHT 360° tight turn to the right.
	115. 360□ LEFT 360° tight turn to the left.
	116. TURN AROUND DOG BEHIND The handler makes an about turn to the left, while the dog turns to the right, moving around the handler and back to the heel position to continue moving with the handler in the opposite direction. Right handling: The handler makes an about turn to the right, while the dog turns to the left, moving around the handler and back to the heel position to continue moving with the handler in the opposite direction.
	117. CALL FRONT- STOP - RIGHT TO LEFT The handler stops, and the dog is directed to sit in front of the handler. After that the dog is directed to the handler´s right and behind the handler to the left side. The team then move forward without stopping. Static exercise
	118. CALL FRONT – STOP - LEFT TO LEFT The handler stops, and the dog is directed to sit in front of the handler. After that the dog is directed to the handler´s left side. The team then move forward without stopping. Static exercise

	119. CALL FRONT – STOP - RIGHT TO LEFT - STOP The handler stops, and the dog is directed to sit in front of the handler. After that the dog is directed to the handler´s right and behind the handler to the left side. The dog sits before the team move forward. Static exercise
	**120. CALL FRONT – STOP - LEFT TO LEFT - STOP** The handler stops, and the dog is directed to sit in front of the handler. After that the dog is directed to the handler´s left side. The dog sits before the team move forward. Static exercise
	**121. STOP - CALL FRONT – STOP - RIGHT TO LEFT - STOP** The handler stops, and the dog sits beside the handler. The dog is directed to sit in front of the handler. After that the dog is directed to the handler´s right and behind the handler to the left side. The dog sits before the team moves forward. Static exercise
	**122. STOP - CALL FRONT – STOP - LEFT TO LEFT - STOP** The handler stops, and the dog sits beside the handler. The dog is directed to sit in front of the handler. After that the dog is directed to the handler´s left side. The dog sits before the team moves forward. Static exercise
	**123. STOP - 1 STEP , STOP - 2 STEPS, STOP - 3 STEPS, STOP** The handler stops, and the dog sits beside the handler. The handler takes one step forward, stops, two steps forward, stops, three steps forward, and stops. The dog moves with the handler and resumes a sit every time the handler stops. Static exercise
	**124. STOP - 90□ RIGHT TURN - STOP** The handler stops, and the dog sits beside the handler. The handler makes a 90° turn to the right on the spot and stops. The dog moves with the handler and resumes a sit when the handler stops. Static exercise
	**125. STOP - 90□ LEFT TURN - STOP** The handler stops, and the dog sits beside the handler. The handler makes a 90° turn to the left on the spot and stops. The dog moves with the handler and resumes a sit when the handler stops. Static exercise
	126. SLOW PACE The team must slow down noticeably.

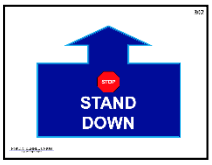
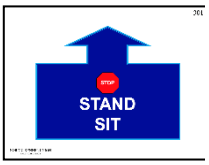
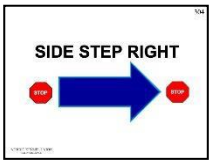
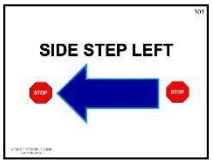
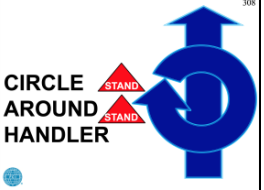
	127. RUN The team must speed up noticeably.
	128. NORMAL PACE The team returns to normal pace.
	**129. SPIRAL RIGHT** Three cones are placed in a straight line with spaces between them of 1,5 – 2 meters. The team must turn to the right to move around each of the cones.
	**130. SPIRAL LEFT** Three cones are placed in a straight line with spaces between them of 1,5 – 2 meters. The team must turn to the left to move around each of the cones.
	**131. SINGLE SLALOM** Four cones are placed in a straight line with spaces between them of 1,5 – 2 meters. The team must enter the exercise with the first cone on its left. The team weaves through the four cones.
	132. DOUBLE SLALOM Four cones are placed in a straight line with spaces between them of 1,5 – 2 meters. The team must enter the exercise with the first cone on its left. The team weaves through the four cones, loop the end cone and weaves back.
	**133. FIGURE 8** Two cones are placed 2, 5 – 3 meters apart. The team must enter the exercise as decided by the judge. The team performs a complete figure 8 around the cones, crossing the center line three times.

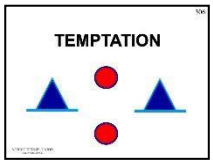
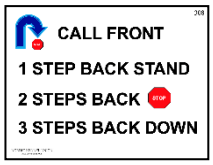
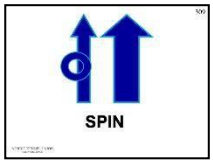
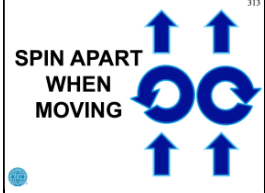
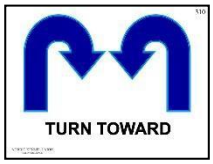
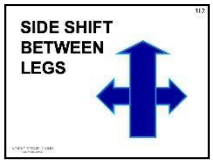
LEVEL 2 (2 POINTS)

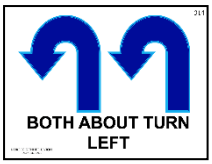
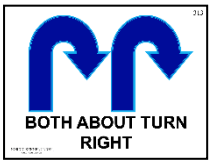
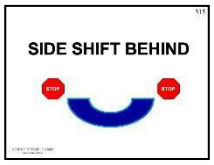
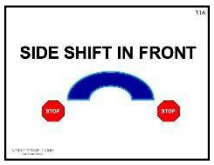
	**201. 2 x TURN AROUND DOG BEHIND** The handler makes an about turn to the left, while the dog turns to the right, moving around the handler and back to the heel position. The team then takes 2–3 steps before repeating the about turn and continues in the same direction as before. Right handling: The handler makes an about turn to the right, while the dog turns to the left, moving around the handler and back to the heel position. The team then takes 2–3 steps before repeating the about turn and continues in the same direction as before.
	202. STOP - STAND The handler stops and the dog sits beside the handler. The dog is directed to a stand position. The dog remains standing until the team moves forward. Static exercise
	203. DOWN The handler stops, and the dog lies down beside the handler. The dog stays down until the team moves forward. Static exercise
	204. STOP – RUN FROM SIT The handler stops, and the dog sits beside the handler. Next the team runs forward until another sign instructs them to change their speed.
	**205. STOP – TURN RIGHT 1 STEP – CALL - STOP** The handler stops, and the dog sits beside the handler. The dog remains sitting while the handler takes one step to the right and stops. The step can either be taken directly or the handler can turn on the spot and take the step. The dog is then recalled to sit at the handler´s side. Static exercise
	206. STOP – TURN LEFT 1 STEP – CALL - STOP The handler stops, and the dog sits. The dog remains sitting while the handler takes one step to the left and stops. The step can either be taken directly or the handler can turn on the spot and take the step. The dog is then recalled to sit at the handler´s side. Static exercise
	207. STOP – 180□ RIGHT TURN - FORWARD The handler stops, and the dog sits beside the handler. The team makes a 180° turn to the right on the spot and continues forward. Static exercise

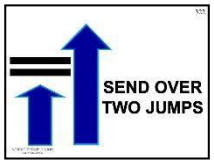
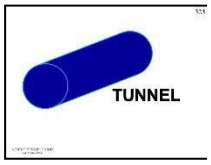
	**208. STOP – 180□ RIGHT TURN - STOP** The handler stops, and the dog sits beside the handler. The team makes a 180° turn to the right on the spot, stops and the dog sits. Static exercise
	209. STOP – 180□ LEFT TURN - FORWARD The handler stops, and the dog sits beside the handler. The team makes a 180° turn to the left on the spot and continues forward. Static exercise
	**210. STOP - 180□ LEFT TURN - STOP** The handler stops, and the dog sits beside the handler. The team makes a 180° turn to the left on the spot, stops and the dog sits. Static exercise
	**211. STOP – TURN RIGHT 1 STEP - STOP** The handler stops, and the dog sits beside the handler. The handler takes one step to the right and stops. The step can either be taken directly or the handler can turn on the spot and take the step. The dog moves with the handler and resumes a sit when the handler stops. Static exercise
	**212. STOP – TURN LEFT 1 STEP - STOP** The handler stops, and the dog sits beside the handler. The handler takes one step to the left and stops. The step can either be taken directly or the handler can turn on the spot and take the step. The dog moves with the handler and resumes a sit when the handler stops.
	213. CALL FRONT STOP – 1 STEP BACK STOP – 2 STEPS BACK STOP – 3 STEPS BACK STOP The handler stops, and the dog is directed to sit in front of the handler. The handler takes one step backward, stops, two steps backward, stops, three steps backward and stops. The dog moves with the handler and resumes a sit in front of the handler when the handler stops. The dog is then directed to the handlers left side and the team continues forward. Static exercise
	**214. SEND OVER JUMP** The dog is sent over the jump at the earliest next to the sign that is two meters before the jump. At the same time the handler continues alongside the jump. The handler may increase the pace to catch up with the dog.

LEVEL 3 (3 POINTS)

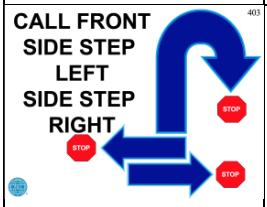
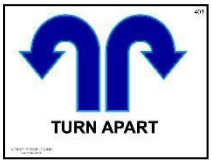
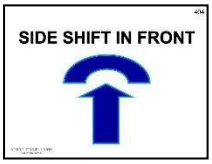
	**301. STOP – STAND - DOWN** The handler stops, and the dog sits beside the handler. The dog is directed to a stand position, followed by a down position. The dog stays down until the team moves forward. Static exercise
	**302. STOP – STAND - SIT** The handler stops, and the dog sits beside the handler. The dog is directed to a stand position, followed by a sit position. The dog remains sitting until the team moves forward. Static exercise
	303. STOP – STAND – WALK AROUND The handler stops, and the dog sits beside the handler. The dog is directed to a stand position. The handler walks forward around the dog, back to the side of the dog and makes a stop. The dog remains standing until the team moves forward. Static exercise
	304. STOP – 180° RIGHT TURN - STOP The handler stops, and the dog stands beside the handler. The team makes a 180° turn to the right on the spot, stops and the dog stands. Static exercise
	305. STOP - 180° LEFT TURN - STOP The handler stops, and the dog stands beside the handler. The team makes a 180° turn to the left on the spot, stops and the dog stands. Static exercise
	**306. STOP – SIDE STEP RIGHT - STOP** The handler stops, and the dog sits beside the handler. The handler takes one step to the right and stops. The dog moves aligned with the handler and resumes a sit when the handler stops. This exercise is performed after the sign. Static exercise
	**307. STOP – SIDE STEP LEFT - STOP** The handler stops, and the dog sits beside the handler. The handler takes one step to the left and stops. The dog moves aligned with the handler and resumes a sit when the handler stops. Static exercise
	**308. STOP – CIRCLE AROUND - STOP** The handler stops, and the dog stands beside the handler. The dog then circles around the handler and returns to stand beside the handler. Static exercise

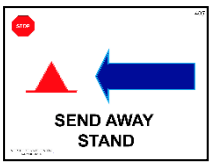
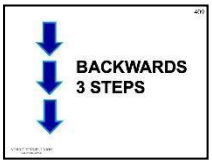
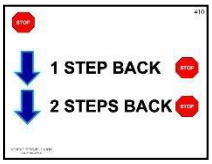
	**309. TEMPTATION** Two cones are placed 2, 5–3 meters apart. The team must enter the exercise as decided by the judge. The team performs a complete figure 8 around the cones, crossing the center line three times. Toys, treats or both may be used as temptations.
	310. STOP – 1 STEP STAND – 2 STEPS STOP – 3 STEPS DOWN The handler stops, and the dog sits beside the handler. The handler takes one step forward, stops, two steps forward, stops, three steps forward, stops. The dog moves with the handler and resumes a stand, sit and down position in this order when the handler stops. The dog remains down until the team moves forward. Static exercise
	**311. CALL FRONT STOP – 1 STEP BACK STAND – 2 STEPS BACK STOP – 3 STEPS BACK DOWN** The handler stops, and the dog is directed to sit in front of the handler. The handler takes one step backward, stops, two steps backward, stops, three steps backward and stops. The dog moves with the handler and resumes a stand, sit and down position in this order in front of the handler when the handler stops. The dog is then directed to the handlers left side and the team continues forward. Static exercise
	**312. SPIN** While the team is moving, the dog spins a circle forward and alongside the handler.
	**313. SPIN APART WHEN MOVING** While the team is moving, the dog spins a circle forward and simultaneously the handler spins in the opposite direction also moving forward
	**314. TURN TOWARD** While moving, the team makes a 180° tight, simultaneous turn toward each other and continue in the opposite direction. The heeling side is changed.
	315. SIDE SHIFT BEHIND While moving, the dog makes a side shift behind the handler. The heeling side is changed. The dog is not allowed to spin to make the shift.
	**316. SIDE SHIFT BETWEEN LEGS** While moving, the dog makes a side shift between the handler´s legs. The handler may stop when the dog performs the exercise. The heeling side is changed.

	**317. BOTH ABOUT TURN LEFT** While moving, the team makes a 180° tight, simultaneous turn to the left and continue in the opposite direction. The heeling side is changed.
	**318. BOTH ABOUT TURN RIGHT** While moving, the team makes a 180° tight, simultaneous turn to the right and continue in the opposite direction. The heeling side is changed.
	**319. STOP – SIDE SHIFT BEHIND - STOP** The handler stops, and the dog sits beside the handler. The dog makes a side shift behind the handler and resumes a sit on the other side. When completed, the team moves forward. The heeling side is changed. The dog is not allowed to spin to make the side shift. Static exercise
	**320. STOP – SIDE SHIFT IN FRONT - STOP** The handler stops, and the dog sits beside the handler. The dog makes a side shift in front of the handler and resumes a sit on the other side. When completed, the team moves forward. The heeling side is changed. The dog must spin to make the side shift. Static exercise
	321. MOVING STAND - WALK AROUND While moving, the dog is directed to a stand and the handler, without pausing, walks forward around the dog, back to the side of the dog and stops. The dog remains standing until the team moves forward. Static exercise
	322. MOVING DOWN - WALK AROUND While moving, the dog is directed to a down and the handler, without pausing, walks forward around the dog, back to the side of the dog and stops. The dog stays down until the team moves forward. Static exercise
	323. MOVING DOWN - WALK FORWARD While moving, the dog is directed to a down and the handler, without pausing, walks forward to the next sign, which is “recall”.
	324. STOP – STAND – WALK FORWARD The handler stops, and the dog sits beside the handler. The dog is directed to a stand and the handler walks forward to the next sign, which is “recall”.
	325. RECALL While walking, the handler recalls the dog to heel at the same side as before. This sign is used after signs 319, 320, 406 and 407.

	**326. SEND OVER TWO JUMPS** The dog is sent over two jumps at the earliest next to the sign that is two meters before the jump. At the same time the handler continues alongside the jumps. The handler may increase the pace to catch up with the dog. The jumps can be in a straight line or to an angle up to 90°. The jumps must be four meters apart. After the jumps the handler directs the dog to heel.
	**327. TUNNEL** The dog is sent through the tunnel at the earliest next to the sign that is two meters before the tunnel. At the same time the handler continues alongside the tunnel. The handler may increase the pace to catch up with the dog. The tunnel can be either straight or bowed.

LEVEL 4 (4 POINTS)

	401. SIDE STEP RIGHT The handler takes one step to the right and the dog follows aligned with the handler. This exercise is performed after the sign.
	402. SIDE STEP LEFT The handler takes one step to the left and the dog follows, aligned with the handler.
	**403. CALL FRONT – SIDE STEP LEFT – SIDE STEP RIGHT** The handler stops, and the dog is directed to sit in front of the handler. After that the handler takes one step to the left and the dog follows and sits. The handler then takes one step to the right and the dog follows and sits. Static exercise.
	**404. TURN APART** While moving, the team makes a 180° tight, simultaneous turn away from each other and continue in the opposite direction. The heeling side is changed.
	**405. SIDE SHIFT IN FRONT** While moving, the dog makes a side shift in front of the handler and resumes heel position on the other side. The dog is not allowed to spin to make the side shift.
	406. CIRCLE AROUND HANDLER While the team is moving, the dog circles forward around the handler and returns to heel position.

	407. MOVING SIT - WALK FORWARD While moving, the dog is directed to a sit and the handler walks forward to the next sign, which is “recall”.
	**408. STOP - SEND AWAY - STAND** The team stops, turns toward the cone and the dog sits. The handler then sends the dog to a stand next to the cone, which is 4–5 meters away. The dog remains standing at the cone while the handler walks to the next sign, which is “recall”.
	409. CALL FRONT – STAND - BACK AWAY - STAND While moving, the dog is directed to stand in front of the handler. The dog is then directed to back away at least three dog lengths from the handler to a stand. The handler walks forward and next to the dog recalls the dog to the handlers left side.
	**410. BACKWARDS 3 STEPS** While moving, the handler takes at least three steps back while the dog heels backward aligned with the handler. When completed, the team moves forward.
	**411. STOP – 1 STEP BACK STOP – 2 STEPS BACK STOP** The handler stops, and the dog sits beside the handler. The handler takes one step backward, stops, two steps backward and stops. The dog heels backward with the handler and resumes a sit when the handler stops. When completed, the team moves forward. Static exercise
	412. STOP – RECALL OVER JUMP The handler stops next to the sign that is two meters before the jump and the dog sits beside the handler. The handler walks forward and recalls the dog after having passed the jump to heel at the same side as before.

APPENDIX B - JUDGING GUIDELINES TO GENERAL DEDUCTIONS

The dog and handler start with 100 points. Deductions are made based on the Judge's assessment of the dog and handlers performance.
The dog and handler are judged from the Start to Finish Marker.

1-point deductions	Examples
Lack of teamwork (dog/handler)	- Sniffing the ground for less than three steps - Dog touches/sniffs a sign or cone (wagging tail excluded) - Short delay in response
Handler's mistake	- Handler touches sign or cone - Tight Lead with each occurrence - Excessive cues - Dropping the lead between exercises
Dog's Mistakes	- Slightly out of position - Dog barks excessively

2-point deductions	Examples
Dog's Mistake	- Moderately out of position - Failure of dog to move on the handler's cue as specified in the exercise description - Lack of attention and motivation - Excessive barking or jumping up whilst competing - Minor movements while in static sits or downs

3-point deductions	Examples
Lack of teamwork (dog/handler)	- Sniffing the ground for three steps or more - Delay in response - Dog on handler's path (for example, in a spiral) or preventing fluent movement) - Dog knocks over a sign or a cone - Dog steps over a sign - Dog not moving aligned with the handler in side step exercises or dog's frontline is not aligned with the handler - Dog tries to change heeling side when not supposed to - Dog tries to change position when not supposed to

Handler's mistake	- Sidestep to give room for dog or to guide or direct the dog (for example, side change or over a jump) - Handler moving in position - Handler knocks over a sign or cone - Handler claps hands (together or against their body), snaps fingers, and stomps feet to get or keep the dog's attention. - Handler significantly slowing down to help the dog to perform
Physical contact	- Dog stepping on handler's feet - Dog leaning against the handler while heeling - Dog deliberately touches the handler's hand with its nose
Out of position (more than ½ meter between dog and handler)	
Dog moving out of position	

5-point deductions	**Examples**
Dog's mistakes	- Dog significantly out of position - Wide, inaccurate and loose turns - Overly large circles in weaves, spirals and walk arounds - Dog sniffing the distractions
Lack of teamwork (dog/handler)	- Longer delay in response - Sniffing the ground the whole exercise - Dog is very slow in performing most of an exercise - Dog keeps jumping up and down during a whole exercise - Dog sniffing or touching temptation - Dog knocks down the jump
Handler's mistake	- Loud command, harsh cues or intimidating signal - Failure to keep a consistent pace - Handler is on the wrong side of the exercise

10-point deductions	Examples
Dog's Mistakes	- Dog is out of control in the ring - Refusal to jump or going past the jump Dog making additional moves between signs (for example, a twist, a sit, scratching) - Dog makes a false start (ie, on the recall) - Dog changes heeling side when not supposed to - Stop in exercises where stop is not a part of the exercise
Handler's mistake	- The handler touches the dog - Performing exercise at wrong pace - Retry of an exercise - Handler puts hand in pocket - Handler stops when not supposed to - Wrong pace between exercises - Handler and/or dog on the wrong side of a sign or cone - Exercise visibly performed outside the exercise area

Disqualification	Disqualification may be applicable in the following cases:
	- Exceeding the course time (not applicable to Fun & Senior classes) - Handler has treats, toys or other items on their person. - Dog leaves the ring before completing the course. - Harsh handling in the ring or on the show grounds. - The dog is aggressive and bites or tries to bite a person or another dog (taking into account that if a dog from another discipline is loose and comes to the Rally area it will then not be the fault of the dog entered in the Rally event.