

Pet Dog Musical Moves

PDMM is launched as an exciting extension to our successful Pet Dog Rally Obedience. PDRO General and Performance Guidelines apply.

There are two divisions in PDMM - Heelwork and Freestyle.

Competitors do not win out to a higher level, but should enter appropriate levels for their dog's ability. Hosting organisations may choose to offer themed classes, for example, Christmas, a class containing a prop.

Routines are performed off lead. Heelwork will be judged in accordance with the detail as set out in the PDRO guidelines. Costumes are not required. The emphasis is on the dog moves, not that of the handler. Excessive handler moves will be marked down in the scoring.

Verbal encouragement is permitted throughout. The handler may have food rewards discretely about their person and these may be given before and at the end of each performance. If the handler chooses to proceed with a training round they may be used freely. Handlers are responsible for ensuring appropriate rewards, that are given directly to the dog. Food treats cannot be given or thrown on the floor. Dropping food rewards will be penalised in the scoring.

Handlers to provide their own music in CD format or other, if agreed by the hosting organisation. Handlers will provide the judge with a list, in order of performance of the required elements, prior to commencing the routine.

Scoring. Each division has three levels. Within the levels, set elements are marked by deduction from either a starting score of 80 for levels 1 and 2 or 120 for level 3. An additional score of up to 10 points is awarded for each element of Musical Interpretation, Content, and Performance.

Deductions

1 – 3 points. EC Additional or excessive cueing. L Luring. LAO Lack of attention. OOP Out of position. F Flow. LOT Loss of Timing. DT Dropping food rewards.

5 – 10 points. NCC Element not completed fully or correctly.

Elements should be clearly defined and sustained with ease.

20 points. Element missed.

Additions.

1 – 10 points each. Judges should use the full range of marks with 1 being fairly bad, needing much improvement and 10 being Supreme, no improvement required.

Musical Interpretation. Timing, phrasing, musicality.

Content. Shape, patterns, elements, complexity.

Performance. Teamwork, willingness, enjoyment.

PDMM - Heelwork.

Level 1 8 elements time required up to 2 minutes

Starting score of 80 points Additional points up to 30 = Total points achievable 110.

Awards : Excellent 100-110 Outstanding 85-99 Good 75 -84

2 elements from Heel, Side Leg, Thigh 12 paces in a straight line of 2 positions

2 elements One circle left and circle right 8 handler steps min. can be heel, side, leg or thigh.

1 element Serpentine 2 loops can be heel, side, leg or thigh or front.

180 pivot left or right

2 x spins clockwise or anti

4 steps backward or sideways for the dog at side or front with/without handler

Additions : Musical Interpretation, Content, Performance.

Level 2 8 elements time required up to 2 minutes

Starting score of 80 points Additional points up to 30 = Total points achievable 110.

Awards : Excellent 100-110 Outstanding 85-99 Good 75 -84

1 element of Heel or Side in a straight line, 12 paces

1 element of Leg, Thigh, Zig, or Zag 12 paces straight line

Circle left and right 8 handler steps minimum can be heel, side, leg, thigh zig or zag.

Serpentine 4 loops can be heel, side, leg or thigh or front.

360 pivot left or right

4 sidesteps with the handler with dog Heel, Side or Front

4 steps backward with handler with dog Heel, Side or Front

Additions : Musical Interpretation, Content, Performance.

Level 3 12 elements time required up to 4 minutes

Starting Score 120 points Additional points up to 30 = Total score achievable 150 points.

Awards 100 -114 Good 115-129 Outstanding Excellent 130 – 139 Supreme 140-150

1 element Heel or Side 12 paces

2 elements from Leg, Thigh, Zig, Zag, Cheek, Behind 12 paces in a straight line

1 element Dressage (dog stepping in time to music - can be trotting, walk, canter) min 12 paces

2 elements - Circle left and right 8 handler steps minimum any position.

1 element - Serpentine 4 loops can be heel, side, leg or thigh or front.

2 elements - 360 pivot left or right 180 pivot other direction

1 element 4 sidesteps with the handler with dog in any position.

1 element 4 steps backward with the handler with dog in any position.

1 element Weaving minimum 8 throughs.

Additions : Musical Interpretation, Content, Performance.