

Pet Dog Rally Obedience Signs

Common to all levels:

Start



sitting at start.

Indicates the beginning of the course. Dog need not be

Finish



Indicates the end of the course.

Bonus



For Bronze level the lead should be removed at this sign.

The Team - consists of the dog and handler.

The **handler may move** from the heel position to cue a stationary position, and then return.

Finish in conjunction with return to heel position indicates the dog will sit at heel.

Forward in conjunction with return to heel position indicates the dog does not sit at heel, but the team move forward.

Signs are placed on the handler's right hand side with the exception of Weave, Return Weave and Spiral Left. The exercise Moving side step right is performed after the sign. Turns and changes of directions are placed in front of the handler. If it is necessary to place signs differently from this, the judge will make competitors aware during the pre competition walk through.

PINK LEVEL

1. Stop, Sit



SIT

Para 1, Dec 10 Together, the team stops moving forward and the dog sits automatically or on a cue.

Common handler errors: repeat cues each occurrence(1). Handler may give one verbal and physical together, to repeat is two additional cues, tight lead(1), lead jerking to elicit compliance(5)

Common dog errors : Failure to stop with handler (NCC 5) Out of position 45°-90° parallel to handler (1) 90°-180°(2)over 180°(3) usually failure to stop. Failure to move with handler (2)

2. Stop, Sit, Down



SIT DOWN

Para 2, Dec 10 Together the team stops moving forward, the dog sits, and the handler cues the dog to down. The dog moves forward from the down position. Each element can be cued i.e. the stop, the sit and the down.

Handler errors: repeat cues (1 each occurrence), t/l (1), leadjerk (5), hand signal to floor for down (luring 1)

Dog errors : Failure to stop (NCC 5), O/P's 1, 2 and 3 is scored for both sit and down, failure to have elbows on floor (NCC 5), delay to perform position (flow 1)

3. Stop, Sit, Walk round



SIT Walk Round Dog

Para 3, Dec 10 Together the team stops moving, the dog sits, and the handler walks round the dog, **to the left**. The handler may cue the dog to wait. Handler does not drop the lead. Exercise is complete when handler returns to heel position and the dog is sitting.

Errors: as above for sit.

Maintaining a constant hand signal for wait (NCC 5). Dog moves on walk around (NCC 5) plus additional cues.

4. Normal Pace



The team proceeds at a comfortable pace used throughout the course.

Handler error : changes pace to keep/encourage dog at heel (failure to change/maintain pace 3) repeated cues when dog is not at heel (1) Flow, handler interrupts flow between stations, usually to establish correct course (1) T/L, no slack in lead(1) Lead jerking, handler pulls dog to heel position (5) Out of position, significantly out of position, not at heel and lack of attention.(1 –3)

5. Fast Pace



The team increases pace so that there is a noticeably faster pace than normal. The dog should at least break into a trot while remaining at the handler's side. Change of pace should occur as team pass the exercise sign.

Errors: FTM/C failure to change or maintain (3) when team do not remain in changed pace between station signs. Failure to move with handler (2) dog does not immediately change pace, usually not cued.

T/L, Jerk, SOP coming back to normal pace.

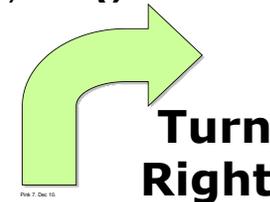
6. Slow Pace



The team decreases speed so that there is a noticeable change from their normal pace. Change of pace should occur as team pass the exercise sign.

Errors : see above

7. Right Turn



The team makes a moving 90° degree turn to the right. The turn should not be performed as a pivot i.e. on the spot.

8. Left Turn



As above, a moving 90° degree turn to the left.

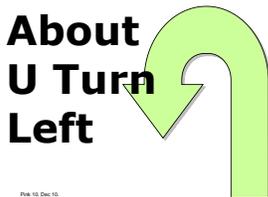
9. About Turn Right



The team makes an 180° degree turn to the right to face the opposite direction. The diameter of the half circle should not exceed 3 feet. A full 180 degree turn should be completed before a change of direction to the next exercise is executed.

Dog error : O/P -NAH, as handler turns right dog continues straight forward.

10. U Turn Left



As 9 but the team's direction is to the left.

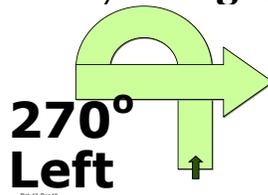
11. 270° degree Right



The team makes an 180° degree half circle turn to the right, immediately followed by a 90° degree turn to the handler's right, resulting in the team making a left turn.

Error : O/L 180 turn (2)

12. 270° degree Left



The team makes an 180° degree half circle turn to the left,

immediately followed by a 90° degree turn to the handler's left, resulting in the team making a right turn.

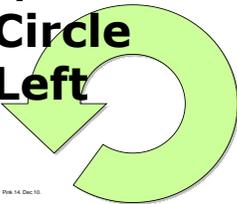
13. Circle Right



The team makes a complete circle, 360° turn to the right.

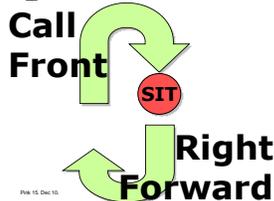
*Handler error : Loses direction on coming out of circle (flow 1) or off course (2)
O/Large circle (2)inside team member must not exceed 3 ft, circle should not be oval or odd shape. Continuous movement required. Flow or NCC may be scored.
Dog Error: O/P'sT/L Flow*

14. Circle Left



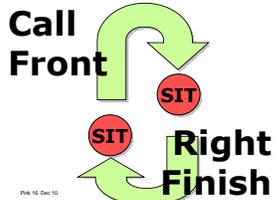
The team makes a complete circle, 360° turn to the left.

15. Call to sit Front, Right Forward



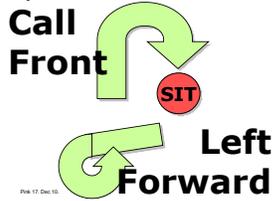
The handler stops moving forward and cues the dog to come to the front position from heel. The handler may take up to four steps backward as the dog turns to move front. The dog sits in front. The handler should not move sideways or position themselves in front of the dog. The handler cues the dog to the right and the dog passes behind to the handler's left side. The team proceeds directly forward, without the dog sitting at heel.

16. Call to sit Front, Right Finish



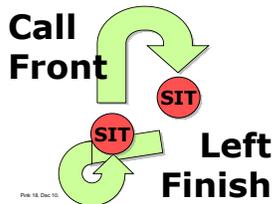
As 15 above, but the dog must sit at heel before the team proceed together. A reward may be given when the dog is in sit position and as the dog sits in the Finish position.

17. Call to sit Front, Left Forward



The handler stops moving forward and cues the dog to come to the front position as exercise 15 above. The handler cues the dog to their left and to heel position. The team proceeds directly forward, without the dog sitting at heel. A reward may be given when the dog is in sit position before the forward element.

18. Call to sit Front, Left Finish

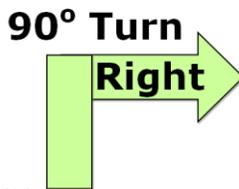


As 17 above but dog sits at the heel position before the team proceed.

Call front errors:

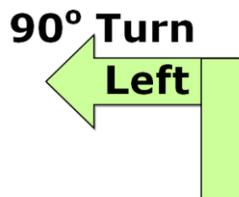
Dog sits at heel (NCC 5) Finish instead of Forward and vice versa (NCC 5) Handler moves to position themselves in front of dog (NCC5) Not straight in front of handler is scored as O/P Hand signals for finish/forward direction are scored as a/c if they complete the entire movement or lure if given directly in front of dog's nose.

19. 90 degree Right Turn



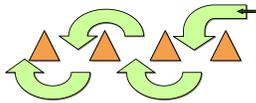
The team make a turn together through a ninety degree angle. The dog's head and shoulders must remain in position i.e. within an arm's length. To avoid the dog's rear end being marked OP, the dog must be taught to step over, realigning the back end. Footwork is not marked. The team should not stop moving.

20. 90 degree Left Turn



As 19 above, but the direction of the turn is to the left.

21. Weave once



Weave

This exercise sign is placed on the team's left hand side. The team enters a line of four cones placed approx. 4 - 6 ft apart with the first cone on the team's left side, and proceed to weave through the cones. The exit direction at cone four will be determined by the placement of the following exercise.

Handler errors: A/C's if dog is not at heel. Changing pace through cones FTM (3). Taking wrong exit (OF 2) Return instead of weave (NCC 5)

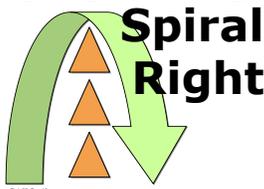
22. Return Weave



Weave

This exercise sign is placed on the team's left hand side. As 21 above, but at cone four the team loop round the cone and return through the cones back to the beginning. The exit direction at cone one will be determined by the placement of the following exercise.

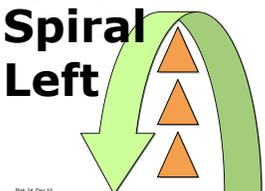
23. Spiral Right



Three cones are placed in a line approx. 5 feet apart. The team is travelling clockwise around the line of cones. The dog is on the outside. The team proceeds to the furthest (third) cone, passes around and back to the nearest (first) cone and passes around, proceeds to the middle (second) cone and back to the first cone, passes around and then makes a final loop around the first cone. The exit direction at cone one will be determined by the placement of the following exercise.

Errors: as for weaves. Not completing in correct 3,2,1 order (NCC 5) Completing in wrong direction (NCC 5) judges can use. Judges assist (1) and retry (3) in this instance.

24. Spiral Left



This exercise sign is placed on the team's left hand side. The

team is travelling anti-clockwise with the dog on the inside. As 23 above, the team will circle three, then two, then one cone.

LEAD REMAINS ON FOR ALL PINK BONUS EXERCISES

Bonus 1 - Pink Level. Stop, Sit, Down, Walk round



Pink Bonus 1, Dec 10 At the exercise sign the team stop and the handler cues the dog to sit. From the sit, the dog is cued to down. The handler may cue the dog to wait as he/she make a complete circle to the left around the dog. The handler holds onto the lead throughout. The exercise is complete when the handler returns to the heel position and the dog is in the down. A reward may be given when the dog is in any completed stationary position.

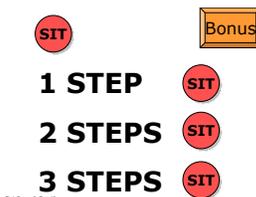
Bonus 2 - Pink Level. Stop, Sit, Stand



Pink Bonus 2, Dec 10 At the sign the team stops and the handler cues the dog to sit. From the Sit, the dog is cued to Stand. The dog should not move forward into the stand or move when in the stand. Exercise is finished when the dog is in stand at the handler's left side. A reward may be given when the dog is in any completed stationary position.

Errors: Dog moves on stand (MOS 2) Handler error: Dog is lured forward (1) and may touch handler's hand (not scored, just the lure is scored). A/C's. Handler may move out of position to cue position but must move back to heel position before exercise is considered complete.

Bonus 3 - Pink Level. Stop, Sit 1, 2, 3 Steps Forward



Pink Bonus 3, Dec 10 At the sign the team stops and the handler cues the dog to sit. The handler takes one step forward, cueing the dog to move with them. The dog sits. The handler takes two steps forward cueing the dog to move with them. The dog sits. The handler takes three steps forward cueing the dog to move with them. The dog sits. Bonus exercise is complete. A reward may be given when the dog is in any completed stationary position.

Errors: FTM , A/c's Incorrect number of steps (NCC 5) or flow see Bronze exercise