

# Pet Dog Rally Obedience

*Common errors and score deductions are shown in italics for guidance.*

## SILVER LEVEL

### 1. Stop, Sit, Leave Dog+



#### **SIT**

#### **Leave Dog**

Silver 30, Dec 10

This sign is paired with 3, 4, 5 and 6. At the sign the team stop, the dog Sits and handler leaves the dog. Each element may be cued. If the dog should break the wait NC 10 is scored. The dog is returned to the exercise sign and the handler leaves again to enable completion of the second element of the exercise. Should the dog break again that the second element is not completed NC 10 is scored for the 2<sup>nd</sup> element additionally. No further retry is allowed.

*Handler error: Constant hand signal for wait (NCC 5) On/off hand signal for wait = A/C.*

*Dog error: Dog changes position but does not proceed to handler (NCC 5)*

***Dog fails to remain at exercise sign or anticipates recall (NC 10)***

### 2. Stop, Down, Leave Dog+



#### **DOWN**

#### **Leave Dog**

Silver 30, Dec 10

This sign is paired with 3, 4, 5 and 6. At the sign the team stops, the dog goes directly to Down, without Sitting first, and the handler leaves the dog. Each element may be cued. As above for breaking the wait.

### 3. + Call to Heel, moving

#### **Call To Heel Moving**

Silver 30, Dec 10

This sign is paired with either 1 or 2. This sign is placed a minimum of 6 feet from the first sign. Without turning to face the dog, the handler calls the dog to the heel position while continuing in normal pace. The team proceeds to the next sign in heel, normal pace.

The judge may place a turn sign between sign 2 and 3. In this instance the dog

takes the direct route to heel. *Failure to go to the handler when called NCC5/LOC10 maybe scored.*  
*Handler error. Must call dog as handler passes exercise sign. (SOD 2)*  
*Repeating cues before dog is at heel. FTC (3) handler fails to maintain Normal Pace.*

#### 4. + Face Dog, Recall, Finish Right



This sign is paired with either 1 or 2. This sign is placed approx. 10 feet from the first sign. At the sign the handler turns to face the dog and calls the dog to come and Sit in front. The handler does not move. The handler cues the dog to move from the Sit to the right, passing behind, to finish (Sit) in the heel position at the handler's left side. *Incorrect finish ( IF 5)*

#### 5. + Face Dog, Recall, Finish Left



As above, but the dog is cued to heel via the handlers left.

#### 6. + Face Dog, angled Recall, Finish L/R



This sign is paired with either 1 or 2. This sign is placed approx. 10 feet from the first sign and 6 feet to the left or right. At the sign the handler turns and stands straight, not angled towards the dog. The handler calls the dog to come and Sit straight in front. The handler does not move. The handler cues the dog to move from the Sit to finish (Sit) in the heel position either to the left or right.

*Handler error : Handler must face forward, not angled towards dog. (NCC5)*  
*Using a hand signal and a foot signal are two cues. ( A/C ) Dog may sit OP (1)*

### 7. Stop, Sit, Fast Forward +



### 8. Stop, Sit, Slow Forward +



These signs are paired with 4. Normal Pace. At the sign the team stops, and the dog Sits. Together the team strike off in pace shown.

*(FTM 3) change of pace from exercise sign to exercise sign.*

### 9. Stop, Sit, Down, Sit, Stand



At the exercise sign the team stops and the handler cues this sequence of four positions.

*Dog error: Additional position in moving to required cued position (Flow 1 – 3)*

*If incorrect position performed corrected by handler (NCC 5) This exercise has four elements and all must be performed in correct order(NC10). A/C's and Out of Positions scored on four elements.*

### 10. Stop, Sit, Round Dog Fast Pace



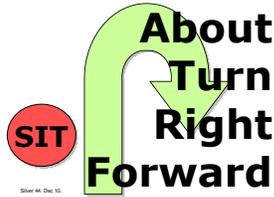
At the exercise sign the team stop and the handler cues the dog to Sit. The handler circles the dog to the left, at a fast (jog) pace, back to heel position. *A/c 1 point Failure of Handler to change/maintain pace NCC 5*  
*Dog breaking sit NCC 5*

### 11. Stop, Sit, Down. Round Dog Fast Pace



As above , with the inclusion of down.

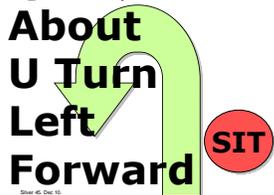
## 12. Sit, About Turn Right, Forward



Approximately 2 foot in front of the sign the team stops and the dog Sits. From Sit the team makes an 180° turn to the right to face the opposite direction and proceed at normal pace. The diameter of the half circle should not exceed 3 feet.

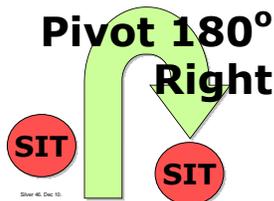
*Errors: Overly large turn (2), dog touches handlers leg not scored unless interrupts flow, handler pushes dog around with leg (20)*

## 13. Sit, About U Turn Left, Forward

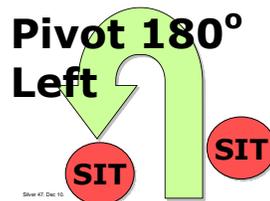


As above turning to the left.

## 14. Sit, 180° Pivot Right, Sit



## 15. Sit, 180° Pivot Left, Sit



The team stops moving forward together and the handler cues the dog to Sit. The handler makes a pivot (turn on the spot) 180° to the direction shown and stops, cueing the dog to Sit. The dog should stand and move with the handler on the turn. The team move forward from the Sit.

*See Pivots in Bronze level. 3 foot falls are permitted.*

## 16. Moving Side Step to Right



The team pass the exercise sign and the handler takes one step directly sideways

to the right. The dog must move with the handler. The team proceeds on a new line in normal pace.

*Handler error: makes too large step, fails to cue dog .*

*Dog Position: Dogs head and shoulders must remain in heel position. (NCC 5)  
Dog's body ideally is parallel to handler. Up to 45 not scored. 45° – 90° O/P (1)  
more than 90° (SOP 2) Movement should flow (F 1)*

## 17. Opposite about Turns



At the sign the handler cues the dog to pass across the front of him/her and make an about turn right. At the same time the handler makes a 180° turn to the left, and the team move forward together in the heel position having effected a change of direction.

*Handler error : Lure dog around with hand too close to nose. A/C with hand as target drawing the complete movement.*

*Dog error : Dog and handler should remain close or OP/SOP may be scored.*

## 18. Down, Forward Normal Pace

### **DOWN**

### **Forward**

### **NORMAL Pace**

At the exercise sign the handler commands the dog to drop to Down without sitting first. The dog should drop immediately. Flow will be scored up to a three second delay in the dog performing the down. A longer delay will result in NCC being scored. Together the team moves forward in normal pace.

## 19. Right Turn, 2 Steps, Down, Forward



At the sign, the team makes a 90° right turn, take two steps and the handler cues the dog to drop directly to Down. (see 18 above) . The dog should drop immediately. Flow will be scored up to a three second delay in the dog performing the down. A longer delay will result in NCC being scored. There is a momentary pause and the team continues forward in Normal Pace.

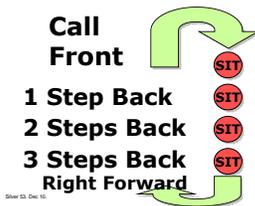
## 20. Left Turn, 2 Steps, Down, Forward



Shw 20 Jan 13

As 19, but the direction of the 90° turn is to the Left.

## 21. Call Front to Sit, 1, 2, 3 Steps Backward, Right Forward



Shw 21 Dec 13

The team stops moving forward and the dog is called to Sit front. The handler takes one step backward, at the same time the dog moves forward and Sits front again. This is repeated for two steps and then three steps. The handler must take the correct number of steps. The handler cues the dog to the right and behind to the heel position, the team move forward. There is no Sit at heel.

## 22. Call Front to Sit, 1, 2, 3 Steps Backward, Right Finish



Shw 22 Dec 13

The team stops moving forward and the dog is called to Sit front. The handler takes one step backward, at the same time the dog moves forward and Sits front again. This is repeated for two steps and then three steps. The handler must take the correct number of steps. The handler cues the dog to the right and behind to the heel position and the dog sits.

*Errors : The intention of this exercise is to show that the dog will move with the handler and sit when the handler halts. . The handler must perform the number of steps required. If less steps are performed, the element is scored (NCC 5). If more steps are taken by the handler (Flow 1 – 3 points is scored. Each element can be cued. If dog performs position other than sit (NCC 5) is scored each occurrence.*

## 23. Stop, Sit, Stand, Walk round Dog



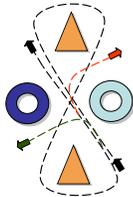
Shw 23 Dec 13

The team stops and the dog Sits. The handler cues the dog to

Stand and walks a complete circle to the left around the dog returning to the heel position. The dog should not move until the handler is in the heel position, when the team proceeds at normal pace.

## 24. Figure of 8, two cones, two food bowls

### Figure of 8



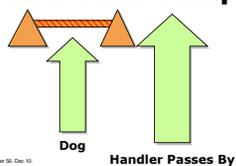
Two food bowls are positioned 6 feet apart, two cones are positioned 10 feet apart, in a flattened diamond pattern. The exercise sign is placed adjacent to the 1<sup>st</sup> cone, being one of the cones placed 10 feet apart. The team enter the pattern with the 1<sup>st</sup> cone on their left and proceed over the center point to the other cone placed 10 foot apart, circling this cone clockwise, then passes across the center point again to the 1<sup>st</sup> cone which is circled anti-clockwise returning back to the center point, before exiting in the direction of the next exercise. The dog should not touch the cones. The dog should not touch or sniff the food bowls. Handlers may cue the dog to leave the bowls. Harsh cues will be scored 3 points

*Handler error: Enter with first cone not on dogs left shoulder (NCC 5) Exit between wrong cones (OF 2 )off course.*

**Harsh cues to leave (HC 3) HC Cues given abruptly, or in a threatening or excessively loud tone. Intimidating cues that cause an obvious adverse reaction in the dog, cowering, tail down etc.**

## 25. Send over Jump, handler passes by

### Send Over Jump



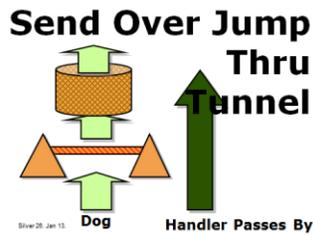
The exercise sign is placed on the left side of the jump. Approx. six foot in front of the jump, the handler commands the dog to jump without first sitting. The handler moves sideways to pass the jump. The handler and dog must rejoin in the heel position within 10 feet on the other side of the jump. The dog may run ahead, and the handler calls to heel within this limit. The handler need not run.

Handler may give additional cues ( AC1) to jump until dog has passed beyond jump only. If dog passes jump without taking the jump, (NJ 10) is scored .

Retry of this jump is at judges discretion.

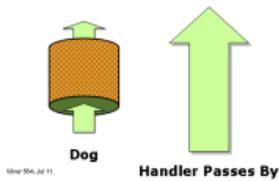
*Handler error : A/C for holding hand as target over jump.*

## 26. Send over Jump Thru Tunnel, handler passes by



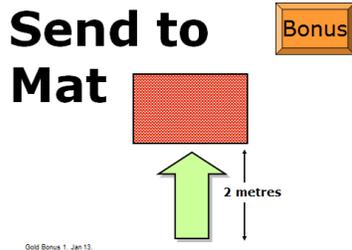
as above with tunnel additionally.  
Jump and Tunnel may be cued. Dog does not take either/or/both jump and tunnel NC10 is scored.

## 27. Send thru Tunnel, handler passes by Send Thru' Tunnel



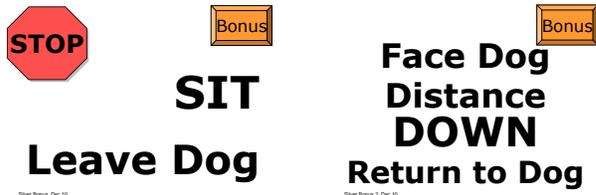
as above.

## SILVER LEVEL BONUS 1.



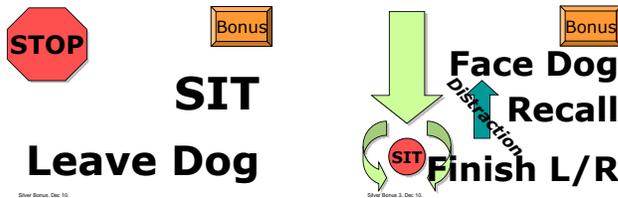
The judge will place a mat if bonus is elected prior to the team commencing their round. The mat will be placed approx. 2 mtrs from the bonus exercise sign, but not directly adjacent to other signs on the course. At the sign the handler will send the dog to 'mat'. The dog must go directly to the mat and **down**. Exercise ends when dog is in a down.

**Bonus 2 - Silver Level. Stop, Sit, Leave Dog + Face Dog, Distance Down, Return.**



This bonus exercise requires two signs. At the first sign the teams stops and the dog Sits. The handler leaves the dog. At the second sign placed approx. 10 ft away, the handler turns to face the dog and commands the dog to go to the Down from Sit. The dog must do to down from the sit. The handler returns to the dog and takes up heel position while the dog remains in the Down. Exercise concludes with dog in Down.

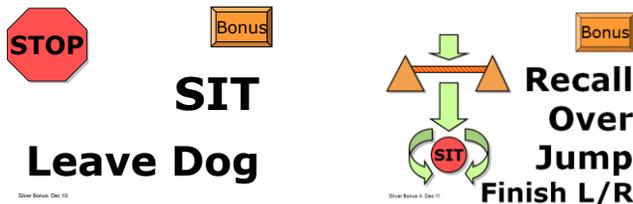
**Bonus 3 - Silver Level. Stop, Sit, Leave Dog + Distraction Recall, Finish L/R**



This bonus exercise is performed as Bronze Level Bonus 3. At the time the dog is recalled by the handler, the judge will pass the dog six foot to the left or right. The dog should go straight to Sit front of handler, before finishing L/R.

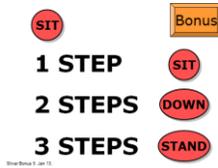
*Dog moves towards judge (NCC5) plus a/c's to regain control. Out of control (OOC 10)*

**Bonus 4 - Silver Level. Stop, Sit, Leave Dog + Recall dog over Jump.**



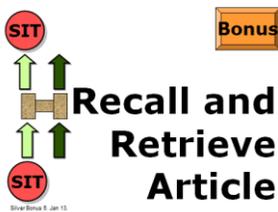
This bonus exercise requires two signs. At the first sign the teams stops and the dog Sits. The handler leaves the dog and walks to a point level with the second sign placed a minimum of 6 foot beyond the jump. The handler turns to face the jump and recalls the dog to sit front then finish. *Dog does not take jump (NJ10) Incorrect finish (IF 5) does not sit front (NCC 5)*

## Bonus 5 - Silver Level. Stop, Sit, 1 Step Sit, 2 steps Down, 3 steps Stand



From the Sit the handler takes one step and the dog Sits. Then 2 steps Down, 3 steps Stand. Exercise finishes with dog in stand. Number of steps by handler must be correct. Positions by dog must be in correct order.

## Bonus 6 - Silver Level. Stop, Sit, Recall and Retrieve Article



At the bonus sign the dog sits. The handler takes 3 paces forward and leaves the retrieve article, continues a further 3 paces before turning. The dog is called and picks up the retrieve article, carries on to handler and sits front. The dog should remain until cued to retrieve the article. (NCC5). No finish is required.

If the team has elected to do the bonus, the handler may place the retrieve article at the exercise sign ( bagged or on the floor). The handler may also keep the article with them, but it must be carried out of sight.

If the dog , **at any time on course**, picks up the article– LOC 10 is scored. The item is taken from the dog and the team forfeit the right to attempt the bonus.