

Pet Dog Rally Obedience

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

SILVER NO SIT LEVEL

1. Stop, Stand, Leave Dog+



STAND

Leave Dog

Silver No Sit 1, Jan 13

This sign is paired with 3, 4, 5 and 6. At the sign the team stop, the dog Stands 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 2nd element additionally. No further retry is allowed.

Handler error: Constant hand signal for wait (NCC 5) On/off hand signal for wait = A/C. Dogs changes position (NCC5)

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

2. Stop, Down, Leave Dog+



DOWN

Leave Dog

Silver No Sit 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.

Handler error: Constant hand signal for wait (NCC 5) On/off hand signal for wait = A/C. Dog error: Dog stands, fails to remain in down but does not proceed to handler (NCC 5)

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

Dog must go direct to down from stand. If the dog sits first (NCC 5).

3. + Call to Heel, moving

Call To Heel Moving

Silver No Sit 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.

*Handler error. Must call dog as handler passes exercise sign. (SOD 2)
Repeating cues before dog is at heel.*

4. + Face Dog, Recall, Forward 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 Stand in front. The handler does not move. The handler cues the dog to move to the right, passing behind, to heel position at the handler's left side, the team proceed in Normal Pace.

Incorrect finish (IF 5)if dog goes to left

5. +Face Dog, Recall, Forward Left



As above, but the dog moves back to heel position via the handlers left.

6. + Face Dog, angled Recall, Forward 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 Stand straight in front. The handler does not move. The handler cues the dog to move to 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)*

7. Stop, Stand, Fast Forward +



This sign is paired with 4.Pink. Normal Pace. At the sign the team stops, and the dog Stands. Together the team strike off in fast pace (sign 5) until the paired sign Normal Pace, which is placed approx. 10ft away.

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

8. Stop, Stand, Slow Forward +



As above but the pace will be slow.

9. Stop, Stand, Down, Sit, Stand



At the exercise sign the team stops and the handler

commands this sequence of three 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 three elements (3 x 5 points deductions maybe scored) and all must be performed in correct order. A/C's and Out of Positions scored on three elements.*

10. 180° Pivot Right

**Pivot 180°
Right**



SilverNoSits 11, Jan 13

11. 180° Pivot Left

**Pivot 180°
Left**



SilverNoSits 11, Jan 13

The team stops moving forward together. The handler makes a pivot (turn on the spot) 180° to the direction shown and stops again. The dog should move with the handler on the turn. The team move forward together.

This exercise is a pivot 180 ° performed on the spot by the handler. Dog need not pivot , but should not go out of heel position.

12. Moving Side Step to Right

**Moving
Side Step
Right**



Silver 40, Dec 10

This exercise is performed behind the sign. 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)

13. Opposite about Turns

**Opposite
About
Turns**



Silver 40, Dec 10

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.

14. Down, Forward Normal Pace

DOWN

Forward

NORMAL Pace

SilverNoSits 14, Jan 13

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.

15. Right Turn, 2 Steps, Down, Forward

Right Turn  **2 Steps**
DOWN
Forward

SilverNoSits 15, Jan 13

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 14 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.

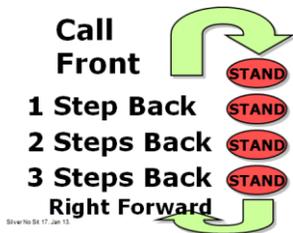
16. Left Turn, 2 Steps, Down, Forward

2 Steps  **Left Turn**
DOWN
Forward

SilverNoSits 16, Jan 13

As 15, but the direction of the 90° turn is to the Left.

17. Call Front to Stand, 1, 2, 3 Steps Backward, R/FWD

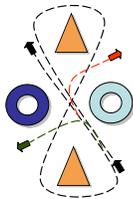


The team stops moving forward and the dog is called to Stand front. The handler takes one step backward, at the same time the dog moves forward and Stands front again. This is repeated for two steps and then three steps. The handler must take the correct number of steps. The handler cues the dog to the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

Errors : The intention of this exercise is to show that the dog will move with the handler and Stand when the handler halts. It comprises five elements. 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 stand (NCC 5) is scored.

18. Figure of 8, two cones, two food bowls

Figure of 8



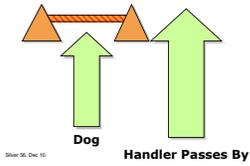
Two food bowls are positioned 6 feet apart, two cones are positioned 10 feet apart, in a flattened diamond pattern. The exercise sign is placed adjacent to the 1st cone, being one of the cones placed 10 feet apart. The team enter the pattern with the 1st cone on their left and proceed over the center point to the other cone placed 10 foot apart, circling this cone clockwise, then passes across the center point again to the 1st 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.

19. Send over Jump, handler passes by

Send Over Jump



The exercise sign is placed on the left side of the jump, six foot in front of the jump. In line with the sign 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.

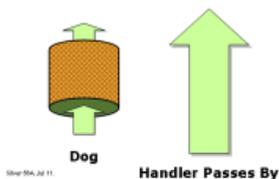
Handler may give additional cues (AC1) to jump until dog has passed beyond jump only.

If dog passes jump without taking the jump, (NJ 10) is scored
Retry of this jump is at judge's discretion.

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

20. Send thru Tunnel, handler passes by

Send Thru' Tunnel

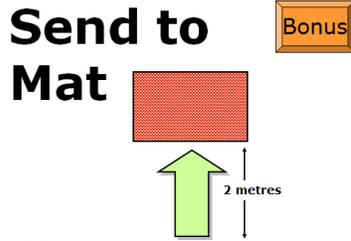


The exercise sign is placed on the left side and six foot in front of the tunnel. In line with the sign the handler commands the dog to pass through the tunnel without first Sitting. The handler moves sideways to pass the tunnel. The handler and dog must rejoin in the heel position within 10 feet on the other side of the tunnel. The dog may run ahead, and the handler calls to heel within this limit. The handler need not run. Retry is at judge's discretion.

Handler may give additional cues (AC1) to go through the tunnel until dog has passed beyond tunnel entrance only.

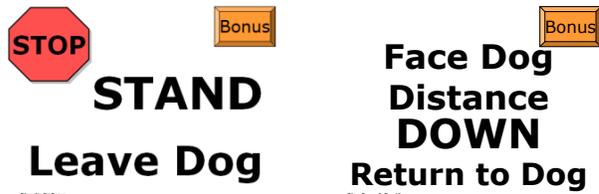
If dog passes by, no retry is allowed (NT 10) is scored additionally

SILVER LEVEL BONUS 1.



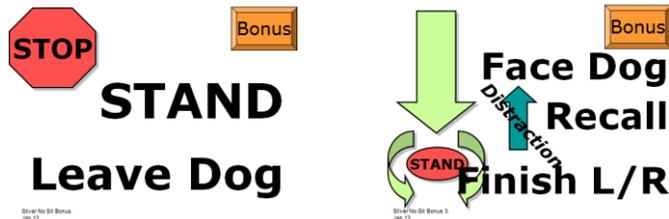
The judge will place a mat if bonus is elected prior to the team commencing their round. The mat will be placed approx. 2 mtrs from the bonus exercise sign, but not directly adjacent to other signs on the course. At the sign the handler will send the dog to 'mat'. The dog must go directly to the mat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

Bonus 2 - SilverNoSits Level. Stop, Stand, Leave Dog + Face Dog, Distance Down, Return.



This bonus exercise requires two signs. At the first sign the teams stops and the dog Stands. 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 Stand. The handler returns to the dog and takes up heel position while the dog remains in the Down.

Bonus 3 – Silver NoSits Level. Stop, Stand, 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 Stand in front of handler, before finishing L/R in the Stand.

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 (NCC 10)

Bonus 4 - SilverNoSits Level. Stop, Stand, Leave Dog + Recall dog over Jump.



This bonus exercise requires two signs. At the first sign the teams stops and the dog Stands. The handler leaves the dog and walks to a point level with the second sign placed approx. 2 mtrs beyond the jump. The handler turns to face the jump and recalls the dog to Stand front then finish in the Stand.

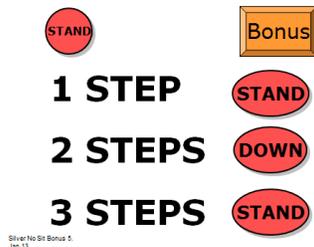
Handler error: Constant hand signal for wait (NCC 5) On/off hand signal for wait = A/C.

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

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

Dog does not take jump (NL 10)

Bonus 5 - SilverNoSits Level. Stand , 1,2 and 3 steps Stand



From Stand the team take one step together and the dog Stands. Repeat for two steps and three steps. Dog must move with handler.