



Kansas 4-H Dog Show Rules



K-STATE
Research and Extension



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Introduction

Foreword

This publication is intended as a guide for 4-H'ers, 4-H leaders, county extension agents, show managers, parents, and judges.

This rule book is designed to help establish uniform regulations and procedures for the 4-H dog shows and events throughout the state. Please use this book as a guide when setting up your shows and establishing show rules. All judges should be made familiar with 4-H dog show rules and objectives, which are often different from other organizations' rules.

Objectives

The purpose of the dog project is to help 4-H youth:

- Develop leadership, initiative, self-reliance, sportsmanship, and other desirable traits of character.
- Experience the pride and responsibility of being involved with a dog.
- Acquire skill, patience, and understanding by training a dog.
- Realize a greater love for animals and a humane attitude toward them.
- Prepare for citizenship responsibilities by working together in groups and supporting community dog projects and activities.

4-H Name and Emblem

The use of the name and emblem of 4-H is regulated by federal law. This law states that only activities or programs under supervision of the Cooperative Extension Service may use the name and emblem of 4-H.



Shows sponsored by other organizations and shows that do not provide separate classes for 4-H'ers are not permitted to use the name and emblem of 4-H. In such cases, the title "junior dog show" or similar name should be used.

Owning a Dog

Because 4-H is a learn-by-doing educational program, it is the intent that 4-H members care for and train their dogs. A member will learn very little if someone else trains and cares for the dog.

Most 4-H'ers will be able to have a dog that they or their family own. Sometimes this is not possible. Consider these guidelines if you want to have a dog project and you do not own the dog:

1. Member must enroll at the appropriate time and carry the dog as a project the entire 4-H year. This enrollment time is determined by each county or district.
2. Member must care for and train the dog. Care includes: feeding, training, exercising, kennel management, grooming, and use of the dog.
3. The club or county 4-H dog leader should be informed of this arrangement at the start of the project.
4. A member and dog are called a team. Teams may change within families of multiple 4-H members or multiple dogs and from each 4-H year. Qualifications for advancement or Kansas State Fair dog show qualifications of each event are based on that particular team. Any time a dog gets a new owner or a member gets a different dog, the team begins training at a mutual skill level that best matches the skills of dog and member. (For example, a new 8-year-old member who inherits a Rally III dog may need to begin at the Rally I level.)

Handlers with Special Needs

Everything possible should be done to encourage those with special needs to participate. Handlers who are hearing impaired or unable to give verbal commands may use a clicker. In the case of a handler who has a hearing impairment, the judge should use a hand signal to inform him/her of faults when needed. It is suggested that one of the timers/stewards maintain a position in front of the handler to relay the hand signal if the judge should fall behind the handler. Handlers may have in-ring assistance when it is needed.

General Regulations

1. State 4-H Dog Show Immunization Record (MG-34) should be required at all shows. Proof of rabies vaccination signed by a licensed veterinarian must be presented to the veterinarian or show committee at registration



- on day of show to be eligible to compete. Other required vaccinations are: Bordetella, distemper, hepatitis (adenovirus), parvovirus, parainfluenza. Other recommended vaccinations are leptospirosis and coronavirus.
2. Any abuse of dogs on the grounds or in the ring will result in disqualification.
 3. A dog in season will **NOT** be allowed to show and must be removed from the show arena grounds immediately.
 4. Any dog with a contagious, communicable, or infectious disease or condition, in the judgment of the attending veterinarian or show committee, cannot be shown. It must be removed from the show arena grounds immediately.
 5. The judge or veterinarian on call has the right and responsibility to excuse any dog he or she considers lame or at risk when participating in a 4-H event.
 6. Good sportsmanship shall always be observed. The judge's decision is final. Poor sportsmanship may lead to loss of ribbon, class dismissal, or disqualification from show as determined by judge. Any protest should be made in writing to the show committee.
 7. Dogs and handlers may not enter any show ring prior to a judge's briefing or their turn to compete.
 8. In all events, the following infractions will result in disqualification and no ribbon shall be awarded to the team:
 - Dismissal from the ring by the judge for any of the following reasons:
 - Dog leaving ring (see exception under Rally) or out of control.
 - » In Rally obedience only, the dog may continue to perform after leaving the ring if he returns immediately, unassisted, to the handler.
 - Dog displaying any aggressiveness (biting or growling) to any person or dog during the performance.
 - Dog biting another dog or human.
 - Handler using abusive language or unsportsmanlike conduct, or giving harsh verbal corrections to the dog.
 - Baiting the dog with food, squeakers, toys, electronic devices, etc.
 9. Fouling the ring results in a white ribbon for all events except during the Agility walk-through, which results in a 10-point deduction.
 10. To qualify to compete at the Kansas State Fair Dog Show, each team must earn at least one qualifying score of a blue or purple ribbon, in that same year, in each discipline they wish to enter, at a local or county invitational 4-H dog show, from a state-certified judge. There are no on-lead obedience, rally, or agility classes at the state fair.
 11. A 4-H member may enter as many dogs in as many classes as desired in Agility and Rally. Obedience is limited to one dog per 4-H'er per class. Due to age divisions, Showmanship limits the 4-H'er to one class and one



dog per show, but they may show with a different dog on a different day if desired.

Misbehavior

4-H Dog Shows of all types should be fun for both the dog and the handler and perceived as such.

Any severe disciplining by the handler in the ring, any display of fear or nervousness by the dog, or any uncontrolled behavior of the dog such as snapping, barking, or running away from its handler — whether it occurs during an exercise, between exercises, before, or after judging — must be penalized according to the seriousness of the misbehavior. The judge may expel or excuse the dog from further competition.

Equipment

No fancy spiked, pinched, special training, or collars that are either too tight or so large that they hang unreasonably in front of the dogs are permitted. There shall be no objects such as tags, ornaments, or decorations hanging from the collars. No harnesses, halters, or electronic collars will be allowed.

Use of Leash

Keep all dogs on leash except when performing off-leash exercises in the ring. Bring dogs into and out of the ring on leash. Keep dogs on leash in the ring when receiving awards. Leave the leash on the judge's table or with the ring steward during all off-leash activities.

For on-lead classes, the leash should be 6 feet long and must be made entirely of fabric or leather. There should be no additional loops, rings, or attachments to any obedience, rally, or agility leash.

Showmanship: Dogs in the show ring should wear a show lead that serves as BOTH collar and lead. A fine link chain collar, a “snake chain,” or a fabric slip collar with a narrow, lightweight fabric or leather lead are acceptable show leads. The 4-H'er should use a show lead that best suits the dog. Position the collar portion of the lead around the neck, just behind the ears so it can be tightened to ensure the lead does not slip off your dog. This will allow you to control your dog.

Rally and Obedience: Well-fitting slip, buckle, snap, or martingale collars of leather, chain, or fabric.

Agility: Collars are not required, but if worn, must be buckle or snap type with nothing attached during competition. Leads or tabs worn on the familiarization course must be long enough to allow free movement without interfering with the obstacle.



Chapter 1

Showmanship

Purpose of Showmanship

Provide 4-H'ers the opportunity to show their dog and themselves to the best of their ability.

Showmanship Classes

Showmanship is divided by handler's age group rather than skill level.

- Pre-Junior — 7 to 8 years
- Junior — 9 to 11 years
- Intermediate — 12 to 14 years
- Senior — 15 years and up

State Fair participants must be 9 years of age to compete. Therefore, Pre-Juniors will not be eligible for the State Fair. All divisions are based on the 4-H member's age as of January 1.

Ribbons

Showmanship is based on 100 total points. The following ribbons and suggested points are recommended:

- Purple 95 to 100 points
- Blue 90 to 94.5 points
- Red 80 to 89.5 points
- White 79.5 or less

Not all shows will offer purple, blue, red, and white ribbons. Various show committees make this decision, but it is suggested that all 4-H'ers receive a ribbon. A score of 90 points or greater is a qualifying score to enter the Kansas State Fair 4-H dog Show.



Grooming Requirements for Both Dog and 4-H'er

It is the responsibility of each 4-H'er to groom his/her own dog or have direct knowledge as to the grooming service of his/her own dog. Professional "show" cuts are not necessary as long as your dog is clean and healthy.

Showing the dog on an examination or grooming table is an option for the 4-H'er, regardless of the dog's size. When setting up your dog for the individual examination (on the ground or on the table), or when in the line, always try to position your dog to show its best traits.

Your appearance is very important in showmanship. Your dog is to be well groomed and so are you. Dress clothes are recommended unless the individual show specifies the dress code. Be sure to wear shoes that provide sure footing.

Judges' Responsibilities

Check your ring when you arrive for any potential problems. Safety issues such as tripping hazards (for example, rolled mats), uneven dirt, and sharp objects should all be addressed before teams enter the ring. Evaluate the area for distractions and decide where you will have the class set up their dogs and run the patterns.

Welcome your class into the ring. Inform the group of any specific instructions or requests you have. Ask them for any questions. Announce whether you will always be judging them or if they may relax their dogs. You may make allowances for any potential problems with the order of the class. Double check the armbands against your score sheets.

At the judge's discretion, a large class may be divided to limit the number of dogs in the ring at one time. Class sizes of more than 10 dogs are generally not advisable. Consider the size of your ring. If you are not operating in a standard ring size, it may be necessary to split the class even smaller to accommodate the space. If you do split a class, be sure not to hand out ribbons until all teams in a category have been judged.

Be aware of each dog's body language as well as your body position when approaching the team to examine grooming. Talk to the handler as you approach so the dog is aware of you. Greet each dog as if it is the first time you've met it. Move in from the front and side, with your body angled slightly away, and not making direct eye contact. Try to avoid initially leaning and reaching over the dog. Kneel or squat down. Start from the head and work your way back to give a quick but thorough examination. You should request that the handler show you the dog's teeth, so you are not handling all the dogs' mouths.



Give each handler specific instructions on how to do the pattern you have indicated. Remain in place while they complete the task. As they return, you may indicate with your hand when you would like them to stop, then step at least halfway around the dog and back. Direct the handler how you would like them to return to line.

Facility

A standard ring size of 35 feet by 50 feet should be used. Mats are not required, but if used should be laid straight and flat to create the best possible environment for the teams. Make sure mats are set far enough inside the ring fence so the handler can run on the outside and keep the dog in the center of the mat. You will generally want mats around the perimeter of the ring as well as placed diagonally to run a triangle pattern.

Stewards

The judge should instruct the ring crew of their duties and how the duties should be performed.

Two ring stewards are generally sufficient for running a showmanship ring. Responsibilities are as follows:

- Organize all participants as they arrive for their class. It is suggested that teams be lined up in order of tallest dog to smallest.
- Have teams ready to enter the ring as soon as the judge is ready for the next class.
- Tabulate each scoresheet and pair it with a ribbon. Arrange in order from lowest to highest and determine placements.
- Record all results and placings for show committee.
- Assist the judge if needed with passing out ribbons and awards.
- Provide clean-up if a dog fouls the ring.

Performance Regulations

Remember to always be prepared before the show. The judge has the right to ask general questions about the dog (name, age, breed, etc.) and about that 4-H member's experience in the 4-H Dog project. Extensive, in-depth "Quiz Bowl" questions are not allowed. The handler should be knowledgeable of any obvious medical conditions (ear infections, wounds, skin allergies, etc.) and be able to answer basic questions about how they are being treated. No deductions should be made for a condition currently being treated even if it interferes with normal grooming (for example, ears greasy from ointment).



A judge may never request that the handler trade dogs. Each handler and dog work as a specific team.

A class will generally begin with the group gait. All teams should move together in a counterclockwise direction around the ring. During any group gait the judge should be positioned in the center of the ring, able to see all competitors. The judge may move around but should not cross through the line of teams as they are moving. After the class has come to a halt and set the dogs, the judge may step to the other side of the line to see how the handlers reposition themselves.

After completing the group gait, judging will proceed with each team being individually evaluated for the fitting of the dog, followed by a pattern of the judge's choosing. All teams in a class will complete the same pattern. The five main patterns from which the judge will select are shown in the diagrams on pages 14 through 18. All 4-H'ers should make themselves familiar with these patterns. The judge will remain stationary while a 4-H'er is moving through the pattern to allow the handler to concentrate on moving his/her dog.

Judging will include the movement of your dog and yourself together. Move your dog in a straight and even gait, with the dog moving faster than a walk but not a sprint, and work together as a team. It is very important to be alert and watch the judge so you can react with the least amount of hesitation. Always try to avoid putting yourself between the dog and the judge and keep your dog in line with the judge. Any unnecessary jerking, pulling, or extremely loud commands are not acceptable.

In the basic guidelines for showmanship, it is clear that 4-H'ers and their dogs are being judged as a team according to 4-H guidelines. ***The dog's conformation is not to be considered.***

Any dog may show in showmanship regardless of placement in previous shows, as long as the 4-H'er and dog are actively enrolled in the 4-H Dog Project.



Showmanship Scoring

Scoresheets may be copied from this book (page 19) or printed from the K-State Research and Extension website.

Scoresheet Details

Fitting of the Dog – Total 30 points

The judge will evaluate each dog individually for grooming. No dog should be judged on its conformation.

Hair and coat — clean, natural, no dandruff, not matted, free from loose hair
5 points

The hair and coat should be clean, smooth, no dandruff or matted, and free from loose hair. The judge will bear in mind that long-haired dogs will be losing their coats during the summer. If it is apparent that the 4-H'er has made an attempt to eliminate the loose hair, the judge will score the dog accordingly.

General absence of parasites — fleas, lice, mites, and ticks
5 points

The judge will check for parasites. If parasites are present, the score should be penalized.

Ears — clean inside and out
5 points

Ears should be free of dirt, parasites, and excessive hair. If the ears are not clean, the score should be penalized.

Eyes — clean, free of matter
5 points

Eyes should be clean and free of matter. If the eyes are not clean, the score should be penalized.

Toenails — not excessively long
5 points

Toenails should be cut so as not to touch the floor. If the toenails are too long, the score should be penalized.

Teeth — clean, free of excess tartar
5 points

Teeth should be free from matter and free of staining, as appropriate for the age of the dog. If the teeth are not clean, the score should be penalized.



Showmanship of Handler — Total 35 points

Appearance of handler — The 4-H'er should present a well-groomed appearance. Dress clothes are recommended. If the specific show has a dress code, the 4-H'er should comply with the dress code. Dress should not be penalized based strictly on the clothing; judge should be able to tell that the 4-H'er made an attempt.

Grace and ease of showing — This is evident in the manner the 4-H'er moves his/her dog, moves around his/her dog, and the method by which the dog is stacked. The handler should handle the lead smoothly and should not have to keep the dog “strung up” tightly. When passing the lead from one hand to the other, it should be done gracefully. The turns should be smooth, and the gait of the dog should not be unduly impaired. The 4-H'er should not step across the dog. The 4-H'er should avoid getting between the dog and the judge. The 4-H'er should be sure that the dog is stacked at any time it is not moving. This should be done quickly and discreetly. When the handler finds it necessary to readjust the dog's coat or “stacking pose,” this should be done so as to not appear as “diving at the dog.” The 4-H'er should display enthusiasm and enjoyment while in the ring.

Avoids awkward positions — The 4-H'er should maintain his/her balance. When making a turn, the 4-H'er should not have to step across the dog. The 4-H'er will watch the judge in such a manner as to know where the judge is, but not to the point of awkwardness. When showing the dog, the 4-H'er should avoid reaching across the dog if it interferes with the judge's view. The handler should exhibit good footwork and use verbal commands and/or subtle signals with hands to assist the dog in maneuvering or posing. At no time shall a 4-H'er use their feet under the belly to encourage or force a dog to remain standing or stacked.

Pattern execution — When performing the pattern as instructed by the judge, the 4-H'er should always perform the pattern with his/her dog aligned with the judge. When departing from the judge, the 4-H'er should align his/her dog up in front of the judge and depart, moving in a straight line, from point-to-point as the pattern requires. The turns and corners should be smooth and, in a manner, so as not to bring the dog to a complete stop. When returning to the judge, the 4-H'er should move straight toward the judge and stop the dog approximately 3 to 4 feet in front of the judge and/or upon the judge's command.

Sportsmanship — The 4-H'er should always keep sufficient distance between themselves and another team in the ring; approximately 3 to 4 feet, depending on the size of each team, is a good guide. The handler should be penalized for crowding or interfering with another team.

Knowledge of dog — The 4-H'er should be able to respond to any general question the judge asks about the dog's care, condition, or obvious problems and health. NO “quiz bowl” questions should be asked by the judge.



Coordination Between Dog and Handler — Total 35 points

Dog's reaction to handler — The 4-H'er and dog should move as a team. The dog should not forge or lag. The show lead should not be taut as evidence of having to control the dog. The dog should not sit when coming to a halt. The dog should not exhibit aggressive behavior toward the handler or judge. When stacked, the dog does not change positions unless the 4-H'er requires it to.

General communication between dog and handler — This can be done on different levels. The 4-H'er may verbally encourage the dog. The dog may watch the 4-H'er closely. The dog should display enthusiasm while being shown. Lead jerking or pulling while moving is penalized. During all phases of handling, the 4-H'er's concentration should be on the dog but watching the judge in such a manner as to know where he/she is, but NOT to the point of being awkward.

Straight and even gait: DOG should move faster than a normal walk — The gait of both the 4-H'er and the dog should be even and constant. The dog should move faster than a walk, but not a gallop. The pace and stride of the 4-H'er should be appropriate for the size of the dog and the smoothness of the show.

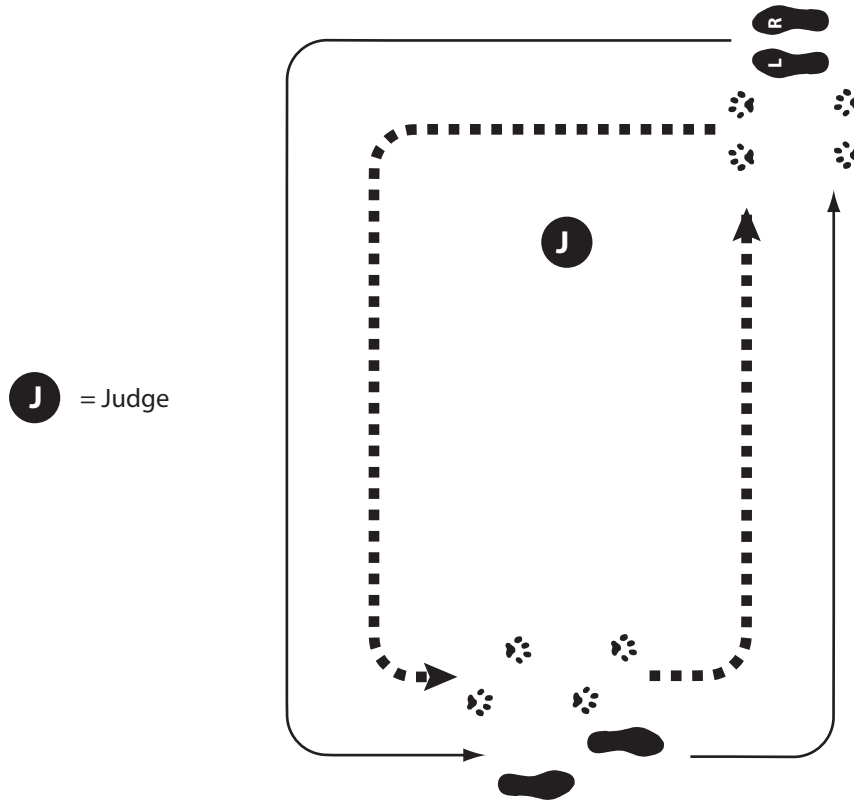
Works as a team — They should move together smoothly and effortlessly, making smooth corners and turns. Again, the handler should assist the dog by giving any necessary verbal commands and/or subtle signals with hands or feet to help the dog to maneuver smoothly.

If the top score results in a tie, it will be the judge's decision to select a first-place winner from the exhibitors. Movement patterns will be used to decide ties — one team at a time doing the same movement pattern. The judge's decision is final.



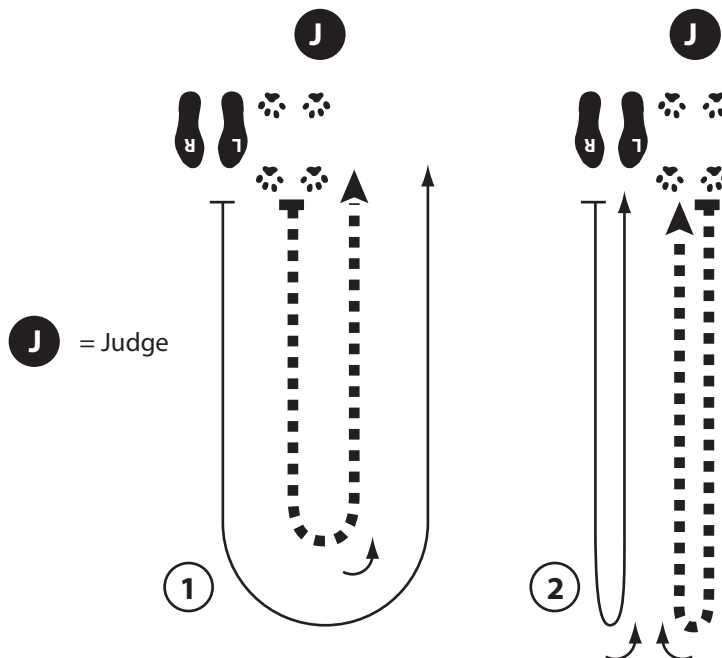
A. Gaiting in a Group with Judge in the Center

Leave space between dogs. Only bypass dogs that refuse to move.
Be considerate of dogs that have slowed or stopped.



B. Gaiting Straight Out and Back with About-Turns

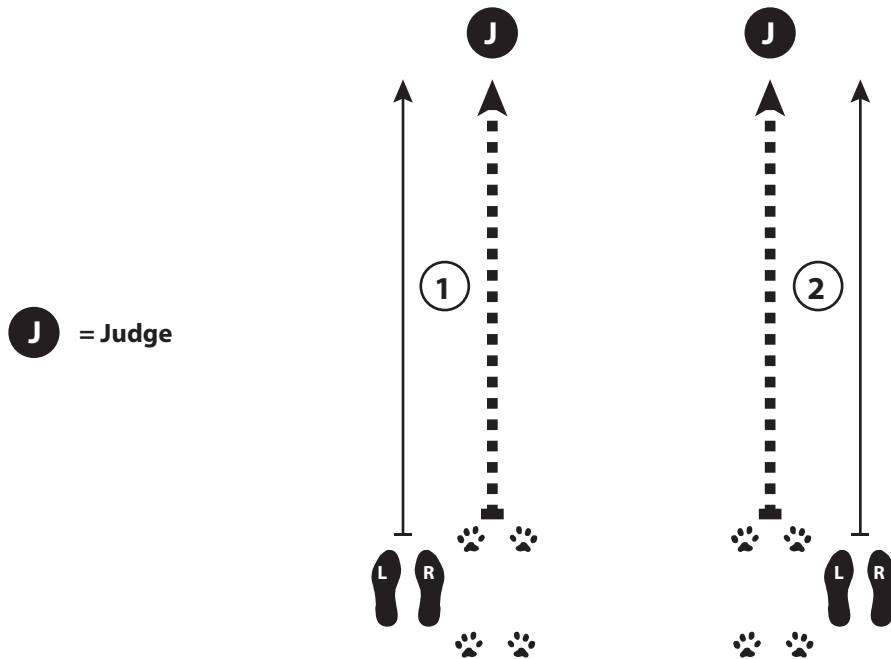
Be sure the dog is gaited away from and to the judge in a straight line. The dog should not stop moving in the about-turn. Pattern 1 is nice for small or slow-moving dogs. Pattern 2 is for large or fast-moving dogs, or when it is necessary to change sides.





C. Front Stop

Stop the dog about 3 to 4 feet from the judge with the dog and handler facing the judge. Allow a natural stop or a slight stack. Stand with the dog. If the judge moves around your dog, move around the dog to keep the dog between the judge and you.

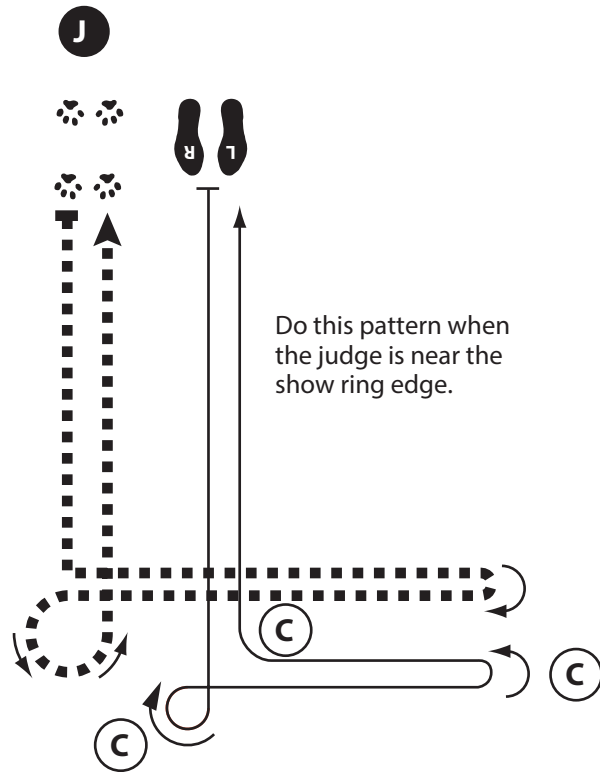
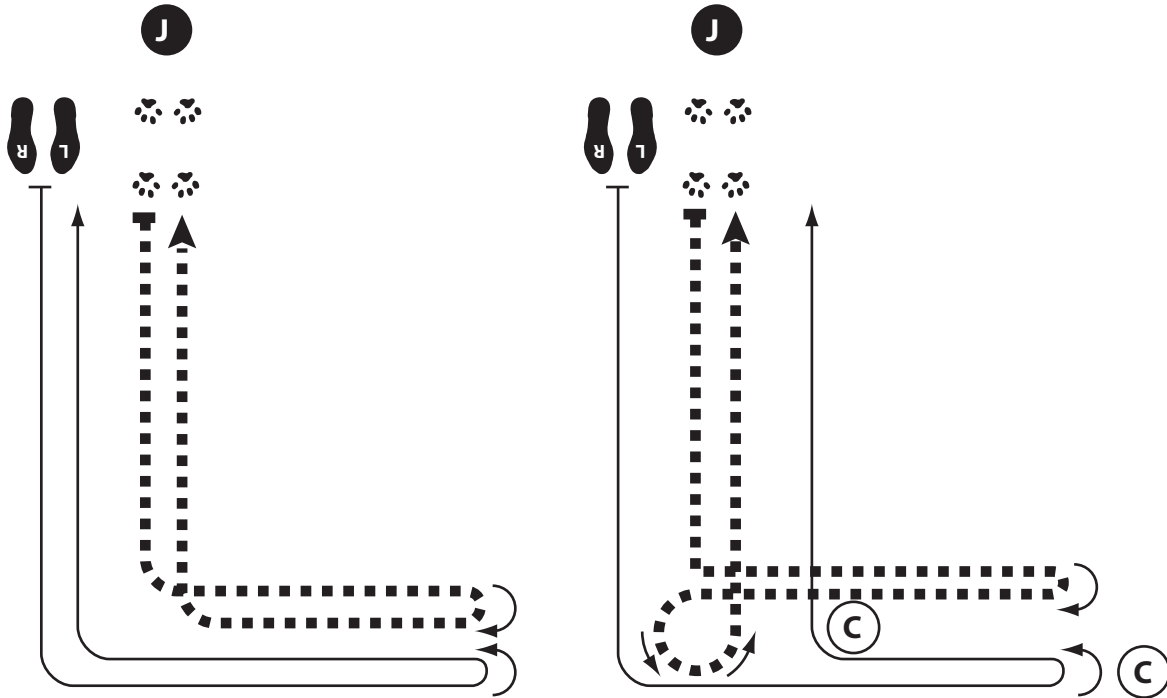




D. Gaiting the Left Corner "L"

Make a smooth left turn. Avoid stopping at the corners or the about turns.

J = Judge **C** = Lead change

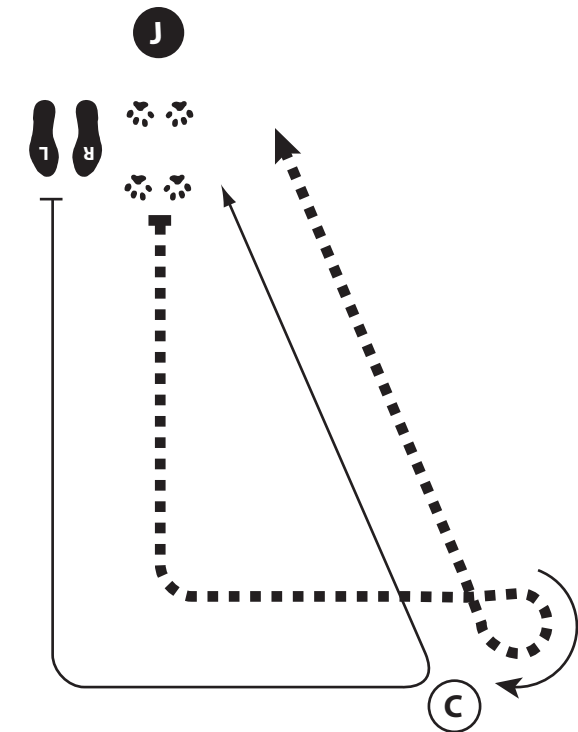
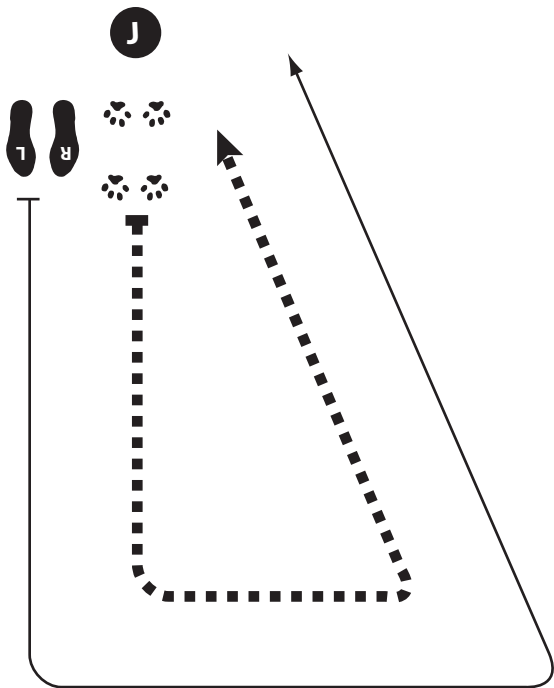
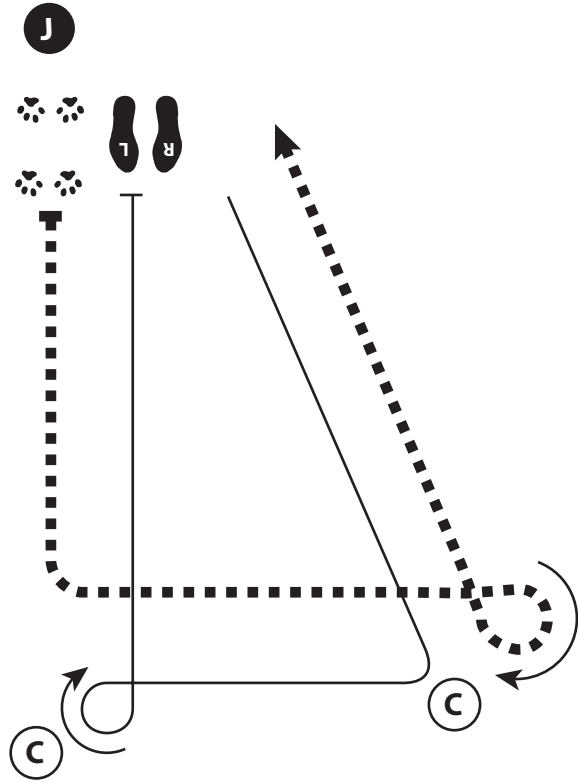
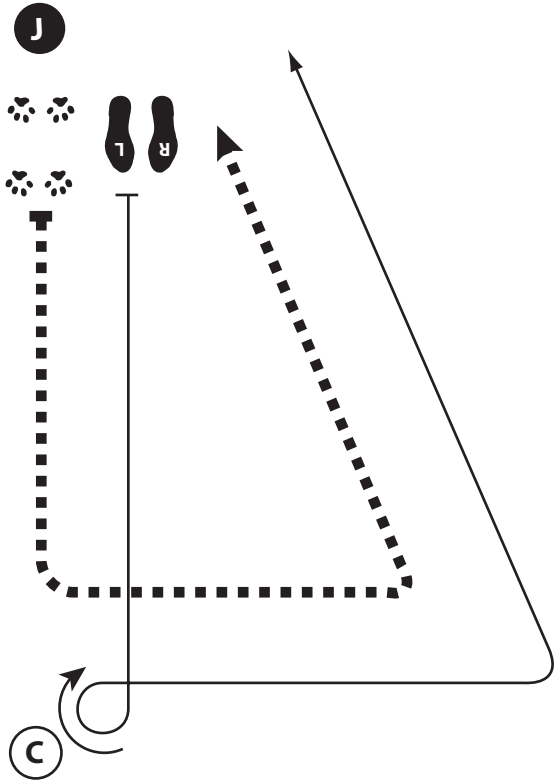




E. Gaiting the Triangle: Left Turn Smooth Corners

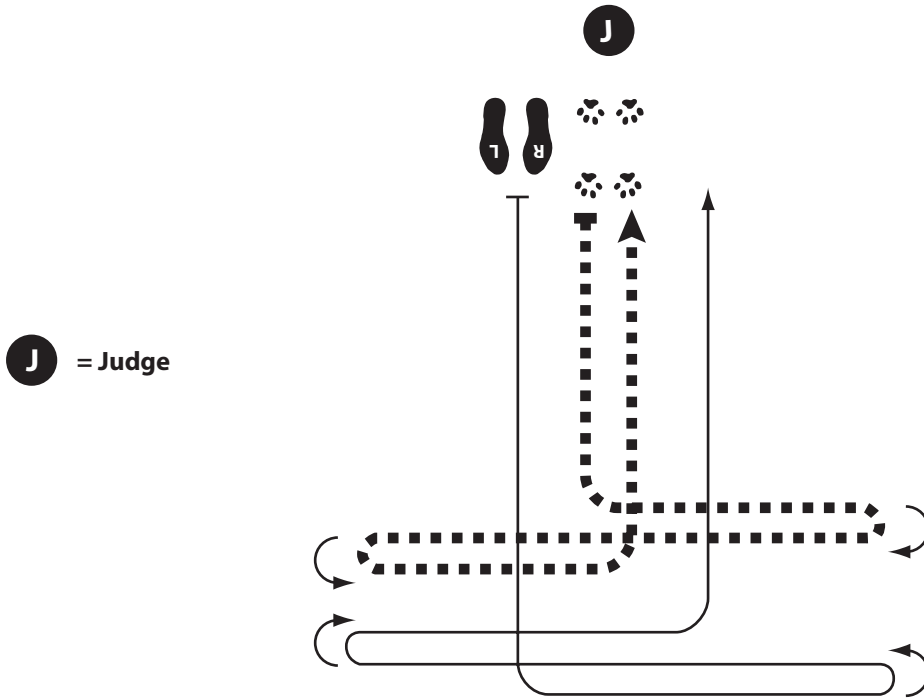
J = Judge

C = Lead change

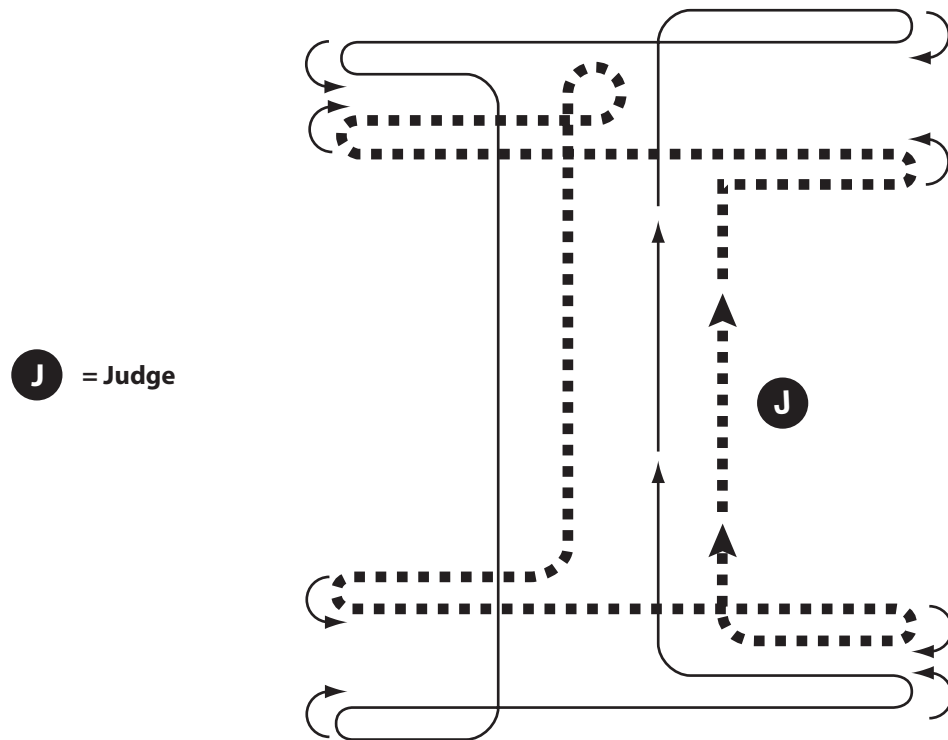




F. Gaiting the "T"



G. Gaiting the "I"



TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (95–100) Blue (90–94.5) Red (80–89.5) White (79.5 or less)
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4-H Dog Showmanship

Class: Pre-Jr Junior Intermediate Senior
(Circle one)

4-Her's Name _____ Dog's Name _____ Breed _____

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

STRENGTHS:

WEAKNESSES:

		Maximum Points	Points Lost	Score
1. Fitting of the Dog:	Possible Problem Areas:			
a. Hair and coat	Clean, natural, not scaly, not matted, free from loose hair	5		
b. General absence of parasites.	Fleas, lice, mites and ticks	5		
c. Ears	Clean inside	5		
d. Eyes	Clean, free from matter	5		
e. Toenails	Not excessively long	5		
f. Teeth	Clean, free from excessive tartar	5		
2. Showmanship of the Handler:	Possible Problem Areas:			
a. Appearance of handler	Clothing ____ Footwear ____ Grooming ____	35		
	Smiling ____ Friendly ____ Confident ____			
b. Grace and ease of showing	Correct lead usage ____			
	Keeps dog set up ____ Follows instructions ____			
c. Avoids getting in awkward and/or unsightly positions	Keeps dog between judge and 4-H'er ____			
	Good footwork ____ Commands ____ Signals ____			
d. Easy and smooth movement	Lead handling _____			
e. Sportsmanship	Crowding or bothering another team _____			
f. Knows about this dog's care, condition and problems	Other _____			
3. Coordination Between Handler and Dog:	Possible Problem Areas:			
a. Dog's reaction to handler	Extra loud commands _____ Dog not responsive _____	35		
b. General communication between dog and handler	Unnecessary jerking or pulling _____ Dog cowering or unhappy _____			
c. Straight and even gait: DOG should move faster than a normal walk, but not at a gallop	Straight, even gait ____ Weaving ____ Dog lagging ____ Bumping handler ____ Crowding handler ____ Dog pulling away ____			
	d. Works as a team		Smooth turns ____ Smooth corners ____ Other _____	
Maximum Points		100		
Heavy disciplining Shows fear Fouling ring Disqualified Baiting Excused Less penalty for unusual behavior				
Updated 5/22	Explanation of Penalty		Total Net Score	





Chapter 2

Obedience

Purpose of Obedience

The purpose of Kansas 4-H Obedience is to provide 4-Hers the opportunity to demonstrate the teamwork necessary to work under a variety of conditions. In Obedience, the intent is to evaluate the proficiency by which the dog and handler are able to perform various exercises as a team in much the same way as might be done in demonstrating the behavioral activities in normal life.

Obedience Classes

Samples of scoresheets may be copied from page 48 to 56 of this book or printed from the Kansas 4-H website.

In the case of a tie, hold a run-off on the heel free exercise one team at a time.

Pre-Novice

For local shows only. All exercises are done on a leash.

Possible Points

- 35 — Heel and figure 8
- 30 — Stand for examination
- 35 — Recall
- 30 — Long sit (1 minute)
- 30 — Long down (3 minutes)
- 160 — TOTAL



Novice

Possible Points

- 35 — Heel on leash and figure 8
- 30 — Stand for examination (off leash)
- 45 — Heel (off leash)
- 30 — Recall (off leash)
- 30 — Long sit (1 minute off leash)
- 30 — Long down (3 minutes off leash)
- 200 — TOTAL

Graduate Novice

For all 4-H'er/dog teams who have qualified in Novice under two different certified judges the previous year.

Possible Points

- 35 — Heel on leash
- 30 — Stand for examination (off leash)
- 45 — Heel free and figure 8
- 30 — Drop on recall
- 30 — Long sit (member out of sight 3 minutes)
- 30 — Long down (member out of sight 5 minutes)
- 200 — TOTAL

Open A

For all 4-H'er/dog teams who have qualified in Graduate Novice under two different certified judges the previous year. All exercises off leash.

Possible Points

- 40 — Heel free and figure 8
- 30 — Drop on recall
- 40 — Retrieve on flat
- 40 — Broad jump
- 25 — Long sit (member out of sight 3 minutes)
- 25 — Long down (member out of sight 5 minutes)
- 200 — TOTAL



Open B

For all 4-H'er/dog teams who have qualified in Open A under two different certified judges the previous year. All exercises off leash.

Possible Points

- 40 — Heel free and figure 8
- 30 — Drop on recall
- 25 — Retrieve on flat
- 35 — Retrieve over high jump
- 20 — Broad jump
- 25 — Long sit (member out of sight 3 minutes)
- 25 — Long down (member out of sight 5 minutes)
- 200 — TOTAL

Utility A

For all 4-H'er/dog teams who have qualified in Open B under two different certified judges the previous year. All exercises off leash.

Possible Points

- 40 — Signal exercise
- 30 — Article 1 (Scent Discrimination)
- 30 — Article 2 (Scent Discrimination)
- 30 — Retrieve over high jump
- 20 — Broad jump
- 25 — Long sit (member out of sight 3 minutes)
- 25 — Long down (member out of sight 5 minutes)
- 200 — TOTAL

Utility B

For all 4-H'er/dog teams who have qualified in Utility A under two different certified judges the previous year. All exercises off leash.

Possible Points

- 40 — Signal exercise
- 30 — Article 1 (Scent Discrimination)
- 30 — Article 2 (Scent Discrimination)
- 30 — Directed retrieve
- 40 — Directed jumping (see Table A)
- 30 — Moving stand and examination (thorough)
- 200 — TOTAL



Obedience Advancement

Once a 4-H'er scores 170 points or greater with the same dog under two different judges, the member must advance to the next obedience level at the start of the next 4-H year. At any time that the leader, parent, and member agree that the 4-H'er and dog are ready to move to the next level, they may; but once that is done, they cannot regress to a lower level.

Ribbons

If you choose to have a pre-novice class, suggested ribbon groups and breaks are:

Purple	150-160 points
Blue	135-149.5 points
Red	120-134.5 points
White	119.5 or less

Use ribbon groups with the following breaks for novice classes and above.

Purple	190-200 points
Blue	170-189.5 points
Red	150-169.5 points
White	149.5 or less

A score of 170 points or greater is a qualifying score with at least 50 percent in each exercise. This qualifying score must be earned at the novice level or higher to qualify for the Kansas State Fair 4-H Dog Show.

Judge's Responsibilities

Bring all needed supplies with you to the show area: rulebook, clipboard, pencils, stopwatch, calculator, extra scoresheets, tape measure, tongs, marking items, water, towelettes, etc.

Check your ring when you arrive for any potential problems. Safety issues such as tripping hazards (like rolled mats), uneven dirt, and sharp objects should all be addressed before teams enter the ring. Evaluate the area for distractions and decide where you will have the team perform each exercise. Walk through your heeling pattern — don't just look from a distance. Mark where you will have the ring stewards stand as posts for the Figure 8 exercise.

Determine where you will assemble the class for group exercises. The dogs' backs should be to an area that will have the least amount of distractions. The out-of-sight area must be somewhere the handlers can truly be out of sight, and not behind the dogs.



Communicate with your ring stewards how you would like things run for the day and give them any special instructions you have.

Welcome teams as they enter the ring. Introduce yourself and inform them of any specific instructions you have. Take this opportunity to notice the collar and leash they are using and make sure it is appropriate.

Treat each team exactly the same. All exercises should be performed in the same order and in the same location for each class. Make sure you are scoring errors consistently. Own up to mistakes and correct any errors you make as soon as they are identified.

Coordinate with the show committee regarding when and how they would like awards presented.

Look back over the scoresheets when they are returned to you to be distributed; confirm that placings match up with how you intended to score each team.

When the group comes together for ribbons and awards, this time may be used to offer praise and/or constructive criticism of things you observed of the group. Remember this is a learning experience and make positive comments as well as suggestions for improvement. Do not single out any 4-H'er in front of the group for correction.

Try to be available for a few minutes between classes and/or at the end of the show for any 4-H'ers to come with questions. They should bring their score-sheet with them. Be as thorough and specific as time allows when you are scoring errors and making suggestions so you can remember and explain why you marked things a certain way.

Facility

A standard obedience ring should be 35 feet by 50 feet, enclosed in some form of fencing or barrier. There are no restrictions on the surface the ring is set up on, but if it is an indoor ring on a hard, slick surface such as concrete, mats must be used for the takeoff and landing of the jumps in the Open and Utility classes.

Stewards

The judge should instruct the ring crew of their duties and how the duties should be performed.

- At least two stewards are recommended for an obedience trial:
- Organize all participants as they arrive for their class.
- Have teams ready to enter the ring as soon as the judge is ready.
- Tabulate each scoresheet and pair it with a ribbon, arrange in order from lowest to highest, and determine placements.



- Record all results and placings for show committee.
- Assist the judge, if needed, with passing out ribbons and awards.
- Provide clean-up if a dog fouls the ring.
- Serve as posts for the Figure 8 exercise.
- Make sure the handler's leash is available when they are ready to exit the ring.

Scoring the Performance

Commands and Signals — Whenever a command or signal is mentioned in these guidelines, a single command or signal only may be given by the handler. A command is a verbal direction for the dog. A signal is a single gesture with one arm and hand only. Any extra commands or signals must be penalized; except when the guidelines specify “command and/or signal,” the handler may give either one or the other or both command and signal simultaneously. When a signal is permitted and given, it must be a single gesture with one arm and hand only. The arm must immediately be returned to its natural position. Delay in following a judge's order to give a command or signal must be penalized, unless the delay is directed by the judge because of some distraction or interference.

The signal for downing a dog may be given either with the arm raised or with a down swing of the arm. Any pause in holding the arm upright followed by a down swing of the arm will be considered an additional signal.

Loud commands by handlers to their dogs create a poor impression of obedience and should be avoided. Shouting is not necessary, even in a noisy place, if the dog is properly trained to respond to a normal tone of voice. Commands that, in the judge's opinion, are excessively loud may be penalized. Signaling correction to a dog is forbidden and must be penalized. In addition, a second command is forbidden and must be penalized. The dog's name, when given immediately before a verbal command, shall not be considered as an additional command. The name shall not be used with any signal not given simultaneously with a verbal command. The dog should never anticipate the handler's direction, but must wait for the appropriate commands and/or signals. Moving forward at the heel without any command or signal other than the natural forward movement of the handler's body, shall not be considered as anticipation.

Additional Commands or Signals — If a handler gives an additional command or signal, either when no command or signal is permitted, or simultaneously with or following a permitted command or signal, or uses the dog's name with a permitted signal but without a permitted command, a deduction is made. If a double command is given, the dog will be scored less than 50 percent of the total for that exercise.



Praise — Praise and petting are allowed between and after exercises, but points may be deducted from the total score for a dog that is not under reasonable control while being praised. A handler shall not carry or offer food in the ring.

Misbehavior — Any display of fear or nervousness by the dog, or any uncontrolled behavior such as snapping, barking, or running away — whether it occurs during an exercise, between exercises, or before or after judging — must be penalized according to the seriousness of the misbehavior. The judge may expel or excuse the dog from further competition in the class.

Any dog that relieves itself at any time while in the ring for judging will receive an automatic white ribbon. However, the dog team may continue to be scored.

Training and Disciplining in the Ring — The judge shall not permit any handler to train the dog by excessive verbal commands or by moving toward the dog to correct it in any way, nor to practice any exercise in the ring either before or after they are judged. A dog whose handler disciplines it in an inappropriate manner in the ring shall be excused and will not be further scored in that class. If a dog has failed to complete an exercise, the judge may permit the 4-H'er another attempt. However, the second attempt should not be treated as a successful attempt. The 4-H'er should not receive a qualifying score based on the second attempt.

Heel Position — The heel position as used in these guidelines, whether the dog is sitting, standing, or moving at heel, means that the dog shall be straight in line with the direction in which the handler is facing at the handler's left side, and as close as practical to the handler's left leg without crowding, permitting the handler freedom of motion at all times. The area from the dog's head to shoulder shall be in line with the handler's left hip.

Hands — In all exercises in which the dog is required to heel free, one of the options below shall be followed:

1. the handler's arms and hands shall move naturally at the handler's sides while in motion; or
2. the right hand and arm must move naturally, while the left hand shall be held against, and centered in the front of the body, in the area of the waist. The left forearm shall be carried, as much as possible, against the body.

In either of the above situations the hands and arms may be adjusted during the "Fast" portion of an exercise to maintain balance. There may be a deduction if the hands and arms are, in the opinion of the judge, being used as a second command or signal. In all exercises in which the dog is required to come to or return to the handler and sit in front, the handler's arms and hands shall hang naturally at their sides while the dog is coming in and until the dog has sat in front. A deduction shall be made if a handler's arms and hands are used as a second command or signal during the exercise.



Scoring Exercises

Heel/Figure 8 on Leash

- The handler shall enter the ring with the dog on a loose leash and shall stand with the dog sitting in the heel position until the judge asks if the handler is ready and then gives the order “forward.”
- The handler may give the command or signal to “heel,” and shall start walking briskly and in a natural manner with the dog on loose leash. The dog shall walk close to the left side of the handler without crowding, permitting the handler freedom of motion at all times.
- At each order to “halt,” the handler will stop and the dog shall sit straight and smartly in the “heel” position without command or signal and shall not move until the handler again moves forward on order from the judge.
 - It is permissible after each “halt” before moving again for the handler to give the command or signal “heel.” The leash may be held in either hand or in both hands, at the handler’s option, provided the hands are in a natural position. However, the handler and dog will be penalized if the leash is used to signal or give assistance to the dog. Any tightening or jerking of the leash or any act, signal or command which gives the dog assistance may be penalized.
- The judge will give the orders “forward,” “halt,” “right turn,” “left turn,” “about turn,” “slow,” “normal” and “fast.” “Fast” signifies that both the handler and dog must run, change pace, and move forward at a noticeably accelerated speed. These orders may be given in sequence and may be repeated if necessary.
- In executing the about turn, the handler will do a right about turn in all cases.
- The judge will say, “exercise finished” after the heeling, and then “are you ready” before starting the Figure 8.
- The judge will order the handler to execute the Figure 8 by ordering “forward.” This order signifies that the handler may give the command or signal to “heel” and, with the dog in the heel position, shall walk around and between the two stewards who shall stand about 8 feet apart.
 - The Figure 8 in the Novice classes shall be done on leash only. The handler may choose to go in either direction. There shall be no about turn, fast, or slow in the Figure 8, but the handler and dog shall go twice completely around the Figure 8 with at least one halt during and another halt at the end of the exercise.



Heel Free/ Figure 8 (Off Leash)

Performance and Scoring

This exercise is part of the Novice, Graduate Novice, Open A, and Open B classes.

- These exercises shall be executed in the same manner as Heel and Figure 8 on Leash except that the dog shall be off leash. Orders and scoring also shall be the same.
- This exercise is used for run-offs when tie scores occur. In the case of a tie, hold a run-off utilizing the Heel Off Leash exercise, one team at a time, with same pattern.

Stand for Examination

- This exercise is a part of the Novice and Graduate Novice classes. The principal features of this exercise are that the dog stands in position before and during the examination, and that the dog displays neither shyness nor resentment.
- Orders are, “Stand your dog and leave when you are ready,” “Return to your dog,” and “Exercise finished.” There will be no further command from the judge to the handler to leave the dog.
- The judge will give the order for examination and the handler, without further order from the judge, will stand or pose the dog from the sitting position.
- When the handler is ready, he/she will stand with the dog in heel position, give the command and/or signal to “stay,” walk forward about 6 feet in front of the dog, turn around, and stand facing the dog.
 - The method by which the dog is made to stand or pose is optional with the handler, who may take any reasonable time in posing the dog, as in the show ring, before deciding to give the command and/or signal to “stay.”
- The judge shall approach the dog from the front, and shall touch only the dog’s head, body, and hindquarters, using the fingers and palm of one hand only, and will then give the order “return to your dog,” whereupon the handler will walk around behind the dog to the heel position.
 - The dog must remain in a standing position until the judge says “exercise finished.” The dog must show no shyness or resentment at any time.



Novice Stand for Examination

- On judge's order, the handler shall remove the leash and give it to a steward, who shall place it on the judge's table or other designated place.
- The handler will take the dog to the place indicated by the judge, and on judge's order, the handler will stand and/or pose the dog from the sitting position off leash by the method of his/her choice, taking any reasonable time to pose the dog as in the show ring.
- When ready, the handler will stand with the dog in the heel position and give a command and/or signal to the dog to stay, walk forward about 6 feet in front of the dog, turn around, and stand facing the dog.
- On the order, "Return to your dog," the handler shall walk around behind the dog and return to the heel position. The dog must remain standing until after the judge has said, "Exercise finished."

Scoring

- Scoring of this exercise will not start until the handler has given the command and/or signal to stay, except for such things as rough treatment of the dog by its handler or active resistance by the dog to the handler's attempts to make it stand. Either of these shall be penalized.
- A dog shall receive a deduction if it displays shyness or resentment, growls or snaps at any time, sits or lies down before or during the examination, or moves away from the place where it was left either before or during the examination.
- If deductions are made for the reasons stated above, the dog shall not receive a qualifying score.
- Minor or substantial deductions, depending on the circumstance, shall be made for a dog that moves its feet at any time or sits or moves away after the examination has been completed.

Recall

This exercise is a part of the Novice class.

- The principal features of this exercise are that the dog stay where left until called by its handler, and that the dog respond promptly to the handler's command or signal to "Come." Orders are: "Leave your dog," "Call your dog," "Finish", "Exercise finished."
- On order from the judge, the handler may command and/or signal the dog to stay in the sit position while the handler walks forward about 35 feet to the other end of the ring, where he/she shall turn and stand in a natural manner facing the dog.
- On judge's order or signal, the handler will give command or signal for the dog to come. The dog should come directly in and sit straight, centered



immediately in front of the handler's feet, close enough that the handler could readily touch its head without moving either foot or having to stretch forward.

- The dog should not touch the handler or sit between the handler's feet.
- On the judge's order the handler will give a command or a signal to finish, and the dog must go smartly to the heel position and sit.
 - The manner in which the dog finishes is optional, provided it is prompt and the dog sits straight at heel.

Scoring

- A dog must receive a deduction and a non-qualifying score for the following: requiring additional command or signal to stay, failure to come on the first command or signal, moving from the place where left before being called or signaled, stopping prior to reaching the handler.
- Deductions shall be made for a slow response to come, varying with the extent of the slowness; failure of the dog to come at a satisfactory pace; standing or lying down instead of waiting in the sit position; failure to sit in front; failure to finish or sit at heel; or for extra command or signal to sit or finish.
- Minor to substantial deductions shall be made depending on the specific circumstances in each case for failure to come directly to the handler.
- Minor deductions shall be made for slow or poor sits or finishes which are not prompt or smart, for touching the handler on coming in or when finishing, or sitting between the handler's feet.

Drop on Recall

This exercise is a part of the Graduate Novice, Open A, and Open B classes.

- The principal features of this exercise, in addition to those listed under the Novice Recall, are the dog's prompt response to the handler's command or signal to drop, and the dog's remaining in the down position until called or signaled to come.
 - The dog will be judged on the promptness of its response to command or signal and not on its proximity to a designated point.
- Orders are: "Leave your dog," "Call your dog," a signal to drop the dog, another "Call your dog," "Finish", and "Exercise finished."
 - The judge's signal must be clear to the handler but not obvious or distracting to the dog.
- On order from the judge, the handler may command and/or signal the dog to stay in the sitting position while the handler walks forward about 35 feet to the other end of the ring, where he/she turns and stands in a natural manner facing the dog.



- On judge's order or signal, the handler shall command or signal to come, and the dog must start directly toward the handler.
- On the judge's arm or hand signal or predetermined location, the handler shall give the command or signal to drop, and the dog must immediately drop to the down position, where it must remain until, on the judge's order or signal, the handler again gives command or signal to come.
- The dog then completes the exercise as in the Novice Recall.

Scoring

- Deductions, varying with the extent, shall be made for delayed or slow response to the handler's command or signal to drop, delay or slowness to down, slow response to either of the recalls, and any anticipation of a command or signal.
- Penalties as in the Novice Recall shall apply.

Group Exercises

Novice and Pre-novice

- The principal feature of these exercises is that the dog remains in the sitting or down position, whichever is required by the particular exercise.
- Orders are "Sit your dogs" or "Down your dogs," "Leave your dogs," "Return to your dogs, and Exercise finished."
- Competing dogs in the class take these exercises together, except that if there are 12 or more dogs they shall, at the judge's option, be judged in groups of not less than six nor more than 12 dogs.
 - The judge shall divide the class into approximately equal sections. The group exercises shall be judged after each section.
- The dogs that are in the ring shall be lined up in order, at the discretion of the judge, along one of the four sides of the ring.
- Handler's armbands, weighted with leashes or other articles, if necessary, shall be placed behind the dogs.
- For the Long Sit the handlers shall, on order from the judge, command and/or signal their dogs to sit if they are not already sitting.
- On further order from the judge to leave their dogs, the handlers shall give a command and/or signal to stay and immediately leave their dogs.
- The handlers will go to the opposite side of the ring, turn, and stand facing their respective dogs. (In Pre-Novice, the handler will go to the end of the lead.)
- If a dog gets up and starts to roam or follows its handler, or if a dog moves so as to interfere with another dog, the judge shall promptly instruct the



handler or one of the stewards to take the dog out of the ring or to keep it away from the other dogs.

- After 1 minute from the time the judge has ordered the handlers to leave their dogs, the judge will give the order to return, whereupon the handlers must promptly go back to their dogs, each walking around and in back of their dog to the heel position.
- The dogs must not move from the sitting position until after the judge has said, “Exercise finished.”
 - The judge shall not give the order “Exercise finished” until the handlers have returned to the heel position.
- Before starting the Long Down, the judge shall ask if the handlers are ready.
- The Long Down is done in the same manner as the Long Sit except that instead of sitting their dogs the handlers shall, on order from the judge, down their dogs to a position facing the opposite side of the ring, and the judge will order the handlers to return after 3 minutes.
- The dogs should not move from the down position until after the judge has said, “Exercise finished.”
- The dogs shall not be required to sit at the end of the Down exercise.

Scoring

- During these exercises the judge shall stand in such a position that all dogs and handlers are in his/her line of vision without having to turn around. The judge may request stewards to assist in timing and watching the dogs.
- Scoring of the exercises will not start until after the judge has ordered the handlers to leave their dogs, except for such things as rough treatment of a dog by its handler or resistance by a dog to its handler’s attempts to make it sit or lie down. These may be penalized. In extreme cases the dog may be excused.
- The dog should not have to be forced into a position after receiving the handler’s command and/or signal to sit or down.
 - The team should be penalized with a minor deduction if, in the judge’s opinion, the dog was forced or placed into a position.
- A score of 0 should be given if the dog does not remain in place or goes to another dog.
 - The term “Did not remain in place” covers such behavior as scooting, crawling, or rolling more than a distance of one body length from the place where it was left by the handler.
- A score of 0 should be given if the dog stands or lies down on the Long Sit, stands or sits on the Long Down.
- A penalty of more than 50 percent of available points is assessed if the dog repeatedly whines or barks during either of the exercises.



- These penalties should apply throughout the exercise and while the handler is returning to the dog.
- Minor deductions will be given if the dog breaks the position, it was left in after the handler returns to heel position and before the judge says, “Exercise finished.”

Graduate Novice, Open A & B, Utility A Group Exercises

Performance and Scoring

These exercises are a part of the Graduate Novice, Open A, Open B, and Utility A classes.

- During the Long Sit and the Long Down exercises, the judge shall stand in such a position that all dogs and handlers will be in his/her line of vision, both while in and out of the ring, without having to turn around.
- These exercises in the Graduate Novice, Open A & B, and Utility A classes are performed in the same manner as in the Novice classes except that, after leaving their dogs, the handlers must cross to the opposite side of the ring, leave the ring in single file as directed by the judge, and go to a place designated by the judge, completely out of sight of their dogs.
- Handlers must remain in place until called by the judge after the time limit of 3 minutes in the Long Sit and 5 minutes in the Long Down, from the time the judge gave the order to “Leave your dogs.”
- On order from the judge, the handlers shall return to the ring in single file in reverse order, lining up facing their dogs at the opposite side of the ring, and return to their dogs on order from the judge.
- Orders and scoring are the same as in the Novice Group exercises.

Retrieve on the Flat

This exercise is a part of the Open A and Open B classes.

- The principal feature of this exercise is that the dog retrieves promptly. Orders are: “Throw it,” “Send your dog,” “Take it,” “Finish,” and “Exercise finished.”
- The dumbbell must be approved by the judge and shall be made of one or more solid pieces of heavy hardwood, which shall not be hollowed out.
 - The dumbbell may also be of rigid, semi-rigid, firm, nontoxic, non-wooden material, similar in size, shape, color, and weight to a wooden dumbbell.
 - Metal dumbbells are not permitted.



- Dumbbells may be unfinished, coated with a clear finish, or painted white, and shall have no decorations or attachments, but may bear an inconspicuous mark for identification.
- The size of the dumbbell shall be proportionate to the size of the dog.
- In retrieving the dumbbell on the flat, the handler stands with the dog sitting in the heel position in a place designated by the judge.
- Upon orders from the judge to “throw it,” the handler may give the command and/or signal to “stay,” which may not be given with the hand that is holding the dumbbell, and throw the dumbbell at least 15 feet.
 - The judge shall require the dumbbell to be thrown again before the dog is sent if, in the judge’s opinion, it is thrown less than 15 feet, or too far to one side, or too close to the ringside.
- Handlers must wait for orders from the judge before executing each subsequent movement.
- With the order “send your dog,” the handler gives the command or signal to the dog to retrieve.
- The retrieve shall be executed at a brisk trot or gallop, the dog going directly to the dumbbell, retrieving it, and returning directly to the handler without unnecessary mouthing or playing.
 - The dog must sit straight to deliver, centered immediately in front of the handler’s feet, close enough that the handler can readily take the dumbbell without moving either foot or having to stretch forward.
 - The dog must not touch the handler nor sit between his/her feet.
- After the order “take it,” the handler may give a command or signal and take the dumbbell from the dog.
- Following the final order “finish,” the handler gives the command or signal to heel as in the recall.

Retrieve on Flat Scoring

- A dog must be scored a 0 if it fails to go out on the first command or signal, goes to retrieve before the command or signal, fails to retrieve, or does not return with the dumbbell sufficiently close that the handler can easily take the dumbbell as described above.
- Substantial deductions, depending on the extent, shall be made for slowness in going out or returning or in picking up the dumbbell, for not going directly to the dumbbell, and for reluctance or refusal to release the dumbbell to the handler.
- All other applicable penalties listed under the Novice Recall apply.



Retrieve Over High Jump

- The principal features of this exercise are that the dog goes out over the jump, picks up the dumbbell, and promptly returns with it over the jump. Orders are “throw it,” “send your dog,” “take it,” “finish,” and “exercise finished.”
- This exercise shall be executed in the same manner as the retrieve on the flat, except that the dog must clear the high jump both going and coming.
- The handler must stand at least 8 feet, or any reasonable distance beyond 8 feet, from the jump, but must remain in the same spot throughout the exercise, and must throw the dumbbell at least 8 feet beyond the jump.
- The jumps may be preset by the stewards based on the handler’s advice as to the dog’s height.
 - The judge must make certain the jump is at least the minimum required height for each dog, and also must be aware that the jump shall be set at a higher height if requested by the handler.
 - The judge may, at his/her discretion, verify the height of any dog at the withers.

Jump Heights

The minimum jump shall be set at the nearest multiple of 2 inches to three-quarters the height of the dog at the withers, with no dog jumping less than 8 inches nor more than 36 inches. Handlers having their dogs jump more than the minimum required height, shall neither be penalized nor receive extra consideration.

The minimum jumps shall be set in accordance with the following table:

Measured height of dog at withers	Height to be jumped
12" and Under	8"
12½" to 14½"	10"
15" to 17"	12"
17½" to 19½"	14"
20" to 22½"	16"
23" to 25"	18"
25½" to 27½"	20"
28" to 30½"	22"
31" to 33"	24"
33½" to 35½"	26"
36" to 39"	28"

Scoring

Scoring of this exercise shall be as in Retrieve on Flat.



- In addition, a dog that fails, either going or returning, to go over the full height of the jump, or climbs or uses the jump for aid in going over, must be scored a 0.
- Minor to substantial deductions, depending on the specific circumstances in each case, shall be made for the dog that touches the jump in going over or displays any hesitation or reluctance to jump.
- All other appropriate penalties for the Retrieve on Flat apply.
- The side posts of the high jump shall be 4 feet high and the jump shall be 5 feet wide and constructed to provide adjustment for each 2 inches from 8 inches to 36 inches.
- It is suggested that the jump have a bottom board 8 inches wide, including the space from the bottom of the board to the ground or floor, together with three other 8-inch boards, one 4-inch board, and one 2-inch board. A 6-inch board may also be provided.
- The jump shall be painted a flat white. The width in inches, and nothing else, shall be painted on each side of each board in black 2-inch figures, the figures on the bottom board representing the distance from the ground or floor to the top of the board.
- A diagram for construction of a wooden high jump can be found on page 46. Alternatively, a readymade plastic unit may be used including one with displaceable panels such as used on the Agility course.

Broad Jump

This exercise is a part of the Open A, Open B, and Utility A classes.

- The principal features of this exercise are that the dog stays where left until directed to jump and that the dog clears the jump on a single command or signal. Orders are: “Leave your dog,” “Send your dog,” “Finish,” and “Exercise finished.”
- The handler will stand with the dog sitting in the heel position in front of and at least 8 feet from the jump.
- On order from the judge to “Leave your dog,” the handler will give the command and/or signal to stay and go to a position facing the right side of the jump, with his/her toe about 2 feet from the jump, and anywhere between the lowest edge of the first hurdle and the highest edge of the last hurdle.
- On order from the judge the handler shall give the command or signal to jump and the dog shall clear the entire distance of the broad jump without touching and, without further command or signal, immediately return to a sitting position in front of the handler as in the Novice Recall.
- The handler shall change position by executing a right-angle turn while the dog is in midair, but shall remain in the same spot.



- On order from the judge, the handler will give the command or signal to “heel” and the dog will finish as in recall.

The minimum jumps shall be set in accordance with the following table:

Measured height of dog at withers	Width to be jumped	# of boards
12" and Under	16"	2
12½" to 14½"	20"	2
15" to 17"	24"	2
17½" to 19½"	28"	3
20" to 22½"	32"	3
23" to 25"	36"	3
25½" to 27½"	40"	3
28" to 30½"	44"	3
31" to 33"	48"	4
33½" to 35½"	52"	4
36" to 39"	56"	4

Broad jump is twice the length of high jump.

- The broad jump shall consist of four hurdles.
- The four hurdles shall be used for a jump of 48 to 56 inches, three hurdles for a jump of 28 to 44 inches, and two hurdles for a jump of 16 to 24 inches. The highest hurdles shall be removed first.
- The four hurdles are built to telescope for convenience. It shall be made of boards 6 to 8 inches wide, the largest jump measuring about 5 feet long and 6 inches high at the highest point.
- All hurdles shall be painted flat white.
- The hurdles shall be set up in order of size and shall be evenly spaced so as to cover a distance equal to twice the height of the high jump as set for the particular dog, with the low side of each hurdle and the lowest hurdle nearest the dog.

Scoring

- A dog that fails to stay until directed to jump, refuses the jump on the first command or signal, steps on or between the boards, uses the jump for aid in going over, or fails to clear the full distance must be scored 0.
- Minor or substantial deductions, depending on each circumstance, shall be made for a dog that does not return directly to the handler, displays any hesitation or reluctance to jump, or that touches the jump.
- All other applicable penalties listed under the Novice Recall apply.



Utility Signal Exercise

- The principal features of this exercise are the ability of dog and handler to work as a team while heeling, and the dog's responses to the signals to "stand," "stay," "drop," "sit," and "come."
- The signal exercise is composed of two primary components — the heel component and the stand, stay, drop, sit, and come component.
 - The heel component is identical to the open heel free except that no vocal commands, only signals, may be given.
- On order from the judge, "Forward," the handler may signal the dog to walk at heel, and on specific order from the judge in each case, shall execute a "Left turn," "Right turn," "About turn," "Halt," "Slow," "Normal," and "Fast."
- These orders may be given in any sequence and may be repeated as necessary, but the judge shall attempt to standardize the heeling pattern for all dogs in the class.
- Orders are the same as in Heel on Leash and Figure 8, with the additions of "Stand your dog," which shall be given only when dog and handler are walking at normal pace, and "Leave your dog."
- The handler shall signal the dog to stand in the heel position near one end of the ring. (Note: To facilitate this, the judge should give the command to stand when the dog and handler are near one end of the ring.)
- On separate and specific signals from the judge, the handler shall give the signals to drop, sit, come, and finish as in the novice recall.

Scoring

- A dog that fails, on a single signal from the handler, to stand or remain standing where left, or to drop or to sit, or to come, or that receives a command or audible signal from the handler to do any of these parts of the exercise, shall be scored 0.
- Minor or substantial deductions, depending on the specific circumstances in each case, shall be made for a dog that walks forward a short distance on the stand, drop, or sit portions of the exercise. (If the dog moves a large distance (more than a body length) on these parts, it shall be scored 0.)
- A substantial deduction shall be made for any audible command during the heeling or finish portions of the exercise.
- All the penalties listed under the Heel on Leash, Figure 8, and Novice Recall exercises shall apply.



Scent Discrimination

This exercise is a part of the Utility A and Utility B classes.

- In each of these two exercises, the dog must select by scent alone and retrieve an article that has been handled by the handler.
- The articles shall be provided by the handler.
- These shall consist of two sets, each comprising five identical articles not more than 6 inches in length.
 - There shall be two sets of articles (5 each) made entirely of **(1)** rigid metal, **(2)** leather designed so that nothing but leather is visible except for the minimum amount of thread or metal necessary to hold the article together, or **(3)** made entirely of wood.
 - The articles in each set must be legibly numbered, each with a different number, and must be approved by the judge.
 - The handler shall present all 10 articles to the judge.
- The judge shall designate one article from each of the two sets and shall make a written note of the numbers of the two articles selected.
- These two handler's articles shall be placed on a table or chair in the ring until picked up by the handler, who shall hold only one article at a time.
- Before the start of the scent discrimination exercises, the judge or the steward will handle each of the remaining eight articles and place them at random in the ring about 6 inches apart.
 - The handler will stand about 15 feet from the articles with the dog sitting in the heel position.
 - The judge must make sure that the articles are visible to the dog and handler, and that the articles are properly separated so that there will be no confusion of scent between the articles.
- The handler and dog shall turn around after watching the judge or steward spread the articles.
- The judge will ask the handler to select one of the articles. The handler's scent may be imparted to the article only from the hands, which must remain in plain sight. The handler has the option as to which article to pick up first.
- The judge will then ask, "Are you ready?" immediately before taking the article from the handler.
 - The taking of the article from the handler will be considered to be the first order, and scoring of the exercise will begin at that time.
 - The remaining orders are "Turn and send your dog," "Take it," "Finish," and "Exercise finished."



- On order from the judge, the handler will immediately place the article on the judge's book or work sheet and the judge, without touching the article, will place it among the other articles.
- The handler and dog will face away from the articles that are on the ground or floor from the time the judge takes the handler's article until the order "Turn and send your dog."
- On order from the judge to "Turn and send your dog," the handler may give the command or signal to heel and will turn in place, right or left, to face the articles.
- The handler will come to a halt with the dog sitting in heel position.
- The handler shall then give the command or signal to retrieve.
- The handler may give the scent to the dog by gently touching the dog's nose with the palm of one open hand, but this may only be done while the dog is sitting at heel and the arm and hand must be returned to a natural position before handler and dog turn to face the articles.
- The dog shall go at a brisk pace to the articles and take any reasonable time to select the correct article, provided it works continuously and does not pick up any article other than the one with its handler's scent.
- After picking up the correct article, the dog shall return at a brisk pace and complete the exercise as in the retrieve on the flat.
- The same procedure is used on each of the two scent discrimination exercises.
- Should a dog retrieve a wrong article in the first exercise, it shall be placed on the table or chair, and the handler's article must also be taken from the remaining articles. The second exercise shall then be completed with one less article in the ring.

Scoring

- Deductions shall be the same as in the Novice Recall and the Retrieve on Flat.
- In addition, a dog that fails to go to the group of articles, or retrieves a wrong article, or fails to bring the right article to the handler, must be scored 0 for the particular exercise.
- Substantial deductions shall be made for a dog that picks up a wrong article, even though it puts it down again immediately, for any roughness by the handler in imparting their scent to the dog, and for the handler not turning in place.
- Minor or substantial deductions, depending on the circumstances in each case, shall be made for a dog that is slow or inattentive, that does not go directly to the articles or that does not work continuously, and for any excessive motions by the handler in turning to face the articles.



- There shall be no penalty for a dog that takes a reasonably long time examining the articles provided the dog works smartly and continuously.

Directed Retrieve

This exercise is a part of the Utility B class.

- The principal features of this exercise are that the dog stays until directed to retrieve, that it goes directly to the designated glove, and that it retrieves promptly.
- The orders for the exercise are “One,” “Two,” or “Three,” “Take it,” “Finish,” and “Exercise finished.”
- The gloves shall be three predominantly white cotton work gloves supplied by the handler.
- The handler will stand with his/her back to the unobstructed end of the ring (i.e., the end opposite the entrance and table) with the dog at heel position midway between, and in line with, the high and bar jumps.
- While the handler and dog are in this position, (facing the opposite direction) the judge or steward will drop the gloves at the unobstructed end of the ring.
 - The gloves shall be dropped so that the dog and handler can see them clearly.
 - The gloves shall be dropped about 3 feet from the end of the ring, and for the corner gloves, about 3 feet from the end and side of the ring.
 - All three gloves will be clearly visible to the dog and handler, when the handler turns to face the glove designated by the judge.
 - There shall be no table or chair at this end of the ring.
 - The gloves shall be designated “One,” “Two,” and “Three,” reading from left to right when the handler turns and faces the gloves.
- The judge will give the order “One” or “Two” or “Three.”
- The handler then will turn the dog right or left to face the designated glove. The handler, after turning in place, will halt with the dog on heel. The handler shall not touch the dog to get it into position nor reposition the dog.
- The handler will then give the dog the direction to the designated glove with a single motion of the left hand along the right side of the dog and will give the command to retrieve either simultaneously or immediately following the giving of the direction.
- The dog shall then go directly to the glove at a brisk trot or gallop and retrieve it without unnecessary mouthing or playing with it, completing the exercise as in the retrieve on the flat.



- The handler may bend his/her body and knees to the extent necessary to give direction to the dog, after which the handler will stand erect in a natural position with arms at side.
- The exercise shall consist of a single retrieve, but the judge shall designate different glove numbers for successive dogs; each glove shall be used approximately the same number of times.

Scoring

- All applicable penalties listed under the Novice Recall and the Retrieve on Flat shall apply.
- In addition, a score of 0 is required for any commands or signals by the handler, after turning, to position the dog to face the designated glove, for not going directly to the designated glove, or for not retrieving the glove.
- Depending on the extent, a substantial deduction even to the point of 0 shall be made for not turning in place or not turning to face the designated glove.
- Depending on the extent, a minor to substantial deduction shall be made for a handler who touches the dog or uses excessive motions while turning to face the glove.
- Depending on the extent, substantial or minor deductions shall be made for a handler who overturns or touches the dog or uses excessive motions when turning to face the glove.

Directed Jumping

This exercise is a part of the Utility B class.

- The principal features of this exercise are that the dog goes away from the handler in the direction indicated, stops when commanded, jumps as directed, and returns as in the recall. The orders are “Send your dog,” “Bar” or “High,” “Finish,” and Exercise finished.”
- The jumps shall be placed midway in the ring at right angles to the sides of the ring and 18 to 20 feet apart, the bar jump on one side, the high jump on the other.
 - The judge must make certain that the jumps are set at the required height for each dog by following the procedure described in retrieve over high jump.
- The handler starts from a position on the center line of the ring and about 20 feet from the line of the jumps (i.e., about 20 feet from the starting point of the directed retrieve) with the dog sitting in the heel position.
- After the order from the judge “send your dog,” the handler will command and/or signal the dog to go forward at a brisk pace to a point about 20 feet beyond the jumps in the center of the opposite end of the ring (about 40 feet away from the handler).



- When the dog has reached the opposite end of the ring, the handler will give a command to “sit.”
 - The dog must stop and sit facing or with its attention on the handler, but need not sit squarely.
- The judge will indicate the order of jumps by indicating the “high” or “bar” jumps.
- The handler shall command and/or signal the dog to return to him/her over the designated jump.
 - The arm movement should be one continuous movement for the signal and then return back to the natural position at his/her side.
- As in the broad jump exercise, the handler may turn while the dog is in mid-air so as to be facing the dog when it returns.
- The dog shall sit in front of the handler until the order “finish” is given by the judge.
- After the dog has returned to the heel position, the judge will say “Exercise finished.”
- When the dog is again sitting in the heel position, the judge shall ask, “Are you ready?” before giving the order to send the dog for the second part of the exercise.
 - The second part is identical to the first except the other jump is taken.
 - It is at the judge’s option which jump is to be taken first, but both jumps must be taken to complete the exercise.
 - The judge must not designate the jumps until the dog is at the far end of the ring.
- The dog must clear the jumps without touching them.
- The height of the jumps shall be the same as required in the Open B class.
 - The bar jump shall consist of a bar between 2 and 2½ inches square with the four edges rounded sufficiently to remove any sharpness.
 - The bar shall be painted flat black and white in alternate sections of about 3 inches each (or the bar may be painted totally white and black tape wrapped around it at intervals).
 - The bar shall be supported by two unconnected 4-foot upright posts about 5 feet apart.
 - The bar shall be adjustable for each 2 inches of height from 8 inches to 36 inches and the jump shall be so constructed and positioned that the bar can be knocked off without disturbing the uprights.

Scoring

- A dog must receive a score of zero for the following: anticipating the handler’s command and/or signal to go out, not leaving the handler, not going out between the jumps, not stopping on command and remaining at



- least 10 feet beyond the jumps, anticipating the handler's command and/or signal to jump, not jumping as directed, knocking the bar off the uprights, and climbing or using the top of the high jump for aid in going over.
- Substantial deductions shall be made for a dog that does not stop in the approximate center of the ring about 20 feet beyond the jumps, for a dog that turns, stops, or sits before the handler's command to sit, and for a dog that fails to sit.
 - Substantial or minor deductions, depending on the extent, shall be made for slowness in going out or for touching the jumps, or for any display of hesitation or reluctance to jump.
 - All of the penalties listed under Novice Recall shall also apply.

Moving Stand and Examination

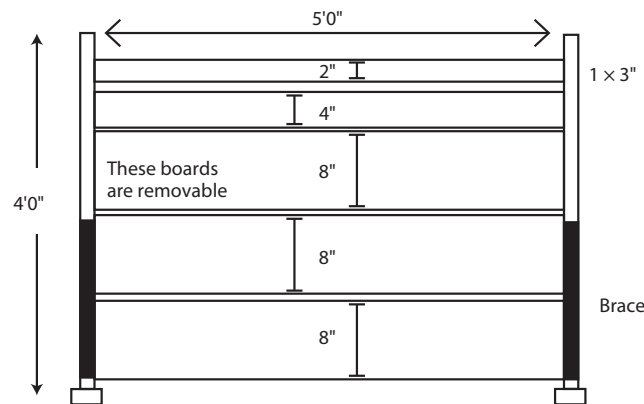
- The principal features of the exercise are that the dog heel, stand, and stay on command by the moving handler, accept the examination without shyness or resentment, and, on command, return to the handler.
- Orders for the exercise are "forward," "stand your dog," given while the handler is walking, "call your dog to heel," and "exercise finished."
- The handler stands with the dog sitting in the heel position at a point indicated by the judge.
- The judge asks, "Are you ready?" and orders "Forward."
- The handler commands or signals the dog to heel and walks briskly at a normal pace.
- After the handler has proceeded about 10 feet the judge orders "Stand your dog."
- The handler, without pausing, commands and/or signals the dog to stand, continues forward 10 to 12 feet and turns around, either to the right or left, and stands facing the dog.
 - The dog must stand and stay in position.
- The judge approaches the dog from the front and examines the dog by going over it with his/her hands as in dog show judging except that in no circumstances shall the examination include the dog's mouth or testicles. (This should be done in the manner of Stand for Examination. The judge will touch the dog's head, body, and hindquarters.)
- The judge then orders "Call your dog to heel," whereupon the handler commands and/or signals the dog to return to the heel position.
- The dog immediately returns in a brisk manner to the proper heel position beside the handler. There is no sit in front.



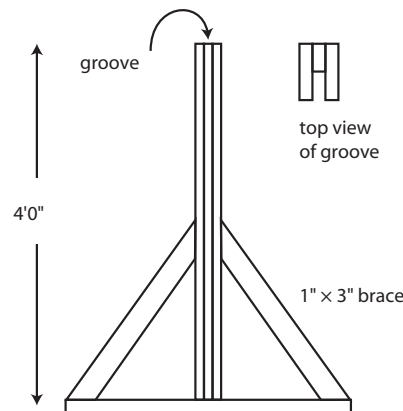
Scoring

- A score of zero is required for the following: A dog displaying fear or resentment, moving from the place where it was left, sitting or lying down before being called, growling or snapping at any time during the exercise, repeated whining or barking, the dog's failure to heel, stand, and stay, accept the judge's examination, or return to the handler.
- Substantial to minor deductions, depending on the circumstances, must be made for a dog that moves its feet repeatedly while remaining in place, or for a dog that returns close enough to the handler so that the handler could readily touch the dog's head without moving either foot or having to stretch, but not to the heel position.
- All appropriate penalties of the Novice Heel Free, Stand for Examination, and Recall exercises shall apply.
- Minor or substantial penalties, depending on extent, shall be made for the handler that changes the manner of walking or hesitates or pauses while giving the command and/or signal to stand, or if the dog fails to return briskly or sit properly in the heel position.

High Jump Front View



Note: A 6-inch board may be included.



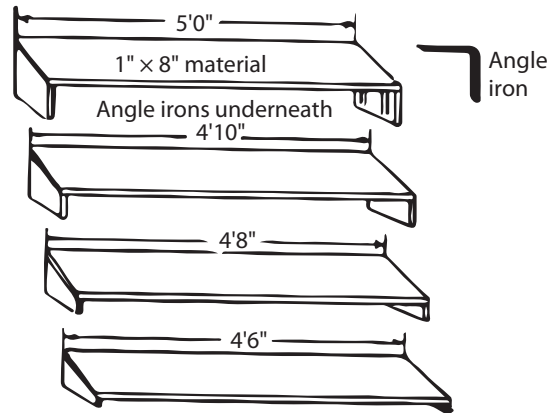
Side View

This upright consists of two pieces of 1" x 3" and one piece 1" x 2" nailed together, with the 1" x 2" forming the groove for the boards to slide in.

The high jump must be painted a flat white.



Broad Jump

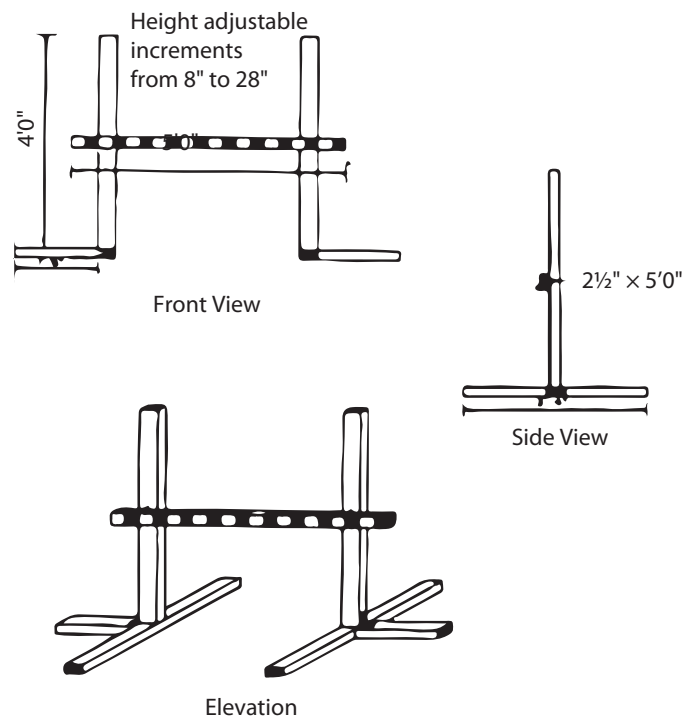


End View of Four Hurdles



This jump must be painted a flat white

Bar Jump



TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (150-160) Blue (135-149.5) Red (120-134.5) White (119.5 or less)
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4-H Dog Obedience

Class: Pre-Novice (A) (B) (C)
(County use only) (Circle one)

4-Her's Name _____ Dog's Name _____ Breed _____

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

Exercise	Non-Qualifying		Qualifying	Maximum Points	Points Lost	Net Score
	Zero	Less than 50%				
Heel on Leash and Figure 8 on Leash	Unmanageable ____ Unqualified Heeling ____	Handler continually adapts pace to dog ____ Constant tugging on leash or guiding ____	<div style="text-align: right; margin-right: 20px;">Heeling Fig. 8</div> Extra command to heel or sit _____ Improper heel position _____ Occasional tight leash _____ Lagging/Forging _____ Heeling wide _____ No change of pace (Fast ____ Slow ____) Sits (Poor ____ No ____) Crowding handler _____ Sniffing _____ Lack of naturalness, smoothness _____ Handler touched dog _____ Handler error _____	35		
Stand for Examination on Leash	Does not remain in place ____ Growls or snaps ____	Sits or downs before or during examination ____	Resistance to handler posing _____ Extra command to stay _____ Less than 6 feet away _____ Moving slightly during exam _____ Moving after examination _____ Sits as handler returns _____ Lack of naturalness, smoothness _____ Handler error _____	30		
Recall on Leash	Didn't come on first command or signal ____ Sat out of reach ____	Extra command or signal to stay Moved from position ____ Anticipated recall command ____ Leaving handler ____	Stood or lay down _____ Double command (Finish ____ Come ____) _____ Extra command (Finish ____) Poor sit (Front ____ Finish ____) No sit (Front ____ Finish ____) Finish (No ____ Poor ____) Slow response _____ Touched handler _____ Lack of naturalness, smoothness _____ Handler error _____	35		
Maximum Subtotal				100		
Long Sit on Leash (1 minute)	Did not remain in place ____	Stood or lay down as handler returns ____ Repeated whines or barks ____	Forcing into position _____ Stood or lay down after handler returns to heel position _____ Minor move before handler returns _____ Minor whine or bark _____ Excessively loud commands _____	30		
Long Down on Leash (3 minutes)	Did not remain in place ____	Stood or sat as handler returns ____ Repeated whines or barks ____	Forcing into position _____ Stood or sat after handler returns to heel position _____ Minor move before handler returns _____ Minor whine or bark _____ Excessively loud commands _____	30		
Maximum Points				160		
Heavy disciplining Shows fear Fouling ring Disqualified Baiting Excused Less penalty for unusual behavior						
Updated 5/22	Explanation of Penalty			Total Net Score		

TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (190-200) Blue (170-189.5) Red (150-169.5) White (149.5 or less)
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4-H Dog Obedience

Class: Novice

4-Her's Name _____ Dog's Name _____ Breed _____

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

Exercise	Non-Qualifying		Qualifying	Maximum Points	Points Lost	Net Score
	Zero	Less than 50%				
Heel on Leash and Figure 8 on Leash	Unmanageable ____ Unqualified Heeling ____	Handler continually adapts pace to dog ____ Constant tugging on leash or guiding ____	Heeling Fig. 8 Extra command to heel or sit _____ Improper heel position _____ Occasional tight leash _____ Lagging/Forging _____ Heeling wide _____ No change of pace (Fast ____ Slow ____) Sits (Poor ____ No ____) Crowding handler _____ Sniffing _____ Lack of naturalness, smoothness _____ Handler touched dog _____ Handler error _____	35		
Stand for Examination off Leash	Does not remain in place ____ Growls or snaps ____	Sits or downs before or during examination ____	Resistance to handler posing _____ Extra command to stay _____ Greater than 6 feet away _____ Moving slightly during exam _____ Moving after examination _____ Sits as handler returns _____ Lack of naturalness, smoothness _____ Handler error _____	30		
Heel off Leash	Unmanageable ____ Unqualified Heeling ____	Handler continually adapts pace to dog ____	Extra command to heel or sit _____ Improper heel position _____ Lagging/Forging _____ Heeling wide _____ Sits (Poor ____ No ____) No change of pace (Fast ____ Slow ____) Crowding handler _____ Sniffing _____ Lack of naturalness, smoothness _____ Handler touched dog _____ Handler error _____	45		
Recall off Leash	Didn't come on first command or signal ____ Sat out of reach ____	Extra command or signal to stay _____ Double command to come ____ Moved from position ____ Anticipated recall command ____ Leaving handler ____	Stood or lay down _____ Double command (Finish ____) Extra command (Finish ____) Poor sit (Front ____ Finish ____) No sit (Front ____ Finish ____) Finish (No ____ Poor ____) Slow response _____ Lack of naturalness, smoothness _____ Hands not at side _____ Touching handler _____ Handler error _____	35		
Maximum Subtotal				140		
Long Sit off Leash (1 minute)	Did not remain in place ____	Stood or lay down as handler returns ____ Repeated whines or barks ____	Forcing into position _____ Stood or lay down after handler returns to heel position _____ Minor move before handler returns _____ Minor whine or bark _____ Excessively loud commands _____	30		
Long Down off Leash (3 minutes)	Did not remain in place ____	Stood or sat as handler returns ____ Repeated whines or barks ____	Forcing into position _____ Stood or sat after handler returns to heel position _____ Minor move before handler returns _____ Minor whine or bark _____ Excessively loud commands _____	30		
Maximum Points				200		
Heavy disciplining Shows fear Fouling ring Disqualified Baiting Excused Less penalty for unusual behavior						
Updated 5/22	Explanation of Penalty			Total Net Score		

TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (190-200) Blue (170-189.5) Red (150-169.5) White (149.5 or less)
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4-H Dog Obedience

Class: Graduate Novice

4-Her's Name _____ Dog's Name _____ Breed _____

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

Exercise	Non-Qualifying		Qualifying	Maximum Points	Points Lost	Net Score
	Zero	Less than 50%				
Heel on Leash	Unmanageable ____ Unqualified heeling ____	Handler continually adapts pace to dog ____ Constant tugging on leash or guiding ____	Heeling Fig. 8	35		
			Extra command to heel or sit Improper heel position Occasional tight leash Lagging/Forging Heeling wide No change of pace (Fast ____ Slow ____) Sits (Poor ____ No ____) Crowding handler Sniffing Lack of naturalness, smoothness Handler touched dog Handler error			
Stand for Examination off Leash	Does not remain in place ____ Growls or snaps ____	Sits or downs before or during examination ____	Resistance to handler posing Extra command to stay Greater than 6 feet away Moving slightly during exam Moving after examination Sits as handler returns Lack of naturalness, smoothness Handler error	30		
Heel off Leash and Figure 8 off Leash	Unmanageable ____ Unqualified heeling ____	Handler continually adapts pace to dog ____	Heeling Fig. 8	45		
			Extra command Improper heel position Lagging/Forging Heeling wide No change of pace (Fast ____ Slow ____) Sits (Poor ____ No ____) Crowding handler Sniffing Lack of naturalness, smoothness Handler touched dog Handler error			
Drop on Recall off Leash	Does not come on first command or signal ____ Does not drop on first command or signal ____ Sat out of reach ____	Extra command or signal to stay after handler leaves ____ Moved from place ____ Anticipated: Recall ____ Drop ____ Come in ____ Double command to come ____	Stood or laid down Double command: (Finish ____) Extra Command: (Finish ____) Poor sit (Front ____ Finish ____) No sit (Front ____ Finish ____) Finish (No ____ Poor ____) Slow response Touched handler Lack of naturalness, smoothness Hands not at sides Handler error	30		
Maximum Subtotal				140		
Long Sit 3 min. (handler out of sight)	Did not remain in place ____	Stood or lay down as handler returns ____ Repeated whines or barks ____	Forcing into position Stood or lay down after handler returns to heel position Minor move before handler returns Minor whine or bark Excessively loud commands	30		
Long Down 5 min. (handler out of sight)	Did not remain in place ____	Stood or sat as handler returns ____ Repeated whines or barks ____	Forcing into position Stood or sat after handler returns to heel position Minor move before handler returns Minor whine or bark Excessively loud commands	30		
Maximum Points				200		
Heavy disciplining Shows fear Fouling ring Disqualified Baiting Excused Less penalty for unusual behavior						
Updated 5/22	Explanation of Penalty			Total Net Score		

4-H OBEDIENCE CLASSES JUDGE'S WORKSHEET

Class _____

Date _____

BREED

Team Number																				

Long Sit:																				
Excessively loud commands																				
Minor move before handler returns																				
Minor whine or bark																				
Did not remain in place																				
Stood or lay down as or after handler returns to heel position																				
Score																				

Long Down:																				
Excessively loud commands																				
Forcing into position																				
Minor move before handler returns																				
Minor whine or bark																				
Did not remain in place																				
Sat or stood as or after handler returns to heel position																				
Score																				

CLASS:	Pre-Novice	Novice	Grad. Novice	Open A	Open B	Utility A
How performed:	On lead	Off lead	Out of sight	Out of sight	Out of sight	Out of sight
Maximum Points Possible:						
Long Sit:	30	30	30	25	25	25
Long Down:	30	30	30	25	25	25

Updated 5/22

TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (190-200) Blue (170-189.5) Red (150-169.5) White (149.5 or less)
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4-H Dog Obedience

Class: Open A

4-H'ers Name _____ Dog's Name _____ Breed _____

Dog's Height (at withers) _____ Broad Jump set at _____ inches

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

Exercise	Non-Qualifying Zero	Qualifying	Maximum Points	Points Lost	Net Score																																				
Heel Off Leash and Figure 8	Unmanageable ____ Unqualified heeling ____ Handler continually adapts pace to dog ____	<table border="0"> <tr> <td></td> <td>Heeling</td> <td>Fig. 8</td> </tr> <tr> <td>Extra command to heel or sit</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Improper heel position</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Lagging/Forging</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Heeling wide</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>No change of pace (Fast ____ Slow ____)</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Sits (Poor ____ No ____)</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Crowding handler</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Sniffing</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Lack of naturalness, smoothness</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Handler touched dog</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Handler error</td> <td>_____</td> <td>_____</td> </tr> </table>		Heeling	Fig. 8	Extra command to heel or sit	_____	_____	Improper heel position	_____	_____	Lagging/Forging	_____	_____	Heeling wide	_____	_____	No change of pace (Fast ____ Slow ____)	_____	_____	Sits (Poor ____ No ____)	_____	_____	Crowding handler	_____	_____	Sniffing	_____	_____	Lack of naturalness, smoothness	_____	_____	Handler touched dog	_____	_____	Handler error	_____	_____	40		
	Heeling	Fig. 8																																							
Extra command to heel or sit	_____	_____																																							
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Heeling wide	_____	_____																																							
No change of pace (Fast ____ Slow ____)	_____	_____																																							
Sits (Poor ____ No ____)	_____	_____																																							
Crowding handler	_____	_____																																							
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Handler touched dog	_____	_____																																							
Handler error	_____	_____																																							
Drop on Recall	Does not come on first command or signal ____ Does not drop on first command or signal ____ Extra or double command or signal to come or drop ____ Moved from place ____ Anticipated command ____ Sat out of reach ____	<table border="0"> <tr> <td>Stood or laid down</td> <td>_____</td> </tr> <tr> <td>Double command: (Finish ____)</td> <td>_____</td> </tr> <tr> <td>Extra Command: (Finish ____)</td> <td>_____</td> </tr> <tr> <td>Poor sit (Front ____ Finish ____)</td> <td>_____</td> </tr> <tr> <td>No sit (Front ____ Finish ____)</td> <td>_____</td> </tr> <tr> <td>Finish (No ____ Poor ____)</td> <td>_____</td> </tr> <tr> <td>Slow response</td> <td>_____</td> </tr> <tr> <td>Lack of naturalness, smoothness</td> <td>_____</td> </tr> <tr> <td>Hands not at sides</td> <td>_____</td> </tr> <tr> <td>Touching handler</td> <td>_____</td> </tr> <tr> <td>Handler error</td> <td>_____</td> </tr> </table>	Stood or laid down	_____	Double command: (Finish ____)	_____	Extra Command: (Finish ____)	_____	Poor sit (Front ____ Finish ____)	_____	No sit (Front ____ Finish ____)	_____	Finish (No ____ Poor ____)	_____	Slow response	_____	Lack of naturalness, smoothness	_____	Hands not at sides	_____	Touching handler	_____	Handler error	_____	30																
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Handler error	_____																																								
Maximum Subtotal			150																																						
Long Sit 3 min., (handler out of sight)	Did not remain in place ____ Stood or lay down as handler returns ____ Repeated whines or barks ____	<table border="0"> <tr> <td>Forcing into position</td> <td>_____</td> </tr> <tr> <td>Stood or lay down after handler returns to heel position</td> <td>_____</td> </tr> <tr> <td>Minor move before handler returns</td> <td>_____</td> </tr> <tr> <td>Minor whine or bark</td> <td>_____</td> </tr> <tr> <td>Excessively loud commands</td> <td>_____</td> </tr> </table>	Forcing into position	_____	Stood or lay down after handler returns to heel position	_____	Minor move before handler returns	_____	Minor whine or bark	_____	Excessively loud commands	_____	25																												
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Maximum Points			200																																						
Heavy disciplining	Shows fear	Fouling ring	Disqualified	Baiting	Excused	Less penalty for unusual behavior																																			
Updated 5/22	Explanation of Penalty		Total Net Score																																						

TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (190-200) Blue (170-189.5) Red (150-169.5) White (149.5 or less)
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4-H Dog Obedience

Class: Open B

4-H'ers Name _____ Dog's Name _____ Breed _____

Dog's Height (at withers) _____ Broad Jump set at _____ inches

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

Exercise	Non-Qualifying Zero	Qualifying	Maximum Points	Points Lost	Net Score
Heel Off Leash and Figure 8	Unmanageable ___ Unqualified heeling ___ Handler continually adapts pace to dog ___	Heeling Fig. 8 Extra command to heel or sit ___ ___ Improper heel position ___ ___ Lagging/Forging ___ ___ Heeling wide ___ ___ No change of pace (Fast ___ Slow ___) Sits (Poor ___ No ___) Crowding handler ___ ___ Sniffing ___ ___ Lack of naturalness, smoothness ___ ___ Handler touched dog ___ ___ Handler error ___ ___	40		
Drop on Recall	Does not come on first command or signal ___ Does not drop on first command or signal ___ Extra or double command or signal to come or drop ___ Moved from place ___ Anticipated command ___ Sat out of reach ___	Stood or laid down ___ Double command: (Finish ___) Extra Command: (Finish ___) Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (No ___ Poor ___) Slow response ___ Lack of naturalness, smoothness ___ Hands not at sides ___ Touching handler ___ Handler error ___	30		
Retrieve on Flat	Goes before command or signal ___ Fails to go out on first command or signal ___ Extra command or signal ___ Fails to retrieve ___ Sat out of reach ___	Slow (Going ___ Returning ___) Dropping dumbbell ___ Mouthing or playing ___ Poor delivery ___ Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (Poor ___ No ___) Touching handler ___ Handler error ___	25		
Retrieve Over High Jump	Goes before command or signal ___ Fails to go out on first command or signal ___ Extra command or signal ___ Fails to jump going or returning ___ Fails to retrieve ___ Climbing jump ___ Sat out of reach ___	Slow (Going ___ Returning ___) Dropping dumbbell ___ Mouthing or playing ___ Poor delivery ___ Touching jump ___ Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (Poor ___ No ___) Touching handler ___ Handler error ___	35		
Broad Jump	Goes before command or signal ___ Double command to jump ___ Refuses to jump on first command or signal ___ Walks over any part ___ Does not clear jump ___ Sat out of reach ___	Minor jump touch ___ Poor return ___ Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (No ___ Poor ___) Touching handler ___ Handler error ___	20		
Maximum Subtotal			150		
Long Sit 3 min., (handler out of sight)	Did not remain in place ___ Stood or lay down as handler returns ___ Repeated whines or barks ___	Forcing into position ___ Stood or lay down after handler returns to heel position ___ Minor move before handler returns ___ Minor whine or bark ___ Excessively loud commands ___	25		
Long Down 5 min., (handler out of sight)	Did not remain in place ___ Stood or sat as handler returns ___ Repeated whines or barks ___	Forcing into position ___ Stood or sat after handler returns to heel position ___ Minor move before handler returns ___ Minor whine or bark ___ Excessively loud commands ___	25		
Maximum Points			200		
Heavy disciplining Shows fear Fouling ring Disqualified Baiting Excused Less penalty for unusual behavior					
Updated 1/22	Explanation of Penalty		Total Net Score		

TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (190-200) Blue (170-189.5) Red (150-169.5) White (149.5 or less)
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4-H Dog Obedience

Class: Utility A

4-H'er's Name _____ Dog's Name _____ Breed _____

Dog's Height (at withers) _____ Broad Jump set at _____ inches

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

Exercise	Non-Qualifying Zero	Qualifying	Maximum Points	Points Lost	Net Score			
Signal Exercise	Handler adapts to pace of dog ___ Unqualified heeling ___ Unmanageable ___ Any audible command ___ Failure on first signal to: Heel ___ Stand ___ Stay ___ Drop ___ Sit ___ Come ___ Anticipated command to: Stand ___ Stay ___ Drop ___ Sit ___ Come ___ Sat out of reach ___	Extra command to sit or heel ___ Heeling wide ___ Improper heel position ___ Lagging/Forging ___ No change of pace (Fast ___ Slow ___) Holding signals ___ Extra command or signal: (Finish ___) Slow response to signal: Heel ___ Stand ___ Down ___ Sit ___ Come ___ Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (Poor ___ No ___) Touching handler ___ Crowding handler ___ Sniffing ___ Handler touched dog ___	40					
Article: Wood ___ Metal ___ Leather ___ Scent Discrimination	1st Article 2nd Article Does not go out on first command ___ Wrong article ___ Extra command ___ Does not retrieve ___ Dog's anticipation ___ Sat out of reach ___	No sit after turn ___ Doesn't work continuously ___ Dropping article on return ___ Picked up wrong article then dropped ___ Mouthing or playing ___ Slow response ___ Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (Poor ___ No ___) Touched handler ___	1st Article 30					
			2nd Article 30					
Retrieve Over High Jump	Goes before command or signal ___ Fails to go out on first command or signal ___ Extra command or signal ___ Fails to jump going or returning ___ Fails to retrieve ___ Climbing jump ___ Sat out of reach ___	Slow (Going ___ Returning ___) Dropping dumbbell ___ Mouthing or playing ___ Poor delivery ___ Touching jump ___ Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (Poor ___ No ___) Touching handler ___ Handler error ___	30					
Broad Jump	Goes before command or signal ___ Double command to jump ___ Refuses to jump on first command or signal ___ Walks over any part ___ Does not clear jump ___ Sat out of reach ___	Minor jump touch ___ Poor return ___ Poor sit (Front ___ Finish ___) No sit (Front ___ Finish ___) Finish (Poor ___ No ___) Touching handler ___ Handler error ___	20					
Maximum Subtotal			150					
Long Sit (3 min., handler out of sight)	Did not remain in place ___ Stood or lay down as handler returns ___ Repeated whines or barks ___	Forcing into position ___ Stood or lay down after handler returns to heel position ___ Minor move before handler returns ___ Minor whine or bark ___ Excessively loud commands ___	25					
Long Down (5 min., handler out of sight)	Did not remain in place ___ Stood or sat as handler returns ___ Repeated whines or barks ___	Forcing into position ___ Stood or sat after handler returns to heel position ___ Minor move before handler returns ___ Minor whine or bark ___ Excessively loud commands ___	25					
Maximum Points			200					
Heavy disciplining	Shows fear	Fouling ring	Disqualified	Baiting	Excused	Less penalty for unusual behavior		
Updated 5/22	Explanation of Penalty		Total Net Score					

4-H Dog Obedience

Class: Utility B

TEAM Armband Number _____	FINAL SCORE _____	CIRCLE PLACING: Purple (190-200) Blue (170-189.5) Red (150-169.5) White (149.5 or less)
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4-Hers Name _____ Dog's Name _____ Breed _____

Dog's Height (at withers) _____ Broad Jump set at _____ inches

Show Location _____ Date _____ Judge _____

Judge's Comments and Suggestions for Improvement:

Exercise	Non-Qualifying Zero	Qualifying	Maximum Points	Points Lost	Net Score																																																						
Signal Exercise	Handler adapts to pace of dog ____ Unqualified heeling ____ Unmanageable ____ Any audible command ____ Failure on first signal to: Heel ____ Stand ____ Stay ____ Drop ____ Sit ____ Come ____ Anticipated command to: Stand ____ Stay ____ Drop ____ Sit ____ Come ____ Sat out of reach ____	No change of pace (Fast ____ Slow ____) Heeling wide ____ Lagging/forging ____ Holding signals ____ Extra command or signal (Finish ____) Slow response to signal: Heel ____ Stand ____ Down ____ Sit ____ Come ____ Poor sit (Front ____ Finish ____) No sit (Front ____ Finish ____) Finish (Poor ____ No ____) Touching handler ____ Crowding handler ____ Sniffing ____ Handler touched dog ____	40																																																								
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Finish (Poor ____ No ____)	____	____																																																									
Touched handler	____	____																																																									
Directed Retrieve	Fails to go out on first command or signal ____ Does not: Go directly to glove ____ Retrieve correct glove ____ Dog anticipation ____ Sat out of reach ____	Touching dog sending ____ Dropping glove ____ Slow response to commands ____ Mouthing or playing ____ Poor delivery ____ Poor sit (Front ____ Finish ____) No sit (Front ____ Finish ____) Finish (Poor ____ No ____) Touching handler ____ Handler error ____	30																																																								
Directed Jumping	Does not: Leave on order ____ Stop on command ____ Go at least 10 feet beyond jumps ____ Jump as directed ____ Climbing jump ____ Knocking bar off ____ Anticipate command ____	<table border="0"> <tr> <td></td> <td>High Jump</td> <td>Bar Jump</td> </tr> <tr> <td>Holding signals</td> <td>____</td> <td>____</td> </tr> <tr> <td>Slow response to directions</td> <td>____</td> <td>____</td> </tr> <tr> <td>Slightly off direction</td> <td>____</td> <td>____</td> </tr> <tr> <td>Not back far enough</td> <td>____</td> <td>____</td> </tr> <tr> <td>Hesitation or reluctance to jump</td> <td>____</td> <td>____</td> </tr> <tr> <td>Does not sit on command</td> <td>____</td> <td>____</td> </tr> <tr> <td>Anticipated: Turn ____ Stop ____ Sit ____</td> <td>____</td> <td>____</td> </tr> <tr> <td>Poor sit (Front ____ Finish ____)</td> <td>____</td> <td>____</td> </tr> <tr> <td>No sit (Front ____ Finish ____)</td> <td>____</td> <td>____</td> </tr> <tr> <td>Finish (Poor ____ No ____)</td> <td>____</td> <td>____</td> </tr> <tr> <td>Touched handler</td> <td>____</td> <td>____</td> </tr> <tr> <td>Handler error</td> <td>____</td> <td>____</td> </tr> </table>		High Jump	Bar Jump	Holding signals	____	____	Slow response to directions	____	____	Slightly off direction	____	____	Not back far enough	____	____	Hesitation or reluctance to jump	____	____	Does not sit on command	____	____	Anticipated: Turn ____ Stop ____ Sit ____	____	____	Poor sit (Front ____ Finish ____)	____	____	No sit (Front ____ Finish ____)	____	____	Finish (Poor ____ No ____)	____	____	Touched handler	____	____	Handler error	____	____	40																	
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Handler error	____	____																																																									
Moving Stand and Examination	Displays fear or resentment ____ Sitting or lying down ____ Growling or snapping ____ Repeated whining or barking ____ Failure to: Heel ____ Stand and stay ____ Accept examination ____ Return to handler ____ Sat out of reach ____	Lagging/Forging ____ Heeling wide ____ Handler hesitates or pauses ____ Moves slightly on stand ____ Fails to return briskly ____ Return to heel position ____ Slow response ____ Sat in front ____ Poor finish ____ Poor sit at heel position ____ Sat in front ____ Handler error ____	30																																																								
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Updated 5/22	Explanation of Penalty		Total Net Score																																																								

Judging Your 4-H Dog Judge

Judge's Name _____ Show Date _____ Class Judged _____

I want to be the best judge that you have ever had. I know that all judges are different because all of us have our own individual views and feelings. These have been formed by our training, experiences and research of the 4-H Dog Project.

You can have an impact on helping us to judge more uniformly by taking a little time to score this sheet. Please offer any suggestions for improvement that you or your family can think of.

Thank you for allowing me to judge you and your dog! Keep up the good work! You and your dog will only get better and better!

(Circle the answer that best reflects your feelings)

- | | | | |
|---|-----|----------|----|
| 1. Did the judge speak clearly and give good instructions? | Yes | Somewhat | No |
| 2. Did the judge have a safe ring set up? | Yes | Somewhat | No |
| 3. Did the judge make you feel comfortable showing to him/her? | Yes | Somewhat | No |
| 4. Was the judge friendly to you and your dog? | Yes | Somewhat | No |
| 5. Did the judge treat you fairly? | Yes | Somewhat | No |
| 6. Did the judge give you and your dog the same amount of judging time that was given to the other teams? | Yes | Somewhat | No |
| 7. Was the judge interest in you and your dog? | Yes | Somewhat | No |
| 8. Did the judge offer you suggestions for improvements? | Yes | Somewhat | No |
| 9. Judge's Strengths: | | | |

10. Judge's Weaknesses:

Your name: _____ (optional)

Thank you very much. Happy Heeling!



Chapter 3

Agility

Purpose of Agility

The purpose of Kansas 4-H Dog Agility is to provide 4-H members the opportunity to demonstrate the teamwork necessary to work under a variety of conditions that challenge both the handler and dog. By teaching a series of obstacles, the 4-H'er provides the basic training and exercise that leads to a more versatile, well-conditioned dog. Different obstacles and courses present unique tests of speed, confidence, technical skills, athleticism, balance, communication, attentiveness, distance, and directional control. The task of leaders, judges, trainers, and handlers is to incorporate all these elements while maintaining a fun, safe environment for the dogs and 4-H'ers. The sport of agility provides a basis for other activities such as search and rescue. Agility is exciting for both exhibitors and spectators, as well as motivating for the dogs.

Agility Classes

Agility is a series of obstacles at four levels of competition: Agility I, Agility II, Agility III, and Agility IV. Each level increases in difficulty. Each dog/member team must begin in Agility I and progress toward Agility IV.

There is no qualification requirement to begin competing in Agility I. However, some local or multi-county shows may offer the Pre-Agility class to teams that are still in training, allowing them to complete the Agility I course on lead.

There are no on-lead classes at the State Fair. Teams should be judged on the same criteria as described for other classes except for breaking the plane of an obstacle and minor touching of the dog (to untangle a leash, etc.). In addition, the judge should excuse a handler that must continually use the leash to physically guide the dog over obstacles, or in any other case where it appears the dog has not had sufficient training to safely complete the course.

Dogs should be 6 months or older before agility training begins but must be 12 months or older to compete. This is to allow them to fully develop structurally to prevent unnecessary injury.



All classes will be divided into the three height divisions.

Division I	Dogs less than 15 inches at the withers — jump 8 inches
Division II	Dogs 15 to 20 inches at the withers — jump 12 inches
Division III	Dogs over 20 inches at the withers — jump 16 inches

For the Crawl Tunnel obstacle, deep-chested dogs are determined by measuring the dog’s height at the withers while they are in a down position with both elbows on the ground rather than standing. A Division I dog with depth of chest up to and including 7 inches would crawl at 8 inches; over 7 to 10 inches would crawl at 12 inches. A Division II dog with a depth of chest between 7 and 10 inches would crawl at 12 inches and over 10 to 14 inches would crawl at 16 inches; a Division III dog with a depth of chest over 10 to 14 inches would crawl at 16 inches and over 14 inches would crawl at 20 inches.

Agility Advancement

In order to advance from Agility I to Agility II, from Agility II to Agility III, or from Agility III to IV, the team must receive two (2) qualifying scores of 190 points or greater (purple ribbons) under two different Kansas 4-H certified Agility judges at local, multi-county, or state competitions. It is suggested that this move be made after the state fair and at the beginning of a new 4-H year. After choosing to advance, a team may not go back to a lower level.

Ribbons

Ribbons will be awarded as follows:

Purple	190–200 points
Blue	170–189.5 points
Red	150–169.5 points
White	149.5 and less

Agility Course Requirements

Agility I (13 obstacles)

Mandatory Obstacles (4)

A-frame	15 points
Dog walk	15 points
Seesaw	15 points
Pause table	20 points



Tunnel and Barrel Obstacles (2)

Use two of the following or use one twice:

Open tunnel	15 points
Hoop tunnel	15 points
Hooper's hoops	15 points
Closed tunnel	15 points
Go-around-barrel	15 points

Jumps (7)

Use seven of the following – each may be used more than once:

Single bar jump	15 points
Bush jump	15 points
Panel jump	15 points
Log jump	15 points
Picket fence jump	15 points
Lattice fence jump	15 points
Window jump	15 points
Double ascending jump	15 points

Agility II (16 obstacles)

Mandatory Obstacles (3)

Weave poles	15 points
Tire jump	15 points
Seesaw	15 points

Tunnel and Barrel Obstacles (2)

Use two of the following. Can use one twice or use the tire jump a second time and substitute for one of the following:

Crawl tunnel	15 points
Open tunnel	15 points
Hoop tunnel	15 points
Hooper's hoops	15 points
Go-around-barrel	15 points

Contact Obstacles (2)

Use two of the following:

Dog walk	15 points
A-frame	15 points



Swing plank	15 points
Sway bridge	15 points

Pause Obstacles (1)

Use one of the following:

Platform jump	15 points
Pause box	15 points

Jumps (8)

Use eight out of the following, each can be used more than once. One may be a winged jump:

Single bar jump	10 points
Bush jump	10 points
Panel jump	10 points
Log jump	10 points
Picket fence jump	10 points
Lattice fence jump	10 points
Window jump	10 points
Broad jump	10 points
Triple ascending jump	10 points

Agility III (16 obstacles)

At least 1 trap **must** be included. A trap is any numbered obstacle set in or beside the course path of the dog other than the intended next obstacle. The trap obstacles are positioned parallel to one another with their openings facing the same general direction and must be less than 10 but not closer than 2 feet.

Mandatory Obstacle (1)

Weave poles	15 points
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Contact Obstacles (3)

Use three of the following:

A-frame	15 points
Dog walk	15 points
Seesaw	15 points
Swing plank	15 points
Sway bridge	15 points



Tunnel and Barrel Obstacles (3)

Use three of the following. Can use one twice:

Crawl tunnel	15 points
Hoop tunnel	15 points
Hooper's hoops	15 points
Open tunnel	15 points
Closed tunnel	15 points
Go-around-barrel	15 points

Pause Obstacles (1)

Use one of the following:

Platform jump	15 points
Pause box	15 points
Pause table	15 points

Jumps (8)

Use eight out of the following, each can be used more than once. One or more may be winged jumps:

Single bar jump	10 points
Bush jump	10 points
Panel jump	10 points
Log jump	10 points
Picket fence jump	10 points
Lattice fence jump	10 points
Window jump	10 points
Broad jump	10 points
Triple ascending jump	10 points
Tire jump	10 points

Agility IV

Agility IV will be scored the same way as Agility III and will have the same obstacles and course requirements with the following additional requirements.

- A delimiting line will be drawn at least 6 feet from two different obstacles. The dog must complete the obstacle without the handler crossing the line. The obstacles may be consecutive or in two different areas of the course but should not be the first or last obstacles. The line can be used to mark off one end or section of the course or to mark off individual obstacles. A failed distance test will automatically result in a non-qualifying score.



- It is the judge's discretion whether to include the designation for the location of the distance line when designing the scoresheet. This can be decided after set-up when walking the course.
- The weave poles can be used twice and can be used in the place of a contact or tunnel and barrel obstacle requirement.

The same course as Agility III can be used or obstacles can be moved to accommodate the above requirements as needed.

Judges Responsibilities

Course Design

- In some cases, the host club will design the agility course for a show, but this is primarily the judge's responsibility. There are a variety of methods used to easily design courses to be copied or printed, but the final result must use the icons provided in the back of this book, laid out on the Kansas 4-H Agility Scoresheet. Care should be taken to use the icons with appropriate point values between the different levels to make scoring easier.
- Placement of large obstacles must be considered. Icons are all of similar size but there is significant variation of the actual space occupied by each obstacle. A course design that does not account for these obstacles will create problems for everyone during set-up.
- In all classes of agility, the handler is permitted to run on either side of an obstacle. Distance must be allowed between obstacles, and from fences, walls, and barriers to allow the handler to maneuver safely. Agility I courses should be easier than Agility III and IV courses, Agility I courses should be designed so that the handler may run more easily with the dog to the left, even if there are advantages to running with the dog on the right.
- The judge should attempt to create a course that is "nested." This refers to a course that does not require larger, heavy contact obstacles to be moved for every course change. Try to keep the main flow of the course as similar as possible from one class to the next. The judge may suggest the order in which classes are to be run to facilitate this as well.
- Before working on a course design, the judge should confirm with the club what equipment it has available. Many clubs do not have one of every style of jump, or every optional obstacle. Also, some obstacles may inhibit courses designed such that the tunnel goes under the Dog-Walk or A-Frame. Confirm that they have all the appropriate mandatory obstacles.

Obstacle Spacing

- All obstacles should be placed in a way that large dogs can maneuver into position for a proper approach to each obstacle.



- Two obstacles sitting side-by-side and facing the same direction should not be closer than 10 feet in Agility I, 6 feet in Agility II, and 2 feet in Agility III and IV.
- There should be at least 10 to 15 feet separating any two non-hurdle obstacles.
- There should be at least 15 to 18 feet separating any two hurdle obstacles.
- Forcing dogs to jump with a space constraint can result in injuries. Total ring size to accommodate proper spacing should be at least 5,000 square feet.

Standard Course Time

- To determine the course time, the judge should WALK the course twice and use the average time.
- Time should be kept to the nearest hundredth (.01) of a second, with start and stop when the dog breaks the plane of the start and finish lines.

Obstacle Safety Check

- Before inviting handlers onto the course for the briefing, the judge should ensure that all obstacles are set-up in accordance with the specifications in this book, and all safety requirements have been met.
- Common problems may be the height of the Dog Walk or A-Frame, uneven ground causing wobbly surfaces, long chute on the Closed Tunnel, or a Seesaw with an incorrect pivot point.
- Work with the show committee to correct these problems to the best of your ability and alert handlers to any changes or adjustments that need to be made.

Judge's Briefing

- The judge will meet with handlers for the "Judge's Briefing."
- The handlers may walk the course (without dogs) and ask questions.
- The judge should take this opportunity to inform the handlers of any specific instructions. This may include correct entry/exit of a pause obstacle (if it is not obvious based on course design), explanation of table count, and pointing out any potential safety hazards that are unavoidable.

Familiarization Course — All Levels

- The judge should oversee the familiarization period immediately following the judge's briefing for Agility I and Agility II. There shall be no on-lead walk-through for the Agility III and IV classes.



- The purpose of this type of on-lead walk through is to allow the handler to become familiar with the course and for the dog to become familiar with the obstacles being used that day.
- The familiarization course is to provide the dog an opportunity to go over, under, or through the obstacles used before the performance. It is NOT to be used as a training session. Therefore, ONLY ONE ATTEMPT is allowed for each obstacle.
- Handlers absent during the briefing and walk-through will forfeit their opportunity. It is NOT required to take the dog through the familiarization course. The handler may choose not to do all the obstacles during the walk-through.
- All dogs are required to be on a lead as they go through the familiarization course. A short lead is recommended.
- The length of the lead will depend on the size of the dog. It should be long enough to allow the dog to move freely, but not so long as to wrap around the obstacles when released.
- The handler must always hold the lead, except when it must be released for the dog to execute an obstacle.
- When the dog has executed the obstacle, the handler must again pick up the lead.
- During the on-lead walk-through, if there is any training in the ring, including more than one attempt of an obstacle, the team will be charged with a minor fault (2 points) that will be assessed toward their final score. If the dog fouls the ring during the on-lead walk-through, the team will receive a major fault of 10 points against their actual run.

Facility

Surface

- Agility may be run on any outdoor surface such as dirt, grass, or sand.
 - Grass should be mowed short in an area free of holes.
 - Dirt and sand should be raked as smooth as possible.
- All areas should be free of hazards such as roots, large rocks, and mud.
- In situations where hazards are unavoidable, they should be clearly marked for handlers, and course design adjusted as much as possible to keep teams farther from the area.
- If practicing or competing indoors, a non-skid surface must be used. Rubber mats should be lying flat with any curled or wrinkled edges taped down.
- Where distance lines and markers are required, tape or chalk may be used indoors. On an outdoor surface, string or plastic flagging tape may be used as long as it is securely staked down to prevent a tripping hazard.



Size

- The space required is at least 5,000 square feet for appropriate spacing and maneuvering. Outdoor trials should be fenced.

Warm-Up Area

- A warm-up area consisting of two single bar jumps is recommended.

Stewards

The judge should instruct the ring crew of their duties and how the duties should be performed.

The following stewards are recommended for an agility competition. All in-ring stewards will be responsible for equipment changes. Steward will record handler's choice of sit or down for pause table/box for Agility I and II at check-in.

- **Gate/Table** (at least two stewards, three is preferable):
 - Organize all participants as they arrive for their class.
 - Have teams ready to enter the ring as soon as the judge is ready.
 - Tabulate the math on each scoresheet and pair it with a ribbon. Arrange in order from lowest to highest and determine placements.
 - Record all results and placings for show committee.
 - Assist the judge if needed with passing out ribbons and awards.
 - Provide clean-up if a dog fouls the ring.
- **Time Keepers (two stewards):** In charge of timing each participant's run. The time starts when the dog breaks the plane of the start line and ends when the dog breaks the plane of the finish line. Note: If electronic timing is used, the time starts when the dog trips the timer on and ends when the dog breaks the electronic beam at the finish line.
- **Obstacle (two stewards):** A steward may stand in close proximity to the A-frame, seesaw, and dog walk without interfering with the dog or handler. During the judge's briefing, the judge will indicate where the obstacle stewards will stand.

Performance Regulations

Agility Scoring

- Scoring is determined by deducting all of the running, handler, and time fault points from the total course value of 200 points. The actual time



is used only to break ties, unless they go over standard course time. The maximum penalty points per obstacle are given with the obstacle list for each level.

- In Agility I and II, when a major fault occurs that is not obvious to the handler, the judge will call “fault.” The handler will be assessed a failed attempt and must repeat the obstacle. If the handler does not repeat the obstacle when a major fault occurs, it will be scored as an unsuccessful completion of the obstacle, and the handler will lose all points for that obstacle.
- Three attempts to complete an obstacle are allowed in Agility I with a loss of 5 points on each attempt. Agility II allows two attempts per obstacle with 5 points for the obstacle taken off for the first failed attempt, and the remaining points for the obstacle taken off for the second failed attempt. One failed attempt in Agility III and IV will be a loss of all points for the obstacle.

Non-Qualifying (automatic white ribbon) Faults:

- Taking more than the allotted attempts per obstacle (all levels).
- Failure to attempt an obstacle.
- Refusal of dog to make an attempt when asked. (Does not break the plane.)
- Dog fouling ring (except during familiarization where this is assessed -10pts).
- Handler touching obstacle or dog.
- Three or more obstacles out of sequence.
- Taking twice as long as maximum course time.

General Minor Faults (-2 points)

- Running by an obstacle.
- Nicking a jump with toenails or other body parts.
- Crooked approach or leave on contact obstacles.
- Hesitation to do an obstacle. (Dog pauses in front of and needs additional encouragement to attempt an obstacle.)
- Doing obstacles out of sequence (minor faults will often occur both for the run by and also for out of sequence).
- Dog nipping at handler.
- More than one attempt per obstacle during familiarization.



General Major Faults (-5 points)

- Failed attempt (5 points for Agility I and first attempt in Agility II; remaining points on second failed attempt in Agility II and all points for obstacle in Agility III and IV).
- Missing a contact zone (at least one paw must touch).
- Displaced bar on a jump.
- Leaving pause table/box without sitting or lying down.
- Failure to enter weave poles on left side of dog.
- Handler breaking plane of obstacle, except for exit ramp of A-frame.
- Handler intentionally blocking forward progress of dog.
- Handler jumping any obstacle.
- Dog bailing from the seesaw (leaves before seesaw touches ground).
- Stepping over the 2-foot guideline on weave poles in Agility II, III, and IV, or 2-foot guideline around the pause obstacle, go-around-barrel, or hooper's hoop in Agility III and IV.
- Stepping over the 6-foot delimiting guideline in Agility IV.

Running Time Faults

- One point is deducted for each second over the standard course time.
- Time should be rounded down to the nearest full second for penalty point determination.

Scoring the Obstacles

Dog Walk

Major Faults

- The dog must place at least one foot on or below the contact line when entering the obstacle on the approach ramp and must place at least one foot on or below the contact line on the off ramp.

Minor Faults

- The walks should be entered straight from the previous obstacle and the exit should be straight to the next obstacle. This should be done with confidence and without loss of attention by pausing or hesitating along the way.



A-Frame

Major Faults

- The dog must place at least one foot on or below the contact line on the off ramp.
- The contact line on the entrance side of the A-frame is not judged.

Minor Faults

- The A-frame should be entered straight from the previous obstacle and the exit should be straight to the next obstacle.
- The A-frame is unique in that the handler may use his/her hands and body to prevent the dog from jumping or falling off the exit ramp of the A-frame.
 - This is allowed to help prevent possible injury.
 - Short of the handler getting his/her hand to within a couple of inches of the dog or actually touching the dog, no fault should be deducted.

Open Tunnel

Major Faults

- A major fault occurs when any part of the front of the dog breaks the plane of the opening during an attempt to enter the tunnel, and the dog backs away and does not complete the attempt.

Minor Faults

- Since the dog cannot be seen, considerable allowance should be made for the dog to complete the obstacle before any deductions are made.

Closed Tunnel

Major Faults

- A major fault occurs when any part of the front of the dog breaks the plane of the opening during an attempt to enter the tunnel, and the dog backs away and does not complete the attempt.
- If a dog attempts to exit through the side of the tunnel, a major fault is assessed.

Minor Faults

- If the dog pauses in the tunnel, a deduction should not be made unless the pause becomes prolonged and the dog is making no attempt to exit.



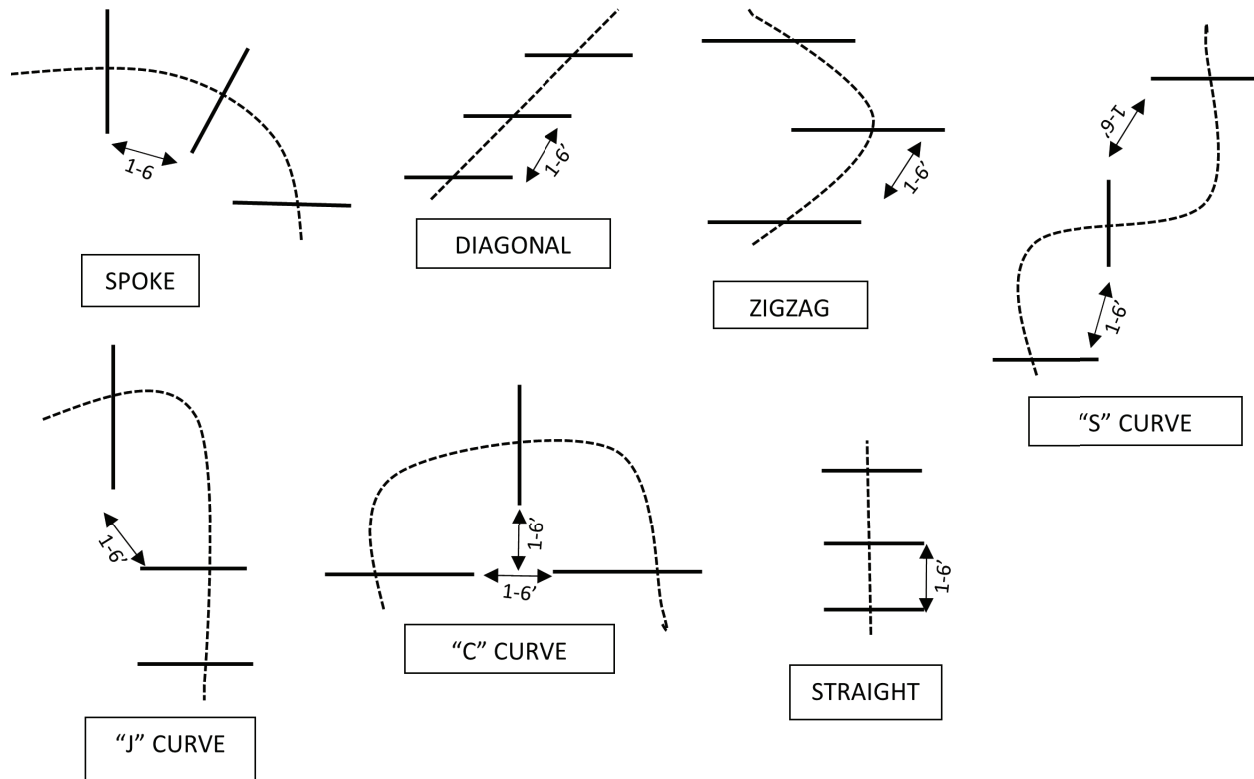
Hoop Tunnel

Major Faults

- The most frequently committed fault occurs when the dog exits the obstacle between two of the hoops, rather than continuing all the way through.
- Another common fault occurs when the dog starts to enter between two hoops along the side rather than through the first hoop at the end.
- Either of these is a major fault resulting in a failed attempt.

Hooper's Hoops

The dog must enter the hoop in the direction specified by the judge and indicated by the course marker. These are the acceptable configurations for the hoops. Arrows indicate where measurements should be taken to determine correct spacing for each class. This obstacle is performed and scored similar to the Hoop Tunnel. The dog should move continuously from the first hoop through the last hoop.



Agility I

Either the STRAIGHT or SPOKE configuration must be used. The hoops must be spaced between 1 foot and 3 feet apart. The handler must send the dog through the hoops in the correct order and continue the course.



Major Fault

- The dog does not complete the hoop sequence in the specified direction or order.
- Dog enters or exits the sequence between hoops.

Agility II, III, and IV

Any of the listed configurations may be used. The hoops should be spaced no more than 4 feet apart in Agility II. Hoops should be spaced no more than 6 feet apart in Agility III and IV. The handler must send the dog through the hoops in the correct order. When spacing allows, the handler should not be penalized for passing between the hoops to complete a handling cross so long as they do not reach through or bump any hoop.

Major Fault

- The dog does not complete the hoop sequence in the specified order or direction.
- Dog enters or exits the sequence between hoops.

Seesaw

Major Faults

- The dog must place at least one foot on or below the contact line when entering the seesaw on the approach ramp and must place at least one foot on or below the contact line on the off ramp; the seesaw must touch the ground before the dog exits the seesaw.

Minor Faults

- The seesaw should be entered straight from the previous obstacle and the exit should be straight to the next obstacle.
- A fast exit, causing ramp to “bang” on the floor, is a minor fault.

Pause Box/Pause Table

In Agility I and II, the handler must indicate to the judge whether the dog will sit or down on the table in I and the box in II. In Agility III and IV, the judge chooses sit or down and box or table. In case of a fault on the sit or the down, the 5-second count should be restarted.

Major Faults

- If the dog enters the box/table and then exits the obstacle without completing the exercise, this is considered a major fault.
- If the dog is laying or sitting in the pause box, and a foot or leg rests on the box itself, no penalty should be made.



- However, if the leg goes over the side and touches the floor, this is a major fault.
- The pause obstacle chosen for Agility III and IV (pause box, table, or platform jump) shall have a mark or line drawn 2 feet from all four sides (unless a side is near a wall or fence) as a reference guide for the handlers.
 - The handler cannot step over the line or he or she will be assessed a handler error equal to a major deduction of –5 points each time.
- The handler can cross over the line with a hand as long as he or she does not cross the plane of the obstacle.

Minor Faults

- Breaking the sit/down is a minor fault.
- A minor deduction should be assessed if the handler has difficulty getting the dog to sit or down.
- Entry must be made on the side directly facing the previous obstacle.
- Exiting also must be made from the side facing the next obstacle.

Jump Obstacles (Single Bar Jump, Bush Jump, Panel Jump, Log Jump, Picket Fence Jump, Lattice Fence Jump, Window Jump, Broad Jump, Tire Jump, Double Ascending Jump, Triple Ascending Jump)

Major Faults

- A major fault occurs when a dog places at least one foot on any part of the jump and then backs away.
- As with any obstacle, if the dog stops and refuses to negotiate the obstacle, it is a major fault, and if the dog continues to refuse, the full value of the obstacle must be deducted and recorded as incomplete.
- If the dog goes between the tire and the uprights of the tire jump, it is a major fault.
- If the obstacle is knocked over or displaced by the dog, all points are deducted.
- If the obstacle is to be repeated later in the course, the obstacle cannot be reset and will have to be scored as incomplete and all points are deducted.

Minor Faults

- Running past the end of the jump or pausing in front of it and showing a reluctance to jump are considered minor faults.



- Nicking a jump with toenails or other body parts is considered a minor fault.

Jump Wings

Major Faults in addition to standard faults for the type of jump between the wings (5-point deduction):

- Dog jumps over a wing.
- Dog runs into and displaces wing.
- Handler breaking the plane of a wing.

Sway Bridge

Major Faults

The dog must place at least one foot on the approach ramp when entering the sway bridge and must place at least one foot on the off ramp when exiting the sway bridge. The dog must place all four feet on the sway portion of the bridge as the dog is moving across.

- Failure to do this is a major fault.
- Because this is not an “obvious” fault, the judge must call out the word “Fault.”

Minor Faults

- The sway bridge should be entered straight from the previous obstacle and the exit should be straight to the next obstacle.

Crawl Tunnel

Major Faults

- If a dog attempts to exit through the side of the tunnel, a major deduction is made.

Minor Faults

- A minor deduction is made for raising the obstacle off the ground but not overturning it.
- Crawl spaces are to be set at 8, 12, and 16 inches for Division I, II, and III respectively.
- Accommodations will be made for deep chested dogs to crawl under a space of 12, 16, and 20 inches. See page 58 paragraph on height divisions for measuring.



Go-Around-Barrel

Agility I

The handler may approach and go around the obstacle but must not touch the barrel to lure the dog around it. The dog must circle the direction indicated by the judge. The 2-foot guideline does not apply to Agility 1.

Agility II

The handler must send the dog out around the barrel and continue the course without touching the barrel. The dog must circle the direction indicated by the judge. Handler must not go around the barrel. The 2-foot guideline does not apply to Agility 2.

Agility III and IV

The handler must send the dog out around the barrel and continue the course without crossing the 2-foot guideline. The dog must circle the direction indicated by the judge. Handler must not go around the barrel. Handler may reach over the guideline as long as they do not step over the guideline or touch the barrel.

Minor Faults (2-point deductions)

- Jumping on, over the barrel.
- Circling barrel more than one time.

Major Faults (5-point deductions)

- Lures dog around barrel (Agility 1).
- Dog and/or handler takes the barrel in the wrong direction (failed attempt).
- Failed attempt.
- Handler breaks the plane of the barrel.
- Handler steps over 2' guideline in Agility III or IV.
- If the obstacle is knocked over or displaced by the dog, all points are deducted.
- If the obstacle is to be repeated later in the course, the obstacle cannot be reset and will have to be scored as incomplete and all points are deducted.

Platform Jump

Major Faults

To successfully complete the platform jump, the dog must step on to the first platform from any side except the side next to the bar jump, then sit, then hop or jump over the bar jump and then again sit before stepping off the second



platform on any side except the side next to the bar jump. The approach to the platform jump is an exception to the normal entry of obstacles in that it can be entered from three different directions.

- Failure to accomplish any part of this in the exact sequence as stated results in a failed attempt.
- Failed attempts include: the dog places at least one foot on the platform and withdraws it; the dog steps off the platform, even with only one foot, before jumping the bar; the dog jumps the bar without first sitting, or after jumping the bar, the dog steps off the second platform without first sitting.
- If this is the pause obstacle chosen for Agility III and IV it shall have a mark or line drawn 2 feet from all four sides (unless a side is near a wall or fence) as a reference guide for the handlers. The handler cannot step over the line or he or she will be assessed a handler error equal to a major deduction of -5 points each time. The handler can cross over the line with a hand as long as he or she does not cross the plane of the obstacle.

Minor Faults

- Minor faults may be made for difficulty or slowness in sitting, or for showing a reluctance to jump the bar.

Swing Plank

Major Faults

The dog must enter or step on the swinging plank from the end facing the previous obstacle.

- If the dog jumps across the platform from any side, it is a major fault.
- In crossing the plank, the dog must place each of its four feet on the plank. Failure to do this is a major fault, and the judge must call out "Fault."

Weave Poles

The judge should place a mark or line 2 feet from the center line of the poles as a delimiting line for the handlers. The handler cannot step over this line or he or she will be assessed a handler error equal to a major deduction of -5 points each time. The handler can cross over the line with a hand as long as he or she does not cross the plane of the weave poles.

Major Faults

The dog must enter the poles with the first pole on the dog's left side.

- Any other entry is a major fault.



- Any time the dog enters or breaks the plane between two poles out of sequence, a major fault must be assessed.
- Major faults also may occur if the handler in any way blocks the dog or uses excessive directions to get the dog to move in and out through the sequence of poles.

Minor Faults

- A minor fault occurs when the dog goes past a pole before backing up to go between that pole and the previous pole in proper sequence. This fault is similar in concept to running past the opening to a tunnel or the front end of a ramp.

Broad Jump

Major Faults

- Failure to clear the obstacle, or walking over any part, results in a failed attempt.

Minor Faults

- Minor points should be deducted if the dog clicks the jump with its toenails.

Specifications For Constructing Agility Obstacles

General Considerations

- Materials used in the construction of agility obstacles may include wood, metal, and PVC. Obstacles should be painted for easy visibility.
- The use of bright colors and decorative attachments (i.e. wings or potted plants) with certain obstacles is left to the imagination of the sponsoring clubs.
 - The appearance and construction of the attachments must be approved by the judge to assure that they are safe and will not interfere with the performance of the dogs and handlers.
- Specifications in these regulations have been modified, in some cases, so that the same obstacle approved for use at U.K.C. trials may also be used in other agility programs.
- Many of the obstacles are constructed wholly, or in part, of PVC pipe and fixtures. Usually, the outside diameter of the pipe is different from what is referred to by the manufacturer: 2-inch pipe is actually 2³/₈ inches, 1½-inch



is actually 1 $\frac{7}{8}$ inches, 1-inch is actually 1 $\frac{3}{8}$ inches, $\frac{1}{2}$ -inch is actually $\frac{3}{4}$ -inch. (These measurements refer to the outside diameter of the pipe.)

- For rigidity and durability, in almost all cases, Schedule 40 PVC is used; specifically, the crawl tunnel requires Schedule 80 or thick wall PVC pipe. It may be tempting to use a thinner wall pipe to make obstacles lighter weight, but consider the time and cost of rebuilding them often if they don't hold up to wear and tear.

Surface Preparation

- Surfaces that dogs walk on must be of a non-skid material. Any commercially available rubberized equipment surface may be used. Or several commercial coatings such as those formulated for use on boat decks, tennis courts, etc., are available from paint stores.
 - Similar surfaces may be obtained by using a paint additive (perlite or sand) to regular exterior paint. Perlite is available at paint stores or garden stores, where it is sold as an additive to plant potting soil. However, this type has large pieces, requiring it to be screened so that only the smallest particles are used. Regular window screen is satisfactory for this purpose.
 - The perlite may be added directly to the paint before being applied, or a small area may be painted and the perlite sifted over the wet paint with a shaker can. A second coat of paint is then applied.
 - When using sand, it should be sifted over the wet paint as described for perlite.
- Surfaces on newly constructed dog walk, seesaw, A-frame, sway bridge, and cross-over walk obstacles must have non-skid surfaces as described above.
- Ramps and panels of the contact obstacles (dog walk, seesaw, and A-frame) may be painted the same overall color.
 - The contact zone may be painted a contrasting color from the upper sections of the ramps or panels. However, **none of the surfaces that the dogs must walk may be painted white, brown, or black.**
 - In either case, it is strongly recommended that a 1 $\frac{1}{2}$ - to 3-inch contact line of a contrasting color be used. The colors must extend around the sides (edges) of the panels so that the contact line can be easily seen from a side view.
- Cleats (cross pieces, slats) are required only on the A-frame but may be used on the seesaw and dog walk.
 - When attaching the cleats to the ramps or panels, the first cleat should be positioned in the location of the contact line: the upper edge of the cleat is placed along the upper edge of the contact line.
 - The remaining cleats are then attached at appropriate distances from that first one, serving as the contact line.



- Cleats serving as contact lines are painted a contrasting color, as would be the contact line.
- All other cleats are to be painted the same color as the panels or ramps they are attached to.
- When constructing new obstacles with cleats, the cleats could be made from door frame molding sold at lumber yards.
 - This molding is about $\frac{3}{8}$ inch thick by $1\frac{1}{2}$ inches wide, and must be cut to extend to within $\frac{1}{4}$ inch of the sides of the ramps. The purpose of this size and type of cleat is to prevent possible injury to the feet of large dogs that may land on the edges of the thicker $\frac{3}{4}$ -inch wooden cleats previously used.
- If PVC obstacles have long exposure to direct sunlight, they should be painted to prevent ultraviolet light from causing the plastic to harden and crack. Furniture grade PVC has an additive that protects from UV radiation.

Obstacle Specifications

Contact and Non-Jump Obstacles

A-Frame

- This obstacle consists of two panels connected along their narrow edges and positioned to form a structure similar to an A-frame. The dogs must climb up one side, go over the top, and down the opposite side.
- Each panel (ramp) may be either approximately 6 feet 8 inches, or 8 feet long, and 30 to 48 inches wide. This allows for the use of standard hollow core doors purchased from a lumber store or 4-by-8-foot sheets of plywood.
- When a plywood surface is used, a sturdy wooden or metal framework must be built and attached to the plywood.
 - The panels must be rigid enough to withstand the impact of large dogs jumping part way up onto the panels.
- The two panels are hinged at the apex when positioned for use. Heavy door hinges may be used for this purpose.
- A separate wooden piece must be used to cover any gap between the two panels at the apex to prevent dogs from getting a foot caught between the panels.
- A chain is attached at the base, or halfway up on the inside of each panel to provide the proper angle to the panels, and to keep them from slipping apart when set up for use.
- The 6-foot- 8-inch-panel A-frame, or the 8-foot-panel A-frame is each set up with the apex 48 inches above ground. In both panel lengths, the top edge of the contact line is located 40 to 42 inches from the bottom edge of the panel.



- Wooden cleats (cross pieces or slats), approximately $\frac{3}{8}$ inches thick by $1\frac{1}{2}$ inches wide and cut to extend the width of the panels, are attached so that the top edges of the cross cleats are 7 to 12 inches apart. It is preferred to have a cleat serve as the contact line, but is not required.
- Any gap larger than $\frac{3}{4}$ inches needs to be covered with a vinyl mat or other material that will prevent any dog's feet from becoming stuck.

Dog Walk

- This obstacle consists of a horizontal plank approximately 3 feet high, with a similar ramp leading up to the horizontal plank, and another ramp leading down from the horizontal plank. Each ramp has contact lines.
- The two ramps and horizontal plank are 12 inches wide (tolerance $\frac{1}{2}$ inch). Each ramp is about 8 feet long, but may be up to 3 inches less than 8 feet, to fit into an 8-foot trailer for storage and transportation.
- All three planks may be made from solid dimensional lumber (2-by-12-inch) or constructed as hollow core planks.
 - If the solid lumber is less than $11\frac{1}{4}$ inches wide, a narrow strip of wood must be attached along the side(s) of the boards to increase to the required width.
- Hollow-core planks are easily made and have many advantages over solid lumber: they are much lighter and do not tend to warp out of shape.
 - If the dog walk and seesaw are constructed at the same time, the eight pieces of plywood required for the upper and lower surfaces of the four planks (three for the dog walk and one for the seesaw) may be cut from two 4-by-8-foot sheets of $\frac{1}{4}$ -inch plywood (each plank is 12 inches wide).
 - Solid 2-by-2-inch lumber is glued and nailed along the sides of three of the 8-foot-by-12-inch sections cut from the $\frac{1}{4}$ -inch plywood.
 - The 2-by-2-inch pieces must extend the full length of the plywood in order that the fixtures used to attach the ramps to the horizontal plank are best secured.
 - Lengths of 2-by-2-inch boards (about 8 inches each) are then fixed in place at each end between the 8-foot side pieces.
 - Measure and cut these end pieces after the side pieces have been fixed in place, as the exact length of the end pieces will depend on the exact width of the 2-by-2-inch side pieces.
- Strips of rigid Styrofoam cut to the thickness of the 2-by-2-inch side and end pieces are placed on the inside to support the center of the plywood surfaces.
 - The strips of Styrofoam are glued in place along the center of the space between the two side pieces; the Styrofoam does not need to fill the entire center space.



- A second piece of plywood is then glued and nailed over the top to form the top surface of the plank.
- The surfaces of the planks are to be finished with non-skid paint as described earlier.
 - Cleats (cross slats) are not required, but if used, they should be made of the same door frame molding as described earlier.
- The contact area is 48 inches from the bottom edge on the up and down planks (ramps).
 - If cleats are used for traction, one should be placed at the 48-inch line perpendicular to the plank with the others at regular intervals along the plank.
- Paint the contact area a color that sharply contrasts with the colors used for the top sections of the planks/ramps.
- **The support legs must be tall enough to raise the horizontal plank to a height of about 36 inches.**
 - The legs may be constructed of steel pipe, square steel tubing, PVC pipe, or wood. The construction must minimize any movement of the planks.
- The attachment of the ramps to the horizontal plank may be done in a variety of ways; for example: heavy door hinges or specially made hooks attached on one end of the ramp that fits into holes of brackets attached to the end of the horizontal plank.
 - In any case, gaps between the ramps and the horizontal plank must be such as to not allow a dog to catch a foot or toenail.

Open Tunnel

The open tunnel consists of a cylindrical tube formed from a coil of heavy wire covered with a heavy material, such as canvas.

- The diameter of the open tunnel shall be approximately 24" to 26". The length shall be no less than 10' and no more than 20'.
- Tunnels not in good repair, those with holes, loose threads, or do not stay open with tunnel holders (i.e., the openings collapse frequently and easily) should not be used because they pose a safety hazard to the dogs.
- The material should be dark enough to prevent light from entering through the material.
- When set up, the tunnel must have a bend or a curved shape so that when entering, the dog cannot see the opening at the exit end.
- At least four sets of bags are required. The bags should be spaced evenly throughout the tunnel for support. Saddlebag type tunnel holders are suggested. If jugs or buckets are used, they must be connected with a strap of sufficient width to prevent it from slipping between the coils, thereby reducing the diameter of the tunnel. Fifteen to twenty pounds of sand is



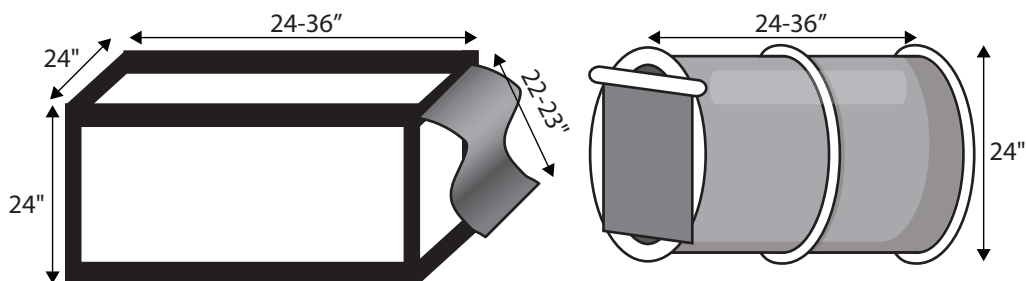
sufficient to hold tunnels in place. It is recommended that it be disbursed into individual zip lock baggies and then inserted into the tunnel bag.

- Bungee cords or chains are not allowed. Metal “cradle” type tunnel holders are not allowed.
- Tunnels and tunnel holders may be purchased from several different companies that manufacture agility obstacles.

Closed (Chute) Tunnel

- This obstacle consists of a short open section of tunnel with a cloth curtain or flap which the dog must push through to the outside.
- The closed tunnel is easily constructed with a plastic barrel (may be obtained from car washes) or an open-ended wood-framed box.
- The opening into the barrel must be at least 24 inches in diameter (or 24 inches square) and should be 24 to 36 inches long.
- The barrel must have a base or braces (sandbags may be used) to keep it from moving out of position.
- The inside bottom of the barrel or wooden structure must be painted with nonslip paint or have non-slip tape (such as is used in bathtubs) to provide good footing for the dogs. Also, if the edges of the barrel are sharp, resulting from cutting out the bottom (or top) of the barrel, rubber padding must be taped or glued to the sharp edges to prevent injuring a dog. Rubberized pipe insulation works well for this purpose.
- The curtain over the exit of the tunnel may be made from various types of material, such as rip-stop parachute material or other types of cloth that are not too heavy or bulky for the very small breeds to push through. The cloth must be attached to the top of the tunnel and extend so that it is no more than one inch off the ground. It shall not be a tube type cloth that attaches to the top and bottom of the tunnel. **No part of the cloth shall contact the ground, creating a hazard for the dog. Cloth must swing freely from the top of the tunnel and not attach to the sides.**
- If using a plastic barrel, cloth can be easily attached with double stick Velcro or tacked to the top of a wood frame.

Closed (Chute) Tunnel





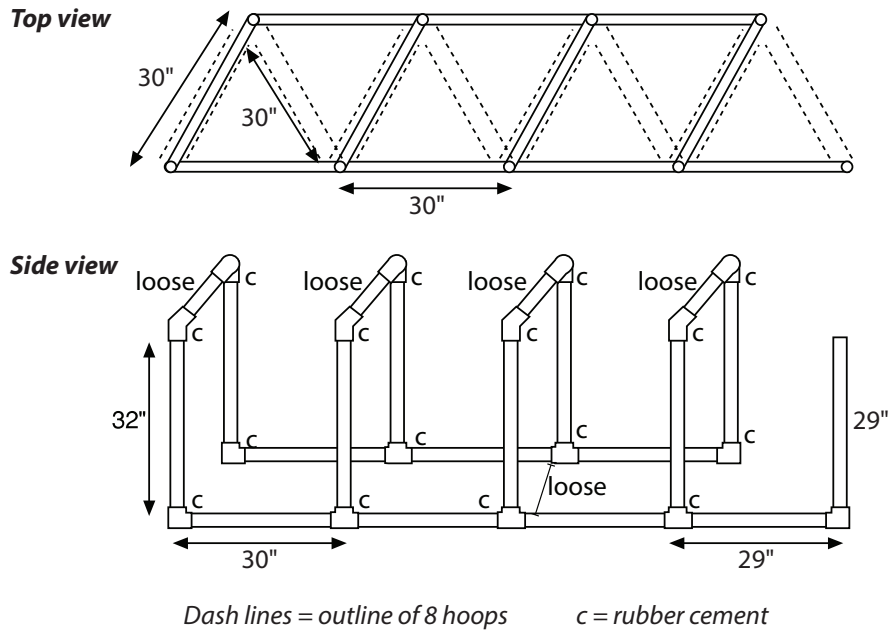
Hoop Tunnel

- This obstacle consists of eight hoops about 30 inches in diameter that are held in place by a PVC pipe framework.
 - They are set at alternating angles of about 60 degrees to one another, to form a zig-zag pattern when seen from above.
 - The dog must move through all eight of the hoops with the bottom of the hoops about 1 inch above the ground.
- The 30-inch hoops may be made of ¾-inch (or 1-inch) black plastic underground water pipe that is sold in coils at most hardware and garden stores.
 - Since the pipe comes in coils, it is easiest to form the proper size hoop by measuring its diameter while still in the coil and then cutting the hoop from the coil.
 - Connectors for this type of pipe may be purchased with the pipe to attach the two ends of the cut piece to make a hoop.
- The framework is constructed from 1-inch Schedule 40 (thick wall) PVC pipe.
- There are two base runners: one with four uprights and one with five uprights.
 - The uprights are 32 inches high and are spaced 30 inches apart on each runner.
- The two sections of runners and uprights are held in a vertical position by cross pieces of PVC pipe, 30 inches long, that connect the upper ends of four of the uprights of one section to the tops of four uprights of the other section; one upright on the 5-upright section will be free standing.
 - In this way, the two sections of uprights and runners are about 24 inches apart.
- When assembling the obstacle, the uprights of the short section (with four uprights) are positioned so that the uprights are directly across from the midpoint of the space between two uprights of the long section with five uprights.
 - When each hoop is attached to a pole on each side, the hoops form a zig-zag pattern as seen from above.
- The hoops are attached so that they are about 1 inch above ground. No adjustments in the height of the hoops from the ground are made for the three size divisions.
- The hoops are easily attached and released from the uprights with flat elastic bands (obtained at fabric stores) about 15 inches long.
 - Several overlapping wraps of the elastic hold the first end in place. Then the free end is tucked under the outside wrap to hold the second end in place. If a loop formed near the end is tucked under



with the actual end of the elastic sticking out, that end can be pulled to release the elastic.

Hoop Tunnel

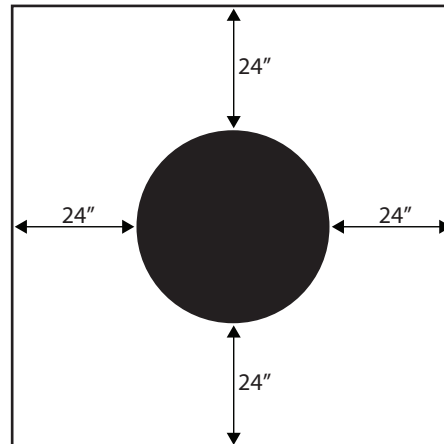


Go-Around-Barrel

- This obstacle consists of one rigid plastic barrel (55 gallon) or collapsible cloth barrel, 18 to 28 inches in diameter, and at least 27 inches tall.
- The barrel can be striped with tape, stickers, or paint of contrasting colors to make it more visible to the dog. Logos are also permitted.
- The barrel must be weighted in place to prevent movement or tipping from wind or a dog bumping it. Sandbags should be placed inside the bottom of the barrel, which should keep it in place on matting, artificial turf, or natural footing.
- On dirt or sod, the barrel may be held in place with stakes.
- A 2-foot guideline should be marked around the barrel with tape or chalk as done for the weave poles or pause box (used in Agility III and IV).
- The numbered course marker is placed in front of or on top of the barrel from the approach in the natural path of the course. The marker is placed on the side of the barrel designating from which side the dog is required to approach and circle (in Agility III and IV).
- The course should be designed to allow between a 45° and 360° turn.
- The barrel must be placed a minimum of 3 feet from any wall, fence, or gate; 5 feet is recommended.



Guidelines for Barrel



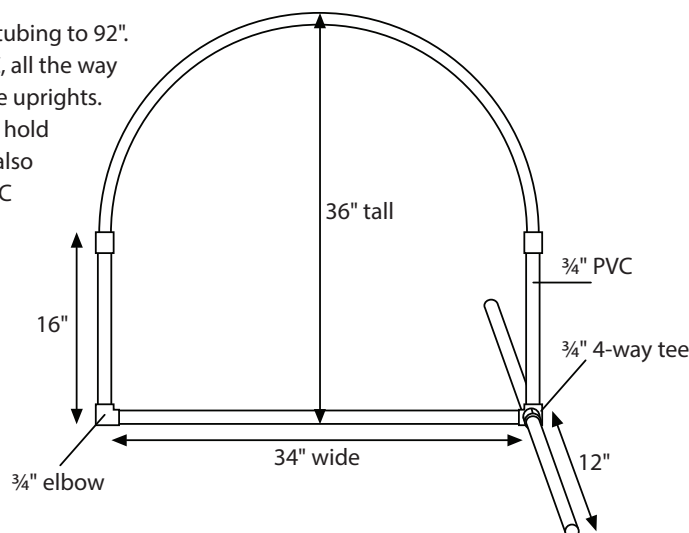
The guidelines are intended to keep the handler 2 feet away from the barrel. If barrel is placed near the edge of a course, in a corner, or in a location where the handler can't approach the barrel from all sides, not all guidelines are required.

Hooper's Hoops

Three hoops are required and are considered one obstacle. The height of the hoops should be 36 inches and the width is 34 to 36 inches. The hoop is constructed of two pieces, the base and the hoop. The base of the hoop should be 34 to 36 inches. There should be support feet extending 12 inches in each direction on one side and uprights that are 16 inches tall. The base is made from $\frac{3}{4}$ -inch schedule 40 PVC. The "hoop" part is made from hula hoops or $\frac{1}{2}$ -inch PEX pipe material that is 92 inches long and is inserted into the 16-inch base uprights. It can also be made with 1-inch PVC and $\frac{3}{4}$ -inch PEX pipe. The PEX pipe is pushed in until it contacts the bottom of the hoop base. The top of the rounded hoop should be 36 inches tall. The support feet can be attached using a 4-way PVC tee or using two 3-way tees connected with a small PVC segment.

Hooper's Hoops

Cut Hoola Hoop or tubing to 92".
 Push hoop into PVC, all the way to the bottom of the uprights.
 No glue required to hold hoop in place. Can also be made with 1" PVC and $\frac{3}{4}$ " tubing.



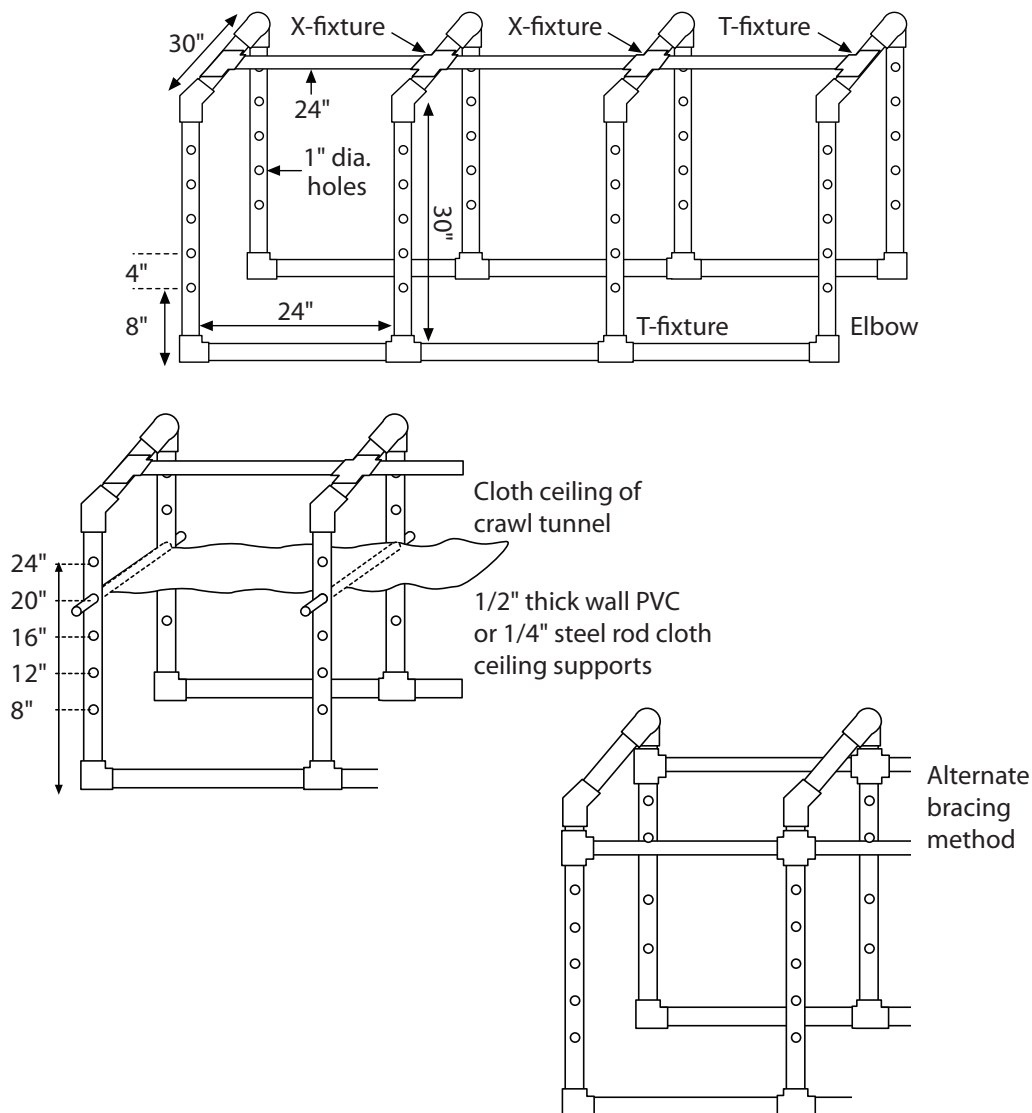


Crawl Tunnel

- The entire framework of this obstacle must be constructed of Schedule 40 or 80 (thick wall), 1½-inch PVC.
 - Only the cross pieces that support the cloth to form the ceiling of the crawl space may be made from Schedule 40 (thick wall) ¼-inch PVC.
- Two base runners, each with four uprights spaced about 24 inches apart, form two sides of the tunnel.
- The sides are held in a vertical position by cross pieces that connect two uprights located directly across from each other, across the top of the tunnel.
 - These cross pieces are 30 inches long, thus providing an opening into the tunnel that is 30 inches wide and 30 inches high.
- To prevent the uprights from being pushed forward or backward, the cross pieces connecting the two sides at the top may be connected at their centers the length of the tunnel by three 24-inch lengths of PVC pipe.
 - The sections of PVC pipe that connect the uprights along the base also are 24 inches long.
 - An alternative way of preventing the uprights from being pushed forward or backward, is to connect the uprights (of each side section) near their tops with 24-inch lengths of PVC pipe. This would match the exact pattern of the runner at the base of the uprights.
- The uprights have sets of holes drilled through both sides of the pipes to hold cross pieces that support a cloth ceiling under which the dogs must crawl.
- The hole size depends on the size of the cross piece. The cross pieces are either ½-inch Schedule 40 (thick wall) PVC pipe (actual OD is ¾ inch) with 1-inch hole or ¼-inch steel rod with 5/16-inch hole. Half-inch steel conduit pipe works well. The outside diameter is ⅝ inch.
 - The first, or lowest, set of holes is drilled so that the bottom edge of the holes is 8 inches above ground when the uprights are in place in the fixtures on the base runner.
 - Four additional sets of holes are drilled at 4-inch intervals. This will create crawl spaces of 8, 12, 16, and 20 inches when the PVC pipe or ¼-inch steel rod cross pieces and cloth are put in place.
 - The cloth is stretched across the tops of the cross pieces to create crawl spaces of different heights.
- The cloth, about 30 inches wide, may be fixed in place in various ways. One suggestion is to sew headings in each end, so that when the cross pieces at each end of the obstacle are inserted through the uprights and the headings, the cloth is stretched tight over the two center cross pieces.
 - Stretch-type cloth material is best, because it can be stretched to prevent sagging.



Crawl Tunnel



Weave Poles

- This obstacle consists of six or nine PVC poles that are attached to a basal runner or individual holders that are stuck in the ground.
- The poles are to be 24 inches apart.
- The base runner is constructed of 1/8-inch-by-1½-inch steel about 17 feet long that may be divided into two or three convenient sections.
- The base runner may also be constructed using ¼-by-2-inch steel.
 - Two sets of leg braces (12 to 14 inches long) are attached at right angles to each section of the base runner to hold the poles vertically upright.
 - The surface between the poles must be smooth, without a raised strip of more than ¼ inch high.



- Course sequence markers should be placed at least 4 feet to either side of the weave poles so as not to interfere with dog movement.
- Single pole holders that have a 5- to 6-inch spike that is stuck in the ground may be used at trials held outdoors.
 - The top of the spike must have a flat steel plate on which a rubber washer and PVC cap to hold the pole are attached.
- With either the base runner or the single pole holders, a thick rubber washer and PVC cap (the same size as the PVC poles used) are bolted to the base runner or the steel plate on the single pole holders.
 - Lock-tight nuts should be used on the bolts to prevent the nuts from becoming loose when the poles are inserted and taken out of the caps.
- The poles are made from either ½ inch (actually ¾-inch OD) or 1-inch (actually 1⅜-inch OD) Schedule 40 (thick wall) PVC pipe and are 3 to 4 feet high.

Motion Obstacles

Seesaw

- Options for dimensions of the seesaw board are as follows:
 - 12-foot length on a 24-inch pivot, 42-inch contact zone.
 - **Recommended since this configuration will be used at State Fair.**
 - 10-foot length on a 20-inch pivot, 36-inch contact zone.
 - 8-foot length on a 16-inch pivot, 24-inch contact zone.
 - 12-inch width is required for all (with a ¾-inch tolerance).
- The seesaw board may be made of solid wood, hollow core, or it may be of metal frame construction. For directions for building hollow core planks, see (2) Dog Walk.
- Paint the surface of the seesaw board with a non-skid material according to the surface preparation instructions or attach a ready-made rubberized surface.
 - Cross slats are not required or recommended. However, if they are used, we suggest the use of door frame molding that is 2 inches wide and ½ inch thick along one side, tapering to about ¼ inch thick along the other side.
- The surface of the board may be painted in several ways. When cross slats are used, the entire surface of the seesaw board may be painted the same color with a 2- to 3-inch contact line painted with the top edge (edge toward the center of the board) the correct distance from the end of the board.



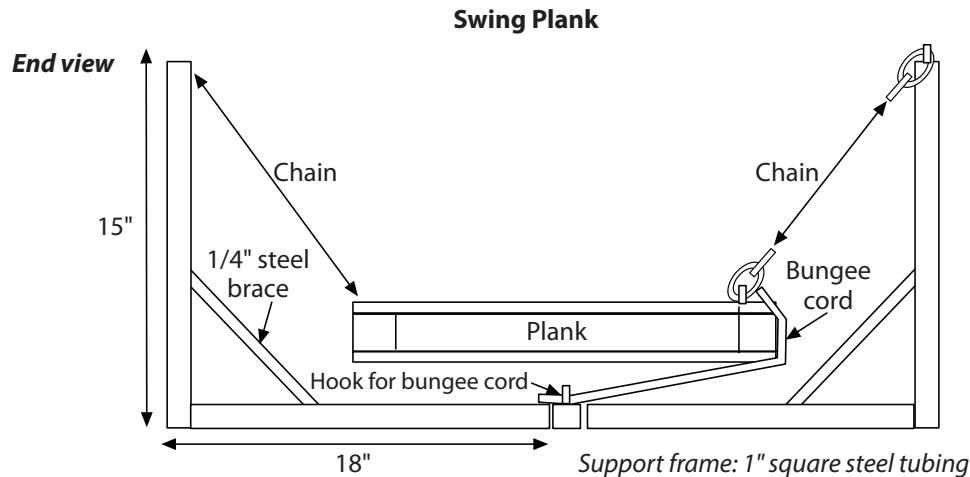
- The contact line must be painted a contrasting color. If slats are used, it is strongly recommended that a slat be placed in the exact position of the contact line and painted a contrasting color.
- The color of the contact line is to be extended around the edges of the board, so that the contact line may be seen from the side.
- The seesaw board is supported on a steel, PVC, or wooden base that allows the board to pivot freely at the center point.
- The board is attached to the base by means of brackets through which a pivot rod is inserted. The height should be set so the TOP SURFACE of the contact board is at the designated height. These dimensions provide for an angle of incline of about 20 degrees. ****Note:** a short board set on a tall pivot can create a dangerously steep angle.
- One end of the board is to be weighted SLIGHTLY so that following the exit of a dog, the board will return to its original position with the entrance end down.
 - The seesaw board can also be set off center to achieve the weighted end.
 - **Note:** too heavy of a weight or a sticky pivot will make it impossible for the toy dogs to correctly operate the obstacle.

Swing Plank

- This obstacle consists of a wide plank that is suspended at its corners by chains hanging from a metal, PVC, or wooden support structure. The suspended plank is able to swing horizontally in all directions. The dog must place all four feet on the plank while walking over.
- The most satisfactory support structure is constructed of 1-inch square steel tubing.
 - There are four L-shaped pieces, two of which are attached at right angles to each side of each end of a 4-foot metal spline.
 - The base of the L-shaped pieces, which are 18 inches long, serve as leg supports to hold the structure in proper position.
 - The upright portions of the L-shaped pieces, which are 15 inches long, serve as the chain supports.
- The upright supports must be capped with rubber or foam for safety.
- The plank may be made from ¾-inch plywood or constructed as a hollow core plank in the same manner as described for the dog walk. The plank is 4 feet long and about 20 inches wide.
- The surface of the plank must be painted with a non-skid material.
- Four chains of suitable length are required to hold the plank about 3 inches above ground.
 - The end links of each end of each chain are cut to form hooks.



- One end of each chain is hooked to the tip of each upright while the other end is attached to metal brackets at the corners of the plank.
- The plank is then suspended over the central spline and able to swing in all directions.
- A bungee check cord is attached to the two corners of each end of the plank and to the spline about 8 inches from the end.
 - The bungee cord is stretched tightly to prevent the plank from moving too rapidly as the dog moves across it.



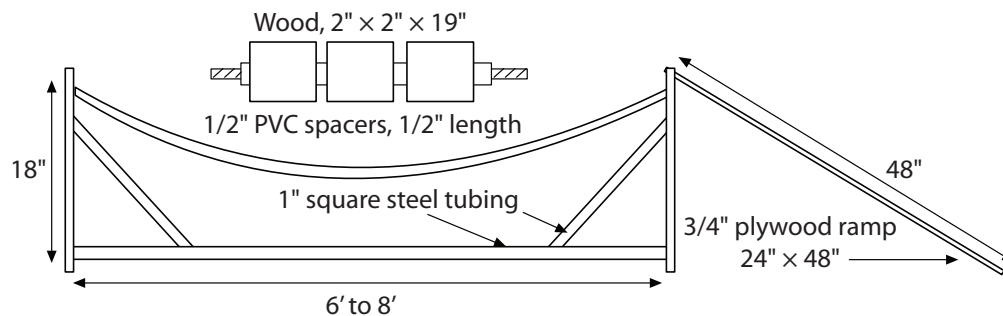
Sway Bridge

- This obstacle consists of a support structure on which a bridge (similar to a rope bridge of wooden slats) is suspended. Ramps on each end allow the dog to get on and off the bridge. The dog must move up the entrance ramp and across the bridge, placing all four feet on the bridge, and exit over the off ramp.
- The support structure on which the bridge portion is suspended may be constructed of steel (i.e. 1-inch square tubing) or wood.
- The ends of the bridge are attached to the support structure approximately 18 inches high so that the bridge hangs freely in a shallow arc over the 6-to-8-foot length of the support structure.
- Entrance and exit ramps, 3 to 4 feet long, lead up to and away from the ends of the bridge.
- The entirety of each ramp is the contact zone. Paint the ramps the same contrasting color as other contact zones.
- The bridge portion is constructed of 2-by-2-inch wooden boards 19 inches long (five pieces may be cut from a standard 8-foot length of 2-by-2-inch board).
 - Holes are drilled through the center of these boards 2 inches from each end.



- The boards are connected by inserting a cable or a type of rope that does not stretch through the holes of the boards, with ½-inch spacers between each board. The spacers are necessary to prevent the boards from pinching together as the dog walks across the bridge.
- Ends of the cable or rope may be attached to the support structure with turnbuckles to ensure that the bridge portion does not have too much slack.
- Any gap larger than ¾ inches needs to be covered with a vinyl mat or other material that will prevent any dog's feet from becoming stuck. If desired, the entire length of the bridge portion may be covered with a mat or carpet runner for grip and to prevent toes catching. If this is done, it must be securely attached such as with staples to prevent any slipping or movement.

Sway Bridge



Pause Obstacles

Pause Table

- The tabletop must be about 3 to 3 1/2 feet square and must be covered with a non-skid surface.
 - The same non-skid surfaces used for the A-frame, dog walk, seesaw, etc. should be used.
- Provisions must be made for adjusting the height of the table to 8, 12, and 16 inches.
- This may be done most conveniently by constructing the legs or table support as solid box-like structures in three sections.
- The first section with the top surface must be 8 inches high (including the top surface) for use when judging the Division I dogs.
- The other two sections are each exactly 4 inches high.
 - Wooden blocks, about 3 inches long, are attached at the inside of each corner so that each block extends about 1 inch past the edge of the 4-inch sides. These allow the sections to be stacked and not slip apart.
 - The first 8-inch section and one of the 4-inch sections stacked below it makes the 12-inch table.

All three sections make the 16-inch table.



Pause Box

- The box should be about 48 inches square.
 - The walls may be constructed of wood or PVC pipe with an overall height of 4 to 6 inches.
 - Four lengths of 4-inch Schedule 40 PVC and four elbows make an excellent box that is lightweight and can be disassembled for storage.
- When 4-inch PVC is used, the box may be placed directly on the ground. If 1½- or 2-inch PVC pipe is used, some kind of support must be placed under the box to raise it up to at least 4 inches. Small sand bags, one placed under each corner of the box, work well for this purpose.

Each side of the box should be painted a different color, or with a different number or letter for easy identification of a particular side.

Platform Jump

- This obstacle consists of two low platforms placed with the narrow ends 8, 12, or 16 inches apart and with a jump midway between the two platforms.
- The platforms are constructed of wood with surfaces 2 feet wide and 3 to 4 feet long (newly constructed platforms should be made 4 feet long) and 4 inches high.
- The surfaces are to be painted with a non-skid surface material as described earlier.
- The bar jump should be the same bar jump as the Single Bar Jump with a displaceable bar.
- The height of the bar should be 4, 8, and 12 inches above the surface of the platforms (not the ground) for size Divisions I, II, and III, respectively.
- Each platform is positioned distances of 4, 6, and 8 inches away from the center of the bar (total distances between the platforms are 8, 12, and 16 inches) for size Divisions I, II, and III, respectively.

Jump Obstacles

Construction of the jump obstacles may be of PVC, wood, or combinations of these and other materials. PVC pipe is perhaps the most desirable for ease of construction, light weight, and easy disassembly for storage and transportation. In most cases, Schedule 40 (thick wall), 1½-inch PVC pipe is used.

All jumps must have a jump space over the jumps of between 3½ to 4 feet wide. The uprights that define the jump space must be 3 to 4 feet high to define the area above the jumps through which the dogs must jump. Those such as the bush, log, and long jumps do not have uprights as a normal part of their construction; therefore, separate uprights must be used with each of those jumps. Separate uprights need be nothing more than proper lengths of PVC pipe supported by PVC or wooden bases. As with any of the obstacles, the jumps may be painted in bright colors. **The top surface over which the dog**



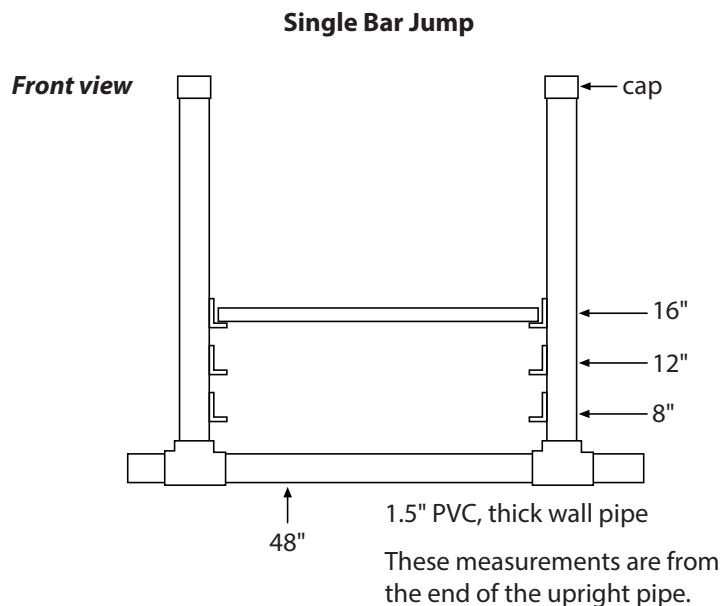
actually jumps should be painted with stripes or contrasting colors to clearly distinguish and make visible that portion of the jump to the dog.

In some of the jump obstacles, the uprights may be separate, supported on their own bases. In others, they may be connected by a cross piece that extends from the base of one upright to the base of the other at ground level.

All the jumps except the broad, double ascending, and triple ascending jumps may be jumped from either side.

Single Bar Jump

- This jump has one displaceable bar that is moved to 16, 12, and 8 inches high.
- The uprights and bar may be constructed of 1 to 1 ¾ inch diameter PVC pipe or wood.
- The displaceable bars are supported on the uprights by cup-like supports or rigid supports attached to the inside of the uprights.
- The supports must be shallow enough for the easy displacement of the bar.
- Pins or bolts for supports are not permitted.



Double Ascending Bar Jump

The Double Ascending Bar Jump consists of two ascending bars 48 to 60 inches in length where the back bar is positioned at the jump heights specified for the Single Bar Jump. The front bar is lower, as shown in the table below. Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted. The distance between the centers of the bars is as shown in the table below (within a ½-inch tolerance).



- A Triple Ascending Bar Jump standard can be used with the lowest bar removed to create the Double Ascending Bar Jump. It can also be assembled from two Single Bar Jumps.
- If assembled from bar jumps, an allowance can be made for the 12-inch jump height class lower (8 inches) bar if needed.
- Dogs must jump over the top bars without displacing either one, in the direction that starts with the lowest bar. Same requirements and scoring as the Single Bar Jump in each level.

Jump Height Class	Bar Jump Heights	Bar Spacing
8 inches	6, 8	4 inches
12 inches	9 (8 allowed), 12	6 inches
16 inches	12, 16	8 inches

Triple Ascending Jump

Triple Bar Jump. The Triple Bar Jump consists of a series of three ascending bars 48 to 60 inches in length. Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height. The table below lists the heights of the tops of the bars and the horizontal distance between the centers of the bars.

- It may be built or purchased as Triple Ascending Jump Standard or add on standard that clips to a single bar jump. It can also be assembled from three Bar Jumps.
- If jump is purchased, it should be to AKC standards. Other types may not meet Kansas 4-H height requirements. If assembled from bar jumps, an allowance can be made for the 12-inch jump height class middle (8 inches) bar if needed.
- Dogs must jump over all the bars without displacing any, in the direction that starts with the lowest bar. Same requirements and scoring as Bar Jump in each class.

Jump Height Class	Bar Jump Heights	Bar Spacing
8 inches	4, 6, 8	4 inches
12 inches	6, 9 (8 allowed), 12	6 inches
16 inches	8, 12, 16	8 inches

Bush Jump

- This jump must be constructed in such a way as to hold live plants, branches cut from leafy shrubs, or plastic decorative plants.
 - Tips of the plants must reach about 8, 12, and 16 inches for Divisions I, II, and III, respectively.



- Various types of designs are acceptable. One design uses a wooden “planter box” that holds the plants, the total height being 8 inches.
- Two other box frames, each 4 inches high, may be placed under the 8-inch box with the plants to provide the 12- and 16-inch heights required.
- The stackable sections are constructed much as described for the sections of the pause table.
- Uprights to define the jump space must be attached to the ends of the obstacle.

Panel Jump

- This jump is like the High Jump used in Obedience.
- This obstacle may be constructed of PVC or wood uprights with plastic displaceable panels.
- May use multiple panels to meet the jump height requirements.
- May use the same uprights with jump cups as the Single Bar Jump with displaceable panels.

Log Jump

- This jump should be constructed of 10 sections of 4-inch Schedule 40 PVC pipe 3½ to 4 feet long.
 - Ten sections are required in order to provide pyramid stacks of three, six, or 10 pipes for Divisions I, II, and III, respectively.
 - Maximum heights at the peak when stacked in a pyramid are approximately 7, 10½, and 14 inches, respectively for Divisions I, II, and III.
- Two small cloth tubes, about 2 inches in diameter and filled with sand, are needed to place along the base at the front and back to keep the pyramid in place or tubes can be bolted together.
- Separate uprights are required to delimit the jumping zone above the jump. Only one on each side is required and this is placed at the center of the stack.

Picket Fence Jump

- This jump may be constructed using wooden furring strips, cut to length, with a decorative picket top. However, the cross member should be placed at the top of the picket to minimize any safety hazards. Furring strips are 1½ inches wide.
- The picket spacing is approximately equal to the picket width. The top strip will extend beyond the pickets to allow placement on the jump standard.
- The Single Bar Jump upright standards can be used for this jump.



- Separate pickets can be made for each height or the minimum height lattice jump can be raised to the appropriate height and could be used for all height divisions.
- The jump heights are 8, 12, and 16 inches.

Lattice Fence Jump

- This jump may be constructed from decorative lattice panels. Thin wall lattice panels are made of ¼-inch slats arranged in a cross-hatched pattern and are available for purchase at lumber yards.
 - The lattice can be cut to the desired width and height.
- The lattice will need to be stabilized through attachment to a frame.
 - One-inch furring strips are one option that can make a suitable light-weight frame for lattice. The top strip will extend beyond the lattice width to allow placement on the jump standard.
- Lattice panels should be displaceable when contact is made.
- Separate lattice jumps can be made for each height or the minimum height lattice jump can be raised to the appropriate height and could be used for all height divisions.
- The Single Bar Jump upright standards can be used for this jump.
- The jump heights are 8, 12, and 16 inches.

Window Jump

- Overall dimensions of the panel should be 42 to 48 inches wide with an opening 14 inches wide and 30 inches high.
- Provisions to adjust the bottom of the opening to 8, 12, and 16 inches for Divisions I, II, and III, respectively, must be provided.
- The panel with the opening may be made of wood or heavy cloth, such as denim or canvas.
- When made of cloth, a 4-inch heading may be sewn along each of the vertical sides so that the cloth can be held in place by slipping the heading over the uprights.
 - In this case, changes in heights may be made by pushing the cloth panel up or down over the uprights.
- The PVC framework is constructed exactly the same as that used for the tire (hoop jump) obstacle.

Broad Jump

- This obstacle should be constructed of 6 to 8-inch wide wooden or vinyl boards that are 3½ to 4 feet long.
- Four uprights at least 3 ft tall to define the space over the jump that the dog must jump, must be placed, one at each corner of the jump.



- The jump boards can be constructed to allow nesting to facilitate storage.
- The top boards are mounted on side support boards that result in a sloped face to be presented to the dog while jumping.
 - The front edge or low point of the first panel is 1 inch in height and the back edge of the front panel is 3 inches in height.
 - Each panel is progressively 1 inch taller than the preceding panel. This is the same design for the obedience broad jump.
- Two boards are used for Division I dogs, three for Division II dogs, and four for Division III dogs. The boards are spaced to create jumping lengths of 16, 24, and 32 inches for Divisions I, II, and III, respectively.

Tire Jump

- The tire must be about 30 inches in diameter, and constructed from material, such as black plastic drainpipe, that is at least 3 inches in diameter.
- Breakaway tires are recommended.
- It should be painted (or taped) with bands of a contrasting color to provide maximum visibility to the dog.
- The supporting framework may be constructed from PVC pipe (1½-inch Schedule 40) or wood.
- Provisions must be made to adjust the height of the circle so that the inside surface at its lowest point may be set at 8, 12, and 16 inches.
- The tire may be suspended from the upper cross piece by a cord, while bungee cords or flat elastic bands may be used to hold the tire in place at the sides.
- The distance between the uprights must be at least 48 inches. The height of the uprights is not critical as long as it is sufficient to suspend the tire at the 16-inch jump height.
- When constructed of PVC pipe, the uprights are connected at both the top and bottom by 48-inch cross pieces.
- The uprights are held vertically in position by 12-inch leg supports that extend forward and backward from the base of the uprights.
- This same design for the PVC pipe framework is used for the window jump.

Jump Wings

- Jump wings are panels that attach to the jump standards or jump standards with panels.
- Jump wings must be between 15 and 24 inches wide.
- Wings must be between 26 and 42 inches tall and can be angled. Wing frames may be made of PVC or wood. Wings may have lattice, PVC, or cloth in the center and must be constructed in such a way that small dogs cannot pass through.



- It is recommended that any wings used outdoors be built so that the wings do not catch the wind.
- Wings may either be freestanding, attached to the upright of a jump, or part of the upright.
- The combined width of a bar jump's upright and wing may be no more than a maximum of 30 inches.
- Wings can be placed on single bar jumps, lattice jumps, picket jumps, brush jumps, panel jumps, and triple ascending jumps.
- If used on the ascending jumps, they should be positioned next to the highest bar.

Other Sources of Information

Search for dog agility websites on the internet. Use key phrases such as “dog agility” or “agility equipment” when conducting your search.

Note: Other sources of information may not comply with Kansas 4-H Agility Dog Show rules.



Icons for Agility Scoresheets

Fixed Score Icons

 A-FRAME <table border="1"> <tr> <td>□□</td> <td>PTS 15</td> </tr> </table>	□□	PTS 15	 SEESAW <table border="1"> <tr> <td>□□</td> <td>PTS 15</td> </tr> </table>	□□	PTS 15	 HOOPER'S HOOPS <table border="1"> <tr> <td>□□</td> <td>PTS 15</td> </tr> </table>	□□	PTS 15	 SWAY BRIDGE <table border="1"> <tr> <td>□□</td> <td>PTS 15</td> </tr> </table>	□□	PTS 15
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Variable Score Icons

Agility 1

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Agility 2, 3 and 4

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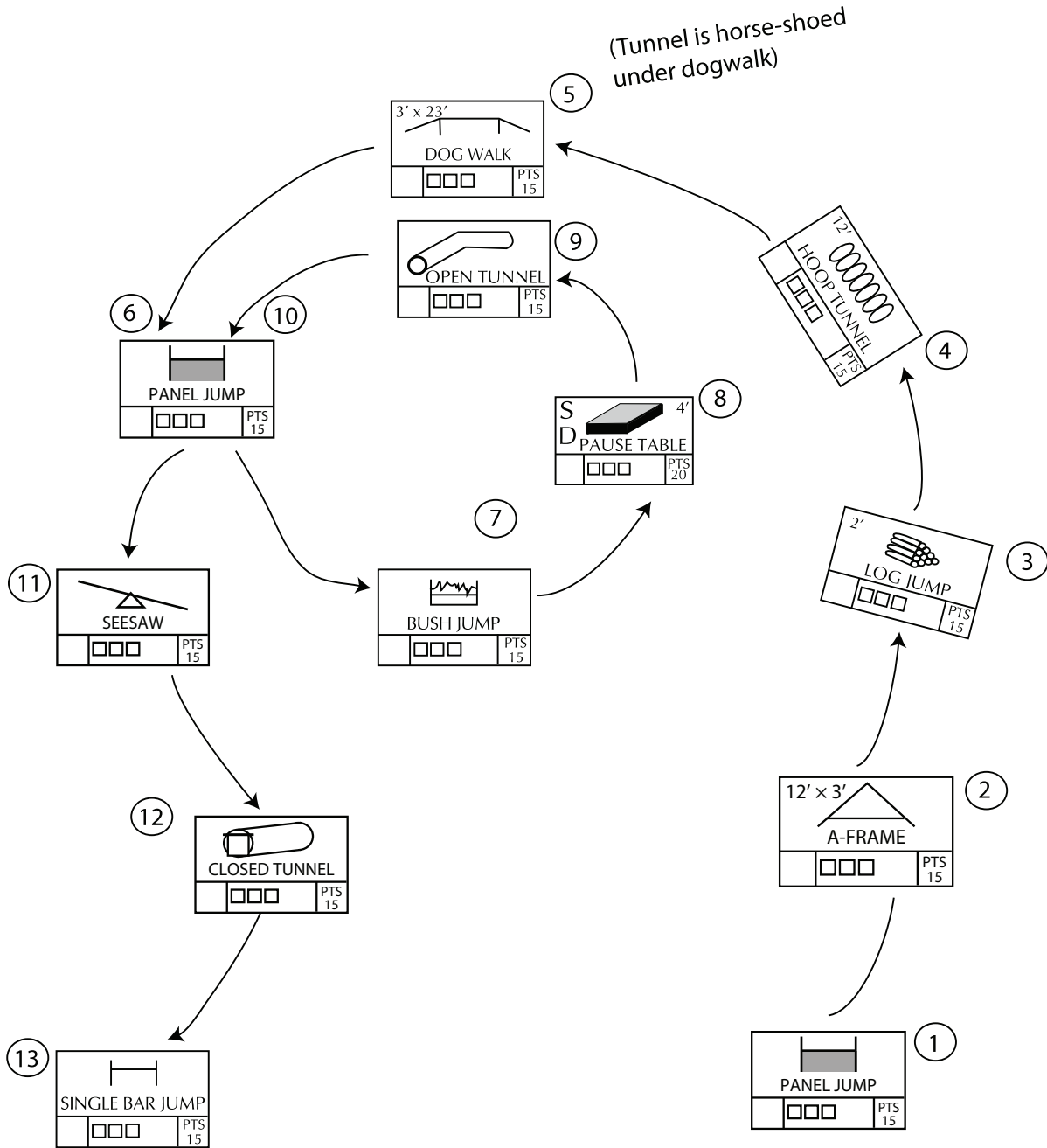
Agility Scoresheet

Team Number _____ 4-Her Name _____	
Dog Name _____ Dog Breed _____	
Date _____ Location _____	
Agility Class: I II III IV Height Division: 1 2 3	Course Time: _____ Running Time: _____ Time Faults: _____ Running Faults: _____ Other Faults: _____ Additional Faults: _____ TOTAL FAULTS: _____ FINAL SCORE: _____ Course Value: 200
Placing: Purple 190-200 Blue 170-189.5 Red 150-169.5 White 149.5	



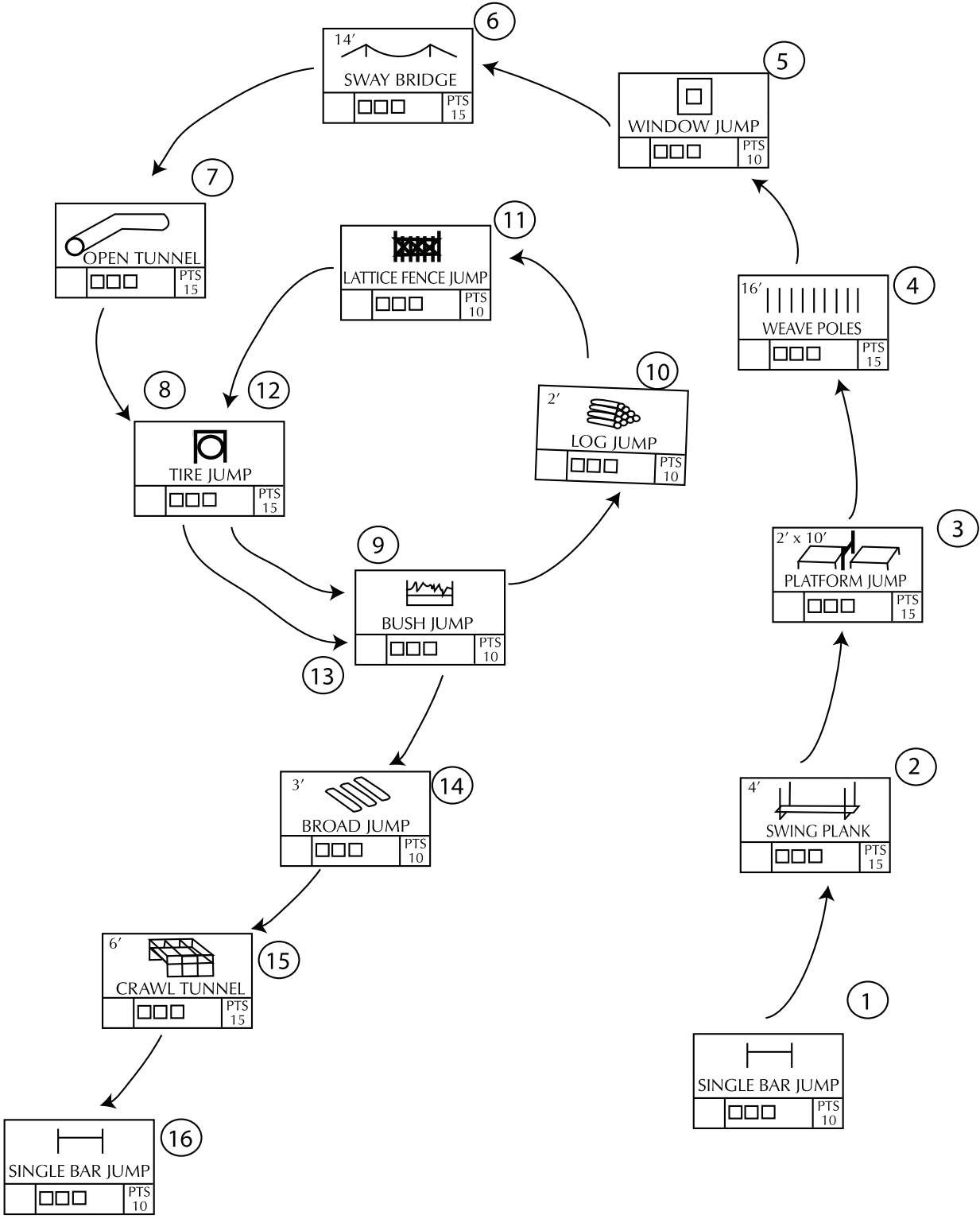
Course Layout

Agility I Sample Course



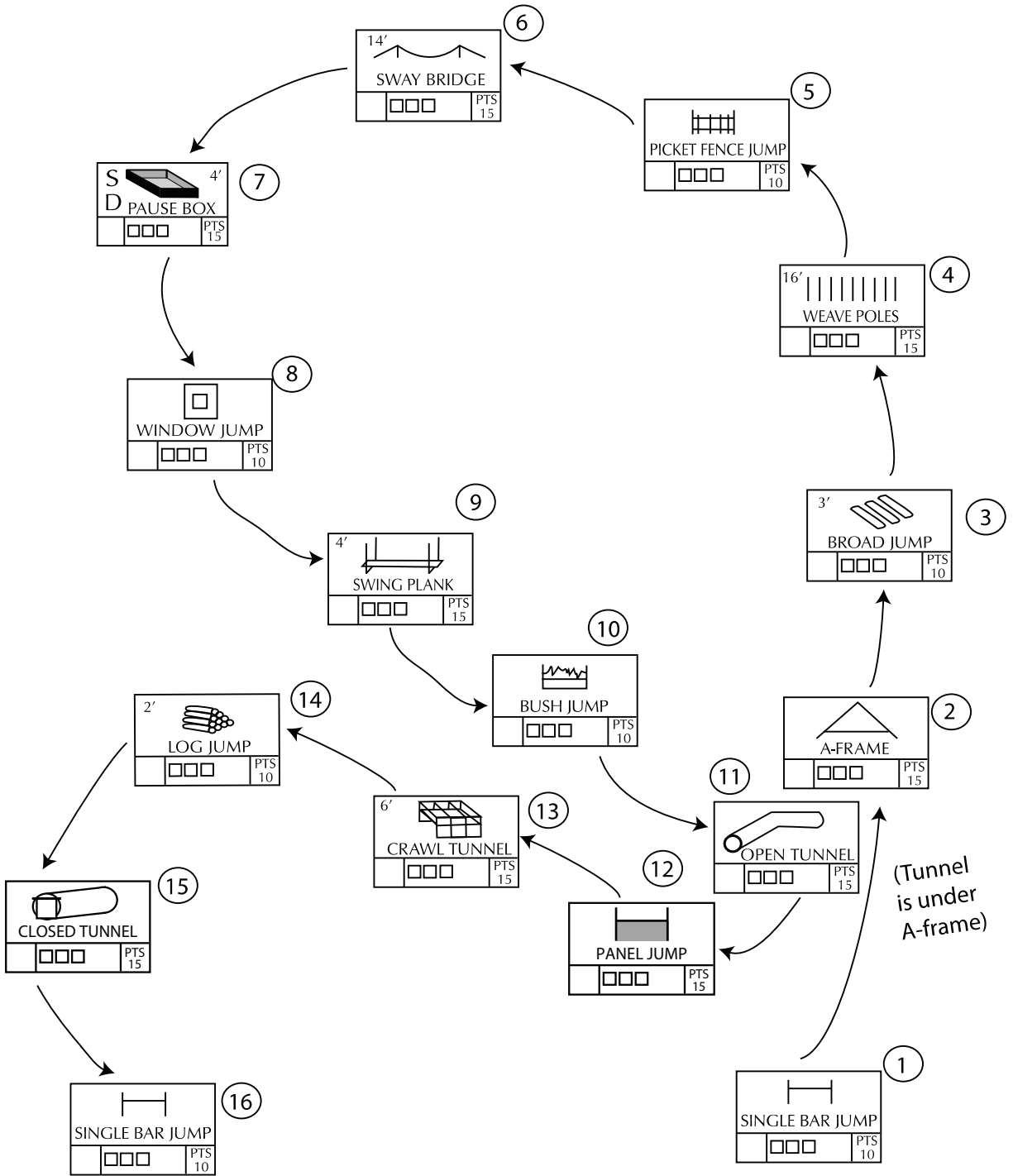


Agility II Sample Course



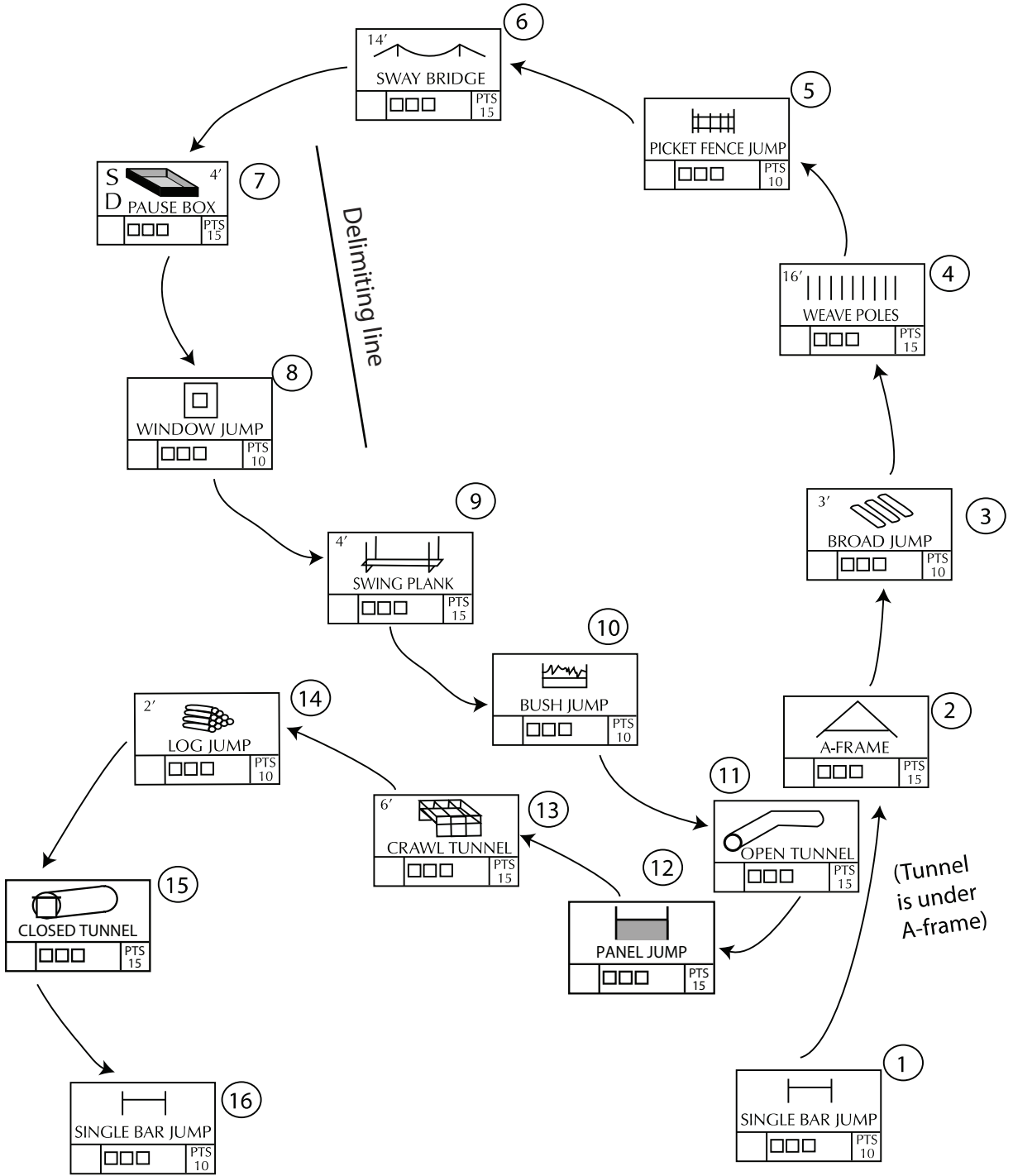


Agility III Sample Courses





Agility IV Sample Courses





Chapter 4

Rally Obedience

Purpose of Rally Obedience

The purpose of Kansas 4-H Rally Obedience is to provide 4-Hers the opportunity to demonstrate the teamwork necessary to work under a variety of conditions. In Rally Obedience, the intent is to evaluate the proficiency of the dog and handler while performing various exercises as a team in much the same way as might be done in undertaking different activities outside the show ring.

The Rally Obedience Philosophy and Concept

The concept of Rally Obedience originated with Charles L. “Bud” Kramer, who was also the innovator of the first American agility program. Thanks to Bud Kramer, Rally Obedience is now a regular event in several venues, including the American Kennel Club (AKC), the United Kennel Club (UKC), and now in Kansas 4-H. It is a form of obedience that emphasizes fun and excitement for the dog and handler, by providing a more “natural approach” to the performance. The objective of this sport is to allow the handler to focus his or her concentration on an enthusiastic, energetic, animated performance in which the handler and dog are truly able to enjoy working as a team.

In Rally Obedience, the handler is judged on the handler’s ability to handle his or her dog to the best of the dog’s ability, rather than the dog’s ability to perform exercises with exact precision, essentially on its own, such as seen in some traditional obedience exercises. As Bud Kramer says in his book, *The Style of Rally Obedience*, 3rd Edition (4H966), it is a test of the team’s progress in training. Anyone judging, instructing, or training in Rally will find Kramer’s book an excellent reference. The book may be purchased through the K-State Research and Extension Bookstore (www.ksre.k-state.edu/bookstore).

Rally Obedience is a dog performance trial that uses sequentially numbered signs to indicate the course the handler must take during the performance. The team of dog and handler heel from sign to sign, and perform the exercises indicated by the sign at each location. Other than the handler being given permis-



sion to start, the judge gives no further directions throughout the performance, except as noted in the “Judging” section.

Rally Exercises

Many of the Rally exercises are the same, or have the same parts (elements) of more complex exercises used in traditional Obedience. Fifty Rally exercises have been developed and are divided into three Rally class levels. Each exercise has a unique sign to inform the handler of the desired exercise. For example, the Rally exercise with the code name “HALT” on its exercise sign is performed exactly the same as when the judge orders the handler to halt during the heeling exercises in the Novice and Open classes in traditional Obedience. The word HALT on red octangular inserts on many of the exercise signs directs the handler to come to a halt and the dog to sit at heel. Although the physical aspects of the halt exercise are the same in both traditional Obedience and Rally, the handler may verbally command the dog to sit in Rally. In traditional Obedience the dog must sit automatically with no verbal command or hand signal to sit.

In the exercises HALT-Walk Around and HALT-Down-Walk Around, the “walk around” element of the exercise is done very much the same as the “leave and return to the dog” in the group sit and down exercises in traditional Obedience. In traditional Obedience, the handler places the dog on a stay or wait command, leaves, and later returns by walking around the dog to return to the heel position. In Rally, the handler also puts the dog on a stay command, steps forward from the dog, turns to the left, and walks counterclockwise around the dog to return to the heel position. Except for being able to communicate with the dog during the exercise, this element of the exercise in Rally is performed in essentially the same manner as in traditional Obedience.

There are some exercises that are not found in traditional Obedience. For example, three forms of an about turn are used in Rally: About Turn-Right, About “U” Turn, and Left About Turn. Only the first one of these is used in traditional Obedience. However, all Rally exercises are considered to require no more than a level of skills similar to those necessary to perform the exercises of the Novice class in traditional Obedience.

Rally Obedience Classes

There are three Rally levels of increasing difficulty.

Rally Obedience is designed so dogs in all levels of training may participate, with Level 1 on leash with the elements of heel positioning, sits, turns, stays, and recall, and then advancing to levels conducted off leash, with more difficult courses.

RO-Level 1: The entire exercise is conducted **on** leash. The exercises are selected by the judge from exercises 1 through 28a, and from the duplicate signs



numbered 50 through 57. This level is only offered at the local and district level, not at the Kansas State Fair dog show.

RO-Level 2: The dog enters and leaves the ring on leash. The leash is removed before the performance starts, and the entire performance is conducted **off** leash. The exercises are selected by the judge from exercises 1 through 34, and from the duplicate signs numbered 50 through 57. At least **two** of the exercises 29 through 34 are required.

RO-Level 3: The dog enters and leaves the ring on a leash. The leash is removed before the performance starts, and the entire performance is conducted **off** leash, except the honor dog on the Honor exercise will be **on** leash. The exercises are selected by the judge from exercises 1 through 49. At least **two** of the exercises 29 through 34 and at least **four** of the exercises 35 through 48 are required. Exercise 49 (Honor exercise) is also required.

Rally Advancement

Teams may progress to the next level after receiving a qualifying score of 80 points or greater (blue and/or purple ribbon) from two different 4-H certified Rally Obedience judges in the same year. Normally, a team would advance to the next level at the beginning of the next 4-H year. However, a team may start at a higher level, if it desires. After participating at a higher level, the team may not go back to a lower level.

Ribbons

Scoring and ribbons for all Rally class levels are as follows:

Purple	90-100 points
Blue	80-89 points
Red	70-79 points
White	69 points or fewer

Rally Course Requirements

Each class level consists of between 15 and 17 exercises selected by the judge from the designated exercises. No exercise may be used more than once, except by use of the duplicate signs listed. The Start and Finish signs are not part of the number of signs required. (A one-page version of the following table is on page 159).



Table 1. Rally Obedience exercises listed by class levels

Level 1 Class	Level 2 Class (b)	Level 3 Class (c)
1. HALT	29. Offset Figure 8	35. HALT-90 Degree Pivot Left-HALT
2. HALT-Stand	30. HALT-1, 2, & 3 Steps Forward	36. HALT-90 Degree Turn Left & Forward
3. HALT-Down	31. Call Dog Front-1, 2, & 3 Steps Backward-Dog Right & Forward	37. HALT-180 Degree Pivot Right-HALT
4. HALT-Down-Sit	32. Call Dog Front-1, 2, & 3 Steps Backward-Dog Left & Forward	38. HALT-180 Degree Pivot Left-HALT
5. HALT-Walk Around Dog	33. HALT-Leave-Call Dog Front While Running-Finish Right-HALT	39. HALT-About Turn Right & Forward
6. HALT-Down-Walk Around Dog	34. HALT-Leave-Call Dog Front While Running-Finish Left-HALT	40. HALT-About "U" Turn & Forward
7. Right Turn		41. Send Over Jump-Handler Runs By
8. Left Turn		42. Moving Down-Forward from Down
9. About Turn-Right		43. HALT-Fast Forward from Sit
10. About "U" Turn		44. Left About Turn
11. 270 Degree Right Turn		45. HALT-Stand Sit
12. 270 Degree Left Turn		46. HALT-Stand Down
13. 360 Degree Right Turn		47. HALT-Stand-Walk Around Dog
14. 360 Degree Left Turn		48. HALT-Stand-Heel Backward 3 Steps-HALT
15. HALT-90 Degree Pivot Right-HALT		49. Honor Exercise (Required)
16. HALT-90 Degree Turn Right & Forward		
17. Call Dog Front-Dog Right & Forward		
18. Call Dog Front-Dog Left & Forward		
19. Call Dog Front-Finish Right-HALT		
20. Call Dog Front-Finish Left-HALT		
21. Slow Pace		
22. Fast Pace		
23. Normal Pace		
24. Moving Side Step Right (Begins beside sign and done just after sign)		
25. Spiral Right-Dog Outside		
26. Spiral Left-Dog Inside		
27. Straight Figure 8		
28. Serpentine-4 Cones		
28a. Serpentine-5 cones		

(b) At least two (2) of Exercises 29-34 should be required in all Level 2 course designs.

(c) At least two (2) of Exercises 29-34 and four (4) of Exercises 35-48 should be required in all Level 3 course designs, plus exercise 49.



Judge's Responsibilities

Arrangements for providing the score sheets and required exercise signs, cones, and jump may be made with the trial show committee. In certain cases, the judge may wish to provide one or all of these items.

Course Designs and Score Sheets

The judge is to design the courses. Because courses normally serve as the score sheets, the judge needs to provide the courses to the show committee or superintendent at least a week before the show so that an adequate number of copies can be made for the show. This will also allow the signs for each class to be selected and arranged according to the course designs. If prior arrangements with the show committee have been made, the judge could make the scoresheet copies and bring them to the show if necessary. Judges should always bring a set along with them. Copies of the score sheets with the course design may be distributed to the participants or posted at the ring side prior to the familiarization period.

A series of exercise icons have been prepared to assist in designing courses on a blank score sheet. (See page 154.)

The outline of the ring is drawn to a scale representing 40 by 70 feet. To aid in determining distances between exercise signs (about 10 feet between signs), the intersections are at 5-foot intervals in all directions from each other and from the margins of the ring. Figure 2 illustrates how the necessary information pertaining to the trial and the particular course may be completed for use as a score sheet. A list of the exercises used in the course design may be included on the score sheets.

Course designs on paper do not always turn out as expected in the actual show ring. The judge may tweak the course, so that the intended flow occurs. If that is not possible, the judge is at liberty to change the course from the printed course, so long as the course provides the correct number of exercises selected from the correct level, and the changes are posted. No course change should be made after the handlers have done a walk through to familiarize themselves with the course. The course must remain the same for all dogs participating at the level, even if the dog is competing in a different height division.

The judge has a variety of choices in each level. Different exercises present different chances to create errors. For example, Ex.1, the HALT, requires the dog to move into a sit as the handler halts in a stationary, standing position. Ex. 4, however, requires not only the dog to halt, but to then down, and then to sit. In choosing exercises for a course, the judge should remember the Level 1 courses should be the simplest, with Level 2 being more challenging, and Level 3 the most challenging. Even though Levels 2 and 3 allow more complicated exercises, the judge should keep in mind that those levels are conducted off leash, which naturally adds more challenges for the handler and dog. Even



at Level 3, the course should not be so complicated that a handler/dog team with Novice obedience level skills would not have a fair chance to successfully complete the course.

Spacing and Sequence of Exercises

The sequence of exercises in every course design may vary. At least 10 feet should be allowed between signs. Care does have to be taken to ensure that the sequence of exercises does not create an exceptionally difficult or awkward situation in the performance. For example, two weaving exercises — such as the spirals, Straight Figure 8, Serpentine, or Offset Figure 8 — should not be located one after the other in sequence. This may cause a feeling of slight dizziness in some people.

Space between the exercises should be ample enough to allow the handler to look up, see the next exercise sign, and comprehend what the team needs to do.

Judge's Briefing and Familiarization

The judge is required to be at the ring during the familiarization period to supervise and to answer any questions that the handlers might have. The familiarization, or walk through without dogs, is for a short period of time. A suggested time might be 10 minutes, but this can vary depending on the number of entries. During the familiarization, the judge should remain in the ring to answer questions. During this time the participant will walk through the course to ensure an understanding of the signs. Participants may walk the course multiple times.

The judge may also choose to hold a briefing during this period. They need to remind handlers that they will not talk to them during their performance except when a non-qualifying performance was made. They will then say “Fault” or “Please try again.”

Judging the Performance

In Rally Obedience, the intent is to evaluate the proficiency by which the dog and handler are able to perform various exercises as a team in much the same way as might be done in undertaking different activities outside the obedience ring.

The method of judging the Rally Obedience performance adopted in these regulations is intended to reflect the handler's sportsmanship and ability to direct and aid the dog to efficiently and accurately perform the exercises with enthusiasm, rather than the dog's ability to perform the exercises with exact precision on its own.

Willingness and enjoyment on the part of the dog are important in the performance of this sport. The dog/handler team should perform all aspects of the



course with enthusiasm and at a brisk, natural pace that demonstrates good teamwork and smoothness in performing each exercise station. The directional signs are numbered and arranged sequentially in the form of a course with a variety of turns within the boundaries of the ring and in between the start and finish lines. The team of dog and handler heel from sign to sign and perform the exercises indicated by the sign at each location.

Facility and Supplies

Ring Size. The minimum required Rally Obedience ring size is 40 by 70 feet, although 40 by 80 feet or 70 by 50 feet (two obedience rings) is recommended. The minimum area is 2,800 square feet.

The Rally Event Site. Rally trials may be offered either outside or inside. Because the outline of a Rally course may run in many directions, a suitable surface is needed over the entire ring. In outside trials, care must be taken to use signs and sign holders that will not be blown out of place by the wind. Suitable fencing around the course should be provided.

Show Supplies. Items needed for a Rally Obedience trial:

- Rally Obedience signs (4H967) for each level
- Sign/card holders
- Score sheets (course design for each level)
- Stopwatch
- Clipboard (for judge)
- Cones (approximately 9 inches tall)
- Jump (not a broad jump — for exercise 41)
- Four food bowls with dog treats (for Exercise 29)

Signs and Holders. A complete set of laminated signs can be purchased through the local K-State Research and Extension office (4H967). If making your own signs, the designated wording and symbols must be used. Signs should be a minimum of 8½ by 11 inches and a maximum of 11 by 17 inches. The cards need to be backed with supportive material before laminating so that they will stand upright in the holders. Weather conditions should be considered when securing signs and holders. Approximately 20 exercise sign holders are needed for a Rally course. All sign holders or signs will be clearly and sequentially numbered on the course, with numbers approximately 3 inches high. The START and FINISH holders are not numbered.

Duplicate Exercise Signs. The duplicate signs are included to provide a sufficient number of turn exercises to keep course designs within the confines of the ring. These signs may be used in the design of courses in all three Rally classes. Only exercises for which there is a sign included in these lists, including



the following duplicate signs, are to be used in course designs; no additional duplicate signs may be created. The duplicate Normal Pace sign is needed if both Slow Pace and Fast Pace exercises are included in the same course design. The START and FINISH signs are at the end of the list of duplicate signs to simplify the numbering of the exercises. **Reminder: They are not included in the required number of exercises per class.**

- 50. Right Turn
- 51. Right Turn
- 52. Left Turn
- 53. Left Turn
- 54. About Turn Right
- 55. 270 Degree Right Turn
- 56. 270 Degree Left Turn
- 57. Normal Pace
- 58. START
- 59. FINISH

Cones. Cones should be approximately 9 inches tall or more, so that the team can clearly be seen going around each cone. Depending on the course designs used at a Rally trial, the number of show rings and sequence of classes used, the show committee should have enough cones available to cover these needs. Places where cones are needed are as follows:

Where cones are needed	Number of cones
Spiral exercises	3
Straight Figure 8	4
Serpentine	4 or 5
Start and Finish lines	4

Treat bowls. Four standard dog food bowls should be used for the Offset Figure 8 exercise. This style bowl has sides that slant from the top edge of the bowl outward to the floor, making it most difficult for the dog to turn over. There have been many suggestions of ways to prevent dogs from getting to the treats and eating them. The concern here is that some dogs may have allergies to certain foods and the risk of the dogs eating some of the treats to which they might be allergic should be eliminated. A suggestion would be to simply tie the treats inside a piece of nylon mesh material and place the bag in the bowl. Several large rubber bands could be extended around the bowl to hold the bag in place. The bag should be large enough that the dog could not grab and swallow it before the handler can take hold of the dog and move it away. A plastic mesh insert can be purchased for this type of bowl, also.



Jumps and Jump Heights. The jump exercise is not required but is an option in designing Level 3 courses. The bar or high jump, most commonly used, is set at 8 inches for dogs under 15 inches at the withers, 12 inches for dogs 15 to 20 inches, and 16 inches for dogs over 20 inches in height. Because it is too easy for the dog to develop the habit of walking through the boards in a broad jump, it should not be used in Rally classes.

Stewards

The judge should instruct the ring crew of their duties and how the duties should be performed. The following stewards are recommended for a Rally trial:

Gate/Table. (at least two stewards)

- Organize all participants as they arrive for their class.
- Have teams ready to enter the ring as soon as the judge is ready.
- Tabulate each scoresheet and pair it with a ribbon, arrange in order from lowest to highest, and determine placements.
- Record all results and placings for show committee.
- Assist the judge if needed with passing out ribbons and awards.
- Provide clean-up if a dog fouls the ring.
- Take the leash from the Level 2 and Level 3 teams after they enter and make sure it is available when they finish.

Time Keeper. The performance is timed using a stopwatch or electronic device with the scored time kept in 1/100th seconds. The only reason for timing the performance is for breaking ties. The timing steward may also serve as the honor steward for exercise 49 in the Level 3 class.

Performance Regulations

Where there is a specific situation or rule that is not addressed in the Rally Obedience rules, the current 4-H Obedience Rules and Regulations will take precedence.

Informing Handlers of Unclear Situations. During the judging, the judge does not speak, except the judge may ask if the handler is ready, then to start the performance the judge says “forward.” If during the performance an exercise was not completed correctly and/or the performance of the exercise may not be clear to the handler whether it was successful or not, the judge will say “fault” or “try it again.” After a second failed attempt, the judge will score the exercise as non-qualifying and may tell the team to move on to the next exercise.

If the handler becomes confused as to the location of the next exercise sign, this is a mistake created by the handler. The handler is not allowed to ask for direc-



tions from the judge. If the handler does ask for directions, it is a handler error and assessed as a minor fault, and no response should be made by the judge.

Judging Criteria. As the team begins, the judge evaluates the performance as he/she moves along with the team through the course. The evaluation of a Rally performance should be done using basically the same criteria as in traditional Obedience. However, the scoring of the dog's performance, which is not the same as evaluating the performance, should be done as specified in the Rally program.

In traditional Obedience, the minimum point deduction that can be scored (recorded) for an error is $\frac{1}{2}$ point. In Rally, any error that would be scored $\frac{1}{2}$ point in traditional Obedience is not scored. However, errors that are evaluated as one or more full point deductions in traditional Obedience should be scored exactly the same in Rally. The emphasis should be placed on performing the exercises correctly as opposed to the precision required in traditional Obedience. **De-emphasizing the precision** required in the performance to avoid $\frac{1}{2}$ -point deductions provides an atmosphere for a more relaxed performance. This allows the dog and handler to work with greater enthusiasm and a level of enjoyment. It will create a more level playing field among the different breeds and the physical abilities of handlers, while maintaining a valid assessment of the essential aspects of the performance. Many traditional Obedience judges use a score sheet that lists most of the errors for each exercise. Judges often check the appropriate error when a deduction has been scored. Use the course plan as a judging sheet for the judge to record his/her own assessments.

With a little practice, one can learn to properly handle a clipboard, follow the dog on the course outline, and record the amount of an error at the location on the score sheet where the error occurred. Examples of this are illustrated in Figures 3a and 3b in the back of the book. The key for using a course plan to record deductions is to place that part of the score sheet showing the entry gate into the ring under the clip on the clipboard. As the team moves through the course, and you, as the judge, move to face different directions, you turn the clipboard so that the end with the clip is always facing the entry gate into the ring. In this way, the course design on the clipboard is always in the same direction as the course.

Deductions can be recorded at the location where they actually occurred during the performance with little effort and without totally taking the eyes off the performance. This is usually enough for the judge to recall what the error was, but an additional note may be made next to the deduction.

Comparing Each Performance to an Ideal Performance. Judges must evaluate each performance by a team to an ideal in which the dog performs appropriately and willingly for a handler who is gentle and at ease. Dogs that show signs of fear or unhappiness must be penalized, as must harshness or roughness on the part of the handler.



Common errors in heeling or handling errors may not be mentioned in the description for the individual exercises. It is at the judge's discretion to assess major, minor, or nonqualifying scores (depending upon the extent) for any noted deviations.

Rally Obedience Score. A team's final score will be determined by deducting all errors from a perfect score of 100. The team must complete all elements of each exercise successfully to have a qualifying score. For each exercise, if the attempt was not completed properly, the team may repeat an exercise once. There are only two attempts per exercise or each section of an exercise. The failed attempt will be scored as a 3-point deduction. If the second attempt fails, the performance is scored as **non-qualifying (NQ)**.

- **Major Fault.** Major errors are scored as 3- or more point deductions.
- **Minor Fault.** Minor errors are scored as 1- or 2-point deductions.
- **Failed first attempt or segment of an exercise.** If repeated, a major deduction of 3 points is to be assessed. A mandatory NQ of the exercise, if not repeated.
- **Unsuccessful completion after 2 attempts or skipping an obstacle.** A Non-Qualifying score will be assessed.

Non-qualifying score (White Ribbon).

- Failure to perform an exercise as indicated in the descriptions of each exercise.
- Failure to qualify in the performance of all exercises of the course.
- Dog fouling the ring.
- Handler excessively touching the dog other than in the "Stand" exercises.
- Handler continuously maintains a tight lead to control the dog or adapts his/her pace to that of the dog.
- A dog that continuously barks throughout the performance.
- Skipping an exercise station or doing out of sequence.
- Handler takes more than 2 attempts at each exercise or element of an exercise.

Additional major or minor deductions. (Depending on extent of deviation from ideal.)

- Training correction by the handler.
- Major/minor deduction for a dog that leaves the ring during the performance of an exercise, but immediately returns to the handler unassisted, depending on the extent of the deviation.
- When an exercise or segment of an exercise has failed but then repeated successfully. The first try is assessed with a major deduction (3 pts).



- Handlers who run to the finish line or between signs, other than when performing exercises 22, 33, 34, 41, and 43 which have a fast or running element. Handlers will be assessed a 10-point deduction for each infraction.
- Major deductions for unnecessary body movements, such as but not limited to: excessive or loud clapping, bending over, crouching, excessive foot movement, waving arms, whistling, or moving away from the handler's normal position during a given exercise.
- Minor/Major deduction for occasional to excessive barking.
- Anticipation of command.
- Heeling imperfections such as but not limited to: lagging, heeling wide, bumping, forging, dog not left of handler.
- A handler who adapts his/her pace to the dog, guides the dog with the leash, or does not walk at a brisk and natural pace.
- Occasional tight leash.
- The dog crosses the finish line out of heel position.
- Bumping a cone or exercise sign.
- The last exercise was completed after the finish line.
- Incorrect heel position-dog not at left side of handler.
- Handler error (1 to 2 pts): goes past sign to perform, goes around backside of turn signs, goes around the 270/360 turn signs.
- Minor touching of dog.
- Untimely delay of dog in performance from first command.
- Handler does not halt/pause after going around the dog or back to heel position before going to next exercise. (3 pts).
- For other deductions, see specific obstacle.

Criteria for judging and scoring.

- **At the start line.** Although judging begins when the handler states he/she is ready, a judge may assess a major or minor deduction for a handler's inability to control the dog or for misbehavior by the dog from the moment the dog and handler enter the ring until they exit.
 - **Starting position.** On direction of the steward, the handler with the dog on lead proceeds to the starting line and positions the dog to start. In Rally 2 and Rally 3 classes, the handler removes the lead and hands it to the steward. When the handler indicates he is ready to start, his hands must be off the dog or a minor handling fault will be assessed.
 - **Start line.** When the handler indicates that he/she is ready, the judge verifies that the timing steward is ready, he/she will order the team to start their performance with a "Forward." The handler may start



the course once the judge gives the handler the forward clearance. Time will begin when the dog's nose passes the start and finish lines. When crossing the start line and the finish line, the dog must be in heel position or risk a penalty for being out of position. As the team begins, the judge will move along evaluating and scoring the performance as they proceed unassisted along the course.

- **Communication with the dog and additional commands.** Verbal praise, encouragement, and repeated performance commands may be given at any time throughout the performance, including heeling between exercise locations. This is allowed even if the dog is working well to keep the attitude high. Second commands or the repetition of commands may be given without being considered in the evaluation of the performance. Rather, it is the length of time from the first command until the dog responds in the execution of the command that is considered in evaluating the performance.
 - Verbal communication and hand signals may be used separately or in combination.
 - Hand signals given as commands to direct the dog in a particular direction or used in patting the handler's leg to encourage attention may be used wherever advisable.
 - Harsh commands or excessively loud clapping or whistling to obtain the dog's attention are to be penalized.
 - Although the handler may give multiple commands without penalty, the time between the first command and the performance should be evaluated. An untimely delay in performance by the dog will be penalized (1 to 3 pts).

Specific situations in which repeat/multiple commands may be used and how they are scored: Exercises 3, 4, and 6, which require the handler to move the dog from a sit to a down position, will be used as illustrations.

Situation 1: The handler commands the dog to down with the command "Spot Down!" and nothing more; the handler does not follow that performance command with any additional commands or verbal praise. However, the dog does not immediately respond and after a short period of time, the handler gives a repeat command.

Situation 2: The handler commands the dog to down with same command "Spot Down!", but the handler follows this with verbal praise and encouragement, such as "That-a-boy!" or "You're a good guy!" or similar phrase.

In both situations, the dog's response is delayed, but after the same amount of time the dog responds to the command and assumes the down position. In both cases, the evaluation of the performance should be based on the length of the delay in the response to the first command. The fact



that a second command was given in the first situation and not in the second, or that the first command was immediately followed by verbal praise and encouragement is immaterial. Only the length of time from the first command to when the dog responds to that command is evaluated. Touching or forcing the dog to sit or down is penalized with a deduction of 1 to 3 points, depending on the severity of the touch. Excessive touching will result as an NQ. If the handler is unable to place the dog in a down position, the exercise is scored as NQ.

Situation 3: The dog goes part way down and holds in the position (ex: dog's chest or elbows are not touching the ground). The handler may give a second command in an attempt to get the dog to go all the way into the down position.

This second command may be a repeat of the performance command "Spot Down!", or it may be something like "Hurry up, all the way!". Exactly what is said does not enter into the evaluation of the exercise. If the handler is quick to give second commands and the dog responds quickly to them, the error would not be sufficient to require a penalty. However, if the delay in the response to the first command was prolonged, a penalty assessment may be scored.

Situation 4: The dog goes down on command but immediately pops back up into a sit.

Since the dog did not complete the exercise by failing to remain in the down until the command to heel forward, the handler may immediately give a second command to repeat that element (the down) of the exercise. A 3-point deduction results from the repeat "down."

- **Heeling between exercise locations.** Heeling between the exercise locations (signs) is done at a normal pace and can be described as walking briskly and naturally with the dog moving in heel position, and within a 2-foot area at the handler's left side without penalty. Teamwork between the handler and dog is more important when executing a specific exercise and when moving from one station to the next. The term "heel position" may also be used in reference to the handler standing or walking forward with the dog on the handler's left side and facing in the same direction. Handlers who do not heel at the normal pace between exercises or that adjust their pace to the dog may be assessed a minor to a major deduction, depending on the deviation and duration of the infraction. Dogs that are not in heel position between exercises shall be scored according to normal heeling infractions, except those errors less than 1 point shall not be scored. Lagging, forging, heeling wide, bumping, jumping up, and tight lead all should be evaluated, and if one or more points should be deducted in regular Obedience, then the same should be done in Rally Obedience. Poor sits that are crooked, forged, wide, or behind the handler, and that would be assessed one or more points in traditional Obedience, must be scored the same in Rally.



- **Executing passed up signs and exercises.** If a handler passes an exercise sign and then returns to the execution area for the passed-up exercise, they must be assessed a major deduction (3 pts). They may go back and perform that exercise only if they have not started the next exercise.
- **Skipping signs and exercises.** If a handler passes an exercise sign and fails to go back to execute the station, they will receive a non-qualifying score (NQ) for the skipped station. A handler may not return to a skipped station once they have begun the next exercise following the skipped station.
- **Repeating signs and exercises.** If a dog, in performing an exercise, fails one segment, it may repeat that segment and complete the exercise. For example, if in Exercise 3, HALT-Down, the dog downs but pops up before the handler has returned to the heel position, the dog may be returned to the down, rather than completing the entire exercise from the beginning. In such a situation, the exercise is scored as a re-try, being 3 points off for the first attempt. When the dog fails to successfully complete an exercise when attempting a repeat, the judge will score the exercise as NQ (non-qualifying) and inform the handler to proceed to the next exercise station. If an exercise is not performed after a prolonged period of time, even with multiple commands, the judge may terminate the performance by telling the handler to move to the next exercise station.
- **Exercise locations.** Each exercise is performed in the front and to the left of the sign (for example: HALT-Down-Walk Around) or directly in front of the sign if there is a change in direction (for example: 270 Degree Right Turn) with the exception of Exercise 24 (Moving Side Step Right), which begins to the left of the exercise sign and is completed after the sign. Also, Exercise 41 (Send Over Jump-Handler Runs By) is performed to the right of the sign with the sign placed in proximity of the jump. If an exercise is performed too early or not in proximity of the sign, the performance may be assessed as an NQ for skipping the exercise.
- **Finish line.** Once the dog has successfully completed or has failed in attempting to complete the last station, the performance is finished and the timer is stopped when any part of the dog (usually the nose) crosses the finish line or an imaginary extension of it. Crossing the finish line at any other time during the performance does not conclude the performance.
- **Handler watching his/her dog.** Rally Obedience allows the handler to do many of the things he/she would do in practice. Therefore, judging the handler's performance in Rally Obedience must be done with a somewhat different perspective than when judging traditional Obedience. Because Rally Obedience allows handlers to use various commands to aid in preventing or correcting errors, the handler must be able to watch his/her dog at all times. This also reflects the concept that Rally Obedience is judged on the dog's response to the handler's commands as they might be given during training or when working as a team as in police work, search and rescue, drug detection, etc., where the handler watches and reads the dog continuously to aid the dog as it works.



- **Handler Touching his/her dog.** For most exercises, the handler may not touch the dog without penalty (1 to 3 pts). The handler may touch the dog to place the dog in a stand for exercises 2 and 45 to 48. In those exercises, the handler may either command the dog to stand, or may break heel position to physically stand the dog. Once the dog is in the stand position, the handler must return to heel position before proceeding on. The handler will be penalized for touching the dog at other times, for example to sit or down the dog. In Level 1, a handler would be permitted to touch the dog if the leash became tangled during the performance to free the dog from the tangled leash.
- **Required Sits.** A number of exercises require the team to “halt,” which requires the dog to sit. Exercise 1-HALT does not require further performance. If the dog does not sit, the exercise is not NQ'd, but, just as in traditional Obedience, points are deducted. For uniformity in judging Exercise 1, suggestions have been made that 3 points be taken for a “no sit” on that exercise. In many other exercises, however, the sit is preliminary to another element. For example, in Exercise 2 (HALT-Stand), the dog must sit (HALT sign), then from a sit moves into a stand. Since the move of the dog from a sit to a stand cannot be performed without sitting first, the failure to sit would then make the exercise incomplete — an NQ. Other required sits, such as failure to sit on a “Call Front” as in exercises 17 to 20, and “Finish” such as exercises 19 and 20, and the 1-2-3 exercises 30 to 32, should not be scored as an NQ, but scored as in traditional Obedience (1 to 3 points deduction).
- **Honor Exercise.** In Level 3, an Honor Exercise is required, which is in addition to the 15 to 17 selected exercises. The Honor Exercise 49 is performed with two handler/dog teams in the ring. The honor dog and handler remain in a stationary position in the ring specified by the judge, while another team works in the ring. The honor dog location should not be where the working team would pass behind the honor dog. The working team is expected to perform as if the honor dog and handler were not in the ring. The judge will designate the honor dog to be placed in a sit or down in heel position on lead. A steward must be assigned to observe the honor dog team and record any errors committed by the dog or handler. Since the working team will be off lead, care should be taken so that the working dog does not approach the honor dog. The honor dog and working dog should enter and leave by separate exits if possible.
- **Timing the Performance.** Timing of the performances is done for one purpose only and that is to provide a means for breaking ties. The judge should only give the handler clearance to start the performance. The handler then begins with the running time starting as the dog's nose crosses the start line. The running time is stopped when the dog's nose crosses the finish line. In crossing both the start line and the finish line, the dog must be in the heel position with the handler or risk a penalty for being out of heel position. Not completing the last exercise before crossing the finish line or sending the dog ahead to the finish line or running with the dog should be considered errors and penalized. The running time is taken by a steward



with a stopwatch that records to the one-hundredth (1/100th) of a second. If a timed tie occurs, have a course run-off.

- **Initiating a Performance Without the Use of Commands.** Although verbal commands and hand signals are the obvious means of commanding a dog to perform an exercise, the handler may initiate the dog's performance of an activity by the handler's initial actions in performing the exercise. For example, the handler may use an attention command, such as "Are you ready?", and simply step forward to begin walking without a verbal command or hand signal to heel. In this case, the dog must use the forward step as its command to start moving with the handler. The dog's response to move forward at heel is also judged from the handler's first step.
- Although permitted, the non-use of a verbal command or hand signal is usually not done for two reasons: 1) verbal commands and/or hand signals usually ensure a more reliable response and 2) using hand signals with verbal commands provides an excellent start in training for the eventual performance of the signal heeling exercise in the Utility Class of traditional Obedience and the use of signals in all other activities.

Scoring Exercises

Types of Exercises

The Stand. In exercises that require the dog to stand, the handler may signal and/or command the dog to stand and/or may turn towards the dog and touch the dog to stand. The handler must return to heel position before continuing on to the next step of the exercise or before moving onto the next station. If not, a minor deduction will be assessed for a handler error.

General Scoring. Dogs that resist or do not stand as required by the exercise are to receive a non-qualifying score. Depending upon the severity of the deviation, a major to minor deduction is to be assessed to the handler for rough treatment in setting up the dog in a stand position.

Halts. The red octagonal HALT insets in the upper left corner of the signs indicate that those exercises are initiated with the handler coming to a halt in a standing position and the dog moving continuously from heeling directly into a sit at the heel position. The dog must not stop in a standing position and then move into a sit. The handler may take two to three steps to slow his/her forward movement before coming to a halt. The dog should also begin to slow its pace to remain in heel position and move directly into a sit. General Scoring Summary — Rally HALT sits are scored according to how vital they are for the exercise to be complete. The major parts of each exercise are required, which includes all sits at a HALT.

General Scoring. If the sit is not performed, the exercise is to be assessed a non-qualifying score except in Exercise 1 and where the sit is not a major component of the exercise. The sit may be scored as a minor or major



deduction depending on the specific requirement of the exercise and the extent of the deviation. For example, where a sit is:

1. Part of a front
2. Part of a finish
3. Part of a 1-2-3 exercise (2 of 4 sits may be missed without an NQ)

Deduct 1 to 3 pts for each no sit. Be consistent.

Turns (Exercises 7 to 14 and 44). Turns are initiated as the team moves with the dog in heel position and continues to complete the turn without halting. The exercise signs will indicate the direction and/or extent of the turn.

General Scoring. Should a handler turn in the wrong direction, they may repeat the exercise but will be assessed a major deduction.

Changes of Pace. The change-of-pace exercises consist of three different paces or speeds of movement: normal, fast, and slow, and the combinations of changing from one pace to another. A handler's "normal" pace is to be brisk and natural. Heeling between exercises is done at a "normal" pace. It is the handler's responsibility to make the change of pace and the dog's responsibility to stay in heel position. The dog is not required to change from one gait to another; it is only required to stay in heel position as the handler increases or decreases his/her speed. It is not permissible to require the performance of any other exercise while the team is moving at a fast or slow pace.

General Scoring. Any handler that does not notably change pace must receive a major deduction. If the handler appears to miss the sign, by not attempting to make any change in his or her pace, it shall be scored as non-qualifying.

Pivots. The pivot and turn exercises are initiated from a stationary position with the dog sitting at heel position. The change in direction may be 90° or 180° to the right or to the left in either the pivot or turn exercises. The pivots must be performed in place with the handler's body remaining over the same floor space as before (about dinner plate size), during, and after making the pivot. The dog moves with the handler and sits at heel as the handler comes to a halt. After the team has come to a complete halt with a distinct pause facing the new direction, the handler commands the dog to heel forward toward the next exercise location. The pivot exercise signs have a red HALT inset in the upper left corner and in the lower right corner.

General Scoring. Failure of handler to come to a complete halt before and after the pivot or failure of the dog to sit after the first halt shall be assessed a non-qualifying score. Failure of a no sit after the second halt will result in a minor deduction (1 to 2 pts).

Fronts. As the team approaches the exercise sign, the handler gives a command for the dog to "come-front," which is done by the dog making an about turn



and moving to face and sit in a “front position” in front of the handler. As the handler commands the dog to front, the handler must also stop his/her forward motion. Although not required to do so, the handler may immediately take several steps backward to aid the dog in making a proper approach to the handler and sitting in the front position.

General Scoring. For dogs that do not sit, stand, or lie down close enough in front of the handler so that the handler may touch the dog without excessive bending, stretching, or moving either foot, the team must receive a non-qualifying score. Dogs that fail to sit in front shall be given a minor or major deduction.

Finishes. The handler commands the dog to move to heel position while the handler remains standing stationary. It is only when the dog has completed the finish and is sitting at heel, that the handler commands the dog to heel forward towards the next exercise location.

General Scoring. The finish is scored according to how vital it is for the exercise to be complete. A minor to non-qualifying score may be assessed and is outlined under each exercise that requires the dog to finish. A minor or major deduction is assessed (if required) for a no sit.

Spirals (Exercises 25 and 26). Spirals (Exercises 25 and 26). The Spiral exercises use three cones. The handler begins the spiral exercise by heeling past the exercise sign, past all three cones, then turns and continues heading back toward the first cone, making a turn around the first cone, then heeling past the second cone, and then turns, heads back around the first cone, then completing a turn around the first cone, and exits the exercise between the first and second cone. With the Spiral Right the dog heels on the outside of the cones — with the handler between the dog and the cones. With the Spiral Left the dog heels on the inside — with the dog between the handler and the cones.

General Scoring. The team must take the correct path or receive a non-qualifying score. Bumping a cone, failure to maintain a correct pace, failure of the dog to remain in heel position, and heeling errors will be scored as minor or major faults.

Straight Figure 8 and Serpentine (Exercises 27, 28, and 28a). These exercises use four cones, except Exercise 28a, which uses five cones. The handler enters between the first and second cone, with the first cone on the left of the team. On the Serpentine exercises, the team weaves only in one direction, leaving the exercise between the last two cones. The Straight Figure 8 requires the team to turn around the last cone, and weave back, leaving the exercise between the first and second cone.

General Scoring. The exercises are scored in the same manner as spirals.

Offset Figure 8 (Exercise 29). The No. 1 bowl is near the exercise sign. Enter with the No. 1 bowl on the left of the team. The exercise may be performed



either by then going around the No. 2 bowl (to the right of No. 1), completing a figure 8 pattern and exiting between the No. 2 and No. 4 bowls (the No. 4 bowl is directly across from the No. 1 bowl), or going around the No. 3 bowl (to the left of No. 1), completing a figure 8 pattern, and exiting between the No. 3 and No. 4 bowls.

General Scoring. Failure to take a correct path or a dog that breaks heel and attempts to remove the treats, or moves a bowl will result in a non-qualifying score. A dog that breaks the heel position to go to a bowl without attempting to remove food will receive a minor fault. Failure of the handler to maintain a constant pace, or a dog that fails to adjust pace to maintain heel position will receive major or minor faults.

Steps Forward and Steps Backward (Exercises 30 to 32). For Exercise 30, after the dog comes to a halt, sitting at heel, the handler takes one step forward, and the dog moves at heel with the handler, and comes to a sit at heel. The handler then repeats, taking two steps, then repeats, taking three steps. Exercises 31 and 32 are similar, except that the dog has been called to front. With the dog in a sit in front, the handler takes one step backward while commanding the dog to move forward to a front position. The handler repeats, taking two steps back, then repeats, taking three steps back.

General Scoring. A non-qualifying score will result from a dog failing to come close enough to the handler on the front position or failure of the dog to do a right-side return to heel; for a handler who performs two or more series incorrectly by taking too many steps; failure of the dog to move with the handler; or failure of the dog to sit more than twice. Major or minor faults include: if the dog fails to sit on the front, slow response, and for crooked front; heeling errors; and for a handler adjusting foot position (shuffling steps) just before coming to a halt.

Running Call Fronts (Exercises 33 and 34). This exercise is initiated with the handler in a stationary position and the dog sitting at heel position. With the dog sitting, the handler places the dog on a wait or stay command and then starts running toward the next exercise sign with his/her back to the dog. The dog should remain waiting until the handler gives the “come” command after running two or three steps. When called, the dog must begin running to catch up to the handler. As the handler continues to run and the dog catches up, the handler should slow down and give the dog a “front” command. The handler can take several steps backward before stopping. The dog must perform a proper sit in front. The required (left or right) finish is performed.

General Scoring. A non-qualifying score will result from a dog breaking the sit when the handler runs. The dog anticipating the come is a major fault. Failure to come is a non-qualifying score.

Send Over Jump-Handler Runs By (Exercise 41). The jump exercise is performed to the right of the sign, with the sign placed in proximity of the jump. The team walks or runs in heel position along a straight line that takes



the handler past the near end of the jump. The handler sends the dog to its left to approach the jump. The handler must continue to move straight. The dog should move directly to the jump and make the jump without hesitating or stopping on the way. When the dog has completed the jump, the dog must then move to the heel position as the handler continues moving forward at normal pace along the original line to the next exercise location.

General Scoring. A non-qualifying score results from knocking off the bar, hitting the jump with dog's body, dog failing to complete jump, dog failing to return to handler, handler blocking jump to make dog perform, handler moving in front of or behind jump to get dog to jump the obstacle, or dog does not return to the handler after jumping.

Moving Down-Forward from Down (Exercise 42). When the team approaches the exercise sign, the handler may give a verbal command and/or hand signal for the dog to down. As the command is given, the handler stops his/her forward movement. The handler may break the heel position and turn toward the dog by pivoting on his/her left foot. The right foot is placed partially in the path of the dog. This position allows the handler to give a hand signal to down. The dog should not pause and must go down from a stand position. Dogs have different methods of downing. All are acceptable in 4H. When the dog is down, the handler moves or turns back to standing upright at heel position. The handler does not have to move into the dog path to perform this exercise.

General Scoring. A non-qualifying score results if the dog does not down in a continuous movement from the heeling forward. If the dog pauses in a sitting position on the way down, a minor to major deduction is assessed. A non-qualifying score results if the handler comes to a full halt prior to giving the down command.

HALT-Fast Forward from Sit (Exercise 43). With the dog sitting in the heel position, the handler commands the dog to heel forward while at the same time the handler begins running at a fast pace from the stationary position. This exercise is followed by Exercise 23, Normal Pace, or be placed as the last exercise in the course design.

General Scoring. The dog should immediately begin moving from the sit at a fast pace. A non-qualifying score results from dog not moving forward fast or a no-sit.

Left About Turn (Exercise 44). While moving forward with the dog in heel position, the handler makes a tight about turn to the left. At the same time, the dog makes an about turn to the right, staying in an outside path around the handler until it reaches heel position.

General Scoring. A non-qualifying score results if the dog fails to move around the handler and stays in the front and to the left of the handler before moving into heel position with the handler. Confusion of the dog to move smoothly through the turn could have a minor to major deduction.



Halt-Stand exercises (Exercises 45 to 47). The team comes to a halt and the dog sits. The handler commands the dog to stand. This can be done by turning toward the dog and putting it in the stand. The handler returns to the heel position. In Exercise 45, the dog must then sit. In Exercise 46, the dog must then down. In Exercise 47, the dog must stay and the handler walks around the dog counter clockwise and returns to the heel position.

General Scoring. A non-qualifying score results if no-sit in 45, no down in 46, breaking stand in all. Slight movement in the stand is a major fault. Minor fault if handler does not return to heel position before proceeding to next exercise.

Halt-Stand-Heel Backward 3 Steps-Halt (Exercise 48). The dog comes to a halt and sits. The handler commands the dog to stand. Touching the dog is allowed. The handler returns to the heel position and commands the dog to begin moving backward, remaining in heel position. The handler must take three short steps backward. Ideally, the dog should move backward in a straight line in heel position and come to a sit as the handler comes to a halt. It is acceptable for the dog to take some steps backward and move into heel position and sit after the handler has stepped backward and comes to a halt.

General Scoring. A non-qualifying score results if the dog does not make any attempt to move backwards. Major or minor faults occur if the handler does not return to heel position after getting the dog to stand, the handler does not step back in a straight line, or the dog fails to sit after the back-up.

Honor Exercise (Exercise 49). This exercise is performed by a dog (Honor dog) and its handler remaining stationary at a location within the ring specified by the judge while another team performs on the course. The honor dog must remain in place throughout the performance of the exhibiting team. The judge may select either a sit or a down for all Honor dogs prior to the start of the class. The honor dog is kept on lead and placed in the heel position. A steward is assigned to observe the honor dog team and record any errors committed by the dog or handler.

General Scoring. A non-qualifying score results against either the working dog or the honor dog interfering with the performance of the other dog or showing any aggression toward the other dog; or the honor dog does not remain in the original position throughout the working dog's performance; or the working dog failing to stay on course or showing excessive attention to the honor dog. Major or minor deductions result from excessive whining and/or barking by the honor dog.

Individual Exercises

Descriptions and judging standards for specific exercises are as follows. Pictures of the signs are beside each exercise.

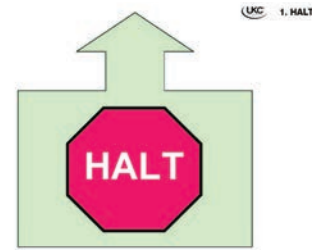


Rally Obedience Level 1 Class

The exercises in the Rally Obedience 1 class are performed with the dog on lead. All dogs must enter and leave the ring on the lead. Each course design must consist of 15 to 17 exercises selected from exercises 1 to 28a and the duplicate exercises 50 to 57. No exercise may be used more than once in a course design except as provided by the duplicate signs 50 to 57.

Exercise 1. HALT

Instructions. This exercise is initiated with the dog moving into a sit as the handler halts in a stationary standing position. The handler may take a couple of steps to slow his/her pace before coming to a halt. When the halt has been completed, the handler is to automatically move the team forward in the original direction to the next exercise location.

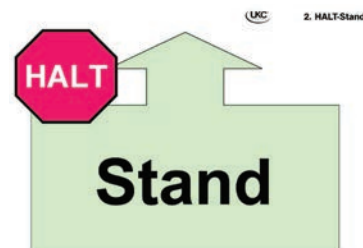


Scoring. All general infractions are imposed in addition to the following:

- **Non-qualifying faults.**
 - Skipping the exercise.
- **Major and minor faults.** A major fault occurs if the dog fails to sit. Major or minor deductions may be assessed for the following faults, depending on the extent of the deviation.
 - Dog that stops in a standing position but then sit.
 - Dog that sits and then breaks the sit.
 - Dog that sits out of heel position.
 - Dog that delays or shows resistance to responding or anticipates moving forward.

Exercise 2. HALT-Stand

Instructions. This exercise is initiated with the dog moving into a sit as the handler halts in a stationary standing position. When the dog has completed the halt, the handler may remain in heel position and command the dog to stand or may break heel position and physically stand the dog as might be done in Stand for Exam in the Novice Class of traditional Obedience. Once the dog has been positioned in a stand, the handler must return to heel position and then command the dog to heel directly from the standing position.



Scoring. All general infractions are imposed in addition to the following:



- **Non-qualifying faults.** The following infractions must be assessed a non-qualifying score:
 - Dog that refuses to sit.
 - Dog that refuses to stand.
 - Dog breaks the stand before the handler returns to heel position.
- **Major and minor faults.** Major and/or minor deductions must be assessed depending on the extent of the deviation for the following:
 - Dog sits or stands out of heel position.
 - Dog delays or is resistant to respond to handler’s command.
 - Handler has a tight leash.
 - Dog stands but lays down or sits after the handler returns to heel position but before the command to heel forward.
- **Minor faults.**
 - Dog breaks the stand by anticipating the command to move forward toward the next exercise location.

Exercise 3. HALT-Down

Instructions. This exercise is initiated with the dog moving into a sit as the handler halts in a stationary standing position. When the dog has completed the halt, the handler must command the dog to move to the down position. The handler may remain in proper heel position and command the dog to down, or the handler may break heel position by turning toward the dog and commanding the dog to down with a verbal command and/or hand signal. When the dog has assumed the down position, the handler must return back to the proper heel position before commanding the dog to heel forward. (The down segment of this exercise may serve as an example where the handler may ask the judge for a ruling of whether or not the dog has completed the exercise. Some dogs may go only part way down by not touching their elbows or chest to the surface. Because this may be difficult for the handler to determine and thus not know if he/she should attempt to repeat the down, the handler may ask the judge for a ruling.)



Scoring. All general infractions are imposed in addition to the following:

- **Non-qualifying faults.** The following infractions must be assessed a non-qualifying score:
 - Dog that refuses to sit.
 - Dog that refuses to down.



- **Major and minor faults.** Major and/or minor deductions must be assessed depending on the extent of the deviation for the following:
 - Dog sits or downs out of heel position.
 - Dog delays or is resistant to respond to handler's command.
 - Handler has a tight leash.
 - Dog breaks the sit before the handler commands the dog to down.
- **Minor faults.**
 - Dog breaks the down by anticipating the command to move forward toward the next exercise location.

Exercise 4. HALT-Down-Sit

Instructions. This exercise is performed exactly the same as Exercise 3 (Halt Down) with the following additions: When the dog has assumed the down position, the handler must return to the proper heel position before commanding the dog to sit. The dog is to move from the down position and into a sitting position.



Scoring. All general infractions are imposed.

This exercise is scored exactly the same as Exercise 3 (Halt-Down) with the following additions:

- **Non-qualifying faults.**
 - Dog does not sit from the down the exercise.
- **Major faults.**
 - Dog stands before it sits after the down exercise.
- **Minor faults.**
 - A dog that breaks the sit by anticipating the command to move forward toward the next exercise location.

Exercise 5. HALT-Walk Around Dog

Instructions. This exercise is initiated with the dog moving into a sit as the handler halts in a stationary standing position. The walk around is performed with the dog in a sitting position. When the dog has completed the halt, the handler commands the dog to stay and then steps forward and to the left and continues to walk counterclockwise around the dog and return to the heel position. After returning to heel position, the handler must come to a





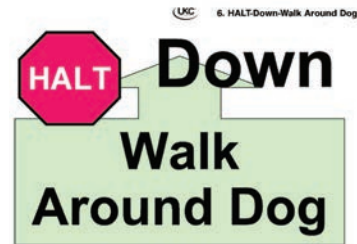
distinct stationary halt position, indicated by a brief pause, before commanding the dog to heel forward to the next station.

Scoring. All general infractions are imposed. This exercise is scored as follows, with the addition of the halt segment of this exercise being scored as described under Exercise 1 (Halt):

- **Non-qualifying faults.**
 - Dog breaks the sit during the walk-around segment.
- **Major faults.**
 - Handler does not come to a complete halt in heel position before commanding the dog to heel forward.
- **Minor faults.**
 - Handler stops after the walk around but is not in heel position.
 - Dog breaks the sit after the handler has returned to the heel position.

Exercise 6. HALT-Down-Walk Around Dog

Instructions. This exercise is initiated with the dog moving into a sit as the handler halts in a stationary standing position. When the dog has completed the sit, the handler commands the dog to down and then to stay. The walk around in this exercise is performed with the dog in the down position. The handler then continues and completes this exercise as described in Exercise 5 (Halt-Walk Around Dog).



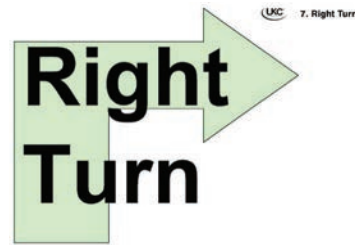
Scoring. All general infractions are imposed. This exercise is scored as outlined under Exercise 3 (Halt-Down) and Exercise 5 with these additional infractions:

- **Non-qualifying faults.**
 - Dog breaks the down and refuses to down again.
- **Major faults.**
 - Dog that breaks the down and is placed in a down again during the walk around.
- **Minor faults.**
 - Dog breaks the down after the handler has returned to heel position.



Exercise 7. Right Turn

Instructions. This exercise is initiated as the team is moving in heel position directly toward the exercise sign. The team makes a 90° turn (not a pivot) to the right in front of the sign and continues, without halting or stopping, toward the next exercise location. Provided the handler turns in the correct direction and the dog turns and continues with the handler toward the next exercise location, the exercise must be evaluated as qualifying.



Scoring. All general infractions are imposed.

- **Non-qualifying faults.**
 - Handler turns in the wrong direction.
- **Minor faults.**
 - Handler performs turn behind the sign.

Exercise 8. Left Turn

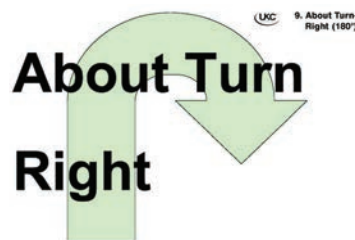
Instructions. The execution of this exercise is the same as outlined in Exercise 7 (Right Turn), except the team makes a 90° turn to the left in front of the sign and continues without stopping toward the next exercise location.



Scoring. The scoring for this exercise is the same as outlined under Exercise 7.

Exercise 9. About Turn-Right (180°)

Instructions. As the team is moving in heel position directly toward the exercise sign, the team makes an 180° about turn to the right in front of the sign and continues without stopping in the opposite direction toward the next exercise location. The about turn should be performed by the handler relatively in place with the dog staying in heel position and traveling the greater distance as it turns with the handler (about a hula hoop size).



Scoring. The scoring for this exercise is the same as outlined under Exercise 7 (Right Turn) with the following additions:

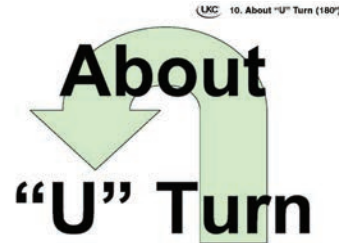
- **Major and minor faults.** Major and/or minor deductions must be assessed depending on the extent of the deviation for the following:
 - About turn is too large.



- Handler does not complete the full turn.
- Dog did not turn with the handler in the correct direction.
- Handler performs exercise around or behind the sign.

Exercise 10. About "U" Turn (180°)

Instructions. As the team is moving in heel position directly toward the exercise sign, the team makes an 180° about turn to the left in front of the sign and continues without stopping in the opposite direction toward the next exercise location. The "U" turn should be performed by the handler (hula hoop size) with the dog staying to the inside of the turn and traveling the lesser distance as it turns with the handler.



Scoring. The scoring for this exercise is the same as outlined under Exercise 7 (Right Turn) and Exercise 9 (About Turn) except that the turn is to be performed to the left (counterclockwise).

Exercise 11. 270° Right Turn

Instructions. As the team is moving with dog in heel position directly toward the exercise sign, the team begins a 270° turn to the right that is completed with the team moving away at a 90° angle to the team's original direction of movement. The 270° turn should be performed by the handler (hula hoop size) with the dog staying in heel position and traveling the greater distance as it turns with the handler.



Scoring. The scoring for this exercise is the same as outlined under Exercise 7 (Right Turn) and Exercise 9 (About Turn) with the following additions:

- **Major and minor faults.** Major and/or minor deductions must be assessed depending on the extent of the deviation for the following:
 - Dog does not complete the entire turn with the handler.
 - Handler performs the exercise around or behind the sign.

Exercise 12. 270° Left Turn

Instructions. As the team is moving with dog in heel position directly toward the exercise sign, the team begins a 270° turn to the left that is completed with the team moving away at a 90° angle to the team's original direction of movement. The 270° turn should be performed by





the handler (hula hoop size) with the dog staying to the inside of the turn and traveling the lesser distance as it turns with the handler.

Scoring. The scoring for this exercise is the same as outlined under Exercise 7 (Right Turn), Exercise 9 (About Turn), and Exercise 11 (270° Right Turn), except that the turns are to be performed to the left (counterclockwise).

Exercise 13. 360° Right Turn

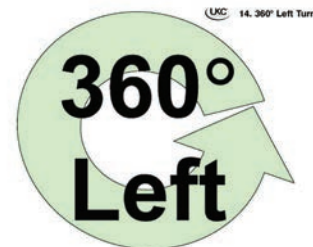
Instructions. As the team is moving forward with dog in heel position to the left of the exercise sign, the handler and dog begin a 360° turn to the right to form a complete circle that at the end of the turn results in the team moving forward in the same (original) direction. Because the team will continue moving in the original direction after performing the 360° turn, the exercise is performed to the left of the exercise sign. In performing the circle, the handler need not turn in-place but instead may turn in a small circular path (hula hoop size).



Scoring. The scoring for this exercise is the same as outlined under Exercise 7 (Right Turn), Exercise 9 (About Turn), and Exercise 11 (270° Right Turn).

Exercise 14. 360° Left Turn

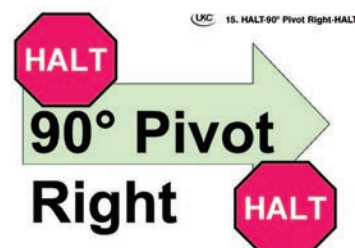
Instructions. As the team is moving forward with dog in heel position to the left of the exercise sign, the handler and dog begin a 360° turn to the left to form a complete circle that at the end of the turn results in the team moving forward in the same (original) direction. Because the team will continue moving in the original direction after performing the 360° turn, the exercise is performed to the left of the exercise sign. In performing the circle, the handler need not turn in-place but instead may turn in a small circular path.



Scoring. The scoring for this exercise is the same as outlined under Exercise 7 (Right Turn), Exercise 9 (About Turn), and Exercise 11 (270° Right Turn), except that the turns are to be performed to the left (counterclockwise).

Exercise 15. HALT-90° Pivot Right-HALT

Instructions. The pivot exercises are initiated from a stationary position with the dog sitting at the heel position. The change in direction is 90° to the right. The handler will come to a halt and the dog will automatically sit. With the dog sitting in heel position, the handler/dog team





will pivot 90° to the right. Upon completion of the pivot, the handler will again come to a halt. The pivots must be performed in place with the handler's body remaining over the same floor space during and after making the pivot and coming to a halt (about dinner plate size). The dog must stand and move with the handler and sit at heel as the handler comes to a halt. After the team has come to a complete halt with a distinct pause facing the new direction, the handler commands the dog to heel forward toward the next exercise location. The pivot exercise signs have a red HALT inset in the upper left corner and in the lower right corner.

Scoring. The handler must pivot in the direction as indicated by the exercise sign and must complete the entire pivot. All general infractions are imposed in addition to the scoring assessment outlined above for this exercise and the following:

- **Non-qualifying faults.** The following infractions must be assessed a non-qualifying score.
 - A handler that turns in the wrong direction.
 - Failure of the handler to pivot in place (dinner plate) and come to a halt.
 - The dog's failure to sit before the start and the completion of the pivot exercises.
- **Major and minor faults.** Major and/or minor deductions must be assessed depending on the extent of the deviation for the following:
 - Poor sits.
 - Dog's slow response to moving or turning in circles.
 - A handler that does not complete the full rotation (90°) as required.
 - Dog's failure to be in heel position during the exercise.

Exercise 16. HALT-90° Turn Right & Forward

Instructions. The turn exercises are performed with the handler and dog turning together either in place as though performing a pivot, or turning in a small circular path, approximately 12 to 15 inches in diameter. The execution of the turns is performed in the same manner as outlined under the pivot exercises above or in a small circular path. However, the team does not come to a halt following the turn as is done in the pivots, but continues moving forward in the new direction toward the next exercise location. The turn exercises do not have a HALT inset in the lower right corner of the exercise signs. In this exercise, the team turns 90° to the right.





Scoring. This exercise is scored in the same manner as Exercise 1 (Halt) and Exercise 7 (Right Turn) with the following additions:

- **Non-qualifying fault.** Failure of the handler to turn in a small circular path (dinner plate) and continue forward as directed by the exercise.
- **Major and minor faults.**
 - The handler turns in excessively large circles or a dog that sits after the turn.
 - Handler performs exercise behind the sign.

Exercise 17. Call Dog Front-Dog Right & Forward

Instructions. As the team approaches the exercise sign, the handler gives a command for the dog to front, which is done by the dog making an about turn to its right and moving to face the handler. As the handler commands the dog to front, the handler must also stop his/her forward motion. Although not required to do so, the handler may immediately take several steps backward to aid the dog in making a proper approach to the handler and sitting in the front position.



Once the dog is sitting in the front, the handler commands the dog to move to the right to heel position and at the same time, the handler steps forward, moving toward the next exercise location. The handler does not wait until the dog reaches heel position before starting to move forward. When reaching heel position, the dog does not sit but continues to move forward with the handler. The handler may use a command and/or signal to direct the dog around to the right and behind the handler and up to heel position.

Scoring.

- **Non-qualifying faults.**
 - Failure of the dog to come in close enough for the handler to touch, without excessive bending, stretching, or moving either foot.
 - Failure of the handler to send the dog in the correct direction to finish as indicated by the exercise.
 - Failure of the dog to return to heel position by going to the right of the handler.
- **Major and minor faults.** To be assessed for the following, depending on the extent of the deviation from ideal:
 - For dogs that come close enough but fail to sit in front.
 - Slow response.



- Crooked front.
- Handler moves from stationary position while dog is doing the finish.

Exercise 18. Call Dog Front-Dog Left & Forward

Instructions. The execution and scoring of this exercise is as described in Exercise 17 (Call Dog Front-Dog Right & Forward) except that the dog is to move to the left (counterclockwise) upon the Handler's command and forward motion. The handler may use a signal to direct the dog to execute a left side return to heel and forward.



Scoring. This exercise is scored in the same manner as described in Exercise 17.

Exercise 19. Call Dog Front-Finish Right-HALT

Instructions. The call-to-front segment in this exercise is the same as outlined in Exercise 17 (Call Dog Front-Dog Right & Forward). In the finish segment, the handler commands the dog to move to the heel position (to the right and around the handler), while the handler remains standing stationary. When the dog reaches heel position and sits, the handler commands the dog to heel forward toward the next exercise location.



Scoring. This exercise is scored in the same manner as described in Exercise 17, except the dog that does not sit after the finish is to be scored with a major/minor deduction.

Exercise 20. Call Dog Front-Finish Left-HALT

Instructions. The execution and scoring of this call-to-front segment of this exercise is as described in Exercise 17 and the finish segment as described in Exercise 18 except that the dog is to finish to the left upon the handler's command.



Scoring. This exercise is scored in the same manner as described in Exercise 17, except the dog that does not sit after the finish is to be scored with a major/minor deduction.



Exercise 21. Slow Pace

Instructions. As the team approaches the change-of-pace sign, the handler is to noticeably reduce his speed as directed by the exercise sign. The dog must maintain heel position.

Scoring. This exercise is scored as in traditional Obedience.



- **Non-qualifying faults.**
 - Handler misses sign altogether and makes no change of pace.
- **Major faults.**
 - Failure of the handler to change pace as directed by the slow exercise sign.
 - Handler's pace is too slow, which causes dog to stop or sit.
- **Minor faults.**
 - Dog does not stay in heel position, possibly forging.

Exercise 22. Fast Pace

Instructions. As the team approaches the change-of-pace sign, the handler is to noticeably increase his speed as directed by the exercise sign. The dog must maintain heel position.

Scoring.



- **Non-qualifying faults.**
 - Handler misses sign altogether and makes no change of pace.
- **Major faults.**
 - Failure of the handler to change pace as directed by the fast exercise sign.
 - Handler's pace is too fast which causes dog to lag.
- **Minor faults.**
 - Failure of the dog to stay in heel position.



Exercise 23. Normal Pace

Instructions. As the team approaches the change-of-pace sign, the handler is to return to his normal brisk walking pace.

Scoring. This exercise is scored in the same manner as described in Exercise 21 (Slow Place).



Exercise 24. Moving Side Step Right

Instructions. With the handler moving forward with the dog in heel position to the left of the exercise sign, the exercise is performed moving forward **after** the sign by the handler taking one step with his/her right foot to the right and then continuing forward. The step must be a distinct movement to the right or at an angle forward and to the right approximately 12 to 15 inches. This is followed by a similar step with the left foot and the dog should also move to the right to stay in heel position.



Scoring.

- **Non-qualifying faults.**
 - The handler failing to move sufficiently to the right (about 12 to 15 inches) while walking forward after the sign and dog fails to stay in heel position.
 - Failure of handler to make any movement to the right.
- **Major faults. (3 pts)**
 - Handler bumping the exercise sign.
 - Handlers who make short steps to the right of less than approximately 12 inches.
 - Handler performs exercise before the sign instead of after the sign.
- **Major and minor faults.** Depending on the extent of the deviation, major or minor deductions may be assessed for the dog failing to maintain heel position during the performance.



Exercise 25. Spiral Right-Dog Outside

Instructions. The spiral exercises require the use of three cones (pylons) placed in a straight line approximately 6 feet apart. The team begins this exercise by entering at cone 1. The handler begins this exercise by heeling past the exercise sign and with the cones to the handler's right that allows the team to make right turns around the cones as indicated by the sign. Once the team passes cone 1, they continue forward passing cone 2. Upon reaching cone 3, the team makes a turn to the right around cone 3 and continues heading back towards the beginning of the exercise (cone 1). The handler will again make a turn to the right and around cone 1 heading back toward cone 2. Upon reaching cone 2, the handler will make a turn to the right around cone 2 and head back towards cone 1. The team is to complete this exercise by completing the final turn around cone 1 and exits the exercise between cones 1 and 2. The handler must maintain a constant pace, while the dog must change pace to keep in heel position as the handler moves around the series of cones. If the handler becomes aware that he/she has taken the wrong path around the cones before reaching cone 3, the handler may reenter and repeat the entire exercise. The sign may be placed in front of the first sign or to the right of the exercise.



Scoring.

- **Non-qualifying faults.**
 - Failure of the handler/dog team to take the correct path around the cones.
- **Major and minor faults.** Depending on the extent of the deviation, major or minor deductions may be assessed:
 - For dog or handler for bumping a cone or removing a cone from position.
 - For failure of the handler to maintain a constant pace.
 - For failure of the dog to adjust its pace to remain in heel position.
 - For any heeling errors.



Exercise 26. Spiral Left-Dog Inside

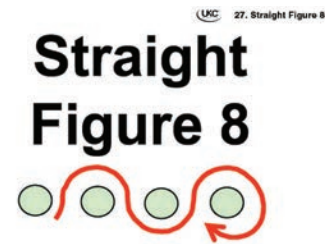
Instructions. The execution of this exercise is the same as described in Exercise 25 (Spiral Right Dog-Outside), except that the handler begins this exercise by heeling past the exercise sign and with the cones to the handler's left that allows the team to make left turns around the cones as indicated by the sign.



Scoring. This exercise is scored in the same manner as described in Exercise 25.

Exercise 27. Straight Figure 8

Instructions. The handler begins this exercise by entering the series of cones between cones 1 and 2 with cone 1 to the left of the team. When the team reaches the fourth (last) cone, the team makes a turn around that cone heading back towards cone 1. The team completes this exercise by exiting between cones 1 and 2. The handler must maintain a constant pace, while the dog must change pace to keep in heel position as the handler moves around the series of cones.



Scoring. This exercise is scored in the same manner as described in Exercise 25 (Spiral Right Dog-Outside).

Exercise 28. Serpentine-4 cones

Instructions. The handler begins this exercise by entering the series of cones between cones 1 and 2 with cone 1 to the left of the team. The team weaves in only one direction and exits the exercise at the opposite end of the series of cones from the point of entry. The handler must maintain a constant pace, while the dog must change pace to keep in heel position as the handler moves around the series of cones.



Scoring. This exercise is scored in the same manner as described in Exercise 25 (Spiral Right Dog-Outside).

Exercise 28a. Serpentine-5 cones

Instructions. The execution of this exercise is the same as described in Exercise 28a, except there are five cones instead of four.

Scoring. This exercise is scored in the same manner as described in Exercise 25 (Spiral Right Dog-Outside).



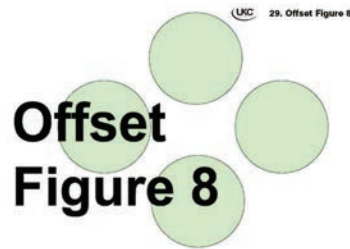


Rally Obedience Level 2 Class

The exercises in the Rally Obedience Level 2 class are performed in the same manner as the Rally Obedience Level 1 class with the following additions: This class is performed with the dog off lead. All dogs must enter and leave the ring on lead. Each course design must consist of 15 to 17 exercises selected from exercises 1 to 34 and the duplicate exercises 50 to 57. No exercise may be used more than once in a course design except as provided by the duplicate signs 50 to 57. The only exception is that a minimum of two exercises chosen from exercises 29 to 34 are required in all Rally Obedience Level 2 classes.

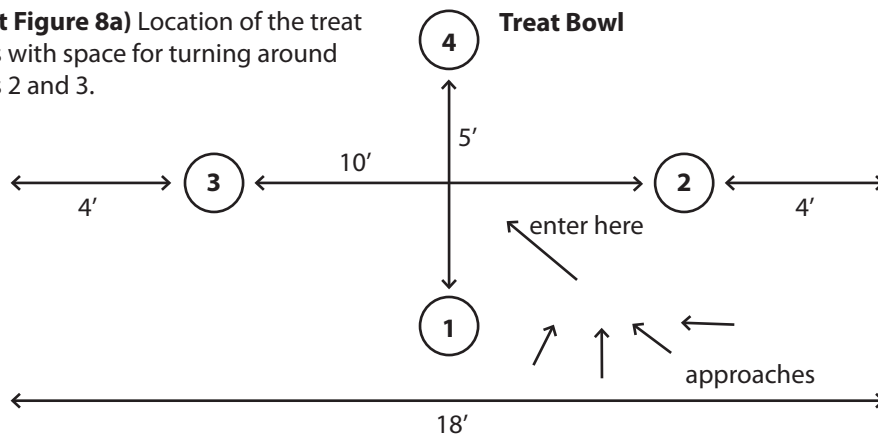
Exercise 29. Offset Figure 8.

This exercise requires four dog bowls in which tempting treats are placed as a distraction. The treats must be secured to prevent the dog from eating them.

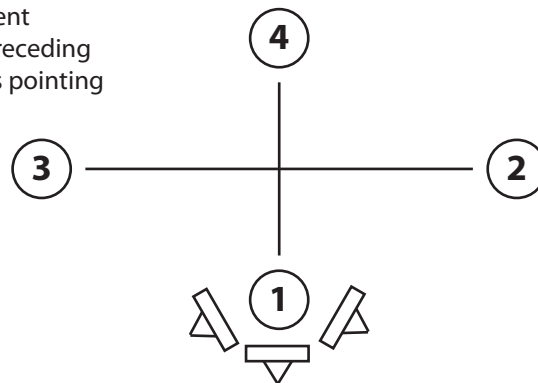


Instructions. The bowls are arranged with the two side bowls (1 and 4) 5 feet apart and the two end bowls (2 and 3) 10 feet apart. The exercise sign is to be placed next to bowl 1 and facing in the direction of the team's approach to the exercise. The approach may be from any direction on the entry side of the exercise. Entry to the exercise is always between bowls 1 and 2 with bowl 1 on the team's left side. After entering, either one of the correct patterns

Offset Figure 8a) Location of the treat bowls with space for turning around bowls 2 and 3.



Offset Figure 8b) Examples of the placement of the signs facing in the direction of the preceding exercise sign as indicated by the arrow tips pointing in the direction of the team's approach.





— going around bowl 2 or going around bowl 3 first — of executing the figure 8 must be performed. The pattern chosen by the handler may depend on the desired direction of the exit. The pattern will cross 3 times in the center.

Scoring.

- **Non-qualifying faults.** The following errors must be scored as non-qualifying and may not be repeated. Handler may have to gently assist dog away from the treat bowls.
 - A dog that breaks heel position and attempts to remove the treats from the treat bowls.
 - A dog that pushes or carries a bowl away from its original position.
 - Uncontrolled barking at the treat bowls.
- **Non-qualifying faults.** The following errors must be scored as non-qualifying and may be repeated in an attempt to gain a qualifying score:
 - Entry at any location other than between the #1 and #2 bowls.
 - Any pattern of heeling within the exercise other than stated.
- **Major faults.** A major fault is to be assessed for a dog that breaks from the heel position and goes to a treat bowl but immediately returns to heel position when called.
- **Major and minor faults.** Depending on the extent of the deviation, major or minor deductions may be assessed:
 - For failure of the handler to maintain a constant pace.
 - For failure of the dog to adjust its pace to remain in heel position.
 - For any heeling errors.

Exercise 30. HALT-1, 2 & 3 Steps Forward

Instructions. This exercise is initiated with the team coming to a halt to the left of the exercise sign and with the dog sitting at heel. The number 1 on the sign indicates that the handler is to take one step forward with either foot and then bring the other foot forward alongside the foot used to take the first step, thereby coming to a stationary, standing position. As the handler starts to take that first step, he/she commands the dog to heel. The dog moves with the handler and sits in heel position as the handler halts. Although both feet are moved, the team advances only one step forward. This same procedure is then automatically repeated with the handler taking two steps. The same procedure is repeated a third time with the handler taking three steps. With the completion of the three-step sequence, the team automatically moves forward toward the next exercise location.





Scoring.

- **Non-qualifying faults.**
 - Any handler that performs two or more series incorrectly by taking too many steps.
 - Failure of the dog to move forward with the handler within each step series.
 - Failure of the dog to sit more than twice.
- **Major faults.**
 - Any handler that performs one series incorrectly by taking too many steps.
 - For the dog not sitting each time the handler comes to a halt.
- **Major and minor faults.** Depending on the extent of the deviation, major or minor deductions may be assessed:
 - For handler adjusting foot position (shuffling steps) just before coming to a halt.
 - For any heeling errors.

Exercise 31. Call Dog Front-1, 2 & 3 Steps Backward-Dog Right & Forward

Instructions.

- **Call Dog Front.** As the team approaches the exercise sign, the handler calls the dog to front, which is done by the dog making an about turn to its right and moving to face the handler. As the handler commands the dog to front, the handler must also stop his/her forward motion. Although not required to do so, the handler may immediately take several steps backward to aid the dog in making a proper approach to the handler and sitting in the front position.
- **1, 2 & 3 Steps Backward.** With the dog in the front position, the handler takes one step backward with either foot and then brings the other foot backward alongside the foot used to take the first step and halts in a stationary, standing position. At the same time the handler starts to step backward, he/she commands the dog to move forward, staying in the front position. The dog moves with the handler. The dog must sit in the front position as the handler comes to halt. Although both feet are moved, the team advances only one step backward. This same procedure is repeated with the handler taking two steps backward with the dog moving forward at the same time and again sitting in the front position as the handler comes to a halt and then the procedure is repeated a third time with the





handler taking three steps backwards, ending with the dog sitting in the front position.

- **Dog Right & Forward.** With the completion of the three-step sequence and with the dog sitting in the front position, the handler commands and/or signals the dog to execute a right side, return to heel. The handler does not wait until the dog reaches heel position before starting to move forward. When the dog reaches the heel position, it does not sit, but continues to move in heel position with the handler.

Scoring. This exercise is scored in the same manner as described in Exercise 17 (Call Dog Front-Dog Right & Forward) and Exercise 30 (HALT-1, 2 & 3 Steps Forward), with the following additions:

- **Non-qualifying faults.**
 - Failure of the dog to come in close enough to the handler on the front position when executing the step backward series.
 - Failure of the dog to do a right side, return to heel.
 - Failure of the dog to come in close enough to the handler on the initial front position.

Exercise 32. Call Dog Front-1, 2 & 3 Steps Backward-Dog Left & Forward

Instructions. The execution of this exercise is exactly the same as outlined in Exercise 31 (Call Dog Front-1, 2 & 3 Steps Backward-Dog Right & Forward), except that after the last sequence of the step backwards has been completed, the handler commands and/or signals the dog to execute a left-side return-to-heel as he/she continues to proceed to the next exercise.



Scoring. This exercise is scored in the same manner as described in Exercise 31 with this addition:

- **Non-qualifying faults.** Failure of the dog to execute a left-side, return-to-heel

Exercise 33. HALT-Leave-Call Dog Front While Running-Finish Right-HALT

Instructions. This exercise is initiated with the team coming to a halt to the left of the exercise sign. The handler commands the dog to stay (wait) in the sit-stay position. After giving the stay, the handler immediately starts running toward the next exercise sign. After taking two or





three running steps, the handler calls the dog to come. The dog must leave the sit and run to catch up to the handler. When the dog reaches the handler, the handler calls the dog to the front position but does not turn around to meet the dog, as he/she comes to a halt. As the dog stops its forward progress and starts to turn toward the handler, the handler may take several steps backward to aid the dog in making a proper approach to the front position. Once the dog is in the front position, the handler commands and/or signals the dog to finish to the right. After the dog returns to heel position, there must be a brief pause, before commanding the dog to heel forward to the next station.

Scoring. This exercise is scored in the same manner as described in Exercise 1 (Halt) and Exercise 17 (Call Dog Front-Dog Right & Forward) with the following additions:

- **Non-qualifying faults.**
 - Failure of the dog to come when called by the handler.
 - Failure of the dog to come in close enough to the handler on the front position.
 - Failure of the dog to execute a right side, return to heel.
- **Major faults.**
 - For a dog that fails to sit on the completion of the finish.
 - For a dog that anticipates the handler's command to come.
- **Major and minor faults.** A major or minor fault is to be assessed for the following, depending on the extent of the deviation:
 - Failure of the dog to return to the proximity of heel position.
 - Crooked finish.

Exercise 34. HALT-Leave-Call Dog Front While Running-Finish Left-HALT

Instructions. The execution of this exercise is exactly the same as outlined in Exercise 33 (HALT-Leave-Call Dog Front While Running-Finish Right-HALT), except that the handler will command and or signal the dog to execute a left side, return to heel, after the dog has completed the come to front portion of this exercise before completing the exercise sequence.



Scoring. This exercise is scored in the same manner as described in Exercise 33.

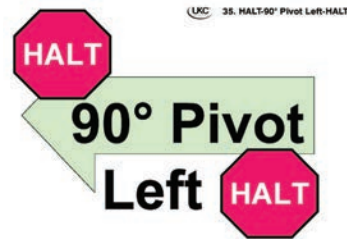


Rally Obedience Level 3 Class

This class is performed with the dog off lead. All dogs must enter and leave the ring on lead. Each course design must consist of 15 to 17 exercises selected from Exercises 1 to 49 and the duplicate exercises 50 to 57. No exercise may be used more than once in a course design except as provided by the duplicate signs 50 to 57. The only exception is that a minimum of four exercises chosen from Exercises 35 to 48 and Exercise 49 (the Honor Exercise) are required in all Rally Obedience Level 3 classes.

Exercise 35. HALT-90° Pivot Left-HALT

Instructions. The handler will come to a halt and the dog will automatically sit. With the dog sitting in heel position, the handler will pivot 90° to the left, as indicated by the exercise sign, and must complete the entire pivot. Upon completion of the pivot, the handler will again come to a halt. The pivots must be performed in place with the handler's body remaining over the same floor space (about a dinner plate size) during and after making the pivot and coming to a halt. The dog moves with the handler and sits at heel as the handler comes to a halt. After the team has come to a complete halt with a distinct pause facing the new direction, the handler commands the dog to heel forward toward the next exercise location. Should the handler start to turn in the wrong direction, the team may immediately correct themselves by repeating this exercise and turning in the correct direction.



Scoring. All general heeling and performance infractions are scored minor to non-qualifying according to the extent of the deviation with the following additions. This exercise is scored similar to Exercise 15 (Halt-90° Pivot Right-Halt) except that the turn is to the left.

- **Non-qualifying faults.**
 - Handler fails to pivot to the left.
 - Dog fails to pivot.
 - Dog fails to sit after pivot.
- **Major faults.**
 - The dog pivots after the handler comes to a halt.
 - Dog does not pivot in the same direction with the handler.
- **Major and minor faults.** A major or minor fault is to be assessed for the following, depending upon the extent of the deviation.
 - The dog hesitates before it pivots.



Exercise 36. HALT-90° Turn Left & Forward

Instructions. The execution of the turns is performed in the same manner as outlined under Exercise 16. The team does not come to a halt following the turn as is done in the pivots, but continues moving forward in the new direction toward the next exercise location. In this exercise, the team turns 90° to the left.



Scoring. This exercise is scored in the same manner as described in Exercise 16 (Halt-90° Turn Right & Forward) except that the turn is to the left.

Special Exercise Notes

Exercises 37 through 40 differ from Exercises 15, 16, 35, and 36 only in the extent of the pivots and turns, which are 180° rather than 90°.

Exercise 37. HALT-180° Pivot Right-HALT

Instructions. The general description of the execution, performance, and scoring of this exercise can be found listed under Exercise 15 (Halt-90° Pivot Right-Halt) with the exception of the turning radius, which is 180° instead of 90°.



Scoring. This exercise is scored in the same manner as described in Exercise 15.

Exercise 38. HALT-180° Pivot Left-HALT

Instructions. The general description of the execution, performance, and scoring of this exercise can be found under Exercise 15 (Halt-90° Pivot Right-Halt) with the exception of the turning radius, which is 180° instead of 90°, and the direction of the pivot. (Pivot left instead of right).



Scoring. This exercise is scored in the same manner as described in Exercise 15 except the turn is to the left.

Exercise 39. HALT-About Turn Right & Forward

Instructions. The general description of the execution, performance, and scoring of this exercise can be found under Exercise 9 (About Turn-Right 180°) and Exercise 16 (Halt-90° Turn Right & Forward) with the exception of the turning radius, which is 180° instead of 90°.





and upon the completion of the right turn, the handler continues forward with the dog in heel position, on to the next exercise.

Scoring. This exercise is scored in the same manner as described in Exercise 9 and Exercise 16.

Exercise 40. HALT-About “U” Turn & Forward

Instructions. The general description of the execution, performance, and scoring of this exercise can be found under Exercise 10 (About “U” Turn) and Exercise 16 (Halt-90° Turn Right & Forward) with the exception of the turning radius, which is 180° instead of 90°. After the team has come to a full halt, the team makes an 180° about turn in place, to the left and continues without stopping in the opposite direction toward the next exercise location.



Scoring. This exercise is scored in the same manner as described in Exercise 10 and Exercise 16.

Exercise 41. Send Over Jump-Handler Runs By

Exercise Set Up. Use a single bar or high jump. Do not use a broad jump. The sign for the jump exercise is placed in proximity of the jump so that it does not interfere with the handler or dog. The right side of the jump stanchion (dog and handler’s path) must be clear of all obstructions and should be at least 4 to 5 feet from the ring barrier to leave room for the handler to easily get by. If the left side of the jump stanchion is placed next to a ring barrier, there must be at least 2 feet between the side of the jump stanchion and the ring barrier. If the jumping path is in line with a ring barrier, there must be a minimum of 12 feet between the jump and the barrier. This is for the safety of the dog and handler when completing the jump sequence. When the bar jump is used, the bar is to be displaceable so if the dog were to hit the jump going over it, in either direction, the bar will come down without injuring the dog. The exercise sign can be on the right side of the jump or straight out to the right so that the handler is moving to the left of the sign.



Instructions. This exercise requires the handler to proceed towards the exercise location, send the dog over the jump, have the dog return to heel position and continue heeling with the handler, on to the next exercise. The handler’s heeling path must be a straight line when approaching the jump and will be approximately 2 feet from the right side of the jump. This is to provide adequate space between the handler and the end of the jump stanchion when sending the dog. The team does not come to a halt at the exercise sign but instead continues



to move along the path to perform the jump. When ready, the handler will send the dog from his/her left side toward the jump. The handler may increase his/her speed when they reach the exercise sign so that the dog is at optimal speed when completing the jump. The handler may continue this pace, past the jump, but must continue to move straight along the original path as the dog approaches and completes the jump. When the dog has cleared the jump, the handler may command the dog to heel so that the dog comes back alongside the handler, as the team continues to move toward the next exercise location. The handler may repeat this exercise if a dog fails to leave the handler or refuses to jump.

Scoring. The following deviations are scored as follows:

- **Non-qualifying faults.**
 - Dog knocks bar off stanchions (in this case this exercise may not be repeated).
 - Dog fails to complete the jump (refuses, goes under bar, goes around stanchions, stopping in front of jump).
 - Dog hits jump with its body.
 - Dog uses jump as aid in going over.
 - Handler blocks the dog from attempting to go around the near end of the jump.
 - Dog does not return to the handler after completing the jump.
- **Major and minor faults.** All general heeling and performance infractions are scored minor to non-qualifying according to the extent of the deviation in addition to the following:
 - Dog hesitates in leaving and/or returning to the handler when executing the jump.
 - Dog ticking the jump.
 - Dog that does not take a direct path to and from the jump and for other similar errors.
 - Dog does not respond immediately to the handler's command to heel.

Exercise 42. Moving Down-Forward from Down

Instructions. This exercise is initiated as the team is moving forward in heel position. As the dog and handler approach the left of the exercise sign, the handler may break heel position by turning toward the dog and placing his/her (handler's) right foot partially in the path of the dog while giving a hand signal and/or verbal command for the dog to move directly into a down position. The handler is not to come to a full halt prior to giving the





down command. The dog should not pause and must go down from a stand position. When the dog has reached a down position, the handler must move back to standing upright in heel position before commanding the dog to heel forward toward the next exercise sign. Handlers have the option of performing the exercise without breaking heel position.

Scoring.

- **Non-qualifying faults.**

- A dog that fails to assume the down position.
- A handler that comes to a complete halt prior to commanding the dog to down.

- **Major faults.**

- Dog has a distinct pause before assuming the down position.
- Dog sits, pauses, and then assumes the down position.

- **Major and minor faults.** Depending on the deviation, major or minor deductions may be assessed for the following:

- A handler that does not stand upright in heel position after the dog has completed its down and before commanding the dog to heel.
- A dog that breaks the down just before being commanded to heel is to receive a minor deduction.

Exercise 43. HALT-Fast Forward from Sit

Instructions. This exercise is initiated with a halt. The handler commands the dog to heel and at the same time begins to run forward at a fast pace. The dog must stay with the handler in an approximate heel position. The team will continue to run until it comes to a normal pace exercise sign or may be concluded by the team crossing the finish line at the fast pace.



Scoring. All normal heeling deviations are to be assessed depending on the extent of the deviation.

- **Non-qualifying faults.**

- Dogs that do not respond to the command to move forward at a fast pace.
- Dog that does not sit at the halt.



- **Major and minor faults.** Depending on the deviation, major or minor deductions may be assessed for the following:
 - Dog that hesitates or waits until the handler has moved before running to catch up to heel.

Exercise 44. Left About Turn

Instructions. While heeling forward with the dog in heel position and directly approaching the sign, the handler makes a tight about turn (“U” turn) to the left. At the same time, the dog makes a (normal) about turn to its right, staying in an outside path around the handler until it reaches heel position and continues to heel with the handler in the opposite direction. The dog and handler do not come to a halt, but continue to heel toward the next exercise location.



Scoring.

- **Non-qualifying faults.**
 - Failure of the dog to make a right about turn around the outside of the handler.
 - A handler that fails to turn in the direction as outlined by the exercise sign.
- **Major and minor faults.** Depending on the deviation, major or minor deductions may be assessed for the following:
 - All normal heeling deviations.
 - A dog that fails to quickly move around the handler and back up to the heel position.

Exercise 45. HALT-Stand-Sit

Instructions. This exercise is performed as outlined in Exercise 2 (HALT-Stand) with the following addition: Once the dog is in the standing position and the handler is in heel position, the handler will command the dog to sit. The handler must have a definite pause after the dog sits and before commanding the dog to heel toward the next exercise.



Scoring. This exercise is scored in the same manner as described in Exercise 2 with the following additions:



- **Non-qualifying faults.**
 - A dog that fails to sit after the halt.
 - A dog that fails to stand.
 - A dog that fails to sit after the stand.
 - A dog that moves more than a body length away on the stand.
- **Major faults.**
 - A dog that resists being placed in a stand position.
 - A dog that moves a short distance before the handler returns to heel.
- **Major and minor faults.** Major and minor faults may be assessed depending on the deviation from ideal.
 - A dog that moves its feet after the stand and before the sit command.

Exercise 46. HALT-Stand-Down

Instructions. This exercise is performed as outlined in Exercise 45 (Halt-Stand-Sit) with the following change. Once the dog is in the standing position and the handler is in heel position, the handler will command the dog to down. The handler must have a definite pause after the dog downs and before commanding the dog to heel toward the next exercise.



Scoring. This exercise is scored in the same manner as described in Exercise 45 with the following addition.

- **Non-qualifying faults.**
 - A dog that fails to down after the stand.

Exercise 47. HALT-Stand-Walk Around Dog

Instructions. This exercise is performed as outlined in Exercise 2 (HALT-Stand) and Exercise 5 (HALT-Walk Around Dog) with the following addition. Once the dog is in the standing position and the handler is in heel position, the handler will command the dog to stay and walk counterclockwise around the dog and return back to heel position. The handler must halt/definite pause after returning to heel position and before commanding the dog to heel toward the next exercise.



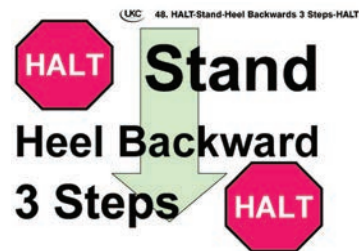
Scoring. This exercise is scored in the same manner as described in Exercise 2, Exercise 5, and Exercise 45 with the following additions.



- **Non-qualifying faults.**
 - A dog that break the stand and does not remain in place.
- **Major faults.**
 - Handler does not halt/pause after returning to heel

Exercise 48. HALT-Stand-Heel Backward 3 Steps-HALT

Instructions. This exercise is initiated with the dog sitting in the heel position. The handler then commands the dog to stand and then takes three short steps backward in a straight line and halts. The dog must take several steps backward with the handler and then sit in heel position upon the completion of the exercise. The dog is to remain in heel position. The handler may break heel position and use physical contact to stand the dog. The handler then returns to the heel position before commanding the dog to begin moving backward.

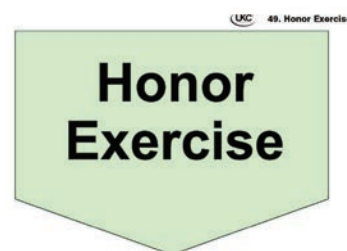


Scoring. The performance and scoring of this exercise is the same as described in Exercise 2 (Halt-Stand) and normal heeling deviations, with the following additions.

- **Non-qualifying faults.**
 - A dog that does not attempt to move backwards.
 - Handler does not take 3 short steps backward.
- **Major and minor faults.** Depending on the deviation, major or minor deductions may be assessed for the following:
 - A handler that does not return to heel position after commanding the dog to stand.
 - A handler that does not step backward in a straight line.
 - Dog that fails to sit after the backup.
- **Minor faults.**
 - A dog that does not move in a straight line while going backward.

Exercise 49. Honor Exercise

Instructions. This exercise is performed with the honor dog and its handler remaining stationary at a location within the ring specified by the judge, while the performance of another team (working dog) is being judged on the course. The judge will select either the honor sit or honor down exercise to be performed by all dogs, prior to the start





of the class. The location of the honor dog must be so that the working dog team never passes behind the honor dog. (Arrangements must be made for the working dog team to enter the ring at a different location than where the honor dog team exits.) A steward must be assigned to monitor the behavior of the honor dog.

- The working dog should not leave the heeling pattern nor interfere with the honor dog.
- The honor dog is kept on lead and in approximate heel position on the left side of the handler, while performing the required exercise throughout the performance of the working dog team.
- A courtesy dog (a team not in Rally Obedience III but needed for a team to complete the Honor exercise) may serve as the honor dog for the first working dog team in the class. When the first working dog team has completed its judged performance, that team will move directly to the honor dog location and then serve as the honor dog for the second working dog team. The alternating sequence of teams continues until the last team in the class has completed its judged performance on the course. Since every dog in the class must serve as an honor dog, the courtesy dog will have to exhibit on the course (does not have to correctly complete each exercise and can be on lead) while the last team in the class performs as the honor dog. The courtesy dog team is not judged.

Scoring the honor dog. If the actions of the honor dog have clearly caused the working dog to err in its performance, the judge must excuse the honor dog. The judge may then allow the working dog to begin the course again from the start. Should the honor dog not remain in the position as outlined by the judge, the exercise may not be repeated.

- **Non-qualifying faults.**
 - Failure of the honor dog to remain in its original position.
 - Actions by honor dog that interfere with the performance of the working dog.
 - Any show of aggression towards the working dog.
- **Major and minor faults.** Depending on the deviation, major or minor deductions may be assessed for the following:
 - Excessive whining and/or barking.

Scoring the working dog. If the actions of the working dog have clearly caused the honor dog to err in its performance, the judge must excuse the working dog. The judge may then allow the honor dog to begin the exercise again from the start with a different working dog.

- **Non-qualifying faults.**
 - Failure of the working dog to stay on course.



- Actions by working dog that interfere with the performance of the honor dog.
 - Excessive attention shown by the working dog toward the honor dog.
 - Any show of aggression toward the honor dog.
- **Major and minor faults.** All normal deviations shall be scored as major or minor depending on the extent of the deviation.

Groupings of Rally Exercises with Judging Hints

Level 1

Halts	Halt sign means SIT.
1. Halt	In 4-H, this is the only one of #1 through #6 where failure to sit is not an NQ.
2. Halt Stand	Touching — like Stand for exam OK.
3. Halt Down	Touching dog on the downs will result in a minor fault to an NQ depending on excess.
4. Halt Down Sit	
5. Halt Walk Around Dog	Handler must halt at heel position before going to next exercise. Handler goes counterclockwise around dog.
6. Halt Down, Walk Around Dog	Dog gets up from down — NQ
Turns	Turns to a new direction are in front of the sign; turns going same direction are to the left of the sign.
7. Right Turn	Right turn and left turn are not pivots.
8. Left Turn	
9. About Turn Right	About Turn Right and U Turn are performed with handler within hula hoop size circle.
10. About U Turn	Both handler and dog turn Left. #44 Left About Turn is different.
11. 270° Right	270° Right and Left are with handler moving in a hula hoop size circle.
12. 270° Left	
13. 360° Right	360s are performed to the left of sign, and the handler may make a hula hoop size circle, but not around the sign. Going around the sign is a handler error (1 to 2 pts)
14. 360° Left	



Pivot and Turns Pivots must be performed “in place” or edge of dinner plate sized space. On pivot, if handler does not remain in place — NQ.

15. Halt-90° Pivot Right-Halt No sits before or after the first pivot — NQ

16. Halt-90° Turn Right & Forward

Call Fronts Failure of dog to sit on call front or on finish is major/minor fault, not an NQ.

17. Call Front-Dog Right & Forward Dog must be within touching distance at front, if not — NQ.

No sit, standing or laying down in front is Minor faults.

18. Call Front-Dog Left & Forward Handler sent dog wrong direction — NQ

19. Call Front-Finish Right-Halt

20. Call Front-Finish Left-Halt

Change of Pace

21. Slow Pace Did the handler skip the exercise, or was there no change of pace? Dog does not need to change pace.

22. Fast Pace

23. Normal Pace

24. Moving Side Step Right Starts beside and to left of sign — performed after the sign.

If done in front of sign, Minor faults.

Spirals 25 to 28 are heeling exercise deviations

25. Spiral Right-Dog Outside Handler goes wrong direction or performs spiral incorrectly — NQ.

26. Spiral Left-Dog Inside

Figure 8 and Serpentine

27. Straight Figure 8 Heeling exercise deviations

28 and 28a. Serpentine (four cones and five cones)



Level 2

29. Offset Figure 8	Four food bowls; bowls 1 and 4 are 5 feet apart; bowls 2 and 3, 10 feet apart; enter between 1 and 2.
1, 2, 3 Steps	Failure to sit is fault, not NQ on the 1, 2, 3 exercises; but if dog doesn't come close on the front, it is NQ. Must complete 2 of 4 sits to be qualifying.
30. Halt-1, 2, 3 Steps Forward	NQ-If dog does not follow
31. Call Dog Front, 1, 2, 3 Steps Backward, Dog Right, Forward	If dog sits, like a finish, then fault.
32. Call Dog Front, 1, 2, 3 Steps Backward, Dog Left, Forward	
Running Call Fronts	
33. Halt, Leave-Call Front While Running, Finish Right, Halt	Dog anticipates the come is major fault. Failure to come, failure to use correct finish — NQ.
34. Halt, Leave-Call Dog Front While Running, Finish Left, Halt	



Level 3

Halt, Pivots and Turns	
	Turns wrong direction or incorrect degree of turn or no sit before pivot — NQ.
35. Halt, Pivot Left-Halt	No sits before or after the first pivot — NQ
36. Halt, 90° Left-Forward	
37. Halt, 180° Pivot Right-Halt	No sits before or after the first pivot — NQ
38. Halt, 180° Pivot Left-Halt	
39. Halt, About Turn Right-Forward	
40. Halt, About U Turn-Forward	
Other	
41. Send Over Jump-Handler Runs By	NQ for knocking bar, hitting the body, fails to complete; handler blocking; failure of dog to return to handler.
42. Moving Down-Forward from Down	NQ for handler stopping before giving down command; major fault for dog sitting before down or for major pause.
43. Halt- Fast Forward from Sit	NQ for no sit; or for not moving forward fast.
44. Left about Turn	Handler turns left, dog turns right.
45. Halt, Stand, Sit	Failure to sit NQ: dog moves more than body length during stand is major fault.
46. Halt, Stand, Down	
47. Halt, Stand, Walk Around Dog	Breaking stand is NQ.
48. Halt, Stand, Heel Backward 3 steps-Halt	NQ for dog failing to attempt to move back, handler does not take 3 short steps backward.
Honor Dog	
49. Honor Exercise	NQ for the dog interfering with the performance of the other dog; NEVER have the working dog pass behind the honor dog.

Placing: (Circle one)

Purple (90-100)

Blue (80-89)

Red (70-79)

White (69 or less)

4-H Rally Obedience Score Sheet

Ring Size – 40 x 70 or larger

Show Location Dickinson Co. 4-H

Date 3/20/2010

Judge Tom Jones

Performance: (Circle one)

Qualifying Non-Qualifying

Team Armband Number _____

4-H'ers Name _____

Dog's Name _____

Level: 1 2 3
(Circle one)

Station List:

Start	# 58
1 _____	# _____
2 _____	# _____
3 _____	# _____
4 _____	# _____
5 _____	# _____
6 _____	# _____
7 _____	# _____
8 _____	# _____
9 _____	# _____
10 _____	# _____
11 _____	# _____
12 _____	# _____
13 _____	# _____
14 _____	# _____
15 _____	# _____
16 _____	# _____
17 _____	# _____

Finish # 59

Jump Height (Level 3 only) _____

Honor Exercise (Level 3 only)

Q NQ (circle one)

Initial Points 100

Deductions _____

Final Score

Running Time _____

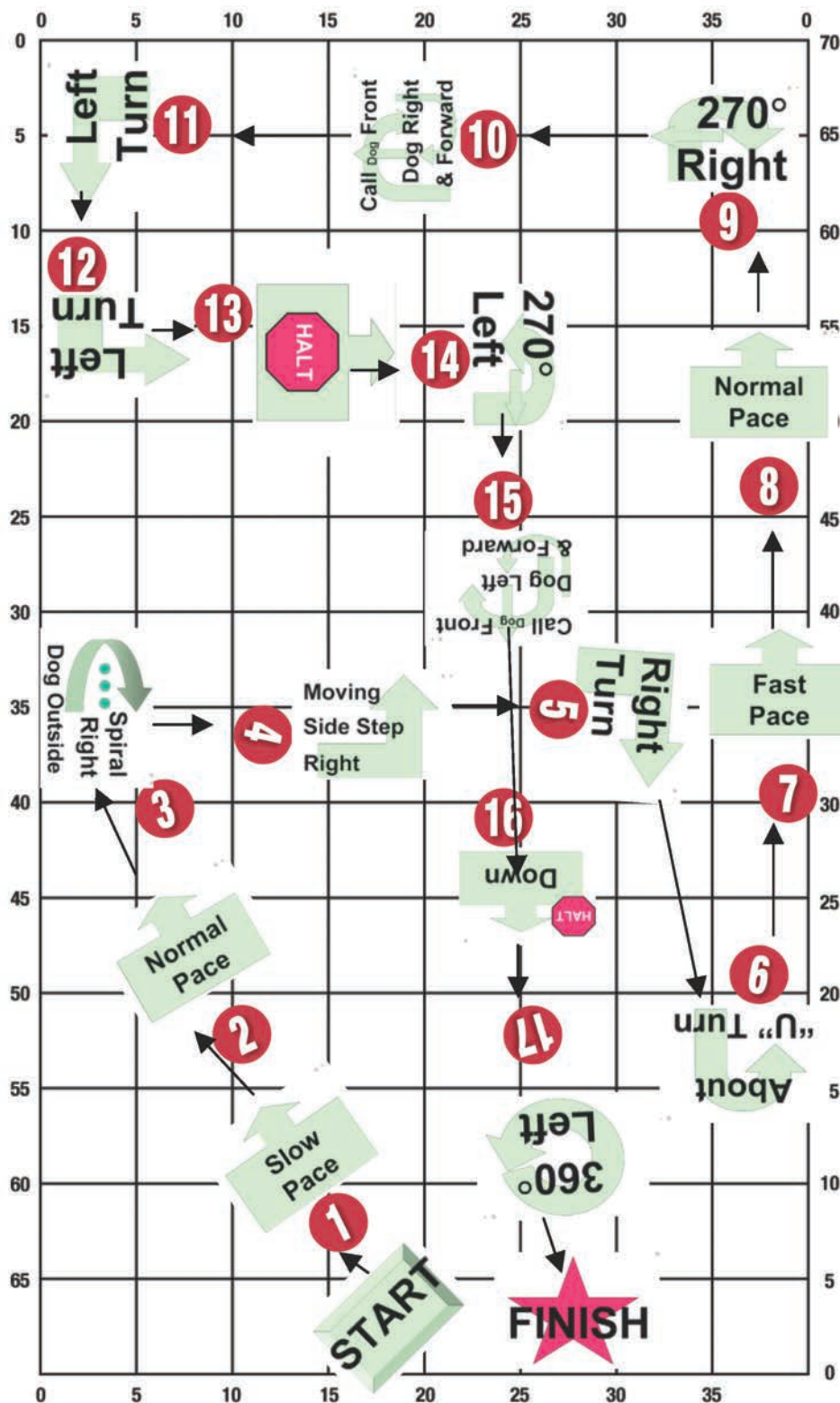


Fig. 2. Example of a score sheet with course design and necessary information needed in judging and recording the results of the performance.

Placing: (Circle one)

Purple (90-100)

Blue (80-89)

Red (70-79)

White (69 or less)

4-H Rally Obedience Score Sheet

Ring Size – 40 x 70 or larger

Show Location Dickinson Co. 4-H

Date 3/20/2010

Judge Tom Jones

Performance: (Circle one)

Qualifying Non-Qualifying

Team Armband Number 101

4-H'ers Name Billy Smith

Dog's Name Lucky

Level: **1** 2 3
(Circle one)

Station List:

Start	# 58
1	# 21
2	# 23
3	# 25
4	# 24
5	# 7
6	# 10
7	# 22
8	# 57
9	# 11
10	# 18
11	# 8
12	# 52
13	# 1
14	# 12
15	# 18
16	# 3
17	# 14
Finish	# 59

Jump Height (Level 3 only) _____

Honor Exercise (Level 3 only)

Q NQ (circle one)

Initial Points 100

Deductions 11

Final Score
89

Running Time 70.5

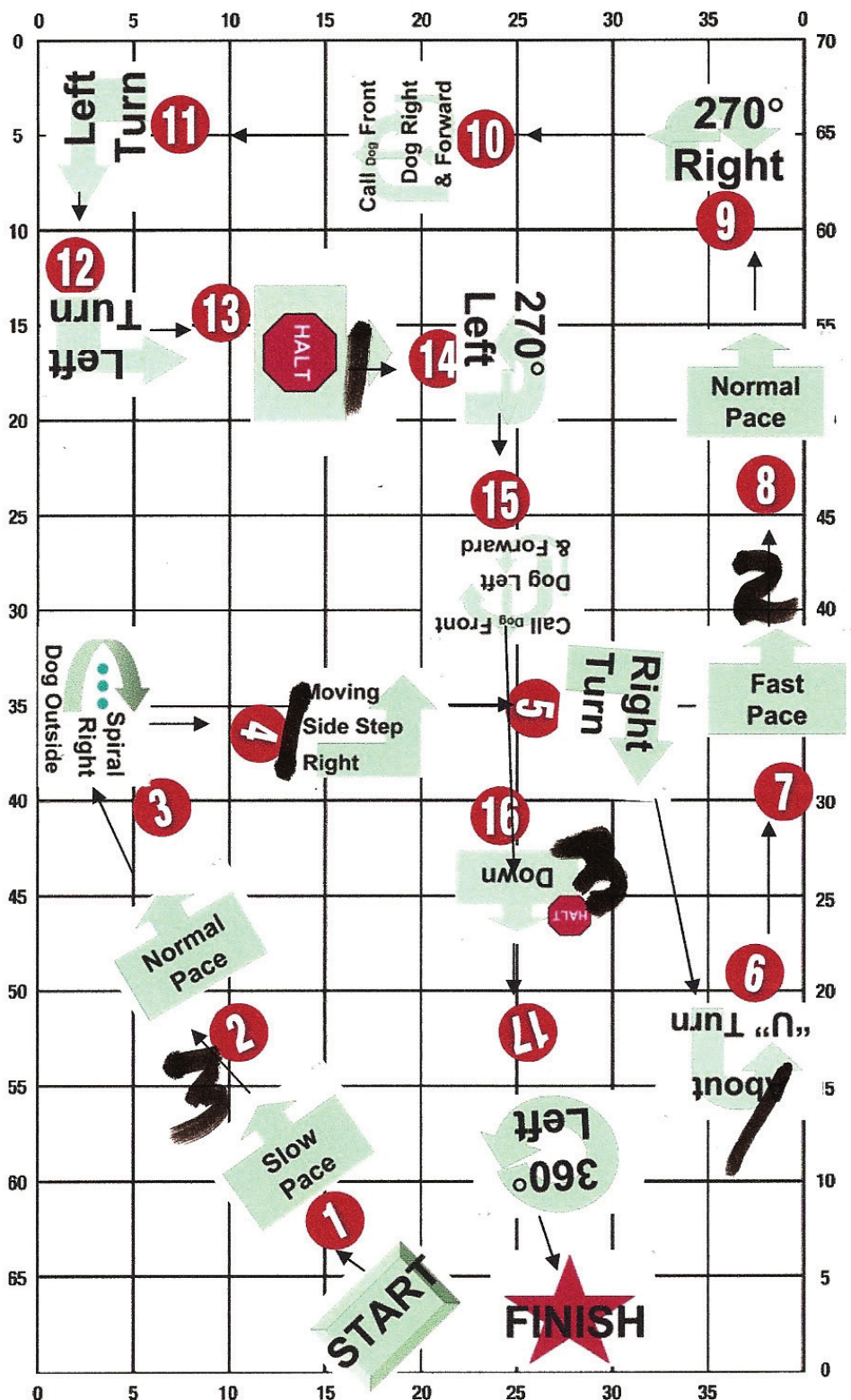


Fig. 3a. Examples of a score sheet on which deductions for errors have been marked. Qualifying score of 89 and running time of 70.5 seconds.

Placing: (Circle one)

Purple (90-100)

Blue (80-89)

Red (70-79)

White (69 or less)

4-H Rally Obedience Score Sheet

Ring Size – 40 x 70 or larger

Show Location Dickinson Co. 4-H

Date 3/20/2010

Judge Tom Jones

Performance: (Circle one)

Qualifying Non-**Qualifying**

Team Armband Number 101

4-H'er's Name Billy Smith

Dog's Name Lucky

Level: 1 2 3
(Circle one)

Station List:

Start	# 58
1	# 21
2	# 23
3	# 25
4	# 24
5	# 7
6	# 10
7	# 22
8	# 57
9	# 11
10	# 18
11	# 8
12	# 52
13	# 1
14	# 12
15	# 18
16	# 3
17	# 14
Finish	# 59

Jump Height (Level 3 only) _____

Honor Exercise (Level 3 only)

Q NQ (circle one)

Initial Points 100

Deductions -----

Final Score

Running Time -----

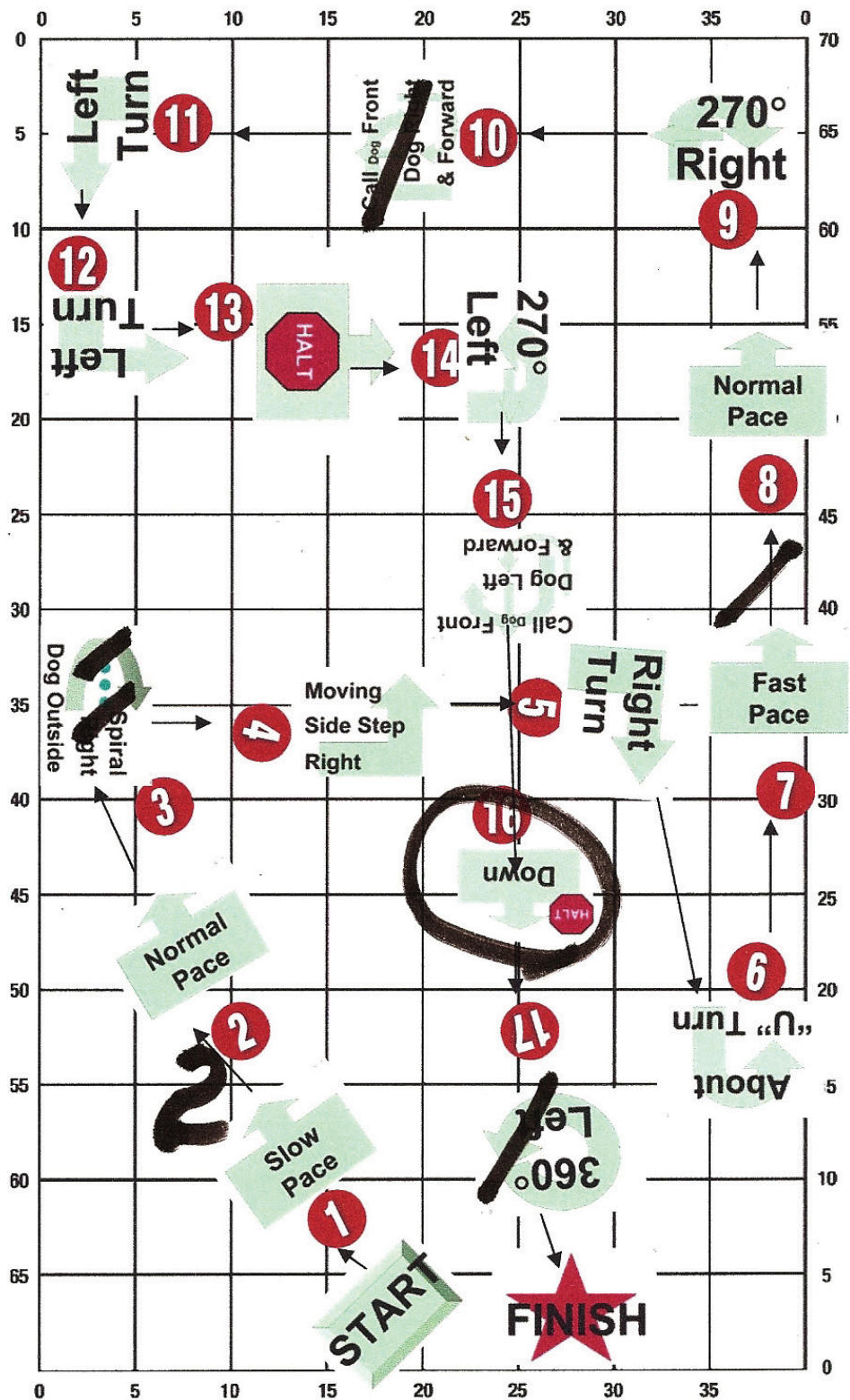


Fig. 3b. Examples of a score sheet on which deductions for errors have been marked. Non-qualifying score indicated by circle around Exercise 16, H-Down, in which the dog failed to assume the down position.

Icons for 4-H Rally Obedience

1 	2 	3 	4 	5 	6 	7 
8 	9 	10 	11 	12 	13 	14 
15 	16 	17 	18 	19 	20 	21 
22 	23 	24 	25 	26 	27 	28 
28a 	29 	30 	31 	32 	33 	34 
35 	36 	37 	38 	39 	40 	41 
42 	43 	44 	45 	46 	47 	48 
49 	50 	51 	52 	53 	54 	55 
56 	57 	58 	59 			

Table 1. Rally Obedience exercises listed by class levels

Level 1 Class	Level 2 Class (b)	Level 3 Class (c)
1. HALT	29. Offset Figure 8	35. HALT-90 Degree Pivot Left-HALT
2. HALT-Stand	30. HALT-1, 2, & 3 Steps Forward	36. HALT-90 Degree Turn Left & Forward
3. HALT-Down	31. Call Dog Front-1, 2, & 3 Steps Backward-Dog Right & Forward	37. HALT-180 Degree Pivot Right-HALT
4. HALT-Down-Sit	32. Call Dog Front-1, 2, & 3 Steps Backward-Dog Left & Forward	38. HALT-180 Degree Pivot Left-HALT
5. HALT-Walk Around Dog	33. HALT-Leave-Call Dog Front While Running-Finish Right-HALT	39. HALT-About Turn Right & Forward
6. HALT-Down-Walk Around Dog	34. HALT-Leave-Call Dog Front While Running-Finish Left-HALT	40. HALT-About "U" Turn & Forward
7. Right Turn		41. Send Over Jump-Handler Runs By
8. Left Turn		42. Moving Down-Forward from Down
9. About Turn-Right		43. HALT-Fast Forward from Sit
10. About "U" Turn		44. Left About Turn
11. 270 Degree Right Turn		45. HALT-Stand Sit
12. 270 Degree Left Turn		46. HALT-Stand Down
13. 360 Degree Right Turn		47. HALT-Stand-Walk Around Dog
14. 360 Degree Left Turn		48. HALT-Stand-Heel Backward 3 Steps-HALT
15. HALT-90 Degree Pivot Right-HALT		49. Honor Exercise (Required)
16. HALT-90 Degree Turn Right & Forward		
17. Call Dog Front-Dog Right & Forward		
18. Call Dog Front-Dog Left & Forward		
19. Call Dog Front-Finish Right-HALT		
20. Call Dog Front-Finish Left-HALT		
21. Slow Pace		
22. Fast Pace		
23. Normal Pace		
24. Moving Side Step Right (Begins beside sign and done just after sign)		
25. Spiral Right-Dog Outside		
26. Spiral Left-Dog Inside		
27. Straight Figure 8		
28. Serpentine-4 Cones		
28a. Serpentine-5 cones		

(b) At least two (2) of Exercises 29-34 should be required in all Level 2 course designs.

(c) At least two (2) of Exercises 29-34 and four (4) of Exercises 35-48 should be required in all Level 3 course designs, plus exercise 49.

Acknowledgements

The Kansas 4-H Dog Care and Training Action Team wishes to thank Charles L. “Bud” Kramer for his permission to adapt this rule book from his publication entitled “An Introduction to the Style of Rally Obedience,” Third Edition, Second Printing, April 2007, which may be obtained through your local K-State Research and Extension office.

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