

RALLY PROGRAM RULES

June 2025



The Australian Shepherd Club of America
6091 E. State Hwy 21, Bryan, TX 77808

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These rules were last updated:

Date	Change	Related Motion
6/20/2025	Correction to underline/bold wording in Sign #24	Housekeeping
6/1/2025	19.3.2 Sign Placement, 19.3.4 Stay Exercises	RA.25.01
6/1/2025	19.3.2 Sign Placement	RA.24.12
6/1/2025	1.15.2 Signs and Holders	RA.24.11
4/27/2025	13.3.2 Completion of Entry Form; Deadline, 13.3.3 Notification of Alternates; Refund	BD.25.30
12/19/2024	1.35 Submitting Records	BD.24.122
10/9/2024	18.1.9 Distribution of Course Maps and Score Sheets	RA.24.17
7/27/2024	5.4.3 Indefinite Showing; HIT Awards	RA.24.16
7/27/2024	10.2 Certification	RA.24.15
7/27/2024	17.1.3 Application Process	RA.24.14
6/1/2024	19.4.5 Spacing of Exercises	RA.24.09
6/1/2024	3.4.3 Indefinite Showing; HIT Awards, 4.4.3 Indefinite Showing; HIT Awards, 5.4.3 Indefinite Showing; HIT Awards, 6.4.4 Additional C Entry at ASCA Sanctioned Trials	RA.24.08
6/1/2024	20 Signs and Descriptions	RA.24.07
6/1/2024	19.2.2 Map Basics	RA.24.06
6/1/2024	19.4.3 Turns	RA.24.05
6/1/2024	2.23 Scoring and Minimum Penalties	RA.24.03

Shaded and ~~strikethrough~~ areas indicate rule changes. Changes are **effective June 1, 2025**, unless otherwise noted.

Rally Documents on the ASCA Website:

Rally Entry Form Rally Sanctioning Form Rally Trial Move Up Rally HIT Worksheet Rally Judge's Book Rally Judge's Book Instructions Rally Trial Report Rally Trial Secretary Checklist Rally Gross Receipts Rally Judge Conduct Evaluation Rally Judge Application Rally Steward Worksheet for Judge Application Rally Judge Classification Change Form Rally Finals and Nationals Judge Eligibility Form	All Large Signs All Large Signs – Full Set Rally Signs Names and Descriptions Rally Star Sign 2023 New Signs Large Size 2023 New Sign Chart with Sign Descriptions 2023 ASCA Course Design Template Rally Small Signs for Course Design Rally Course Checklist ASCA Course Template 50x50 50x60 ASCA Course Template 40x50 40x60 Rally Score Sheet by Deductions Rally Score Sheet by Station Numbers
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Important Documents on the ASCA Website:

[ASCA's Code of Ethics for Judges](#)

[ASCA's Dog Aggression Rules](#) & [Incident Report Form](#)

[ASCA's Conflict Resolution Protocol](#) & [Request Form](#)

The following contents are clickable links that will take you directly to that section.

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ASCA Rally Reference Sheet

Ring Size: The ring should be rectangular with a minimum of 2,000 square feet with no side being less than 40 feet for all Rally classes.

No grooming, crating, food, toys, or other type of reward item within 10 feet of any Rally ring during the Rally portion of the show. Clubs must ensure that Rally rings are used only for Obedience and Rally trials, not for practice or warm-ups.

Jumps: ASCA Affiliate Clubs hosting a sanctioned Specialty or Show must provide one full set of jumps per Rally ring utilizing jumps defined in these Rules and Regulations (see [Section 1.15](#)).

High jump and Bar jump will be set to the table below for the dog in question:

HEIGHT OF DOG AT WITHERS	HEIGHT TO BE JUMPED
Less than 10 inches	4 inches
10 inches to less than 15 inches	8 inches
15 inches to less than 20 inches	12 inches
20 inches and over	16 inches

Broad Jump: Broad jump will be set to the table below. The width of the broad jump will be set to twice the height jumped in the high jump table above.

JUMP HEIGHT	NUMBER OF BOARDS	DISTANCE JUMPED
4 inches	1	8 inches
8 inches	2	16 inches
12 inches	2	24 inches
16 inches	3	32 inches

If using less than three boards for the Broad jump, the tallest board(s) will be removed first.

Armbands: Exhibitors shall be provided armbands or stickers, which must be worn on the upper left arm, indicating their dog's order in the class.

Affiliate Clubs can have a clinic, run-throughs or a "show and go" after the sanctioned trial(s) are over. The clinic, run-throughs or "show and go" cannot take place until the Judges of the sanctioned Rally trial(s) have completed judging all the classes scheduled for the sanctioned event(s) for the day and the awards have been given out.

ASCA Rally Rules and Regulations

Purpose: ASCA Rally is a sport that focuses on the partnership and teamwork that develops between the dog and handler, referred to in these Rules and Regulations as the "Team." Rally trials are designed to showcase not only the ability and relationship of the team, but also the camaraderie between exhibitors. Dog and handler teams are required to perform a course consisting of a set of exercises designed by the Judge according to these Rules and Regulations. All teams are held to the same standard of performance. Courses are to be executed as one continuous performance, moving fluently between stations. While a team is on the course, they should exhibit accuracy, briskness, and smoothness, as well as enthusiasm and enjoyment. Above all, an exhibitor should exhibit good sportsmanship toward both their dog and other exhibitors.

Chapter 1. General Regulations

1.1 Clubs

1.1.1 TYPE OF EVENT AND RESTRICTIONS

Only ASCA Affiliate Clubs in good standing may sanction ASCA events. Only one of each type of event may be held in each state or area (in those states divided into areas) on any given date. A “type of event” is defined as Conformation, Obedience, Stockdog Trial, Tracking, Agility, or Rally.

1.1.2 CALIFORNIA AREAS

California is divided into three areas: from the Mexican border north to the city of Ventura, from Ventura north to San Jose, from San Jose north to Oregon. Nevada is divided into two areas: From the southernmost border North to Highway 6 North to the Oregon and Idaho borders.

1.1.3 ALASKA EXCEPTION

Alaska Affiliates may have more than one of each type of event per day from October 1st through March 30th.

1.1.4 NON-ASCA AFFILIATED CORPORATION OR BUSINESS

Official ASCA programs that require sanctioning and award points or qualifying scores that lead to an ASCA title shall not be conducted by any individual(s), non-ASCA affiliated corporation(s) or business(es).

1.1.5 SHOW COORDINATOR AND TRIAL SECRETARY

Affiliate Club(s) in good standing with ASCA will have the exclusive right to schedule, sanction and conduct Official ASCA programs. The Show Coordinator must be a Full ASCA member in good standing and appointed by the Affiliate Club hosting the show. The Show Coordinator will be responsible for accurate filing of trial sanctioning along with appropriate fees in a timely manner. The Show Coordinator is also responsible for ensuring all trial reports, with appropriate fees and qualifying score entry forms, are submitted to the ASCA Business Office after the show in a timely manner. Copies of any entries sent to the ASCA Business Office must be copied and kept on file with the Host Club for a minimum of 1 year.

A Trial Secretary/Chair must be a Full ASCA member in good standing. A Trial Secretary is typically the person receiving the entries for the trial.

1.1.6 MONETARY PROFIT

No individual(s), non-ASCA affiliated corporation(s) or business(es) shall realize any monetary profit, or any other benefit because of any connection with an ASCA sanctioned event. Normal event sponsorship or advertisement by any individual(s), corporation(s), or business(es) shall not conflict with this rule. Individuals, corporations, or businesses that enter into agreements with Affiliate Clubs to supply materials, services, facility rentals, livestock rentals or any other need required for the conduct of sanctioned events shall not conflict with this rule. The use of a Club's name for event purposes cannot be transferred.

1.1.7 APPLICATION TO HOLD A RALLY TRIAL

ASCA Affiliate Clubs that meet the requirements of ASCA and wish to hold a Rally Trial at which qualifying scores toward a Rally title may be awarded must make an application to the ASCA Business Office on the form provided for permission to hold such Trial. This application must be submitted and postmarked no later than 60 days prior to the event. A sanctioning fee per Trial shall be submitted with the application (see the ASCA [Schedule of Fees](#)). Sanctioning Requests will not be accepted with missing information (i.e., incomplete judging panel). A Show Premium that includes all the information listed in [Section 1.4](#) must be included with the sanctioning request. If an incomplete Sanctioning Request is received, the ASCA Business Office will notify the Affiliate that the form is incomplete and will return it to the Affiliate. Submitting an incomplete Sanctioning Request will not meet the 60-days prior submission requirement. If a fully completed Sanctioning Request and Premium are not received at least 60 days prior to the event, any fees associated with a late request will apply.

1.1.8 LOST SANCTIONING REQUESTS

The ASCA Business Office will not accept responsibility for sanctioning requests lost in the mail.

1.1.9 FIRST RIGHT TO TRIAL DATES

Each Host Club that holds a sanctioned event at least once in every 2 consecutive years shall have first right to claim the corresponding dates or holiday weekend for its event to be held in the next succeeding 2 years. If the Club having first right to the date(s) does not host a sanctioned event on that date in the following year, another Club may use the preexisting date for an event. The original Club shall still have first right to the date on the second year following their original event. If they do not host a sanctioned event on that date in the second year, they lose the first right to the date.

The ASCA Business Office will hold paperwork from any other Club wishing to use a preexisting date until the ASCA Business Office has been notified that the Host Club with the preexisting date will not use the event date that year. If paperwork must be held pending receipt of the notification from the Host Club with the preexisting date, the ASCA Business Office will notify the second Club within 14 days upon receipt of the Sanctioning Request Form. To facilitate timely receipt of materials, Clubs wishing to use a preexisting date should contact the Host Club and request notification be sent in writing to the ASCA Business Office stating the preexisting date will not be used that year. If the Host Club with the preexisting date does not use that date on the second year following their original event, first claim to that date will pass to a second Host Club if there is one. If a date has not been previously claimed, the Host Club whose sanctioning is postmarked first shall be awarded the date.

1.1.10 NO AFFILIATE FOR STATE/AREA

If an Affiliate Club does not serve a state/area, then an Affiliate Club from another state/area may sanction events there on a first come basis.

1.1.11 SANCTIONING OUTSIDE OF STATE/AREA

If an Affiliate Club wishes to sanction an event at a site that is outside of their state/area, they must first secure written permission from all the Affiliate Clubs in that state/area. This written permission shall be submitted to the ASCA Business Office with the Sanction request before sanctioning can be granted.

1.1.12 SANCTIONING AUTHORITY

If an Affiliate Club organizes in a state/area that formerly did not have an Affiliate Club, then the new Club shall have primary sanctioning authority. Out of state/area Affiliate Clubs must then follow the procedure as outlined in the previous two paragraphs.

1.1.13 SANCTIONING FOR PRE-NATIONALS TRIALS

Affiliate Clubs who sanction pre-Nationals events to be held in the state/area of the ASCA National Specialty event are exempt from the provisions of this section.

1.1.14 INCLUSION OF LOCAL LAWS IN PREMIUM

Any ASCA Affiliate Club requesting ASCA sanctioning for any event(s) shall, when making application for said event(s), include any applicable county, state, country or any other bylaws, rules of conduct or associated restrictions regarding dogs, their exhibition, and the holding of said event(s) and shall include a list of such rules, bylaws, or restrictions in the premium list. Rules, restrictions, bylaws, etc. shall be printed in English and the language of the country where the said event(s) will be held, listing all pertinent information.

1.1.15 USE OF JUDGES THIRTY DAY RULE

ASCA Affiliate Clubs are encouraged to use a variety of approved Judges. Any Club can hire any Judge once every 30 days. To clarify, two different Clubs may hire the same Judge within the same 30-day period even if the Clubs are in the same area of the country. However, if the Club(s) holds multiple Trials during the same cluster of shows, they will be allowed to use the same Judge to officiate for multiple Trials. Assignments should be organized so that exhibitors show to as many Judges as is practical.

1.2 Late Sanctioning

1.2.1 PENALTIES

Sanctioning requests received between 45 to 60 days prior to an event will be accepted upon payment of a fine (see the ASCA [Schedule of Fees](#)) per day past the 60-day postmark deadline. Sanctioning requests received by the ASCA Business Office less than 45 days prior to a sanctioned event will not be accepted under any circumstances. Clubs submitting delinquent sanctioning request three times will lose all late sanctioning privileges for a period of 2 years. It is recommended that Clubs retain proof of mailing for all sanctioning requests.

1.2.2 LOST SANCTIONING REQUESTS

The ASCA Business Office will not accept responsibility for sanctioning requests lost in the mail.

1.2.3 LOSING FIRST RIGHT TO DATE

If the Host Club with the preexisting dates postmarks their sanctioning request form past the 60-day deadline and it is not received at least 45 days prior to the event, they will lose the first right to this date for that year.

1.3 Entries

1.3.1 OFFICIAL FORM AND SIGNATURE

All entries are to be made on Official ASCA entry forms and must be signed by owner/agent.

1.3.2 QTRACKER NUMBER

QTracker numbers are mandatory for all non-ASCA registered dogs exhibiting in ASCA Rally. A dog may compete at the Trial where the handler applies for an ASCA QTracker number. The handler will be issued a receipt by the Registration table valid for 60 days to allow the ASCA Business Office time to issue the QTracker number. QTracker forms may be obtained at either www.asca.org, or the ASCA Business Office. No entry will be accepted that has any stipulations as to its acceptance.

1.4 Premium

1.4.1 ITEMS TO INCLUDE IN THE PREMIUM

Affiliates must send a copy of their premium to the ASCA Business Office with their sanctioning request. The premium must include:

1. Name of Affiliate hosting the event.
2. Trial Committee Chair (email and/or phone number).
3. Show Coordinator (email and/or phone number).
4. Trial Secretary (address, email and/or phone number).
5. A statement that the trial will be held under the current rules and regulations of ASCA.
6. A statement that bitches in season are not allowed to compete (unless the premium is for ASCA Nationals or Finals in which case ASCA Nationals and Finals Rules will apply).
7. Date and location of trial(s) including physical address and directions.
8. A full description of the trial's ring surfacing (grass, grass/dirt, sand, matting over concrete, carpet, A/C, heated, indoor/outdoor, etc.).
9. Hours the show site will open and close each day.
10. Number of rally trials and other events.
11. Judges' names and their assignments.
12. The pre-entry closing date or closing date and the fees for each class. Fee amounts for pre-entries and day of trial entries if they are different must be included.
13. A statement either allowing for day-of-trial entries or for accepting pre-entries only.
14. Reduced entry fees if offered for items such as a "package entry fee" if a dog is entered in two classes, or pre-entry discount.
15. A description of any restrictions for entry into the trial.
16. Affiliate name to make checks out to and the address to mail entries.
17. Refund information.
18. A statement that no entry shall be accepted from a dog or handler disqualified from the ASCA Rally program; a dog or handler disqualified from all ASCA programs; or a person not in good standing with ASCA. (A list of such dogs will be supplied by the ASCA Business Office along with the sanctioning paperwork.).
19. A listing of all classes offered for each day.
20. Judging start times and order of classes.
21. A description of awards to be given along with any special awards or prizes.
22. Local veterinarians for emergency contact.
23. Rules of the Affiliate and/or trial location the exhibitors would need prior knowledge (including waivers to be signed).
24. Listing of any applicable local laws or show site regulations pertaining to the exhibition of dogs (including waivers to be signed).
25. Local hotel(s) and pet accommodation information.
26. RV hook up/Camping amenities and availability (RV Park Guide) (if applicable).
27. Food Vendor information.
28. Show photographer information (if applicable).
29. The current ASCA Rally entry form or a link to the form on the ASCA Website.
30. A copy of the QTracker Number and Service Membership Application or a link to the form on the ASCA Website. (Not required for the ASCA Nationals and pre/post-trial premiums).

1.4.2 DISTRIBUTION OF PREMIUMS

Premiums cannot be distributed prior to the ASCA Business Office receiving a copy included with the sanctioning forms and fees. A copy of the premium is to be sent to the Judge prior to the event.

1.5 Rally Classes

1.5.1 CLASSES TO HOLD AT TRIALS

A Specialty or Sanctioned Rally Trial must include all the Regular Rally classes defined in these Rules and Regulations.

1.5.2 OFFERING NON-REGULAR RALLY CLASSES

Any Affiliate Club which has been approved to hold a Specialty or Sanctioned Rally Trial, if qualified in the opinion of the ASCA Business Office, may offer additional non-regular classes for dogs not less than 6 months of age. Non-regular classes defined in these Rules and Regulations need not be described in the premium. Any non-regular class not described in these Rules and Regulations must have a clear and complete description of the requirements of eligibility and performance printed in the premium.

1.5.3 RUN ORDER FOR NON-REGULAR CLASSES

Non-regular classes will always be held after all regular classes have finished and awards for those classes have been distributed. The only exception to this rule will be when there are multiple Rally rings running at the same time, such as at ASCA Nationals and other large shows. Even in the case of the ASCA Nationals, it is suggested that non-regular classes run last if possible.

1.6 Rally Trial Committee

1.6.1 APPOINTMENT AND AUTHORITY

If an Affiliate Club holds a Sanctioned Rally Trial only, the Club must appoint a Rally Trial Committee. This Committee shall exercise the same authority vested as in any other ASCA Show Committee.

1.6.2 SHOW COMMITTEE AT MULTIPLE EVENT TRIALS

If an Affiliate Club holds a Sanctioned Rally Trial in conjunction with any other ASCA sanctioned event, the Club's Show Committee shall include one person designated as "Rally Chair." The Rally Chair is then part of the Show Committee for that event. At such events, the Show Committee of the show-giving Club shall have sole jurisdiction over all matters that may properly come before it, regardless of whether the matter has to do with any other ASCA Sanctioned Event.

1.6.3 SHOWING TO THE JUDGE

The person hiring the Judge(s) for the Rally Trial will be allowed to compete in the Rally Trial. The Rally Trial Chair and other members of the Show Committee will also be allowed to compete in the Rally Trial.

1.7 Identification

No badges, coats with kennel names, dogs' names, or any dog related advertisements, shall be worn, or displayed, nor any other visible means of identification used, by an individual when exhibiting a dog in the ring. In the Rally Relay Team Class, exhibitors may wear coordinated clothing if desired, with art and/or the team's name. However, kennel names and names of dog-related businesses will still not be allowed.

1.8 Immediate Family

As used in this rulebook, "Immediate Family" means spouse, parents, grandparents, children, grandchildren, siblings, or any combination of the preceding by marriage, i.e., stepchildren or parents-in-law, or person residing in the same household.

1.9 Dogs Who May Compete

1.9.1 "DOG"

As used in these Rules and Regulations, the word "dog" refers to either sex.

1.9.2 INDIVIDUAL REGISTRATIONS/LEP NUMBERS

All Australian Shepherds that have a permanent individual registration or LEP number from ASCA and are over 6 months of age may compete, unless stipulated in [Section 1.10](#) and may be eligible for ASCA's year-end Merit and Finals programs (see [Chapter 12](#) and [Chapter 13](#)).

1.9.3 QTRACKER NUMBER

Dogs that have a QTracker number issued by ASCA, or an application completed, and fees paid to ASCA may compete in any class at ASCA sanctioned Rally Trials.

1.9.4 PRESENTATION OF REGISTRATION OR QTRACKER NUMBER

Photocopies or originals of registration or QTracker number papers must be presented to the Registration Table upon request when entering ASCA sanctioned Rally Trials. QTracker numbers may be applied for at the Trial during Day of Show Entry times for entry for that event, and entrant shall write pending on the entry form.

1.9.5 ENTRY INTO ASCA SANCTIONED RALLY TRIALS

Entry into ASCA Sanctioned Rally Trials need not be limited to Australian Shepherds, except for a Specialty, which shall be for ASCA registered Australian Shepherds only. For the purposes of all ASCA awards, rankings, and Trials, LEP Australian Shepherds are considered ASCA Registered Australian Shepherds.

1.10 Dogs That May Not Compete

1.10.1 DOGS WITHOUT REGISTRATION OR QTRACKER NUMBER

No dog without an ASCA individual permanent registration, LEP, or ASCA QTracker number may compete in any ASCA Rally Trial. An ASCA QTracker number application can be submitted along with the entry to a Trial with the appropriate fees made payable to ASCA.

1.10.2 JUDGE'S FAMILY/DOGS OWNED BY JUDGE

During a Rally Trial Judge's assignment, their immediate family or household members may not compete, even under other officiating Judges, at the same Trial in which they are judging. Dogs owned wholly or in part by a Rally Judge may not be exhibited at a Trial in which they are officiating.

1.10.3 JUDGE COMPETING ON DAY THEY ARE JUDGING

Judges may compete in a Rally Trial prior to their judging assignment on the same day on which they are judging. Rally Judges may show in cluster trials on weekends in which they are judging without restrictions on the order in which they judge and show. This includes same day rally trials when such events precede or follow but do not overlap the trial at which they officiate.

1.10.4 COMMUNICABLE DISEASE

No dog is eligible to compete at any show, no dog shall be brought into the grounds or premises of any dog show, and any dog which may have been brought into the grounds or premises of a dog show shall immediately be removed, if it:

1. Shows clinical symptoms of canine influenza, distemper, infectious hepatitis, parvovirus, leptospirosis, kennel cough or other communicable disease, or
2. Has been confirmed by a veterinarian to have a communicable disease within 30 days prior to the opening of the show, or
3. Has been kenneled within 30 days prior to the opening of the show in a household in which there were veterinarian-confirmed cases of canine influenza, distemper, infectious hepatitis, leptospirosis, kennel cough or other communicable disease.

The ASCA Board of Directors reserves the right to call a quarantine if the situation warrants. The length and details of such quarantine will vary depending on the specific disease and the gravity of the situation.

Protocol for Communicable Disease Notification:

1. In the event that a Host Affiliate is made aware of a dog exhibiting symptoms of a communicable disease, the Host Affiliate will in turn investigate, following the steps outlined in the ASCA Conflict Resolution Protocol, observe the dog, and, if warranted, remove the dog. Dogs that within 30 days prior to the show have traveled or have been kenneled with a dog exhibiting symptoms may also be removed. In the case of removal of a dog(s), the Affiliate shall immediately report it to the ASCA Board of Directors via the Executive Secretary by emailing the Affiliate Health and Safety Report. The Affiliate Club shall provide a copy of the report to the owner of the dog(s).
2. Owners who believe that their dogs have contracted a communicable disease while at an ASCA event or have attended an ASCA event within the incubation period of a communicable disease should report the illness to the ASCA Board of Directors by contacting the Executive Secretary and submitting the Owner's Health and Safety Report form. All reports will be kept confidential.
3. Reports received by the Board will be investigated by an assigned Director, per normal Board procedure, to assess the extent of the communicable disease risk. The assigned Director will investigate and will report the findings and a recommendation to the Board within 3 working days.
4. In instances of reported cases of communicable disease during or following the ASCA National Specialty, ASCA will send out a notice to the membership through its official means of communication, notifying members of the report of the disease and providing educational information concerning the disease in question. Affiliate Clubs scheduling events within 30 days of the ASCA National Specialty should be aware of possible financial losses if a quarantine is necessary.

5. The owner of a dog that has been in contact with another dog which has been confirmed by a veterinarian to have a Communicable Disease will be required to provide Veterinarian documentation to the ASCA Affiliate or the ASCA National Specialty Committee to receive an entry refund. This rule will be in force prior to or after the close of entries.

1.11 Qualifying Score

1.11.1 RANGE FOR QUALIFYING SCORES

Qualifying scores in ASCA Rally range from 170-200 points. A qualifying score in ASCA Rally may be earned in a single regular class at an ASCA Specialty or sanctioned Rally Trial. For a qualifying score to count toward a title, the dog must be entered in the correct class at the time entries close for the Rally trial entered.

1.11.2 “A” OR “B” QUALIFYING SCORE

A qualifying score will be awarded to those teams with a score of 170 or more points in any regular A or B Rally class.

1.11.3 “C” QUALIFYING SCORE

A “C” qualifying score will be awarded to those teams with a score of 190 points or higher in any C Rally class.

1.11.4 “X” QUALIFYING SCORE

An “X” qualifying score will be awarded to those teams with a score of 195 points or higher from any regular A, B, or C Rally class.

1.12 When Titles Are Won

1.12.1 COMPLETION OF TITLE BEFORE MOVING TO HIGHER LEVEL

These Rules and Regulations require that a dog shall have won a particular Rally title before competing in the next Rally class, a dog may be shown in such class at any Rally Trial after the handler has been informed at three Trials by at least two different Judges that the dog has received the necessary qualifying scores.

1.12.2 EARNING OF THIRD QUALIFYING SCORE

The third qualifying score must be earned before the trial at which the entry in the next rally level or class change is to be made.

1.13 Disqualification and Ineligibility

1.13.1 DISQUALIFICATIONS DEFINED

Dogs that are blind or that have lost a limb are not eligible to compete in any Rally class. Dogs that have been surgically altered for health reasons or disease, such as the loss of an eye or ear, may compete.

1.13.2 DISQUALIFYING A DOG

When a Judge finds any of these conditions in any dog they are judging, they shall disqualify the dog marking their book “Disqualified” and stating the reason. They shall not need to obtain the opinion of a veterinarian.

1.13.3 CANCELLATION OF AWARDS

When a dog has been disqualified under this section, all awards made to the dog at the Trial shall be canceled by ASCA and the dog may not again compete unless and until, following application by the owner to ASCA, the owner has received official notification from ASCA that the dog’s eligibility has been reinstated.

1.13.4 BREED STANDARD DISQUALIFICATIONS

Spayed bitches, castrated dogs, monorchid or cryptorchid males, and dogs that have faults which would disqualify them under the standards for their breeds may compete in Rally Trials if otherwise eligible under these Rules and Regulations.

1.13.5 LAME DOGS

A dog that is lame in the ring at any Rally Trial may not compete and shall not receive any score for the class in which it was determined to be lame. It shall be the Judge’s responsibility to determine whether a dog is lame. They shall not need to obtain the opinion of a veterinarian. If in the Judge’s opinion a dog is lame, they shall not score such a dog and shall mark their book “Excused-lame.”

1.13.6 TAPING AND BANDAGING

No dog shall be eligible to compete in a Rally Trial if it is taped or bandaged in any way or if it has anything attached to it for medical or corrective purposes. Such a dog must be immediately excused and under no circumstances may it be returned later for judging after the tape, bandage or attachment has been removed.

1.13.7 JUDGE'S KNOWLEDGE

A Rally Judge is not required to be familiar with the breed standards or to scrutinize each dog as in dog show judging but shall be alert for conditions that may require disqualification or exclusion under this section.

1.14 Disturbances

1.14.1 BITCHES IN SEASON

Bitches in season are not permitted to compete and the Judge must excuse them from competition, except in the Rally Finals and the ASCA Nationals Rally Trial pursuant to [Chapter 13](#) and [Chapter 14](#). Bitches in season must be crated (not placed in an exercise pen), outside the building or in a separate area at least 50 feet away from the Rally rings and warm-up ring prior to and during the competition, except while competing. A BIS may not use the designated warm-up ring. The Judge may excuse a bitch that appears to be so attractive to males as to be a disturbing element.

1.14.2 OUT OF CONTROL DOGS

The Rally Trial Judge must remove from competition any dog that its handler cannot control, any handler who interferes willfully with another competitor or their dog, and any handler who abuses their dog in the ring.

1.14.3 UNFIT TO COMPETE

The Judge must also excuse from competition any dog that they consider unfit to compete. If a dog or handler is disqualified or excused by a Judge, the reason shall be stated in the Judge's book or in a separate report.

1.15 Rally Ring Equipment

1.15.1 REQUIRED EQUIPMENT LIST

ASCA Affiliate Clubs hosting a sanctioned Specialty or Show must provide for each ring:

- A. One full set of ASCA Regulation Jumps as defined below.
- B. One full set of ASCA Rally signs and holders.
- C. Two working stop watches.
- D. Seven cones (minimum of 12 inches in height), two food dishes with secure covers, and two dog-safe toys.
- E. One full set of Station identifying numbers and four Star designators.

1.15.2 SIGNS AND HOLDERS

- A. A full set of Signs consists of one of each sign except for Right Turn, Left Turn, 270 Right Turn, 270 Left Turn, 45 Diagonal Left, 45 Diagonal Right, 225 Loop Left, 225 Loop Right, Normal Pace, and Send Over Jump, ~~and Halt, Leave-Dog~~; two each of these must be included.
- B. ASCA approved wording and symbols must be used on all signs.
- C. Signs must be a minimum of 8.5 x 11 inches and a maximum of 11 x 17 inches.
- D. Signs must be secured in place to the right of the handler's path unless indicated elsewhere in these Rules and Regulations.
- E. All sign holders must be designed to be properly secured during the Rally class. When designing sign holders, special consideration to weather conditions for outdoor trials should be given.
- F. All sign holders (not including the Finish sign) should be sequentially numbered on the course.
- G. Station numbers and star designators must be secured and displayed in a manner, so the numbers and stars are easily visible to the exhibitors.
- H. Station numbers and stars appearing on the star designators should be a minimum of 3 inches high.

1.15.3 JUMPS

Each ring requiring a jump or jumps must have a full set of regulation jumps available.

High Jump: The side posts of the High Jump shall be 4 feet high and may be made of metal, wood, or wood like material. The jump shall be 4 or 5 feet wide and shall be so constructed as to provide adjustment for each 4 inches from 8 to 16 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 one other 8-inch board and one 4-inch board. A bottom board of 4 inches must also be provided. A 6-inch board may also be provided. Boards may be made of any rigid material. The boards must be able to stack upon each other. The boards must slide into or over the uprights. The boards cannot be attached to the side posts, except for the bottom board. No interlocking boards allowed. The jump shall be painted a flat white. The width in inches, and nothing else, shall be painted in black 2-inch figures, and the figure on the bottom board representing the distance from the ground to the top of the board. If the high jump is made of material other than wood, it must weigh the same as if it were made of wood. (This is to keep the jump from falling over in a wind and/or if the dog taps the jump in going over it). The weight requirement may be waived if the jump set is commercially made.

Broad Jump: The Broad Jump shall consist of three boards, built to telescope for convenience, about 8 inches wide, the largest measuring about 4 or 5 feet in length and 6 inches high at the highest point, all painted a flat white. The boards may be made of metal, wood, or wood like material. If the boards are made of material other than wood, they must weigh the same as if they were made of wood. The weight requirement may be waived if the jump set is commercially made. When set up, they shall be arranged in order of size and shall be evenly spaced 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 board and the lowest board nearest the dog. The three boards shall be used for a jump of 32 inches, two for a jump of 16 to 24 inches, and one for a jump of 8 inches. When decreasing the number of boards in the jump, the highest board shall be removed first. It is the Judge's responsibility to see that the distance jumped is that required by these Rules and Regulations for the particular dog.

Bar Jump: The Bar Jump shall consist of a bar, which may be made of any rigid material that is between 2 and 2.5 square inches with the four edges rounded sufficiently to remove any sharpness. The bar shall be painted a flat black and white in alternate sections of about 3 inches each. The bar shall be supported by two unconnected 4-foot upright posts, which may be made of metal, wood, or wood-like material, about 4 or 5 feet apart. The bar shall be adjustable for each 2 inches of height from 4 to 16 inches, and the jump shall be so constructed and positioned that the bar can be knocked off without disturbing the uprights. The bar will be weighted if made of material other than wood, so it is not dislodged any easier than if it was made of wood.

1.15.4 RINGSIDE RULE BOOK

A current Rally Rule Book must also be readily available at ringside.

1.16 Rally Ribbons

1.16.1 REQUIRED RIBBONS

At Specialty or Sanctioned Rally Trials the following Placement Ribbons or Rosettes must be offered:

- | | |
|-----------------|---|
| A. First Place | F. X Qualifying |
| B. Second Place | G. High in Trial (from A and B Regular Classes) |
| C. Third Place | H. High Combined (from Excellent B and Masters B Regular Classes) |
| D. Fourth Place | I. High in Trial Junior (from A and B Regular Classes) |
| E. Qualifying | |

1.16.2 SUGGESTED AND REQUIRED COLORS

For Sanctioned Rally Trials, the following colors are suggested, unless sanctioned as a Specialty in which case the following colors must be used:

Regular Classes:

- | | |
|---------------------------------------|--|
| 1. First Place - Blue | 6. X Qualifying - Hunter or Dark Green (noted with X on front) |
| 2. Second Place - Red | 7. High in Trial - Tan and Blue |
| 3. Third Place - Yellow | 8. High Combined - Tan and Green |
| 4. Fourth Place - White | 9. High in Trial Junior - Tan and Maroon |
| 5. Qualifying - Kelly or Medium Green | |

Non-Regular Classes:

- | | |
|-------------------------|------------------------------|
| 1. First Place - Rose | 3. Third Place - Light Green |
| 2. Second Place - Brown | 4. Fourth Place - Gray |

1.16.3 SIZE OF RIBBONS

Each ribbon or rosette shall be at least 2 inches wide and at least 8 inches long and shall bear on its face the name of the placement and the name of the Host Club. The X Qualifying Ribbons must be larger than the normal Qualifying Ribbons and have an X on the face of each ribbon.

1.16.4 ADDITIONAL RIBBONS AND AWARDS

Additional ribbons and awards may be offered such as High Scoring Aussie and High Scoring Other Breed.

1.16.5 ASCA LOGO USE

The ASCA Logo may be used in awards and ribbons offered by an ASCA Affiliate Club hosting a sanctioned Show, Trial, or Agility competition.

1.17 Ribbons, Prizes, and Cancellation of Awards

1.17.1 REGULAR AND NON-REGULAR CLASS RIBBONS

Ribbons for the four official placements and all prizes offered for competition within a single Regular class at Sanctioned Rally Trials must be awarded only to dogs that earn Qualifying scores. Qualifying scores shall not be required for the awarding of ribbons and prizes in the non-regular classes. Awards for the four placements in these classes shall be based solely on number of points earned and time if required in a tie score.

1.17.2 CANCELLATION OF AWARDS

If an award in any regular Rally class is cancelled, the next highest scoring dog will receive that award. If there is no dog to move up, the award will be void. If ASCA cancels a dog's win, the dog's owner must return all ribbons and prizes to the Trial giving Club within 10 days of receiving the ASCA cancellation notice.

1.17.3 PRIZES FOR MEMBERS OF CERTAIN CLUBS OR ORGANIZATIONS

Prizes offered only to members of certain clubs or organizations will not be approved for publication in premium lists.

1.18 High in Trial from the Regular A and B Classes

1.18.1 ANNOUNCEMENT FOLLOWING LAST REGULAR CLASS

The dog receiving the highest qualifying score in the A or B regular classes shall be awarded the ribbons/rosettes and any prizes offered for the High in Trial (HIT) award, after announcement of final scores of the last regular class to be Judged. The Judge shall mark their Judge's books to reflect the above-mentioned win. At a Specialty, the Show Secretary shall mark the catalog to identify the dog receiving this award. Dogs entered in the C classes are not eligible for HIT awards.

1.18.2 AWARDING OF ADDITIONAL RIBBONS/AWARDS

If a Club wishes to offer other ribbons/awards for High Scoring Aussie, High Scoring Other Breed, and/or High Scoring C Class they may do so, if they are not offered in place of the High in Trial ribbon/rosette/award. Only one dog, regardless of breed, shall be awarded High in Trial.

1.18.3 CALCULATIONS HIT

The highest score will be calculated by combining the dog's score with a point value determined by level of Rally class where the qualifying score was received (see below for the point value for each level). Only dogs receiving first place and qualifying scores from the A or B classes are eligible for the High in Trial award. If a dog qualifies in two classes in one Trial, only the highest score will be used for the HIT calculation.

Level of Qualifying Rally Score Points:

- Novice - 1 point
- Advanced - 2 points
- Excellent - 3 points
- Masters - 4 points

Example: A Novice team with a score of 200, an Advanced team with a score of 199, an Excellent team with a score of 198, and a Masters team with a score of 197 would all tie and need to do a runoff. A Novice team score of 200 would not win HIT over a Masters Team score of 198 or higher.

1.18.4 TIES FOR HIT

In case of a tie between dogs eligible for any of the above awards, each Team shall perform the Novice course, including the stay exercise, on lead. The highest score shall determine the winner. If more than one Team receives the same score, the faster time shall determine the winner.

1.19 High Combined Score in Excellent B and Masters B

1.19.1 ANNOUNCEMENT FOLLOWING LAST REGULAR CLASS

The dog receiving the highest combined qualifying scores in the Excellent B and Masters B classes (High Combined - HC) shall be awarded the ribbons/rosettes and any prizes offered for this award, after announcement of final scores of the last regular class to be judged. The Judge shall mark their Judge's books to reflect the above-mentioned win. At a Specialty, the Show Secretary shall mark the catalog to identify the dog receiving this award.

1.19.2 TIE FOR HC

In case of a tie between dogs eligible for this award, the dog with the highest score or placement in the Masters class shall determine the winner.

1.20 High in Trial Junior Handler in the Regular Classes

1.20.1 ANNOUNCEMENT FOLLOWING LAST REGULAR CLASS

The Junior Handler (anyone 17 years or younger on June 1st of the current ASCA year competing) receiving the highest qualifying score in the A or B Regular Classes shall be awarded the ribbon and any prizes offered for this placement, after the announcement of the final scores of the last Regular Class to be judged. The Show or Trial Secretary shall mark the catalog to identify the Junior Handler receiving this award. Highest score will be a combination of score and level of Rally class where a qualifying score was received as specified in [Section 1.18](#) from the Regular A and B Classes.

1.20.2 TIE FOR HIT JUNIOR HANDLER

In case of a tie between Junior Handlers eligible for any of the above awards, each Junior Handler and dog shall perform the Novice course, including the stay exercise, on lead. The highest score shall determine the winner. If more than one Team receives the same score, the faster time shall determine the winner.

1.21 Risk

The owner or agent entering a dog in a Rally Trial does so at their own risk and agrees to abide by all ASCA Rally Rules and Regulations.

1.22 Decisions

At the Trial, the decisions of the Judge shall be final in all matters affecting the scoring and the working of the dogs and their handlers. The Rally Trial Committee, or the Show Committee, shall decide all other matters arising at the Trial, including protests against dogs, subject to the Rules and Regulations of ASCA.

1.23 Dogs Entered and Scheduled to Compete

After the close of entries, any dog entered and able to show is strongly encouraged to compete. If a conflict occurs or the handler deems it necessary to scratch an entered dog, they must do so as soon as possible to keep the flow of the Trial. Scratching an entry after the close of entries will void any monies due back to entrant, unless otherwise stated by the Host Club and posted in the Trial premium. Once a handler and dog have entered the ring, they must attempt to complete the course unless excused by the Judge, Handler, Show or Rally Trial Committee, or by the official Veterinarian to protect the health of the dog or of other dogs at the Trial. The excusal by the official Veterinarian must be in writing and must be approved by the Show or Trial Secretary and must be submitted to ASCA with the report of the Trial.

1.24 Judging Program

Any Affiliate Club holding a Specialty with a closed entry date must prepare, after the entries have closed, a program showing the time scheduled for judging. A copy of this program shall be sent to the owner of each entered dog and to each Judge, and the program shall be printed in the catalog. In addition, 30 minutes to 1 hour for rest or meals must be allowed if it will take more than 5 hours of actual judging to judge the dogs entered under them. Judges can judge up to 120 runs per day. It is suggested that a Judge not judge more than 8 hours in a single day. If a Rally Judge is judging more than one ASCA sanctioned event per day, the 8 hours includes all assignments.

1.25 Limitation of Entries

1.25.1 LIMITING ENTRIES

If a Club anticipates an entry in excess of its facilities for a Specialty or Sanctioned Rally Trial, it may limit entries in any or all classes.

1.25.2 ANNOUNCEMENT OF LIMITS

Prominent announcement of such limits must appear on the title or cover page of the premium list for a Rally Trial or immediately under the Rally heading in the premium list for a Conformation show or Obedience Trial, with a statement that entries in one or more specified classes in the Rally Trial will automatically close when a certain limit or limits have been reached, even though the official closing date for entries has not arrived.

1.25.3 LIMITING TO ASCA REGISTERED AUSTRALIAN SHEPHERDS

An Affiliate Club may limit its Sanctioned Rally Trial to ASCA registered Australian Shepherds only. Prominent announcement of such limits must appear on the title or cover page of the premium list for a Sanctioned Rally Trial or immediately under the Rally heading in the premium list for a dog show.

1.26 Additional Judges, Reassignment, and Split Classes

1.26.1 ADDITIONAL JUDGES

Additional Judges must be scheduled if entries exceed 120 runs per day, provided entries have not been limited.

1.26.2 REASSIGNMENT OF CLASSES

If, when the entries have closed, it is found that the entry under one or more Judges exceeds the limit of 120 runs per day per Judge, the Club shall immediately secure the approval from the ASCA Business Office for the appointment of one or more additional Judges, or for reassignment of its advertised Judges, so that no Judge will be required to exceed the limit. If a Judge with an excessive entry was advertised to judge more than one class, one or more of their classes shall be assigned to another Judge. The class or classes selected for reassignment shall first be any Non-regular classes for which they were advertised and shall then be either the regular class or classes with the minimum number of entries, or those with the minimum scheduled time, which will bring the advertised Judge's schedule within, and as close as possible to the maximum limit. If a Judge with an excessive entry was advertised to judge only one class, the Show Secretary shall divide the entry as evenly as possible between the advertised Judge and the other Judge by drawing lots.

1.26.3 NOTIFICATION OF JUDGE CHANGES

The Club shall promptly send a notification of any change of Judge to the owner of each entry affected. The owner shall be permitted to withdraw such entry at any time prior to the date of the show, and the entry fee shall then be refunded. If the entry in any one class is split in this manner, the advertised Judge shall judge the run-off of any tie scores that may develop between the two divisions of the class, after each Judge has first run off any ties resulting from their own judging.

1.27 Emergency Replacement Judge

1.27.1 QUALIFICATIONS

In the event of an emergency where a hired Judge cannot fulfill their assignment, the Trial Chair along with the Trial Committee/ASCA Affiliate, may choose a replacement Judge with the following qualifications in order of priority as listed below and taking into consideration the amount of time an Affiliate must find a replacement and the financial ability to use replacements in the following order.

1. ASCA approved Judge not entered in the trial.
2. ASCA approved Judge entered in the trial.
3. ASCA Rally Judge applicant entered in the trial or not entered in the trial.
4. A person entered in the trial with the most experience training and trialing in the ASCA Rally program with the highest title among the exhibitors willing to judge. Ideally, they will have trialed and titled a dog through the Masters level.

1.27.2 NOTIFICATION TO BUSINESS OFFICE

The ASCA Business Office must be notified of the judge cancellation as soon as the Affiliate is aware a judge change will be needed. If the original judge notifies the Club of the need to cancel outside of normal business hours, the ASCA Business Office must be notified the next morning the Office is open.

1.27.3 NOTIFICATION TO EXHIBITORS AND REFUNDS

If the replacement judge was hired after the trial was open for entries, the ASCA Affiliate will post in a prominent place that a replacement judge is being used and offer to refund entry fees if an exhibitor chooses not to trial. Requests for a refund must be made in writing prior to the trial starting.

1.27.4 AVAILABILITY OF COURSES

Availability of courses for the trial will be in the following order.

- A. A set of courses designed and prepared by emergency replacement judge if time and circumstances allow for their set to be submitted for course review as outlined in [Chapter 16](#).
- B. The original judge's approved courses forwarded to emergency replacement judge if time & circumstances allow.
- C. If time and circumstances do not permit the approved courses to be sent to the replacement judge, the approved courses shall be sent to the Trial Chair or Trial Secretary.
- D. The Course Reviewer will be contacted so the reviewer can forward the approved courses to the Trial Secretary and the Emergency Replacement Judge.
- E. If time and circumstances do not permit the Course Reviewer to send the approved courses to anyone, the replacement judge shall contact the ASCA Business Office, the ASCA Rally Committee Chair, or the ASCA Board of Directors' Rally Committee Liaison for a secure link on the ASCA Website to access approved emergency-use course sets.

- F. If time and circumstances do not permit the emergency replacement judge to access the approved emergency-use courses on the ASCA Website, the Trial Chair or Trial Secretary will be given access to the emergency-use approved courses, so the trial can go on as scheduled.

1.27.5 IMMEDIATE FAMILY

The emergency rally judge may not judge their immediate family (spouse, parents, grandparents, children, grandchildren, siblings, or any combination of the preceding by marriage, i.e., stepchildren or parents-in-law) or household members.

1.28 Split Classes, Official Ribbons, and Prizes

1.28.1 RIBBONS FOR SPLIT CLASSES

A Club that holds a split class, whether the split is announced in the Premium List or after entries close because the entries exceed 8 hours of judging or 120 runs, shall award ASCA official ribbons in both divisions.

1.28.2 PRIZES FOR SPLIT CLASSES

If a split class is announced in the Premium List, duplicate placement prizes will be offered in each division. If prizes are offered for placements in a class that must be split after entries close, duplicate prizes or prizes of equal value will be offered in the additional division of the class.

1.29 Stewards

The Judge is in sole charge of their ring until their assignment is completed. Stewards are provided to assist the Judge; they may act only on the Judge's instructions. Stewards shall not give information or instructions to owners and handlers except as specifically instructed by the Judge, and then only in such manner that it is clear that the instructions are those of the Judge. Handlers may steward classes other than those in which they are entered.

1.30 Ring Area and Conditions

1.30.1 RING SIZE/USE OF RING

The ring shall be rectangular, and a minimum of 2,000 square feet with no side being less than 40 feet for all Rally classes.

- A. No grooming or crating is permitted within 10 feet of any Rally ring during the Rally portion of the show.
- B. No food, toys, or other types of reward item allowed within 10 feet of the Rally ring.
- C. Clubs must ensure that Rally rings are used only for Obedience and Rally trials, not for practice or warm-ups prior to trials being held same day.

1.30.2 OUTSIDE RINGS

Outside rings should be a clean level surface of grass no more than 2 inches long, or dirt without any mud puddles in the ring area. The rings shall be as near as can be determined by visual inspection, free of rodent or insect colonies and clean of any animal waste. Insecticides or poisons may not be used to remedy pre-existing conditions on the day of the show. On surfaces such as wood or concrete flooring, which require a non-skid surface, mats should cover the entire ring.

1.30.3 PERIMETER/INCLEMENT WEATHER

- A. An area surrounding the rally ring no smaller than 10 feet in any direction shall be cleaned and posted for "no crating, holding of dogs, food, drinks, toys or other type of reward items" during the rally portion of the event.
- B. No food, toys, or other types of reward item are allowed within 10 feet of any side of the rally ring.
- C. If inclement weather at an outdoor trial necessitates the judging of Rally under shelter, the requirements as to ring size may be waived if approved by the Rally Judge. If such actions are taken, a full report must be included with the trial results sent to the ASCA Business Office.

1.31 Rally Rings at Dog Shows

1.31.1 OUTDOOR DOG SHOW

At an outdoor Dog Show, a separate ring or rings shall be provided for Rally. A sign forbidding anyone to permit any dog to use the ring during the entire time of the show except when being judged shall be set up in each such ring by the Show Secretary. It shall be the duty of the Trial Chair or the Show Committee to enforce this Regulation.

1.31.2 LIMITED SPACE AT INDOOR TRIAL

At an indoor show where limited space does not permit the exclusive use of any ring for Rally, the same Regulation will apply after the Rally rings have been set up.

1.31.3 RING ENCLOSURE MATERIAL

At any Dog Show, the material used for enclosing the Rally rings shall be at least equal to the material used for enclosing the Breed rings.

1.31.4 RALLY IN CONFORMATION RING

A Rally Trial shall always precede a conformation show when sanctioning a trial, or trials, if the same ring is used for both disciplines on the same day. No trial, or trials, for Rally will be sanctioned that do not follow this directive. There will be no special exceptions for sanctioning. If used the next day following a Conformation show, the ring must be thoroughly cleaned of any debris, odors, and residue prior to the start of the Trial. Same day usage is allowed at an already sanctioned trial ONLY in an emergency situation (see [Appendix A](#)). This emergency usage of the conformation ring must be approved by the Show Committee. Upon approval by the Show Committee the ring must be cleaned thoroughly of any odors, residues, and bait. The ring must be aired at least 1 hour before being used. The Rally Trial Secretary will notify each exhibitor a minimum of 1 hour prior to the rally trial starting that the conformation ring will be re-used for rally. If Exhibitors choose to withdraw their entry or entries due to re-usage of the conformation ring, a full refund of their entry fee(s) will be applicable. The Rally Trial Secretary will inform the Rally Judge that the ring was previously used for Conformation, and the Rally Judge shall inspect and then approve the ring for usage. When turning in the trial results, the Rally Trial Secretary shall note the emergency usage of the conformation ring for rally, that the Show Committee's approval was obtained, what constituted the emergency use of the conformation ring for rally and, if applicable, what member of the ASCA Rally Committee was contacted if it was felt by the Show Committee that emergency usage needed to be clarified for the Club to be in compliance. This information should be forwarded to the ASCA Rally Committee Chair by the ASCA Business Office.

1.32 Judge's Report on Ring and Equipment

The Show Coordinator, Show Secretary, and the Officials of the Club holding the Rally Trial are responsible for providing rings and equipment that meet the requirements of these Rules and Regulations. However, the Judge must check the ring and equipment provided for their use before starting to judge and must report to the ASCA Business Office after the Trial any undesirable ring conditions or deficiencies that have not been promptly corrected at their request.

1.33 Boundaries of Show Grounds

The limits are the boundaries of the grounds. Premises constitute a larger area, its boundaries not well defined. It consists of the land, buildings, and all parking areas adjacent to and a continuation of the show grounds where a Rally Trial is held whether held separately or in conjunction with a conformation Show, Obedience Trial, Stock Dog Trial, Tracking or Tracking Dog Excellent Test, or Agility Trial. Any area inside the limits is on the premises, but an area does not have to be within the limits to be considered within the 'premises.

1.34 Discrimination

Any Affiliate Club that accepts an entry fee other than that published in its premium list or flyer or in any way discriminates between Owners or Handlers shall be disciplined. The same entry fee shall be charged for all dogs entered in any Regular Class. No Host Club shall offer to any one owner or handler any special inducement, such as trophies, reduced entry fees, rebates, additional prize money, or any other concession for entering any dog(s).

1.35 Submitting Records

After each ASCA sanctioned event, all Judge's Books (Non-regular and Regular classes), Gross Receipts report, including Event Membership dues, Sanction Grant, and Rally Trial Report must be sent to the ASCA Business Office, postmarked no later than 15 days after the close of the last show of the cluster. A set of course maps (to be forwarded to the assigned Course Reviewer) used for the trial along with reasons for any changes to courses, must also be submitted to the ASCA Business Office along with the trial results. Penalty for noncompliance of any above is a late fee (see the ASCA [Schedule of Fees](#)) for each day's delay and such other penalties as may be imposed by the ASCA Board of Directors. The club must retain all paperwork, including all entry forms, for a period of one year from the date of the show. The entry forms should be made available to the ASCA Business Office upon request.

1.36 Code of Personal Conduct

According to ASCA's By-Laws, one of the objectives and purposes of the Club is to do all in its power to protect and advance the interests of the Australian Shepherd as a purebred dog and to encourage sportsmanlike competition at dog shows, working and obedience trials, tracking tests/trials and at any other event where Australian Shepherds participate. Contestants, event workers, judges, and visitors are expected to maintain a family-oriented, sportsmanlike atmosphere. Judges and workers are expected to exhibit professionalism and courtesy. Competitors are expected to conduct themselves at the highest level of sportsmanship.

1.36.1 PERSONAL CONDUCT AND SPORTSMANSHIP AT ASCA EVENTS

ASCA has the right to reprimand or suspend its members, contestants, judges, helpers, and officials, from any or all privileges of ASCA for conduct prejudicial to the best interests of the Australian Shepherd, ASCA events or ASCA. ASCA has the right to remove from its show grounds any visitors who violate its code of conduct. Everyone at an ASCA event shall maintain the highest level of sportsmanship and are to conduct themselves accordingly. Foul/ abusive language, yelling at exhibitors or judges, disorderly conduct, and/or poor sportsmanship will not be allowed and will be disciplined.

Poor Sportsmanship is grounds for discipline. This includes purposeful harassment and bullying. If poor conduct occurs, an Affiliate or the ASCA Board of Directors may take direct action, even if no formal request for conflict resolution is filed. If a representative of the Affiliate (Show Secretary, President, other Officer, etc.) witnesses improper conduct, the Affiliate should remove the disruptive individual(s) from the event grounds for the entire show/trial weekend. Any other person observing poor sportsmanship should file a Request for Conflict Resolution, making the behavior in question subject to the ASCA Conflict Resolution Protocol.

The presiding Judge/Judges is/are responsible for enforcing the preceding within the ring/trial arena. The Event Committee is responsible for enforcing the preceding outside the ring/trial arena and within the Show Grounds. For enforcement, the following definitions apply:

Boundaries of Ring/Trial Arena and Show Grounds:

1. **RING/TRIAL ARENA:** The ring/trial arena is the bounded area in which judging of an event occurs and over which the Judge has authority. The boundary is defined by physical barriers plus a buffer zone extending 10 feet from such physical barriers.
2. **SHOW GROUNDS:** The Show Grounds are the boundaries of the grounds on which ASCA events are held. They include, but are not limited to, all areas outside the ring/trial arena (including the buffer zone) set aside to support the conduct of the event.

Chapter 2. Regulations for Performance and Judging

2.1 Standardized Judging

Standardized judging is of paramount importance. Judges are not permitted to inject their own variations into the exercises but must see that each handler and dog executes the various exercises exactly as described in these Rules and Regulations. A handler who is familiar with these Rules and Regulations should be able to enter the ring under any Judge without having to inquire how the particular Judge wishes to have any exercise performed, and without being confronted with some unexpected requirement.

2.2 Standard of Perfection

The Judge must carry a mental picture of the theoretically perfect performance in each exercise and score each dog and handler against this visualized standard which shall combine the utmost in willingness, enjoyment, and precision on the part of the dog, and naturalness, gentleness, and smoothness in handling. Speed is not to be considered equivalent to willingness and enjoyment. Lack of willingness or enjoyment on the part of the dog can be penalized as lack of accuracy in the dog's performance, and roughness in handling, loud or harsh commands, or intimidating signals by the handler can also be penalized. There shall be no penalty of less than 1 point.

2.3 Qualifying Performance

A Judge's certification in their Judge's book of a Qualifying score for any particular dog constitutes their certification to the ASCA Show Secretary that the dog on this particular occasion has performed adequately and has been judged to have at least a minimum qualifying score in accordance with these Rules and Regulations, and that its performance on this occasion would justify the awarding of the Rally title associated with the particular class. A qualifying score must never be awarded to a dog whose performance has not met the minimum requirements, to a dog that shows fear or resentment, that relieves itself at any time while in the ring for judging, or whose handler disciplines or abuses it while in the ring. A handler shall not carry or offer food, toys, or other types of reward item in the ring; doing so will also be scored as a non-qualifying score (NQ).

2.4 Judge's Directions

The Judge's instructions should be given to each handler in a clear and understandable manner, and in such a way that the work of the dog is not disturbed. Prior to starting each run, the Judge shall check to be sure the leash is properly placed for the Stay exercise (if included), the timer is ready, and lastly, will ask the exhibitor "Are you ready?"

2.5 No Added Requirements

No Judge shall require any dog or handler to do anything, nor penalize a dog or handler for failing to do anything, that is not required by these Rules and Regulations.

2.6 A, B, and C Classes, and Different Breeds

The same methods and standards must be used for judging and scoring the A, B, and C Classes, and in judging and scoring the work of dogs of different breeds.

2.7 Interference and Double Handling

A Judge who is aware of any assistance, interference, or attempt to control a dog from outside the ring, must act promptly to stop such double handling or interference, and shall penalize the dog substantially if in their opinion the assistance or interference helps the Team, or, if in the Judge's opinion the circumstances warrant, shall give the dog a score of zero for the station of the course during which the aid was received.

2.8 Re-Judging

If a dog has failed to qualify in a particular Rally course, it shall not ordinarily be re-judged nor given a second chance; but if in the Judge's opinion the dog's performance was prejudiced by peculiar and unusual conditions, the Judge may at their own discretion, re-judge the dog on the entire course.

2.9 Ties

In case of a tie for any prize placement in the Novice, Advanced, Excellent, or Masters class, the team completing the course in the least amount of time will receive the higher placement. If both the score and time are the same, the teams will repeat the course and will be scored and timed again. The original scores will not be changed, but the higher placement will be given to the team with the higher score in the run-off. If the scores for the run-off are the same, the faster team will be declared the winner of the run-off. A notation will be made by placing a plus sign (+) after the original score of the winner of the run-off.

2.10 Judge's Book and Score Sheets

2.10.1 ENTERING SCORES/FINAL SCORE APPROVAL

The Judge or their designated Table Steward must enter the scores or total score in the official Judge's book as timely as possible after each dog has been judged. No score may be changed except to correct a mathematical error or unless a score has been entered in the wrong column. All final scores must be entered in the Judge's book and be reviewed and approved by the Judge before prizes are awarded.

2.10.2 TABLE STEWARD OR JUDGE

No person other than the Judge may make any entry in the Judge's book except for the designated Table Steward, who may enter scores and time only.

2.10.3 SCORE SHEETS

Judges shall use separate official score sheets for each exhibitor but shall not give out such sheets, nor permit anyone else to distribute official score sheets or cards prepared by the Judge. The official score sheets will be made available for viewing at the ring table after the conclusion of awards from the class.

2.10.4 HANDLERS VIEWING SCORE SHEETS

Copies of the sheets in the official Judge's book shall be made available through the Show or Trial Secretary for examination by the owners and handlers in a timely manner after the prizes have been awarded in each class.

2.10.5 RETAINING JUDGES BOOKS

A Judge must keep copies of all Judges books for Trials in which they judged for a period of 6 months.

2.11 Announcement of Scores

2.11.1 POSTING UNOFFICIAL SCORES

The Judge shall disclose scores to exhibitors and spectators by having the unofficial scores posted ringside in a timely manner after each team has completed the course. After all the scores are recorded for the class, or for the division in the case of a split class, the Judge shall call for the available dogs that have earned qualifying scores to be brought into the ring (or an alternate location in the case of adverse conditions).

2.11.2 PINNING THE CLASS

Before awarding the prizes, the Judge shall inform the exhibitors and spectators as to the maximum number of points for a perfect score, an X score, or a C score out of the C class, as well as the minimum number of points to qualify. They shall then announce the placements and scores. The Judge shall then present to all handlers with qualifying scores their X, C, or regular qualifying score and their X or regular qualifying ribbon.

A team competing in the C class receiving a qualifying score between 170 and 189 will receive a regular qualifying ribbon. A team competing in the C class receiving a qualifying score between 190 and 194 will receive a regular qualifying ribbon and their score will count toward their C title at the level they are entered. A team competing in the C class receiving a qualifying score between 195 and 200 will receive an "X" qualifying ribbon and their score will count toward both their X title (if it has not already been earned) and their C title at the level they are entered.

2.12 Explanations and Errors

The Judge is not required to explain their scoring and need not enter any discussion with any contestant who appears to be dissatisfied. However, after prizes have been awarded and the Judge's book turned in, the Judge is encouraged, but not required, to discuss the scoring with the exhibitor. Any interested person who thinks that there may have been a mathematical error or an error in identifying a dog may report the facts to one of the Stewards or to the Show or Trial Secretary so that the matter may be checked.

2.13 Compliance with Regulations and Standards

In accordance with the certification on the entry form, the handler of each dog and the person signing each entry form must be familiar with the Rally Rules and Regulations applicable to the class in which the dog is entered.

2.14 Physically Challenged Handlers

2.14.1 MODIFICATION AND ACCOMMODATIONS

The Australian Shepherd Club of America strives to provide an opportunity for everyone to participate in its events. As such, a Judge may modify the judging requirements to accommodate a physically challenged handler.

2.14.2 USE OF MOBILITY AIDS

Judges may modify the specific requirements of these Rules and Regulations to the extent necessary to permit physically challenged handlers to compete, provided such handlers can move about the ring without physical assistance or guidance from another person except for the Judge or Steward. Blind handlers may have a person of their choice assist them in the reading of the signs and guidance through the course. Assistants may not coach or provide instruction on how to perform the stations while in the ring. The primary function of exhibiting the dog is the responsibility of the handler and not the assistant. A physically challenged handler may compete using a cane, crutch, wheelchair, or other mobility aid.

2.14.3 PENALTIES

All teams shall be required to perform all stations of the Rally course and shall be penalized for failure to perform any part of a course.

2.15 Catalog Order

2.15.1 JUMP HEIGHT ORDER

Dogs should be judged in catalog order to the extent that it is practical to do so without holding up the judging in any ring. For the Excellent and Masters classes, the entries shall be arranged according to the dog's jump height in either ascending or descending order.

2.15.2 WAITING FOR DOGS

Judges are not required to wait for dogs. It is the responsibility of each handler to be ready with their dog at ringside when required, without being called. The Judge's first consideration should be the convenience of those exhibitors who are at ringside with their dogs when scheduled and who ask no favors.

2.15.3 JUDGING DOGS OUT OF CATALOG ORDER

A Judge may agree on request prior to the scheduled starting time of the class, to judge a dog out of scheduled catalog order. However, a Judge should not hesitate to mark absent and to refuse to judge any team that is not at ringside ready to be judged in catalog order if no arrangement has been made in advance.

2.16 Use of Leash

All dogs shall be kept on leash except when in the Rally ring or exercise ring. Dogs must be brought into the ring and taken out of the ring on leash. Dogs must be kept on leash in the ring when brought in to receive awards. The leash shall

be left on the Judge's table or other designated place for Advanced, Excellent, and Masters classes. The leash must be of fabric or leather and, for the Stay exercise in the Novice class, the leash must be 6 feet in length.

2.17 Collars

Dogs in the Rally ring must wear a collar. The collar may be a buckle, slip, toggle, or martingale type. If a buckle collar is used, the buckle must be made of metal or plastic. Slip collars of an appropriate single length of leather, fabric, or chain with two rings, one on each end are acceptable. Martingale collars may be any combination of chain, fabric, or leather. Collars made of leather, fabric, or chain may be of any color. Decorations may be stamped into the leather or fabric. The dog's name and/or title may not be on the collar. Special training collars (prong, spikes on the inside or outside, or electronic collars) or collars that are either too tight or so large that they hang down unreasonably in front of the dogs are not permitted. There shall not be anything hanging from or attached to the collars. Collars must be able to be separated from the leash.

2.18 Heel Position Defined

Heel position, as used in these Rules and Regulations, applies whether the dog is sitting, standing, lying down, or moving at heel. The dog shall be straight in line with the direction in which the handler is facing, at the side of 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. However, perfect heel position is not required in ASCA Rally except where otherwise mentioned in these Rally Rules and Regulations. Any faults in traditional Obedience that would be evaluated and scored as a 1-point deduction or more should be scored the same in Rally, unless otherwise mentioned in these Rules and Regulations.

2.19 Use of Hands

Hands and arms need not be held in any particular position, except that they should not interfere with the dog's movement or give the appearance of holding food (baiting) to accomplish an element of an exercise. A 1-point handler error may be deducted for each infraction. Touching the dog is not permitted while on the course, and shall be scored under Heeling and Conduct, unless specifically allowed in an exercise description. Gentle petting is allowed prior to the Judge's question "Are you ready?" and after passing the Finish sign and attaching the leash.

2.20 Commands, Signals, and Praise

2.20.1 USE OF COMMANDS AND SIGNALS

Handlers are permitted to talk, praise, encourage, clap their hands, pat their legs, or use any verbal means of encouragement, unless otherwise specified in these Rally Rules and Regulations. Whistling or the use of a whistle is not permitted while in the rally ring. Multiple commands and/or signals using one or both arms and hands are allowed unless otherwise specified in these Rules and Regulations. Shouting or the use of loud commands is not necessary even in a noisy place if the dog is properly trained to respond to a normal tone of voice. Intimidating signals or commands (which in the Judge's opinion are excessively loud or harsh), may be assessed a handler error.

2.20.2 HANDLER ERRORS

A handler error shall be assessed if an additional command or signal is given when only signals are permitted, or the dog's name is used with only a signal.

2.20.3 REASONABLE CONTROL DURING PRAISE

Points will be deducted for a dog that is not under reasonable control while being praised, when praise is allowed during the performance of the Rally course.

2.21 Handling and Touching Dog

Only in the Novice classes may the dog be positioned by hand for the stand portion of an exercise. Physical guidance, such as placing the dog in position with the hands or straightening the dog with the knees or feet, is not permitted in any other exercise. Such guidance shall be scored as an Incorrect Performance (IP) for the station where it occurred. A handler error, scored under Heeling and Conduct, will be given to any handler who picks up or carries their dog at any time in the Rally ring.

2.22 General Procedures

ASCA Rally is a sport in which the dog and handler complete a course designed by the Rally Judge. Each course is set up with a predetermined number of designated stations. A sign from the approved set of ASCA signs appropriate to the level designates each station; each sign provides instruction regarding the skill the handler and dog must perform before continuing to the next station. The dog and handler team move continuously through the course without directions from the Judge after the command to start. There should be a sense of teamwork between the dog and handler throughout the course. The course maps for the day will be posted no later than 15 minutes prior to the first walk through time.

2.22.1 THE BASICS OF POSTING AND DISTRIBUTING OF COURSE MAPS

A set of course maps must be posted no later than 15 minutes prior to the first walk through of the course. Course maps should be spaced a few feet apart to allow multiple people to view each course map at the same time.

If course maps will be distributed to exhibitors, they cannot be distributed earlier than the courses are posted.

Under no circumstances should the Trial Secretary or Judge share courses with any other person, exhibiting or not, prior to the time courses are made available to all exhibitors at the trial.

The only exception to this is a course building set (which stays at the table when not in use) will be made available to the course builder up to 60 minutes before the trial is to begin in order to help the trial run smoothly and efficiently.

If there are two trials in the day, the course maps for the second trial should not be posted or distributed until after conclusion of the first trial.

Many Judges/clubs make extra copies of course maps that handlers can take back to their setup without having to refer to the set that is posted. While exhibitors have come to expect to have course maps available, it is not required.

2.22.2 CHECK-IN

Exhibitors shall check in at the ring table prior to their class. Jump heights should be confirmed at check-in and anyone with conflicts should alert the Steward at this time.

2.22.3 PLACEMENT OF SIGNS / LOCATION OF PERFORMANCE

The signs are to be placed to the right of the handler's path except for a change of direction sign, which will be placed directly in the path of the team. Exercises are performed in numerical order and either directly in front, (change of direction), at the sign, (change of pace), or near and to the left of the signs. Signs including more than two elements are to be readable to the handler during the performance of the station. The Judge determines the exact placement of signs and walks the course prior to the walk-through.

2.22.4 WALK-THROUGH

The Judge will open the course for a maximum 10-minute walk through to handlers (no dogs), entered in each level. The Judge shall be present for any questions prior to the start of the class. In the case of large classes, the walk through may be divided at the Judge's discretion.

2.23 Scoring and Minimum Penalties

Scoring for all levels and each class is based on a maximum score of 200 points. Any error that is less than a 1-point deduction in Obedience is not to be deducted in Rally. The following deductions shall apply while the team is in the ring:

1-point deduction for each occurrence of any of the following:

1. Tight leash.
2. Dog interfering with handler.
3. Poor sit.
4. Slow or resistant to respond.
5. Touching or ticking a jump, pylon, post, distraction, sign, or person.
6. Out of position.
7. Giving the appearance of baiting.
8. Whistling.
9. Snapping fingers.
10. Dog fails to remain under reasonable control while being praised.
11. In Excellent and Masters, handler patting their legs or clapping to encourage their dog.
12. Unless specified in the exercise description, handler touching the dog at any time on the course after the Judge has said "Are you ready?" and prior to passing Finish and attaching the leash.
13. In Masters, an additional command or signal on any element of an exercise (except exercise #401, see below).

3-point deduction for each occurrence of any of the following:

1. Repeat of a station (only one retry of each station will be allowed for all class levels except Novice, where two are permitted).
2. Pylon/post knocked over on the Figure 8, Spiral, or Serpentine station.
3. Lack of control.
4. Loud command or intimidating signal.
5. Excessive barking.
6. Picking up or disrupting Distractions.
7. A verbal command given in the Masters Signal exercise (#401) during signals, or the dog's name is used with only a signal.

10-point deduction for each occurrence of the following:

1. Incorrectly Performed station (IP) with a 10-point value.
2. Physical guidance, such as placing the dog in position with the hands (**Exception:** sign #101 in Novice) or straightening the dog with knees or feet for stations with a 10-point value.
3. A handler error large enough to interfere with the completion of an exercise valued at 10 points.
4. Jump station worth 10 points not left at initial height or length (IP). A 10-point IP is scored when a jump exercise is not available for the dog to take at the initial height or length. An example of when this can happen is on a Master's course that uses the same jump for two different jump exercises and the jump was knocked over or displaced when the dog took the jump on the first jump exercise.
5. Jump station worth 10 points not left at initial height or length after Jump Station is attempted (IP).
6. Failure to complete the Stay exercise (IP) when not starred, no retries allowed.

20-point deduction for occurrence of any of the following:

1. Incorrectly Performed station (IP) designated as a Star station.
2. Physical guidance, such as placing the dog in position with the hands (**Exception:** sign #101 in Novice) or straightening the dog with knees or feet for stations with a 20-point value.
3. A handler error large enough to interfere with the completion of an exercise valued at 20 points.
4. Jump station worth 20 points not left at initial height or length (IP). A 20-point IP is scored when a jump exercise is not available for the dog to take at the initial height or length. An example of when this can happen is on a Master's course that uses the same jump for two different jump exercises and the jump was knocked over or displaced when the dog took the jump on the first jump exercise.
5. Jump station worth 20 points not left in initial height or length after Jump Station is attempted (IP).
6. Failure to complete the Stay exercise (IP) when starred, no retries allowed.

Incorrectly Performed station (IP): When a team attempts a station and fails to perform the primary parts of the station on the first attempt, the handler may choose to retry the station for a correct performance, accepting the mandatory 3-point deduction for the retry of the station. The station is considered an IP if the handler chooses not to retry or fails to perform that station correctly on the second or in Novice, the third attempt.

1 to 5-point deductions for each occurrence of any of the following:

1. Lack of teamwork.
2. Lack of accuracy in the dog's performance.
3. Lack of briskness.
4. Handler error.
5. Hitting the jump.
6. Misbehavior such as nipping, barking, or running away from its handler.

Handler errors can be assessed 1 to 5 points for each handler error or up to an IP if the handler error is such that it prevents the exercise from being performed correctly. This is not an exhaustive list of possible handler errors but serves as examples of performances frequently observed at trials.

1. Once a handler has stopped at any halt station, the handler cannot move their feet to assist a dog.
2. Use of leash or hand to correct the dog.
3. Handler touching the dog after the Judge says, "Forward" and before the dog crosses the Finish line and is leashed. The exception to this is in Novice for sign #101, Halt, Stand; the handler may gently assist the dog to stand without receiving a deduction.
4. Exceeding the number of steps specified in the sign description between elements of an exercise (i.e., Sign #'s: 106, 107, 227, 304)
5. Performing an exercise in a location different than described in the current ASCA Rally Rulebook (i.e., finishing an exercise beyond the sign for exercises with more than two elements, traveling to the right of the sign for any exercise involving a sidestep to the right, starting a change of pace before or after the sign, performing a change of direction sign in a location other than directly in front of the sign, etc.)
6. Mis-performing an instruction in a sign description that is not bold and underlined, could be a handler error (i.e., On the 360 circles, making a large circle instead of a small circle.)
7. Failing to maintain the handler path past the Finish sign before going to the stay exercise if one is present, or to retrieve a leash if the course does not have a stay exercise. The handler error will be assessed under Heeling and Conduct.

Non-Qualifying (NQ) scores shall be given for:

- | | |
|--|--------------------------------|
| 1. Minimum requirements not met. | 8. Dog is lame. |
| 2. Dog unmanageable or uncontrolled barking. | 9. Double Handling. |
| 3. Consistently tight lead. | 10. Harsh physical correction. |

4. A dog that eliminates while in ring.
5. Any food, toys, or other types of reward item in ring.
6. Station not attempted by handler.
7. Excessive handler errors.
11. Harsh or excessively loud command.
12. Misbehavior that is deemed too serious for the team to continue attempting the course.

2.24 Timing

2.24.1 TIMES

All Teams will be timed. Times will be used only in the event of ties for placement, as mentioned in [Section 2.9](#). Timing will begin when the Judge gives the order "Forward" and will end when the dog and handler pass the Finish station. Times will be entered to the 1/100 of a second on all runs.

2.24.2 TIMER MALFUNCTION

In the event of timer malfunction, no time will be recorded for the Team. When determining placements, if a tie involves a Team without a time, the handler will be given the option to run the course again for score and time or accept the loss of the run-off. If they decide to rerun the course, it will be scored and timed for tie breaking purposes only. The original scores shall be kept as their official score in the Judge's Book.

- A. If the re-run score is higher than the original, they will be considered the winner of the run-off.
- B. If the re-run score is lower than their original score the team will be considered to have lost the run-off.
- C. If the re-run score is the same with a faster time, they will be considered the winner of the run-off.
- D. If the re-run score is the same with a slower time, they will be considered the loser of the run-off.
- E. If the re-run score is the same with the same time, all involved Teams shall rerun the full course, excluding the Stay station if used, and the new tiebreaker scores and times shall be used solely to determine the winner of the run-off using the criteria defined in [Section 2.9](#).

2.24.3 TIMER MALFUNCTION WITH SCORES OF 200

If a team with a timer malfunction has a score of 200 (which cannot be bettered as in the example in [Section 2.24.2](#)) and they are tied with a team or teams with scores of 200, all teams with scores of 200 in the class will re-run the course, excluding the Stay exercise if used, for score and time. The team with the highest score during the run-off will be the winner of the class. If teams end up with the same score, the team with the faster time will be the winner of the run-off. The original scores shall be kept as their official score in the Judge's Book.

2.25 Misbehavior

2.25.1 DEDUCTIONS/EXCUSAL

Any display of fear or nervousness by the dog, or any uncontrolled behavior of the dog such as nipping, barking, or running away from its handler, whether it occurs during an exercise, or before or after judging, must be penalized according to the seriousness of the misbehavior. Deductions for misbehavior shall be scored under the exercise if it occurs during that performance or under Heeling and Conduct if between exercises, before the Judge commands "Forward", or after the team passes the Finish sign. The Judge may excuse the dog from further competition in the class.

2.25.2 FOULING THE RING

In any class (regular or non-regular) at any Trial (including ASCA Nationals and Finals), any dog that fouls the ring while in the ring, (except for placement awards) shall lose all allowable points for that class. In the case of Team competition, any dog that fouls the ring will lose their total 200 points while the other dogs will continue to be judged. At the Judge's discretion, a dog that fouls the ring may be excused from further competition in the class.

2.26 Training and Warm-up on the Show Grounds

2.26.1 TRAINING ON SHOW GROUNDS

There shall be no drilling nor intensive or abusive training of dogs on the grounds or premises at a Specialty or Sanctioned Rally Trial. Physical or verbal disciplining of dogs shall not be permitted except to a reasonable extent in the case of an attack on a person or another dog.

2.26.2 TRAINING COLLARS

All dogs shall be kept on lead except when in the Rally ring or exercise ring. Special training collars shall not be used on the grounds or premises at a Rally Trial.

2.26.3 WARM-UPS

These requirements shall not be interpreted as preventing a handler from moving normally about the grounds or premises, nor from warming up their dog using any exercise performed in the Rally ring, provided that the dog is on a lead

being held by the handler. The warm-up should be performed away from the Rally ring and must not be disruptive to any other person or dog.

2.26.4 PRACTICE RINGS

Practice rings may be provided at the discretion of the show-giving Club but are not mandatory.

2.27 Training and Disciplining in the Ring

2.27.1 PHYSICAL CORRECTIONS

Handlers are not permitted to physically correct the dog, either by use of hands or leash, while in the ring. Handler Error deductions for such shall occur under Heeling and Conduct.

2.27.2 HARSH COMMANDS

The Judge shall not permit any handler to use harsh or excessively loud verbal commands or harsh physical corrections in any way while in the ring. Training the dog by moving toward the dog to correct it or practicing any exercise before or after the course is not permitted. The Judge shall excuse any dog from further competition in the class whose handler does so, and the team shall not receive a Qualifying score.

2.27.3 ABUSE OF DOG

Any abuse of a dog in the ring must be immediately reported by the Judge to the Show or Rally Trial Committee for action under the ASCA Conflict Resolution Protocol.

2.28 Abuse of Dogs

The Show or Rally Trial Committee shall investigate any reports of abuse of dogs on the grounds or premises of a Specialty or Sanctioned Rally Trial. Any person at a Specialty or Sanctioned Rally Trial who conducts himself in such manner or in any other manner prejudicial to the best interests of the sport, or who fails to comply with the requirements of [Section 2.26](#), shall be dealt with promptly, during the Trial if possible. The offender must be notified of the specific charges against them and must be given an opportunity to be heard in their own defense in accordance with the ASCA Conflict Resolution Protocol.

2.29 Discipline

See the ASCA Conflict Resolution Protocol on the ASCA Website.

Chapter 3. Rally Novice

3.1 Rally Novice Title

3.1.1 REQUIREMENTS FOR RN TITLE

ASCA will issue a Rally Novice certificate to a dog with an ASCA registration or QTracker number and will permit the use of RN after its name when it has received three qualifying scores in Novice by at least two different Judges.

3.1.2 REQUIREMENTS FOR RNX TITLE

ASCA will issue a Rally Novice X certificate to a dog with an ASCA registration or QTracker number and will permit the use of RNX after its name when it has received three qualifying scores in Novice of 195 or more by at least two different Judges. Qualifying scores for the RNX title may be earned from any of the three classes or a combination of the classes. The RNX is required for the RTX title.

3.1.3 REQUIREMENTS FOR RNC TITLE

ASCA will issue a Rally Novice C certificate to a dog with an ASCA registration or QTracker number and will permit the use of RNC after its name when it has received five qualifying scores in Novice C of 190 or more by at least three different Judges. All scores for the RNC title must be earned from the Novice C Class.

3.2 Rally Novice A Class

3.2.1 ELIGIBILITY TO ENTER

The Rally Novice A class shall be for dogs not less than 6 months of age that have not earned any ASCA Obedience or ASCA Rally title or equivalent title from any registry, prior to the close of entries of the Rally Trial entered. The handler may not have previously handled or regularly trained a dog that has earned an Obedience or Rally title from any registry.

3.2.2 RELATIONSHIP TO DOG; NUMBER OF DOGS A PERSON MAY EXHIBIT

The handler or a member of the handler's household or immediate family must own the entered dog. A person may handle more than one eligible dog in the Novice A class.

3.2.3 MOVING OUT OF NOVICE A CLASS

A dog may continue to be shown in Rally Novice A until written notification has been received from the ASCA Business Office that it has completed the requirements for an RN. Once a Rally Novice A dog enters the Rally Novice B, C, or Advanced class, it can no longer enter the Rally Novice A class. If the dog earns the RNX title from this class, it then moves to Novice C class if the handler chooses to remain in the Novice level. Dogs may not compete in Rally Novice A and any other regular class in one Trial.

3.3 Rally Novice B Class

3.3.1 ELIGIBILITY TO ENTER

The Rally Novice B class shall be for dogs not less than 6 months of age.

3.3.2 RELATIONSHIP TO DOG; NUMBER OF DOGS A HANDLER MAY EXHIBIT

The owner or any other person may handle dogs in this class. A person may handle more than one dog in this class.

3.3.3 MOVING OUT OF NOVICE B CLASS

A dog can continue to be shown in Rally Novice B until written notification has been received from the ASCA Business Office that it has completed the requirements for an RN or until they receive a qualifying score in Rally Advanced. Dogs may not compete in more than one Novice class at the same Trial. Dogs may not compete in Rally Novice B and any other regular class in one Trial.

3.4 Rally Novice C Class

3.4.1 ELIGIBILITY TO ENTER

The Rally Novice C class shall be for dogs not less than 6 months of age that have completed a minimum of an ASCA Rally Novice (RN) title.

3.4.2 NUMBER OF DOGS A HANDLER MAY EXHIBIT

A person may handle more than one dog in this class.

3.4.3 INDEFINITE SHOWING/HIT AWARDS

A dog can continue to be shown in Rally Novice C indefinitely. A Novice C entry may be used as an additional entry for dogs entered in an Advanced A or B, Excellent A or B, Masters A or B class or Excellent B and Masters B combined classes. Dogs in the Novice C class are not eligible for HIT awards. Dogs may not be entered in two C classes in the same trial. Additional C entries are not allowed at the National Rally Trial or at National Pre-trials.

3.5 Novice Exercises and Scores

3.5.1 LEASH REQUIREMENTS

All exercises in Rally Novice classes are judged on leash. The leash must be made of fabric or leather and be 6 feet in length.

3.5.2 COURSE REQUIREMENTS

Rally Novice A, B, and C courses must have between sixteen and nineteen stations (Finish not included) with a minimum of three and a maximum of six Stationary exercises, and a minimum of three Novice only signs per course. Each sign will have a 10-point value except for Star stations, which will have a 20-point value. The total number of points per course must equal 200. All Novice courses will require the Start/ Heeling and Conduct station and one Stay exercise. Star stations will be determined by the Judge and marked with a Star designator. Maximum Total Score: 200 points.

SIGNS FOR NOVICE:

	Finish	23	Sit Stay
1	Start/Heeling & Conduct	24	Down Stay
2	Halt, Fast	25	Offset Serpentine Right
3	Fast Pace	26	Offset Serpentine Left
4	Slow Pace	27	45 Diagonal Right
5	Normal Pace	28	45 Diagonal Left
6	Halt, 1-2-3	29	225 Loop Right

7	Call Dog Front, 1-2-3 Backwards	30	225 Loop Left
8	360 Circle Right	100	Halt, Down *
9	360 Circle Left	101	Halt, Stand *
10	Right Turn	102	Halt, Front Dog, Finish Right, Halt *
11	270 Left	103	Halt, Front Dog, Finish Left, Halt *
12	90 Pivot Right	104	Call Dog Front, Return Right *
13	Left Turn	105	Call Dog Front, Return Left *
14	270 Right	106	About Turn U Turn *
15	90 Pivot Left	107	U Turn About Turn *
16	About Turn	120	Halt
17	U Turn	121	Down
18	Left About Turn	122	Moving Sidestep Right
19	Spiral Right	123	Halt, Walk Around Dog
20	Spiral Left	124	Halt, Down, Walk Around Dog
21	Serpentine Cones, One Way	125	Off Set Figure 8
22	Serpentine Cones, Down & Back		

* = Novice Only exercises

Chapter 4. Rally Advanced

4.1 Rally Advanced Title

4.1.1 REQUIREMENTS FOR RA TITLE

ASCA will issue a Rally Advanced (RA) certificate to a dog with an ASCA registration or QTracker number and will permit the use of RA after its name when it has received three qualifying scores in Advanced by at least two different Judges.

4.1.2 REQUIREMENTS FOR RAX TITLE

ASCA will issue a Rally Advanced X (RAX) certificate to a dog with an ASCA registration or QTracker number and will permit the use of RAX after its name when it has received three qualifying scores in Advanced of 195 or more by at least two different Judges. Qualifying scores for the RAX title may be earned from any of the three classes or a combination of the classes. The RAX is required for the RTX title.

4.1.3 REQUIREMENTS FOR RAC TITLE

ASCA will issue a Rally Advanced C (RAC) certificate to a dog with an ASCA registration or QTracker number and will permit the use of RAC after its name when it has received five qualifying scores in Advanced C of 190 or more by at least three different Judges. All scores for the RAC title must be earned from the Advanced C Class.

4.2 Rally Advanced A Class

4.2.1 ELIGIBILITY TO ENTER

The Rally Advanced A class shall be for any dogs that have earned the Rally Novice (RN) title from ASCA and have not earned the Rally Advanced (RA) or equivalent title or any obedience title from any registry, prior to the close of entries of the Rally Trial entered. The RAX title may be earned from this class.

4.2.2 RELATIONSHIP TO DOG; NUMBER OF DOGS A HANDLER MAY EXHIBIT

A handler must own the dog entered or be a member of the owner's household or immediate family. More than one dog may be shown by the handler in Rally Advanced A class.

4.2.3 MOVING OUT OF ADVANCED A CLASS

A dog may continue to be shown in Rally Advanced A until written notification has been received from the ASCA Business Office that it has completed the requirements for an RA. Dogs may not compete in Rally Advanced A and any other regular class in one Trial. Once a Rally Advanced A dog enters the Rally Advanced B, C, or Excellent class, it can no longer enter the Rally Advanced A class. If the dog earns the RAX title from this class, it then moves to Advanced C class if the handler chooses to stay in the Advanced level.

4.3 Rally Advanced B Class

4.3.1 ELIGIBILITY TO ENTER

The Rally Advanced B class will be for any dog that has earned the RN title from ASCA prior to the close of entries of the Rally Trial entered.

4.3.2 RELATIONSHIP TO DOG; NUMBER OF DOGS A HANDLER MAY EXHIBIT

The owner or any other person may handle the dog in Rally Advanced B class. The handler in Rally Advanced B class may show more than one dog.

4.3.3 MOVING OUT OF ADVANCED B CLASS

A dog may continue to be shown in Rally Advanced B until receiving written notification from the ASCA Business Office that it has completed the requirements for an RAX or until they receive a qualifying score in Rally Excellent. Dogs may not compete in more than one Advanced class at the same Trial. Dogs may not compete in Rally Advanced B and any other regular class in one Trial.

4.4 Rally Advanced C Class

4.4.1 ELIGIBILITY TO ENTER

The Rally Advanced C class shall be for dogs not less than 6 months of age that have completed a minimum of an ASCA RA title.

4.4.2 NUMBER OF DOGS A HANDLER MAY EXHIBIT

A person may handle more than one dog in this class.

4.4.3 INDEFINITE SHOWING; HIT AWARDS

A dog may continue to be shown in Rally Advanced C indefinitely. An Advanced C entry may be used as an additional entry for dogs entered in an Excellent A or B, Masters A or B class or Excellent B and Masters B combined classes. Dogs in the Advanced C class are not eligible for HIT awards. Dogs may not be entered in two C classes in the same trial. Additional C entries are not allowed at the ASCA National Rally Trial or at National Pre-trials.

4.5 Advanced Exercises and Scores

4.5.1 LEASH REQUIREMENTS

All exercises in Rally Advanced classes are judged off-leash, however, all dogs must enter and leave the ring on leash.

4.5.2 COURSE REQUIREMENTS

Rally Advanced A, B, and C courses must have between sixteen and nineteen stations (Finish not included) with a minimum of three and a maximum of seven stationary exercises. Advanced level courses must also have the Start/Heeling and Conduct station and a minimum of four Advanced (not eligible for Novice) exercises. A Stay exercise is optional at the Advanced level. Each sign will have a 10-point value except for the Star stations, which will have a 20-point value. The total number of points per course must equal 200. Star stations will be determined by the Judge and marked with a Star designator. Maximum Total Score: 200 points.

SIGNS FOR ADVANCED:

	Finish	29	225 Loop Right
1	Start/Heeling & Conduct	30	225 Loop Left
2	Halt, Fast	120	Halt
3	Fast Pace	121	Down
4	Slow Pace	122	Moving Sidestep Right
5	Normal Pace	123	Halt, Walk Around Dog
6	Halt, 1-2-3	124	Halt, Down, Walk Around Dog
7	Call Dog Front, 1-2-3 Backwards	125	Off Set Figure 8
8	360 Circle Right	200	Halt, Stand, Walk 3 Steps, Face Dog, Return **
9	360 Circle Left	201	Halt, Stand, Walk Around Dog **
10	Right Turn	202	Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt **
11	270 Left	203	Stand **
12	90 Pivot Right	220	Halt, Down, Sit **
13	Left Turn	221	Halt, About Turn **
14	270 Right	222	Halt, U Turn **
15	90 Pivot Left	223	Call Dog Front, Finish Right, Forward **
16	About Turn	224	Call Dog Front, Finish Left, Forward **
17	U Turn	225	Call Dog Front, Finish Right, Halt **
18	Left About Turn	226	Call Dog Front, Finish Left, Halt **
19	Spiral Right	227	About Turn, Sidestep Right **
20	Spiral Left	228	About Turn, Fast **
21	Serpentine Cones, One Way	229	U Turn, Fast **

22	Serpentine Cones, Down & Back	230	Cloverleaf Right **
23	Sit Stay	231	Cloverleaf Left **
24	Down Stay	232	270 Left Fast **
25	Offset Serpentine Right	233	270 Right Fast **
26	Offset Serpentine Left	234	225 Loop Left Fast **
27	45 Diagonal Right	235	225 Loop Right Fast **
28	45 Diagonal Left		

** = Not eligible for Novice

Chapter 5. Rally Excellent

5.1 Rally Excellent Title

5.1.1 REQUIREMENTS FOR RE TITLE

ASCA will issue a Rally Excellent (RE) certificate to a dog with an ASCA registration or QTracker number and will permit the use of RE after its name when it has received three qualifying scores in Excellent by at least two different Judges.

5.1.2 REQUIREMENTS FOR REX TITLE

ASCA will issue a Rally Excellent X (REX) certificate to a dog with an ASCA registration or QTracker number and will permit the use of REX after its name when it has received three qualifying scores in Excellent of 195 or more by at least two different Judges. Qualifying scores for the REX title may be earned from any of the three classes or a combination of the classes. The REX is required for the RTX title.

5.1.3 REQUIREMENTS FOR REC TITLE

ASCA will issue a Rally Excellent C (REC) certificate to a dog with an ASCA registration or QTracker number and will permit the use of REC after its name when it has received five qualifying scores in Excellent C of one 190 or more by at least three different Judges. All scores for the REC title must be earned from the Excellent C Class.

5.2 Rally Excellent A Class

5.2.1 ELIGIBILITY TO ENTER

The Rally Excellent A class shall be for any dogs that have earned the Rally Advanced (RA) title from ASCA and have not earned the Rally Excellent (RE) or equivalent title from any registry or the ASCA obedience title of CD or above or equivalent from any registry, prior to the close of entries of the Rally Trial entered.

5.2.2 RELATIONSHIP TO DOG; NUMBER OF DOGS A HANDLER MAY EXHIBIT

A handler must own the dog entered or be a member of the owner's household or immediate family. More than one dog may be shown by the handler in Rally Excellent A class.

5.2.3 MOVING OUT OF EXCELLENT A CLASS

A dog may continue to be shown in Rally Excellent A until written notification has been received from the ASCA Business Office that it has completed the requirements for an RE. Dogs may not compete in Rally Excellent A and any other regular class in one Trial. Once a Rally Excellent A dog enters the Rally Excellent B or Masters class, it can no longer enter the Rally Excellent A class. If the dog earns the REX title from this class, it then moves to Excellent C class if handler chooses to stay in the Excellent level.

5.3 Rally Excellent B Class

5.3.1 ELIGIBILITY TO ENTER

The Rally Excellent B class shall be for any dogs that have earned the Rally Advanced (RA) title from ASCA, prior to the close of entries of the Rally Trial entered.

5.3.2 RELATIONSHIP TO DOG

The owner or any other person may handle dogs entered in this class.

5.3.3 MOVING OUT OF EXCELLENT B CLASS

A dog may continue to be shown in Rally Excellent B until receiving written notification from the ASCA Business Office that it has completed the requirements for a REX or until they receive a qualifying score in Rally Masters. If staying at the Excellent Level, the dog must then move to the C class.

5.3.4 COMPETING IN EXCELLENT B AFTER RALLY MASTERS TITLE IS EARNED

Once a dog receives the RM title, they can then compete in the Excellent B class at any Trial in which they are also competing in Masters B. Dogs may not be entered more than one Excellent class in the same Trial.

5.4 Rally Excellent C Class

5.4.1 ELIGIBILITY TO ENTER

The Rally Excellent C class shall be for dogs not less than 6 months of age that have completed a minimum of an ASCA Rally Excellent (RE) title.

5.4.2 NUMBER OF DOGS A HANDLER MAY EXHIBIT

A person may handle more than one dog in this class.

5.4.3 INDEFINITE SHOWING; HIT AWARDS

A dog may continue to be shown in Rally Excellent C indefinitely. An Excellent C entry may be used as an additional entry for dogs entered in a Masters A or B class. Scores in the Rally Excellent C class are not eligible for the REM or REMX titles. Dogs in the Excellent C class are not eligible for HIT awards. Dogs may not be entered in two C classes in the same trial. Additional C entries are not allowed at the ASCA National Rally Trial or at National Pre-trials.

5.5 Excellent Exercises and Scores

5.5.1 LEASH REQUIREMENTS

All exercises in Rally Excellent classes are judged off-leash, however, all dogs must enter and leave the ring on leash.

5.5.2 JUMP STATION

One Jump station must be used in the Excellent class and shall be designated as a Star station. The jump may be any jump described in [Section 1.15](#), as standard equipment, with jump height as outlined on the Reference Page of these Rules and Regulations.

5.5.3 RESTRICTIONS OF PATTING LEGS/CLAPPING HANDS

Unlike Rally Novice and Advanced, Rally Excellent handlers are not allowed to pat their legs or clap to encourage their dogs. Any other kind of verbal encouragement and commands and/or signals is allowed.

5.5.4 COURSE REQUIREMENTS

Rally Excellent A, B, and C courses must have between sixteen and nineteen stations (Finish not included) with a minimum of three and a maximum of eight Stationary exercises per class. Excellent level courses must also have the Start/Heeling and Conduct station and a minimum of four Excellent (not eligible for Novice or Advanced) and three Advanced (not eligible for Novice) exercises, not including the jump. A Stay exercise is optional at the Excellent level. Each sign will have a 10-point value except for Star stations, which will have a 20-point value. The total number of points per course must equal 200. Any other Star stations will be determined by the Judge and marked with a Star designator. Maximum Total Score: 200 points.

SIGNS FOR EXCELLENT:

	Finish	226	Call Dog Front, Finish Left, Halt
1	Start/Heeling & Conduct	227	About Turn, Sidestep Right
2	Halt, Fast	228	About Turn, Fast
3	Fast Pace	229	U Turn, Fast
4	Slow Pace	230	Cloverleaf Right
5	Normal Pace	231	Cloverleaf Left
6	Halt, 1-2-3	232	270 Left Fast
7	Call Dog Front, 1-2-3 Backwards	233	270 Right Fast
8	360 Circle Right	234	225 Loop Left Fast
9	360 Circle Left	235	225 Loop Right Fast
10	Right Turn	300	Halt, Slow ***
11	270 Left	301	Halt, Stand, Sit ***
12	90 Pivot Right	302	Halt, Stand, Down ***
13	Left Turn	303	Halt, Sidestep Right, Halt ***
14	270 Right	304	Double Left About ***
15	90 Pivot Left	305	Halt, Turn Right One Step, Call to Heel Halt ***
16	About Turn	306	About Turn, Halt ***
17	U Turn	307	U Turn, Halt ***
18	Left About Turn	308	Halt, 180 Pivot Right, Halt ***

19	Spiral Right	309	Halt, 180 Pivot Left, Halt ***
20	Spiral Left	310	Halt, Call Front, Finish Right, Halt ***
21	Serpentine Cones, One Way	311	Halt, Call Front, Finish Left, Halt ***
22	Serpentine Cones, Down & Back	312	Moving Stand, Walk Around Dog ***
23	Sit Stay	313	Moving Down, Walk Around Dog ***
24	Down Stay	314	Off Set Figure 8 with Distractions ***
25	Offset Serpentine Right	315	Back 3 Steps ***
26	Offset Serpentine Left	316	Send Over Jump ***
27	45 Diagonal Right	317	About Turn, Slow ***
28	45 Diagonal Left	318	U Turn, Slow ***
29	225 Loop Right	319	Spiral Right, with Distractions ***
30	225 Loop Left	320	Spiral Left, with Distractions ***
200	Halt, Stand, Walk 3 Steps, Face Dog, Return	321	Moving Down, Walk 3 Steps, Call to Heel ***
201	Halt, Stand, Walk Around Dog	322	Moving Stand, Walk 3 Steps, Call to Heel ***
202	Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt **	325	Call Front, 1 Step Right, Finish, Forward ***
203	Stand **	326	Call Front, 1 Step Left, Finish, Forward ***
220	Halt, Down, Sit	327	Halt, Down, Walk 3 Steps, Face Dog, Call Front, Finish, Halt ***
221	Halt, About Turn	328	270 Left Slow ***
222	Halt, U Turn	329	270 Right Slow ***
223	Call Dog Front, Finish Right, Forward	330	225 Loop Left Slow ***
224	Call Dog Front, Finish Left, Forward	331	225 Loop Right Slow ***
225	Call Dog Front, Finish Right, Halt		

*** = Not eligible for Novice or Advanced

Chapter 6. Rally Masters

6.1 Rally Masters Title

6.1.1 REQUIREMENTS FOR RM TITLE

ASCA will issue a Rally Masters (RM) certificate to a dog with an ASCA registration or QTracker number and will permit the use of RM after its name when it has received three qualifying scores in Masters by at least two different Judges.

6.1.2 REQUIREMENTS FOR RMX TITLE

ASCA will issue a Rally Masters X (RMX) certificate to a dog with an ASCA registration or QTracker number and will permit the use of RMX after its name when it has received three qualifying scores in Masters of 195 or more by at least two different Judges. Qualifying scores for the RMX title may be earned from any of the three classes or a combination of the classes. The RMX is required for the RTX title.

6.1.3 REQUIREMENTS FOR RMC TITLE

ASCA will issue a Rally Masters C (RMC) certificate to a dog with an ASCA registration or QTracker number and will permit the use of RMC after its name when it has received five qualifying scores in Masters C of one 190 or more by at least three different Judges. All scores for the RMC title must be earned from the Masters C Class.

6.2 Rally Masters A Class

6.2.1 ELIGIBILITY TO ENTER

The Rally Masters A class shall be for any dogs that have earned the Rally Excellent (RE) title from ASCA and have not earned the Rally Masters (RM) or equivalent from any registry or the ASCA obedience title of CDX/ODX or above or equivalent from any registry, prior to the close of entries of the Rally Trial entered.

6.2.2 RELATIONSHIP TO DOG; NUMBER OF DOGS A HANDLER MAY EXHIBIT

A handler must own the dog entered or be a member of the owner's household or immediate family. More than one dog may be shown by the handler in Rally Masters A class.

6.2.3 MOVING OUT OF MASTERS A CLASS

A dog may continue to be shown in Rally Masters A until written notification has been received from the ASCA Business Office that it has completed the requirements for an RM. Dogs may not compete in Rally Masters A and any other class in one Trial. Once a Rally Masters A dog enters the Rally Masters B class, it can no longer enter the Rally Masters A class.

6.3 Rally Masters B Class

6.3.1 ELIGIBILITY TO ENTER

The Rally Masters B class shall be for any dogs that have earned the Rally Excellent (RE) title from ASCA prior to the close of entries of the Rally trial entered.

6.3.2 RELATIONSHIP TO DOG

The owner or any other person may handle dogs entered in this class.

6.3.3 MOVING OUT OF MASTERS B CLASS

A dog may continue to be shown in Rally Masters B until receiving written notification from the ASCA Business Office that it has completed the requirements for an RMX. If competing solely at the Masters level, the dog must then move to the C class.

6.3.4 STAYING IN MASTERS B WHILE COMPETING IN EXCELLENT B

A dog may continue to compete in the Masters B class at any trial in which they are also competing in Excellent B. Dogs may not be entered more than one Masters class at the same trial.

6.4 Rally Masters C Class

6.4.1 ELIGIBILITY TO ENTER

The Rally Masters C class shall be for dogs not less than 6 months of age that have completed a minimum of an ASCA Rally Masters (RM) title.

6.4.2 NUMBER OF DOGS A HANDLER MAY EXHIBIT

A person may handle more than one dog in this class.

6.4.3 INDEFINITE SHOWING; HIT AWARDS

A dog may continue to be shown in Rally Masters C indefinitely. Dogs may not compete in Rally Masters C and any other class in one Trial. Scores in the Rally Masters C class are not eligible for the REM or REMX title. Dogs in the Masters C class are not eligible for HIT awards.

6.4.4 ADDITIONAL C ENTRY AT ASCA SANCTIONED TRIALS

Additional C entries will be available at all ASCA sanctioned rally trials except the ASCA National Rally Trial and National Pre-trials.

6.5 Masters Exercises and Scores

6.5.1 LEASH REQUIREMENTS

All exercises in the Rally Masters class are judged off-leash, however, all dogs must enter and leave the ring on leash.

6.5.2 JUMP STATION

At least one Jump station must be used and starred in Masters, but two Jump stations may be used.

- A. If one jump is used, it must be a different jump than what is used in the Excellent level at the same trial.
- B. If two jumps are used, only one must be designated a Star station.
- C. The same physical jump may be used for two stations.
- D. There must be at least two stations performed between two jump exercises.
- E. If one jump is used, it may be either the offset jump (415 or 416) or the standard jump (316).
- F. If two jumps are used, one must be the standard jump exercise (316).
- G. The jumps may be any jumps outlined in [Section 1.15](#) as standard equipment, with jump heights as outlined on the Reference Page of these Regulations.

6.5.3 RESTRICTED COMMANDS; PROPER HEEL POSITION

As in the Excellent level, Rally Masters handlers are not allowed to pat their legs or clap to encourage their dogs. The handler at the Masters level will use a single command and/or signal per element of an exercise to prompt the dog to perform (see [Appendix A](#) for the definition of an element). If both command and signal are given, they must be given simultaneously. Additional commands and/or signals on an element of an exercise will be a minor deduction for each occurrence except as defined elsewhere in these rules (i.e., Sign #401, Moving Stand, Walk 3 steps, Face Dog, Signals, Return).

A brief word or phrase of praise after the completion of each station is allowed, but the dog must remain under control. Proper heel positions should be maintained throughout the course.

6.5.4 COURSE REQUIREMENTS

Rally Masters courses must have between sixteen and nineteen stations (Finish not included) with a minimum of three and a maximum of nine stationary exercises per class. Masters level courses must also have the Start/Heeling and Conduct station, a Stay exercise, and a minimum of four Masters only and three Excellent (not eligible for Advanced or Novice) exercises, not including the jumps. Each sign will have a 10-point value except for Star stations that will have a 20-point value. The total number of points per course must equal 200. Any other Star stations will be determined by the Judge and marked with a Star designator. Maximum Total Score: 200 points.

SIGNS FOR MASTERS:

	Finish	312	Moving Stand, Walk Around Dog
1	Start/Heeling & Conduct	313	Moving Down, Walk Around Dog
2	Halt, Fast	314	Off Set Figure 8 with Distractions
3	Fast Pace	315	Back 3 Steps
4	Slow Pace	316	Send Over Jump
5	Normal Pace	317	About Turn, Slow ***
6	Halt, 1-2-3	318	U Turn, Slow ***
7	Call Dog Front, 1-2-3 Backwards	319	Spiral Right, with Distractions ***
8	360 Circle Right	320	Spiral Left, with Distractions ***
9	360 Circle Left	321	Moving Down, Walk 3 Steps, Call to Heel ***
10	Right Turn	322	Moving Stand, Walk 3 Steps, Call to Heel ***
11	270 Left	325	Call Front, 1 Step Right, Finish, Forward ***
12	90 Pivot Right	326	Call Front, 1 Step Left, Finish, Forward ***
13	Left Turn	327	Halt, Down, Walk 3 Steps, Face Dog, Call Front, Finish, Halt ***
14	270 Right	328	270 Left Slow ***
15	90 Pivot Left	329	270 Right Slow ***
16	About Turn	330	225 Loop Left Slow ***
17	U Turn	331	225 Loop Right Slow ***
18	Left About Turn	400	Moving Stand, Walk 3 Steps, Face Dog, Down, Return ****
19	Spiral Right	401	Moving Stand, Walk 3 Steps, Face Dog, Signals, Return ****
20	Spiral Left	402	Sidestep, Forward Step, Halt ****
21	Serpentine Cones, One Way	403	Halt, Pivot Left, Halt x 3 ****
22	Serpentine Cones, Down & Back	404	270 Left, Halt ****
23	Sit Stay	405	Halt, Pivot Right, Halt, x 3 ****
24	Down Stay	406	270 Right, Halt ****
25	Offset Serpentine Right	407	Left About, Halt ****
26	Offset Serpentine Left	408	Moving Stand, Walk 3 Steps, Face Dog, Call to Heel ****
27	45 Diagonal Right	409	Moving Down, Walk 3 Steps, Face Dog, Call Front, Finish ****
28	45 Diagonal Left	410	Serpentine One Way with Distractions ****
29	225 Loop Right	411	Serpentine Down & Back with Distractions ****
30	225 Loop Left	412	Halt, Back 1 Step, Halt ****
220	Halt, Down, Sit	414	Halt, Leave Dog ****
221	Halt, About Turn	415	Offset Recall RIGHT Over Jump ****
222	Halt, U Turn	416	Offset Recall LEFT Over Jump ****
223	Call Dog Front, Finish Right, Forward	417	Halt, Walk 3 Steps, Face Dog, Stand Dog, Return ****
224	Call Dog Front, Finish Left, Forward	418	Halt, Walk 3 Steps, Face Dog, Down Dog, Return ****
225	Call Dog Front, Finish Right, Halt	419	Halt, Down, Walk 3 Steps, Face Dog, Stand Dog, Return ****
226	Call Dog Front, Finish Left, Halt	420	Halt, Down, Walk 3 Steps, Face Dog, Sit Dog, Return ****
227	About Turn, Sidestep Right	421	Halt, Stand, Walk 3 Steps, Face Dog, Sit Dog, Return ****
228	About Turn, Fast	422	Halt, Stand, Walk 3 Steps, Face Dog, Down Dog, Return ****
229	U Turn, Fast	423	Cloverleaf Left with Distraction ****
230	Cloverleaf Right	424	Cloverleaf Right with Distraction ****
231	Cloverleaf Left	425	Right Turn, Back 3 Steps ****
232	270 Left Fast	426	Left Turn, Back 3 Steps ****
233	270 Right Fast	427	Left About Turn, U Turn ****
234	225 Loop Left Fast	428	Stand Stay ****
235	225 Loop Right Fast		
300	Halt, Slow		
301	Halt, Stand, Sit		
302	Halt, Stand, Down		
303	Halt, Sidestep Right, Halt		
304	Double Left About		
305	Halt, Turn Right One Step, Call to Heel Halt		
306	About Turn, Halt		
307	U Turn, Halt		
308	Halt, 180 Pivot Right, Halt		
309	Halt, 180 Pivot Left, Halt		
310	Halt, Call Front, Finish Right, Halt		
311	Halt, Call Front, Finish Left, Halt		

**** = Masters Only Exercises

Chapter 7. Rally Excellent Masters Title

7.1 Requirements for REM Title

ASCA will issue a Rally Excellent Masters certificate to any dog with an ASCA registration or a QTracker number and will permit the use of REM after its name when it has received five double qualifying scores in both Excellent B and Masters B at the same Trial. Double qualifying scores must be earned under at least three different Judges.

7.2 Requirements for REMX Title

ASCA will issue a Rally Excellent Masters X certificate to any dog with an ASCA registration or QTracker number and will permit the use of REMX after its name when it has received five double qualifying scores of 195 or higher in each class of Excellent B and Masters B in the same trial. Double qualifying scores must be earned under at least three different Judges.

7.3 Entering Masters B and Excellent B in Same Trial

A dog must have earned the RM title prior to a trial in which the dog enters both Masters B and Excellent B.

Chapter 8. Rally Trial X Title

ASCA will issue a Rally Trial X certificate to a dog with an ASCA registration or QTracker number and will permit the use of RTX after its name when it has received the RNX, RAX, REX, RMX, and the REMX in ASCA Rally.

Chapter 9. Rally Trial C Title

ASCA will issue a Rally Trial C certificate to a dog with an ASCA registration or QTracker number and will permit the use of RTC after its name when it has received the RNC, RAC, REC, and RMC, in ASCA Rally.

Chapter 10. Rally Trial Championship

10.1 Rally Trial Championship Point Requirements

10.1.1 POINT ACCUMULATION

A dog may begin earning points toward the RTCH certificate as soon as the Rally Masters (RM) certification requirements have been completed.

10.1.2 REQUIREMENTS

The RTCH Certificate will be awarded to dogs that have successfully earned a minimum of 200 points total from competing in both the Excellent B and Masters B classes in the same Trial.

- A. 100 points must come from the Rally Excellent B class, including a minimum of five scores of 195 or higher.
- B. 100 points must come from the Rally Masters B class, including a minimum of five scores of 195 or higher.

10.1.3 POINT SCHEDULE

- A. Points will be awarded according to the following schedule:

Score	Points	Score	Points	Score	Points
200	10	196	6	192	2
199	9	195	5	191	1
198	8	194	4	170 - 190	0
197	7	193	3		

- B. A qualifying score must be earned in both classes in the same Trial for points to be awarded for either class.
Examples: Dog A earns a 190 in Excellent and a 196 in Masters. Dog A is awarded 6 Masters points and 0 Excellent points. Dog B earns a 194 in Excellent and a 169 in Masters. Dog B is awarded 0 points. Dog C earns a 198 in Excellent and a 197 in Masters. Dog C is awarded 8 Excellent points, 7 Masters points, and a leg on the REMX title.
- C. Points earned prior to January 1, 2013, will be credited toward the RTCH.

10.1.4 RTCH TITLE DESIGNATION

Subsequent RTCH titles will be followed by a numeric designation reflecting the number of times that the dog has met the requirements of the RTCH title as outlined above. **Example:** RTCH-2, RTCH-3.

10.2 Certification

10.2.1 USE OF RTCH PREFIX

Any dog that has met the qualification requirements for the RTCH will receive a certificate for the title and will be allowed to use the prefix "RTCH" before the name of qualified dog.

10.2.2 TRACKING OF POINT ACCRUALS

The ASCA Business Office will track the point accrual for each eligible dog. (See [10.1.2](#))

Points for subsequent RTCH titles are cumulative and after earning the first 100 points in either the Masters or Excellent class, additional points will accumulate toward the next RTCH title.

For example, if the Excellent level points are reached before the Masters level points required are earned, those Excellent level points will keep accumulating toward the next RTCH title. The requirement to earn five scores of 195 or above in Masters and Excellent also applies to subsequent RTCH titles.

Handlers are encouraged to keep their own records as well but will not be required to submit those records unless verification is required.

10.2.3 SUFFIX TITLES

Once a dog has earned the RTCH prefix, the only Rally suffix titles that may be used are the RTC and RTX.

Chapter 11. Non-Regular Classes

A dog entered in a regular class may also enter non-regular Team, Pairs, and/or Fast Classes offered at the same trial. A dog not entered in a regular class may enter only non-regular classes.

11.1 Ribbons and Prizes

A Qualifying score shall not be required for the awarding of ribbons and prizes in any non-regular class.

11.2 Team Relay Rally Class

11.2.1 NUMBER OF DOGS ON A TEAM

The Team Relay Class shall be for four dogs and their handlers that are eligible under these Rules and Regulations. Five dogs may be entered, one to be considered an alternate for which no entry fee shall be required. However, the same four dogs must perform all exercises of the course. Dogs need not be owner-handled, need not be entered in another class at the same Trial, and need not have Rally titles. A separate Official Entry Form must be completed in full for each dog entered.

11.2.2 PERFORMANCE OF THE TEAM; TIMING TEAM RELAY RALLY

The dogs on a team will perform the course individually and will be judged as specified by the Rally class level being offered. The class will be run like a relay with the time starting as soon as the Judge says "Forward" to the first Team. Each member will start after the previous dog and handler team passes the Finish sign, without any additional commands from the Judge to do so. The four dogs of the Relay team will be timed from the start of the first dog until the fourth dog and handler team passes Finish sign.

11.2.3 ENTRY GATE AND EXIT GATE PLACEMENT

Entry and exit gates for team relay rally classes will be at least 15 feet apart to minimize congestion in the gate area and help ensure safety of the contestants.

11.2.4 TEAM CLASS, SCORING

- A. Scoring of the Team class shall be based on the performance of the dogs and handlers individually plus team total time. Each dog and handler will be scored against the customary maximum for the Rally Class level performed, for a team total of 800 maximum available points. Individual dog's score needs not be recorded.
- B. At the ASCA Nationals Rally Trial, the Team Relay Rally Class will be based on Advanced level exercises and scoring.
- C. At other ASCA sanctioned events, Affiliates can determine the rules for the non-regular rally classes being offered at their trials and can choose what level(s) exercises and scoring to use. Details of the non-regular class(es) being offered must be clearly outlined in the premium.

Maximum Total Score: 800 points

11.3 Rally Pairs Classes

11.3.1 RALLY MASTERS PAIRS CLASS

Dogs may only be entered in Pairs once in each trial; they cannot enter with multiple pair partners in a single trial.

11.3.1.1 Eligibility to Enter

The Rally Masters Pairs class shall be for any dog eligible to compete in a regular Masters level class and has attained the Rally Excellent Pairs title.

11.3.1.2 Masters Pairs Exercises and Scores

Leash Requirements - All exercises in the Rally Masters Pairs class are judged off-leash, except for the Tagging Zone. Dogs will be on leash in the Tagging Zone. Leashes will stay with the handlers at all times when not on leash in the Tagging Zone. Leashes may be put in a pocket or draped around the handler's neck or waist. Leash cannot be carried in hand.

Jump Station - At least one jump station must be used and starred in Rally Masters Pairs, but two jump stations may be used.

- A. If two jumps are used, one must be designated a Star station.
- B. The same physical jump may be used for two stations.
- C. There must be at least two stations performed between two jump exercises.
- D. If two jumps are used, each dog/handler team must perform one of the jumps.
- E. Only the jump exercise #316 may be used in pairs.
- F. The jumps may be any jumps outlined in [Section 1.15](#) as standard equipment, with jump heights as outlined on the Reference Page of these regulations. Jumps will be set to the lowest jump height of the dogs on the Pairs team.

Restricted Commands: Proper Heel Position - All performance requirements for Rally Masters apply to Rally Masters Pairs.

Course Requirements - Rally Masters Pairs must have seventeen or nineteen stations, one of which must be station "T", the Tagging Zone which will be exactly halfway through the course. The Tagging Zone exercise will be station #9 on a course with seventeen stations or station #10 on a course with nineteen stations. The Tagging Zone sign will be placed along one of the ring sides, next to the gates. The Tagging Zone should be approximately 3 to 4 feet square to provide ample space for the team in the Tagging Zone to perform the designated Tagging Zone position without interfering with other exercises. There will be a minimum of three and a maximum of five stationary exercises. The Tagging Zone does not count as one of the stationary exercises. There must be a minimum of four Masters level exercises and three Excellent (not eligible for Advanced or Novice) exercises, not including the jump(s). Each sign will have a 10-point value except for Star stations that will have a 20-point value. The total number of points on the course must equal 200. Any star stations aside from at least one jump being starred will be determined by the Judge and marked with a Star designator. Level specific exercises should be distributed throughout the course so that both dog/handler teams perform some of the level specific exercises and neither team performs all the Masters or all the Excellent exercises.

Performing Pairs - Each exhibitor will use the armband number they are assigned by the Trial Secretary, but they do not have to perform in armband number order, either member of the pair can go first. Scoresheets designate both armband numbers separated by a forward slash (i.e., 312/421). During the briefing before the class begins, the Judge will inform all Pairs teams what the designated Tagging Zone position(sit or down) will be for the class that trial. Additionally, the Judge may indicate the Tagging Zone position on the course map for the class. The Judge will call both exhibitors into the ring. The dog/handler team going second will go to the Tagging Zone and will have their dog sit or down based on the Judge's designated Tagging Zone position and must maintain that position until the tag. When the second dog/handler team is in position in the Tagging Zone and the first dog and handler team is at the start line with the leash removed, the Judge asks the team, "Are you Ready?" and with an affirmative response from the team, the Judge then says, "Forward" starting the time. The first handler will keep the leash in a pocket, around their waist, or around their neck. After completing the last exercise before the Tagging Zone, the first handler will leash their dog, and once their dog is under control, will enter the Tagging Zone and will fist bump their teammate, signaling the second pairs member to start the second half of the course. The second handler will then perform the second half of the course. After passing the finish sign, the second handler will leash their dog and go directly to the Tagging Zone, and with their dog under control, will fist bump with their teammate signaling the time to stop. Dogs in the Tagging Zone must remain under control. While in the Tagging Zone, the dog must remain in the designated Tagging Zone position until a fist bump from the other teammate. The team will lose either 10 or 20 points (depending on if the Tagging Zone is a 10-point value station or a starred station valued at 20 points) for either dog not staying in position in the Tagging Zone. Teams will exit the ring leashed and under control. In all cases, handlers will fist bump with the handlers closest to each other and dogs on the outside of the handlers, on the handler's left sides.

11.3.2 RALLY EXCELLENT PAIRS CLASS

Dogs may only be entered in Pairs once in each trial; they cannot enter with multiple partners in a single trial.

11.3.2.1 Eligibility to Enter

The Rally Excellent Pairs class shall be for any dog eligible to compete in regular Excellent level classes and who have attained the Rally Advanced Pairs title.

11.3.2.2 Rally Excellent Pairs Exercises and Scores

Leash Requirements - All exercises in the Rally Excellent Pairs class are judged off-leash, except for the Tagging Zone. Dogs will be on leash in the Tagging Zone. Leashes will stay with the handlers at all times when not on leash in the Tagging Zone. Leashes may be put in a pocket or draped around handler's neck or waist. Leashes cannot be carried in hand.

Jump Station - One jump station must be used and starred in Rally Excellent Pairs.

- A. The jump may be any jump outlined in [Section 1.15](#) as standard equipment, with jump heights as outlined on the Reference Page of these regulations. Jump will be set to the lowest jump height of the dogs on the Pairs team.

Performance Requirements - All performance requirements for Rally Excellent apply to Rally Excellent Pairs.

Course Requirements - Rally Excellent Pairs must have seventeen or nineteen stations, one of which must be "T", the Tagging Zone, which will be exactly halfway through the course. The Tagging Zone exercise will be station #9 on a course with seventeen stations or station #10 on a course with nineteen stations. The Tagging Zone sign will be placed along one of the ring sides, next to the gates. The Tagging Zone should be approximately 3 to 4 feet square to provide ample space for the team in the Tagging Zone to perform the designated Tagging Zone position without interfering with other exercises. There will be a minimum of three and a maximum of five stationary exercises. The Tagging Zone does not count as one of the stationary exercises. There must be a minimum of four Excellent level exercises, not including the jump exercise and three Advanced (not eligible for Novice) exercises. Each sign will have a 10-point value except for Star stations that will have a 20-point value. The total number of points on the course must equal 200. Any star stations aside from at least one jump being starred will be determined by the Judge and marked with a Star designator. Level specific exercises should be distributed throughout the course so that both dog/handler teams perform some of the level specific exercises and neither team performs all the Excellent or all the Advanced exercises.

Performing Pairs - Each exhibitor will use the armband number they are assigned by the Trial Secretary, but they do not have to perform in armband number order, either member of the pair can go first. Scoresheets designate both armband numbers separated by a forward slash (i.e., 312/421). During the briefing before the class begins, the Judge will inform all Paris teams what the designated Tagging Zone position(sit or down) will be for the class. Additionally, the Judge may indicate the Tagging Zone position on the course map for the class. The Judge will call both exhibitors into the ring. The dog/handler team going second will go to the Tagging Zone and will have their dog sit or down, based on the Judge's designated Tagging Zone position, and must maintain that position until the tag. When the second dog/handler team is in position in the Tagging Zone and the first dog/handler team is at the start line with the leash removed, the Judge asks the team, "Are you Ready?" and with an affirmative response from the team, the Judge then says, "Forward" starting the time. The first handler will keep the leash in a pocket, around their waist, or around their neck. After completing the last exercise before the Tagging Zone, the first handler will leash their dog, and once their dog is under control, will enter the Tagging Zone and will fist bump their teammate, signaling the second pairs member to start the second half of the course. The second dog/handler team will then perform the second half of the course. After passing the finish sign, the second handler will leash their dog and go directly to the Tagging Zone, and with their dog under control, will fist bump their teammate signaling the time to stop. Dogs in the Tagging Zone must remain under control. While in the Tagging Zone, the dog must remain in the designated Tagging Zone position until a fist bump from the other teammate. The team will lose either 10 or 20 points (depending on if the Tagging Zone is a 10-point value station or a starred station valued at 20 points) for either dog not staying in position in the Tagging Zone. Teams will exit the ring leashed and under control. In all cases, handlers will fist bump with the handlers closest to each other and dogs on the outside of the handlers, on the handler's left sides.

11.3.3 RALLY ADVANCED PAIRS CLASS

Dogs may only be entered in Pairs once in each trial; they cannot enter with multiple pair partners in a single trial.

11.3.3.1 Eligibility to Enter

The Rally Advanced Pairs class shall be for any dog eligible to compete in regular Advanced level classes and who have attained the Rally Novice Pairs title.

11.3.3.2 Rally Advanced Pairs Exercises and Scores

Leash Requirements - All exercises in the Rally Advanced Pairs class are judged off-leash, except for the Tagging Zone. Dogs in the Tagging Zone will be on leash. Leashes will stay with the handlers at all times while performing their section

of the course. Leashes may be put in a pocket or draped around handler's neck or waist. Leashes cannot be carried in hand.

Performance Requirements - All performance requirements for Rally Advanced apply to Rally Advanced Pairs.

Course Requirements - Rally Advanced Pairs must have seventeen or nineteen stations, one of which must be either station "T", the Tagging Zone which will be exactly halfway through the course. The Tagging Zone exercise will be station #9 on a course with seventeen stations or station #10 on a course with nineteen stations. The Tagging Zone sign will be placed along one of the ring sides, next to the gates. The Tagging Zone should be approximately 3 to 4 feet square to provide ample space for the team in the Tagging Zone to perform the designated Tagging Zone position without interfering with other exercises. There will be a minimum of three and a maximum of five stationary exercises. The Tagging Zone does not count as one of the stationary exercises. There must be a minimum of four Advanced level exercises. Each sign will have a 10-point value except for Star stations that will have a 20-point value. The total number of points on the course must equal 200. Any star stations will be determined by the Judge and marked with a Star designator. Level specific exercises should be distributed throughout the course so that both dog/handler teams perform some of the level specific exercises and neither team performs all the Advanced exercises.

Performing Pairs - Each exhibitor will use the armband number they are assigned by the Trial Secretary, but they do not have to perform in armband number order, either member of the pair can go first. Scoresheets designate both armband numbers separated by a forward slash (i.e., 312/421). During the briefing before the class begins, the Judge will inform all Paris teams what the designated Tagging Zone position (sit or down) will be for the class. Additionally, the Judge may indicate the Tagging Zone position on the course map for the class. The Judge will call both exhibitors into the ring. The dog/handler team going second will go to the Tagging Zone and will have their dog sit or down based on the Judge's designated Tagging Zone position and must maintain that position until the fist bump. When the second dog/handler team is in position in the Tagging Zone and the first dog/handler team is at the start line with the leash removed, the Judge asks the team, "Are you Ready?" and with an affirmative response from the team, the Judge then says, "Forward" starting the time. The first handler will keep the leash in a pocket, around their waist, or around their neck. After completing the last exercise before the Tagging Zone, the first handler will leash their dog, and once their dog is under control, will enter the Tagging Zone and will fist bump their teammate, signaling the second pairs member to start the second half of the course. The second dog/handler team will then remove their dog's leash and perform the second half of the course. After passing the finish sign, the second handler will leash their dog and go directly to the Tagging Zone, and with their dog under control, will fist bump with their teammate signaling the time to stop. Dogs in the Tagging Zone must remain under control. While in the Tagging Zone, the dog must remain in the designated Tagging Zone position until a fist bump from the other teammate. The team will lose either 10 or 20 points (depending on if the Tagging Zone is a 10-point value station or a starred station valued at 20 points) for either dog not staying in position in the Tagging Zone. Teams will exit the ring leashed and under control. In all cases, handlers will fist bump with the handlers closest to each other and dogs on the outside of the handlers, on the handler's left sides.

11.3.4 RALLY NOVICE PAIRS CLASS

Dogs may only be entered in Pairs once in each trial; they cannot enter with multiple pair partners in a single trial.

11.3.4.1 Eligibility to Enter

The Rally Novice Pairs class shall be for any dog eligible to compete in regular Novice level classes.

11.3.4.2 Rally Novice Pairs Exercises and Scores

Leash Requirements - All exercises in the Rally Novice Pairs class are judged on-leash.

Performance Requirements - All performance requirements for Rally Novice apply to Rally Novice Pairs.

Course Requirements - Rally Novice Pairs must have seventeen or nineteen stations, one of which must be "T", the Tagging Zone which will be exactly halfway through the course. The Tagging Zone exercise will be station #9 on a course with seventeen stations or station #10 on a course with nineteen stations. The Tagging Zone sign will be placed along one of the ring sides, next to the gates. The Tagging Zone should be approximately 3 to 4 feet square to provide ample space for the team in the Tagging Zone to perform the designated Tagging Zone position without interfering with other exercises. There will be a minimum of three and a maximum of five stationary exercises. The Tagging Zone does not count as one of the stationary exercises. There must be a minimum of three Novice Only level exercises. Each sign will have a 10-point value except for Star stations that will have a 20-point value. The total number of points on the course must equal 200. Any star stations will be determined by the Judge and marked with a Star designator.

Performing Pairs - Each exhibitor will use the armband number they are assigned by the Trial Secretary, but they do not have to perform in armband number order, either member of the pair can go first. Scoresheets designate both armband numbers separated by a forward slash (i.e., 312/421). During the briefing before the class begins, the Judge will inform all Pairs teams what the designated Tagging Zone position (sit or down) will be for the class. Additionally, the Judge may indicate the Tagging Zone position on the course map for the class. The Judge will call both exhibitors into the ring. The

dog/handler team going second will go to the Tagging Zone and will have their dog sit or down based on the Judge's designated Tagging Zone position and must maintain the designated position until the fist bump. When the second dog/handler team is in position in the Tagging Zone and the first dog and handler team is at the start line, the Judge asks the team, "Are you Ready?" and with an affirmative response from the team, the Judge then says, "Forward" starting the time. After completing the last exercise before the Tagging Zone, the first handler will enter the Tagging Zone and will fist bump their teammate, signaling them to start the second half of the course. The second dog/handler team will then perform the second half of the course. After passing the finish sign, the second handler will go directly to the Tagging Zone, and with their dog under control, will fist bump their teammate signaling time to stop. Dogs in the Tagging Zone must remain under control. While in the Tagging Zone, the dog must remain in the designated Tagging Zone position until a fist bump from the other teammate. The team will lose either 10 or 20 points (depending on if the Tagging Zone is a 10-point value station or a starred station valued at 20 points) for either dog not staying in position in the Tagging Zone. Teams will exit the ring with the dog under control. In all cases, handlers will fist bump with the handlers closest to each other and dogs on the outside of the handlers, on the handler's left sides.

11.4 Rally Fast Classes

Rally Fast Classes will have no stationary exercises. The course should be free flowing to showcase the team's heeling, precision, and speed. Class will be divided into Masters, Excellent, Advanced, and Novice levels.

11.4.1 FAST MASTERS

Fast Masters must include one jump or two jumps using sign 316 and must be starred. No stay exercise may be used. Any non-stationary exercises allowed for use in Masters may be used.

11.4.2 FAST EXCELLENT

Fast Excellent must include one jump, which must be starred. No stay exercise may be used. Any non-stationary exercises allowed for use in Excellent may be used.

11.4.3 FAST ADVANCED

Fast Advanced, no stay exercise may be used. Any non-stationary exercises allowed for use in Advanced may be used.

11.4.4 FAST NOVICE

Fast Novice, no stay exercise may be used. Any non-stationary exercises allowed for use in Novice may be used.

Chapter 12. Merits

12.1 Miscellaneous

12.1.1 ELIGIBLE DOGS

Eligible dogs are ASCA or LEP registered Australian Shepherds owned or co-owned by a full ASCA member in good standing during the qualifying period of the current Merit program year.

12.1.2 PROGRAM DATES

The program will run from June 1st through May 31st of the following year.

12.1.3 LISTING OF SCORES AND AVERAGE

Scores used for calculating the average will be listed under the dog's name followed by their averaged score.

12.1.4 TOP TWENTY DOGS LISTED

The top twenty dogs will be listed in the Aussie Times and/or on the ASCA Website by placement using averaged scores. If there is a tie for 20th place, all dogs tied for 20th place will be listed. **Example:** Dog A has an average score of 197.5; dogs B, C, and D each have average scores of 196. They will be listed as dog A in 1st place, dogs B, C, and D in 2nd place, and dog E in 5th place.

12.1.5 RANKING IN MULTIPLE MERIT LISTS

A dog may be ranked in more than one Merit list during the same year.

12.1.6 TOP TEN CERTIFICATES; PHOTOS OF MERIT WINNERS

Certificates will be issued for 1st through 10th place including all dogs tied for 10th place. Each year, the first-place winners will receive a complementary photo of their dog in the issue of the Aussie Times where Merit winners are recognized.

12.2 Novice, Advanced, Excellent, and Masters Merit Lists

12.2.1 SEPARATE LISTS; SCORES FROM A, B AND C CLASSES

There will be separate lists for Novice, Advanced, Excellent, and Masters. Scores for each level may be earned in the A, B, and C classes.

12.2.2 CALCULATING THE AVERAGE

The top three scores from the current Merit year will be used for each dog's averaged score. A minimum of three scores are needed to be included in the Merit list.

12.2.3 TIES FOR PLACEMENTS

Dogs tied for a placement will be listed alphabetically by registered name.

12.2.4 ELIGIBILITY TO EARN SCORES AT DIFFERENT LEVELS

Once a dog earns the next level title, they are no longer eligible to earn scores toward the lower-level Merit standings. Earned scores in a level remain eligible in the Merit level list regardless of titles earned.

12.2.5 ELIGIBILITY FOR MASTERS MERIT LIST

Once a dog qualifies in Excellent B and Masters B at the same trial, they are no longer eligible to earn scores for Masters Merits.

12.3 REM (Rally Excellent Masters) Merit List

12.3.1 SCORES FOR REM MERIT LIST

The REM Merit list will come from combined (double qualifying) scores. Scores will come from the B classes. **Example:** A Masters B score of 192 and an Excellent B score of 197, both in same trials, will be a combined score of 389.

12.3.2 NUMBER OF SCORES USED FOR THE AVERAGE

The top five combined scores from the current Merit year will be used for each dog's averaged score.

12.3.3 TIES FOR PLACEMENTS

Ties for placements will be determined by the dog with the highest combined score placing higher. If a tie still exists, the five Masters scores from the combined scores used will be averaged, and the dog with the highest average places higher. If a tie still exists, dogs will be listed alphabetically.

12.3.4 ELIGIBILITY FOR REM MERIT LIST AFTER EARNING THE RTCH

Once a dog earns an RTCH, it is no longer eligible for REM Merits past the end of the Merit year when the RTCH was earned.

12.4 RTCH (Rally Trial Champion) Merit List

12.4.1 ELIGIBILITY FOR RTCH MERIT LIST

Dogs holding the title of the RTCH will be eligible for this list after the Merit year in which the title was earned. Qualified combined scores will be calculated when a dog qualifies in both Masters B and Excellent B in the same trial.

12.4.2 SCORES USED FOR AVERAGE

The top five combined scores from the current Merit year will be used for each dog's averaged score.

12.4.3 TIES FOR PLACEMENTS

Ties for placements will be determined by the dog with the highest individual combined score placing higher. If a tie still exists, the five Masters scores from the combined scores used will be averaged, and the dog with the highest average places higher. If a tie still exists, dogs will be listed alphabetically.

12.4.4 COMPETING FOR RTCH MERIT LIST AND OTHER MERIT LISTS

A dog competing for the RTCH Merit list cannot earn scores towards any other Merit list.

Chapter 13. Rally Finals

Statement of Purpose: This competition is designed to be self-supporting by those teams who take pride in their contribution of showcasing the intelligence and teamwork of the Australian Shepherd. The intention is to showcase ASCA's finest Rally dogs to the world so that we may share the virtues of this versatile breed with others.

13.1 Finals Runs

13.1.1 RUN IN CONJUNCTION WITH THE NATIONAL SPECIALTY

The Rally Finals will be run in conjunction with the ASCA National Specialty each year. It is suggested that the Finals not be on a day when another Rally competition is being held. It is recommended that the Rally Finals be held on the same day as the Obedience Finals.

13.1.2 FINALS DEFINED

The Finals will consist of four runs, two each in the Excellent and Masters classes.

13.1.3 RANDOM RUN ORDER

The Nationals Committee will determine the random run order. Dogs will not run in their order of ranking.

13.2 Finals Eligibility

13.2.1 PROGRAM YEAR; NOTIFICATION FROM THE BUSINESS OFFICE

Eligible points will be those received during the ASCA Finals year. The ASCA Finals year will be the 12-month period from June 1st of the previous year to May 31st of the year that the Finals are held. The ASCA Business Office will send the Nationals Committee a Rally Finals entry form for each dog by the close of the pre-entries for the Nationals.

13.2.2 ELIGIBLE DOGS

Eligible dogs are ASCA or LEP registered Australian Shepherds owned or co-owned by a Full ASCA member in good standing who have received qualifying scores from both Excellent B and Masters B at five individual trials during the current Finals year.

13.2.3 SCORES USED FOR PLACEMENTS

The top five combined scores (from Masters B and Excellent B from each of five trials) will be added for each dog to determine placements. **Example:** Dog A earns in one trial, a combined score of 396 from Masters B and Excellent B in the first trial. Second trial same dog earns a 390, third trial a 395, fourth trial a 392, fifth trial a 350 and sixth trial a 397, the total points for Finals to date would be 1970. The 350 from the fifth trial would be dropped.

13.2.4 INVITATIONS

Invitations will be sent to the top twenty Rally dogs as ranked on the ASCA website from the combined scores of Excellent B and Masters B. There may be more than twenty dogs if there is a tie for the 20th placement. Dogs with ties will be listed alphabetically for the placement they are tied for. **Example:** Dog A has 1996 points; dogs B, C, and D have 1994 points; dog E has 1993 points. They will be listed as A in first place and B, C, and D in second place, and dog E in fifth place. By July 1st of each year, a reminder notification will be sent to the ASCA io groups and the electronic newsletter notifying rally exhibitors to check the Rally Finals Standings list on the website for their position in the standings. Any team listed as an alternate on the ASCA website may request an entry. Entry forms for alternates are available by request from the ASCA Business Office if they are interested in the opportunity to show in Finals should an opening become available.

13.2.5 BITCHES IN SEASON

Bitches in season that have qualified will be allowed to compete in Finals. They must be crated (not placed in an exercise pen) in a separate area (may be designated by the Nationals Committee) at least 50 feet away from the Rally rings prior to and during the trial, until they are called to compete. Bitches in season must compete wearing panties. They will compete last in each of the four classes and if involved in a run-off, will compete last in the run-off.

They must remain on leash when not in the ring. All attempts should be made to potty bitches in season in an isolated area or areas designated by the Nationals Committee. Bitches in season shall not be brought back into the ring for ribbons and awards.

Failure to comply with any restrictions in this chapter will result in elimination from Finals.

13.3 Finals Verification

13.3.1 NOTIFICATION

All eligible contestants who have qualified for the Finals will be notified by email by the ASCA Business Office by July 1st of the Finals year. If a competitor believes they are Finals eligible and has not received a notification by July 8th of the Finals year, they shall notify the Business Office concerning this potential problem. Alternates will be notified of their standing as well.

13.3.2 COMPLETION OF ENTRY FORM; DEADLINE

All eligible contestants and alternates notified by the ASCA Business Office wishing to compete must complete an official entry form and send it via email with the appropriate entry fees (except for the alternates who will pay when they become eligible) to the ASCA Business Office. Contestants will choose between one of the following options on the entry form:

- A. I will be competing.
- B. I am not entering but would like a Finals qualifier ribbon to be picked up at Nationals. (Alternate Needed)
- C. I am not entering - No ribbon requested. (Alternate Needed)

This ~~confirmation of intent to compete~~ entry form must be received no later than July 15th of the Finals year. The ASCA Business Office will send all entries of the Rally Finals to the Nationals Committee by the close of entries for that year's ASCA Nationals. **Effective April 27, 2025, for the 2025 Finals.**

13.3.3 NOTIFICATION OF ALTERNATES; REFUNDS

If an eligible contestant fails to send in an entry form or has to withdraw their entry, the ASCA Business Office will notify the next alternate who has stated their intent to attend. If a cancellation occurs the day of the Finals, one of the alternates on the grounds will become eligible in order of their rankings. If no alternates are available, the Finals will run short. Entry fees will be refunded (less the processing fee) if a competitor withdraws prior to the ~~event~~ deadline for changes in the National Specialty premium and the spot is filled by an alternate. If an alternate enters after this deadline, they will not receive a finalist ribbon nor appear in the catalog. **Effective April 27, 2025, for the 2025 Finals.**

It is the sole responsibility of the exhibitor to monitor the ASCA Rally Standings list on the website and request an entry form from the ASCA Business Office. As a courtesy, the Rally Committee Chair or an assigned committee member will post a reminder on the ASCA io groups and the monthly electronic newsletter to request an entry form from the ASCA Business Office and return it no later than July 15th.

The Business Office will provide the Rally Finals Secretary with a list of alternates who have returned their letter of intent to attend so if there is a cancellation on the day of Finals, the Secretary will have the order of alternates to accept into the competition. Immediately following the competition, the Rally Finals Secretary will notify the Business Office that an alternate(s) was allowed in the competition so fees can be collected from them.

13.4 Finals Fees

13.4.1 ENTRY FEES

The entry fee for the Rally Finals Competition is set by the ASCA Board of Directors (see the ASCA [Schedule of Fees](#)). This money will be used to cover any expenses the Nationals Committee may incur hosting the Rally Finals Competition as well as awards for the top Rally Finals winners. The Nationals Committee will submit their expenses to the ASCA Board of Directors. When all expenses have been met, any additional monies will be used for funding the next year's competition.

13.4.2 FINALS FUND

The ASCA Business Office will keep an accounting of all monies received for the Finals fund and is responsible for informing the Nationals Committee, the ASCA Board of Directors, and the ASCA Rally Committee as to the amount received by August 1st of the competition year.

13.4.3 PROPOSED BUDGET

The Nationals Committee shall submit a proposed budget to the ASCA Board of Directors and the ASCA Rally Committee at least 6 months prior to the Finals. The Rally Committee will send comments, if any, to the Board of Directors within 30 days of receipt.

13.5 Finals Prizes and Rosettes

See Section 24.1 in the National Specialty Rule Book.

13.6 Finals Judges and Judging

13.6.1 NUMBER OF JUDGES REQUIRED; SCORING

Two Judges are necessary for the Finals. Their scores will be added together for placements.

13.6.2 CLASSES JUDGED BY EACH JUDGE

Each Judge shall judge one run of Rally Excellent and one run of Rally Masters.

13.6.3 RING ASSIGNMENTS

Each Judge will stay with their respective ring. The dog and handler teams will change rings.

13.6.4 RUNNING ORDER

The Nationals Committee will determine the running order of the classes and rings for the day of competition. (Done on the first day if there is more than one day of competition.)

13.6.5 NUMBER OF RUNS

Each dog shall have four runs, two under each Judge at the two different levels.

13.6.6 DETERMINING PLACEMENTS

The scores and times will be added for each dog for the four runs to determine the placements. All scores will be used, including non-qualifying. The combined time will be used to break any tie scores, with the dog and handler team with the least amount of time receiving the higher placement. An NQ (non-qualifying) run shall have a score of 0 entered in the Finals placement calculations.

13.6.7 TIES

If there are tied scores and times, placements will be determined by a run-off using the Masters level course. Runoffs will be done after all dogs have competed; this includes any bitches in season.

13.6.8 ONE FINALS WINNER

There will be one Finals winner from the combined scores of Rally Excellent and Masters level.

13.6.9 JUDGING STANDARD

The ASCA Rally Rules and Regulations will be the standard by which these classes are judged.

13.6.10 RUN-OFF JUDGE

The run-off Judge will be decided by a coin toss and that Judge's ring shall be used for run-offs.

13.7 Ring Requirements

Refer to [Section 1.15](#) for ring requirements for Rally Finals in addition to below.

13.7.1 SIZE OF RING

The ring shall be rectangular with a minimum of 2,000 square feet with no side being less than 40 feet for all Rally Classes. There must be at least a 10-foot border around any open side of the ring that is clearly marked off limits to crating, holding of dogs, food, drinks, toys, or other type of reward items. Distractions used for distraction exercises in Excellent and Masters must not be visible except when in use on the course.

13.7.2 NUMBER OF STEWARDS AND STOPWATCHES

Each ring should have a minimum of three Stewards: A Gate Steward, a Table Steward, and a Timing Steward.

Due to the importance of having a valid time for each run, two stopwatches must be used for each run in Rally Finals. One stopwatch will be designated as the primary stopwatch. In the event there is a timer malfunction of the primary stopwatch, the time on the secondary stopwatch will be used for that run.

Jump height changes, when needed, can be made by any of these stewards to help the trial run smoothly.

13.8 Finals Miscellaneous

13.8.1 POSTING OF FINALS SCORES

Scores will be posted as soon as they are available. It is required that two different people who are not entered in the Finals check the addition of the scores before they are posted.

13.8.2 REFUNDS

There will be no refunds.

13.8.3 FINALS JUDGES USED IN OTHER TRIALS DURING NATIONAL SPECIALTY

Judges for the Rally Finals will not be used to judge the same classes at any Trial held in conjunction with the ASCA National Specialty.

13.8.4 PRESENTATION OF AWARDS

Presentation of awards should be done in a manner to showcase the Event.

13.8.5 FINALS SCORES

Scores earned in Finals will not count toward any ASCA titles.

13.8.6 COURSE SUBMISSION AND APPROVAL

Courses used for Finals must be submitted at least 60 days prior to the event date to the assigned Course Reviewer. The Business Office will notify the Judge(s) who the Course Reviewer is as specified in [Chapter 16](#).

Chapter 14. Nationals Rally Trial

14.1 Course Submission and Approval

Courses used for any ASCA National Specialty must be submitted to the assigned Course Reviewer at least 60 days prior to the event date. The Business Office will notify the Judge(s) who the Course Reviewer is as specified in [Chapter 16](#).

14.2 Ring Size

Rings must be a minimum of 2,000 square feet with no side being less than 40 feet in length. There must be at least a 10-foot border around any open side of the ring that is clearly marked off limits to crating, holding of dogs, food, drinks, toys, or other type of reward items.

14.3 Number of Stewards and Stopwatches

Each ring should have a minimum of three Stewards: A Gate Steward, a Table Steward, and a Ring Timing Steward.

Due to the importance of having a valid time for each run, two stopwatches must be used for each run. One stopwatch will be designated as the primary stopwatch. In the event there is a timer malfunction of the primary stopwatch, the time on the secondary stopwatch will be used for that run.

Jump height changes, when needed, can be made by any of these stewards to help the trial run smoothly.

14.4 Bitches in Season

Bitches in season are not allowed to compete in the ASCA National Rally trial unless they are entered in MVA and/or MVJ for the current ASCA Nationals. Those entered in MVA and/or MVJ are not eligible for placements and will be competing for scores only (no placements or title legs). They must be pottied in a designated area. They must remain on leash, preferably with panties on.

14.5 Bitches in Season Running Order

If bitches in season are entered in MVA or MVJ, they must run last and held at a distance of a minimum of 50 feet from the ring and must be kept crated away until such time they are called.

14.6 Handler Conflicts

Handlers with conflicts must check in prior to the start of their competing level. If any conflicts are expected, the Handler must inform the Steward at this time. All attempts will be made to accommodate all teams; however, the trial will not be expected to be held up more than 30 minutes per level.

Chapter 15. Selection of Judges for Rally Finals and Nationals Rally Trial

15.1 Eligibility to Judge

- A. To be eligible to judge Rally Finals, the Judge must be an ASCA Senior Rally Judge, be in good standing with ASCA, and cannot have judged the previous two ASCA Rally Finals.
- B. To be eligible to judge the National Rally Trial, the Judge must be an ASCA Senior or National Rally Judge, be in good standing with ASCA, and cannot have judged the previous two National Rally Trials.

15.2 Judge Selection Process

- A. RALLY FINALS: The timeline for selecting Rally Finals judges shall be as follows.
 - 1. Between March 1st-April 1st of the year prior to the event, the ASCA Business Office shall send a letter of interest to all Senior Judges.
 - 2. Senior Judges will indicate interest and availability to judge Rally Finals by returning their letter of interest to the Business Office, via email, by April 15th of the year prior to the event. Judges who do not email a letter of interest to the Business Office by the deadline will not be considered in the selection process.
 - 3. Judge selection for Rally Finals Trial will be made by the Rally Committee Chair (or an assigned committee representative) and the Rally Finals and National Secretary for the event being selected.

Selections will be made from the letters of interest emailed to the Business Office by the deadline. If the Rally Committee Chair submits a letter of interest to judge Rally Finals, the selection of judges will be made by the upcoming Rally Finals and National Secretary and the previous year's Rally Finals and National Secretary. Two Judges will be selected to judge Rally Finals.

4. In addition to the 2 Judges selected to judge Rally Finals, an Alternate Judge will also be selected in case one of the Rally Finals Judges is unable to fulfill their duties. The Alternate Judge selection will be made from the letters of interest submitted. In the unlikely event, more than one alternate is needed for one of the showcase events, the Selection Committee will make further replacements from the letters of interest submitted by the deadline. If there are no more letters of interest available to select a replacement judge, the Emergency Replacement Guidelines in the Rally Rulebook will be used. Any judge hired through the use of the Emergency Replacement guidelines must meet the requirements listed in Chapter 15.1 Eligibility to Judge.
 5. No later than May 5th (of the year prior to the event) – the proposed slate of judges for Rally Finals shall be provided to the ASCA National Specialty Committee Chairperson.
- B. NATIONAL RALLY TRIAL: The timeline for selecting National Specialty judges shall be as follows.
1. Between June 15th and July 1st of the year prior to the event, the ASCA Business Office shall send a letter of interest to all Senior and National Judges.
 2. Senior and National Judges will indicate interest and availability to judge the National Rally Trial. Senior and National Judges must return their letters of interest to the Business Office via email no later than July 15th of the year prior to the event. Judges who do not email a letter of interest to the Business Office by the deadline will not be considered in the selection process.
 3. Judge selection for the National Rally Trial will be made by the Rally Committee Chair (or an assigned committee representative) and the Rally Finals and National Secretary for the event being selected. Selections will be made from the letters of interest emailed to the Business Office by the deadline. If the Rally Committee Chair submits a letter of interest to judge the National Rally Trial, the selection of judges will be made by the upcoming Rally Finals and National Secretary and the previous year's Rally Finals and National Secretary. Two Judges will be selected to judge the National Rally Trial.
 4. In addition to the two Judges selected to judge Rally Finals, an Alternate Judge will also be selected for the National Rally Trial, should one of the National Rally Trial Judges not be able to judge. Alternate Judge selections will be made from the letters of interest submitted. In the unlikely event that more than one alternate is needed for one of the showcase events, the Selection Committee will make further replacements from the letters of interest submitted by the deadline. If there are no more letters of interest available to select a replacement judge, the Emergency Replacement Guidelines in the Rally Rulebook will be used. Any judge hired through the use of the Emergency Replacement guidelines must meet the requirements listed in Chapter 15.1 Eligibility to Judge.
 5. No later than August 15th (of the year prior to the event) - the proposed slate of judges for the National Rally Trial shall be provided to the ASCA National Specialty Committee Chairperson.

15.3 Submission of Slate of Judges for Rally Finals and the Nationals Rally Trial

The Rally Committee Chair will send the proposed slate of judges and alternates for both rally events to the National Specialty Committee no later than the deadline listed in 15.2.A. above.

Chapter 16. Course Design Review

1. All rally courses used at Rally Trials for which ASCA is the sanctioning organization must receive an ASCA course review to ensure consistency with the ASCA Rally philosophy of safe, flowing, interesting course design offering level appropriate challenges for exhibitors to demonstrate teamwork and proficiency.
2. Course reviewers must be experienced, respected rally judges appointed by the Board of Directors upon recommendation of the Rally Committee. They will serve as unpaid volunteers. At least five course reviewers, plus at least one alternate, should be appointed whenever feasible.
3. Courses submitted by judges for review must be submitted in a .pdf format or in the excel course design template available on the ASCA website.
4. Judges, upon appointment, will be advised by the ASCA Business Office of the name and email address of the course reviewer having review responsibility for the trial(s) they are judging. Judges must electronically submit their proposed courses to the applicable course reviewer not later than 30 days prior to the first day of the trial.
5. The course reviewer shall review the proposed courses to ensure they are: (1) Safe; (2) Flowing; (3) appropriately challenging, considering the class and level for which intended; (4) Consistent with ring size indicated by the Host Club on the sanctioning paperwork; (5) Consistent with ASCA Rally level-specific requirements; (6) Consistent with ASCA Rally course design rules that apply to all courses. Course reviewers are empowered to direct mandatory course revisions to comply with these criteria, as well as to suggest non-mandatory changes to otherwise improve the challenges, flow, or other aspects of the course or courses. However, course reviewers

shall respect the judge's individuality, and not re-design the judge's courses solely based on personal preferences.

6. Course reviewers will electronically return copies of the proposed courses, together with any mandatory and recommended non-mandatory changes to the judge(s) not later than 15 days prior to the first day of the applicable trials. Judges must return a final copy of all courses for the trial(s) including any required, mandatory changes as well as any recommended, non-mandatory changes that were made on any course to the course reviewer at least 7 days prior to the trial. This will ensure that the course reviewer will have a complete set of finalized courses to be used at the trial.
7. To avoid any appearance of a conflict of interest, course reviewers shall not review courses to be used at trials where they expect to compete. If this situation occurs, the course reviewer shall forward the review package immediately to the alternate course reviewer, or another course reviewer, and so notify the trial judge and the ASCA Business Office.

Chapter 17. Becoming an ASCA Rally Judge

17.1 Licensed Rally and Obedience Judge Qualification Requirements

17.1.1 APPROVED RALLY JUDGES FROM OTHER REGISTRIES

Any Judge who has been approved for a minimum of 1 year for all levels of AKC, CKC, UKC, and/or WCRL (World Cynosport) Rally judging may apply to become an ASCA Rally Judge.

- A. Other Registry Approved Judges are required to have judged at least two rally trials in their registry for a minimum of fifty runs. Copies of Judges Books may be requested for verification.
- B. Other Registry Approved Judges who have not yet judged two rally trials with a minimum of fifty runs in that registry must complete the Apprenticing Requirements and Procedures as detailed in [Section 17.2.3](#).

17.1.2 APPROVED OBEDIENCE JUDGE WITH RALLY TITLES

ASCA, AKC, CKC, and/or UKC Obedience Judges who are approved to Judge through Open and have earned one Rally Masters (RM) title (from ASCA) or two Rally Excellent titles (RE) (one from ASCA and the other from ASCA, AKC, or CKC, or the UKC URO3 or WCRL RL3) may apply to become an ASCA Rally Judge.

- A. An approved Obedience Judge with Rally Titles must complete the Apprenticing Requirements and Procedures as detailed in [Section 17.2.3](#).

17.1.3 APPLICATION PROCESS

- A. Applicants must be at least 21 years old.
- B. Submit an application to the ASCA Business Office.
- C. Upon verification of qualifications, the applicant will be sent a link to the current ASCA Rally Rulebook and will complete the Judges Education, available free online. To get the link for the online Judges Education please contact the ASCA Business Office or the ASCA Rally Committee Chair.
- D. Upon completion of the Judges Education, the applicant will be sent an Open Book test. A score of 100% is required to pass. An applicant may attempt the test twice without penalty. If the applicant fails to score 100% after the second attempt, the applicant must wait 6 months from the date of application to reapply.
- E. After passing the Open Book test, the applicant will submit a complete set of courses (one for each level) for approval, beginning with the Masters level course. The Masters level course must be submitted and approved before submitting the remaining three levels of courses for approval. The set of application courses must be nested and a completed ASCA Rally Course Checklist (available on the ASCA Website) must be submitted with the courses.
- F. All applicants who have not previously judged two rally trials with a minimum of fifty runs in AKC, CKC, UKC and/or WCRL are required to complete the Apprenticing Requirements and Procedures outlined in [Section 17.2.3](#).
- G. If at any point in the above process it is felt by the ASCA Rally Committee that the applicant needs additional experience, education or mentorship, additional requirements may be made of the applicant (i.e., additional courses, review scoring requirements, etc.). A timeframe for completing any additional requirements will be provided with the assignment.
- H. Once all steps above are completed within the timeframe outlined in [Section 17.1.4](#), the ASCA Rally Committee will vote to approve the applicant. On approval, the Rally Committee Chair will forward the applicant's information to the ASCA Board of Directors for approval.
- I. Applicants are cautioned that completing all steps of the application process does not guarantee approval to be an ASCA Rally Judge. Judging is a privilege, not a right.

17.1.4 TIMEFRAME FOR COMPLETING THE APPLICATION PROCESS

Rally Judge applicants will have 6 months to complete steps b. through e. outlined above in the application process. The time clock will start when the application is received in the ASCA Business Office. It is recommended that course maps

not be started until the Judges Education has been completed. The Masters map must be submitted and approved before the other class maps are started.

Applicants from Other Registries who have not judged a minimum of fifty runs in their registry (see [Section 17.1.1](#)) and Approved Obedience Judges with Rally Titles (see [Section 17.1.2](#)) will be allowed 12 months, if needed, from the time they complete steps b. through e., to finish their Apprentice Judge requirements as outlined in [Section 17.2.3](#).

There is no minimum length of time to complete the application process, only that steps b. through e. be completed within 6 months of the date the ASCA Business Office receives the application and the apprentice judging, if applicable, be completed within 12 months following the timely completion of steps b. through e. Applicants must wait 1 year to reapply if sections b. through e. are not completed in the 6-months timeframe and if the Apprentice judging, if applicable, is not completed within 12 months of the timely completion of steps b. through e.

17.2 Other Person Rally Judge Qualification Requirements

17.2.1 REQUIREMENTS TO BECOME A JUDGE

All 'other persons' wishing to become an ASCA Rally Judge must fulfill all requirements from either Option A or B.

Option A Qualifications:

1. Two Companion Dog (CD) titles (from ASCA, AKC, CKC, or UKC)
2. One Companion Dog Excellent (CDX) title (from ASCA, AKC, CKC or UKC) or One Open Dog Excellent (ODX) title (from ASCA)
3. One Rally Masters (RM) title (from ASCA)

Option B Qualifications:

1. One Companion Dog (CD) title (from ASCA, AKC, CKC, or UKC)
2. One Rally Excellent Masters (REM) title (from ASCA)
3. Three Rally Excellent (RE) titles (at least one RE must be from ASCA; others may be a combination from ASCA, AKC, CKC, the UR03 from UKC, and/or the WCRL RL3)

17.2.2 APPLICATION PROCESS

- A. All applicants must be at least 21 years old.
- B. Submit an application to the ASCA Business Office.
- C. Upon verification of qualifications and stewarding, the applicant will be sent a current ASCA Rally Rulebook. The applicant will complete the Judges Education, available free online. To get the link for the online Judges Education, please contact the ASCA Business Office or the ASCA Rally Committee Chair.
- D. Upon completion of the Judges Education, the applicant will be sent an Open Book test. A score of 100% is required to pass. An applicant may attempt the test twice without penalty. If the applicant fails to score 100% after the second attempt, the applicant must wait 6 months from the date of application to reapply.
- E. After passing the Open Book test, the applicant will submit a complete set of course maps (one for each level) for approval, beginning with the Masters level course map. The Masters level course map must be submitted and approved before submitting the remaining three levels of course maps for approval. The set of application course maps must be nested and a completed ASCA Rally Course Checklist (available on the ASCA Website) must be submitted with the course maps.
- F. Once items b. through e. above are completed and approved, the applicant must complete the Apprentice Judge requirements, below. The timeframes for completing steps b. through e. and the Apprentice Judging are found below in [Section 17.2.4](#).
- G. If at any point in the above process it is felt by the ASCA Rally Committee that the applicant needs additional experience, education or mentorship, additional requirements may be made of the applicant (i.e., additional course maps, review scoring requirements, etc.). A timeframe for completing any additional requirements will be provided with the assignment.
- H. Once all steps above are completed within the timeframe outlined in [Section 17.2.4](#), the ASCA Rally Committee will vote to approve the applicant. On approval, the Rally Committee Chair will forward the applicant's information to the ASCA Board of Directors for approval.
- I. Applicants are cautioned that completing all steps of the application process does not guarantee approval to be an ASCA Rally Judge. Judging is a privilege, not a right.

17.2.3 APPRENTICING REQUIREMENTS AND PROCEDURES

- A. The Apprentice must complete a minimum of two apprentice assignments under at least two different ASCA approved Rally Judges.
- B. The applicant should contact the Judge and the Affiliate Club for approval prior to the trial.

- C. All apprentice judging shall be under the guidance of a Regular, Nationals, or Senior Rally Judge. At least one assignment must be under the guidance of a Senior Rally Judge. If there are no Senior judges in the applicant's geographic region the applicant must contact the ASCA Rally Committee for approval to apprentice under a Regular Rally Judge or Nationals Judge. No apprentice runs may be with a Provisional Judge.
- D. The applicant shall set the course, working with Club members. The applicant should then walk the course with the judge to verify spacing, etc.
- E. The Apprentice must judge a minimum of fifty runs and must judge runs from all four levels of ASCA Rally.
- F. The Apprentice will observe from the most advantageous position(s) ringside and score each dog as if they were the Judge. The Apprentice shall score each dog independently from the Judge and without interference from spectators or competitors.
- G. After judging is completed, the official Judge and the Apprentice will confer and review their scores, discussing how each arrived at their score. This time should be positive and educational, giving the Apprentice confidence and knowledge to further their judging experience.
- H. The Official Judge shall complete the Rally Apprentice Judge Evaluation (available from the ASCA Business Office) at the conclusion of the apprenticing assignment and return the form to the ASCA Business Office.
- I. The Judge applicant must complete and return the Apprentice Judge Comparison Report (available from the ASCA Business Office) and their score sheets within 15 days of the trial to receive credit for the apprenticing assignment.
- J. Rally Apprentice Judge Comparison Worksheets shall be reviewed by a designated member of the ASCA Rally Committee or the Chair. Differences in scores of 3 or more points will be evaluated, with an emphasis on 10 points or greater. Should the percentage of differences be 10% or greater, the Committee may require additional apprentice runs with closer monitoring of scores and evaluation of the differences.
- K. Apprenticing shall not take place during the ASCA Rally Finals or ASCA National Specialty.

17.2.4 TIMEFRAME FOR COMPLETING THE APPLICATION PROCESS

Rally Judge applicants will have 6 months to complete steps B. through E. outlined above in the application process. The time clock will start when the application is received in the ASCA Business Office. It is recommended that course maps not be started until the Judges Education has been completed. The Masters map must be submitted and approved before the other class maps are started. Applicants will be allowed an additional 12 months, if needed, from the time they complete steps B. through E., to finish their Apprentice Judge requirements. There is no minimum length of time to complete the process, only that steps B. through E. be completed within 6 months of the date the ASCA Business Office receives the application and the apprentice judging be completed within 12 months following the timely completion of steps B. through E. Applicants must wait 1 year to reapply if sections B. through E. are not completed in the 6-months timeframe and if the Apprentice judging is not completed within 12 months of the timely completion of steps B. through E.

17.3 Acceptance

17.3.1 ACCEPTANCE

- A. The ASCA Board of Directors will instruct the ASCA Business Office to notify the applicant when they have been approved and will issue a Judge's number if the applicant is not already an ASCA Judge.
- B. If the Board does not approve the applicant, they will be notified by the Executive Secretary at the direction of the Board.
- C. All new ASCA Rally Judges are initially approved as Provisional Judges.

17.4 Provisional Judge

17.4.1 PROVISIONAL JUDGE

- A. The Provisional Judge will be able to accept assignments and judge ASCA Trials. See [Chapter 16](#) for course design review requirements.
- B. All Judges will remain Provisional until such time they meet the requirements to move to regular status and complete the steps necessary to affect that change. Once a Provisional Judge submits three sets of course maps that do not require mandatory changes, the Judge may complete the required form requesting a move from provisional to regular status.

17.5 Rally Judge Classifications and Progression

17.5.1 PROVISIONAL JUDGE

- A. All Judges enter the ASCA Rally Judging ranks as a Provisional Judge.
- B. A Provisional Judge can accept assignments to judge any ASCA sanctioned rally trial, except the ASCA National Rally Trial and Rally Finals.

- C. To progress to regular status, the Provisional Judge must submit three complete sets of course maps, never before submitted for review, which do not require any mandatory corrections for trials they have been hired to judge (see [Chapter 16](#)).
- D. Once a Provisional Judge submits three sets of course maps not requiring mandatory revisions, they must submit a change of classification form to the ASCA Business Office requesting to be moved to Regular status. The ASCA Business Office will verify the information on the form and notify the ASCA Rally Committee Chair that the request has been received. A motion will be made at the Committee level and upon passing at the Committee level will be referred to the ASCA Board of Directors for final approval. When final approval is received, the Judge will be notified and the Judge's classification on the Judges Directory will be changed to Regular Judge.

17.5.2 REGULAR JUDGE

- A. A Regular Judge can accept assignments to judge any ASCA sanctioned rally trial, except the ASCA National Rally Trial and Rally Finals.
- B. To progress to National status, the Regular Judge must have completed a Rally Masters title in ASCA.
- C. Once a Judge completes the titling requirement, they must submit a change of classification form to the ASCA Business Office requesting to be moved to National status. The ASCA Business Office will verify the information on the form and notify the ASCA Rally Committee Chair that the request has been received. A motion will be made at the Committee level and upon passing at the Committee level will be referred to the ASCA Board of Directors for final approval. When final approval is received, the Judge will be notified and the Judge's classification on the Judges Directory will be changed to National Judge.

17.5.3 NATIONAL JUDGE

- A. A National Judge can accept assignments to judge any ASCA sanctioned rally trial and the ASCA National Rally Trial but is not eligible to judge Rally Finals.
- B. To progress to Senior status, the National Judge must have completed at least five judging assignments for rally trials sanctioned by ASCA.
- C. Once a Judge completes the judging requirement, they must submit a change of classification form to the ASCA Business Office requesting to be moved to Senior status. The ASCA Business Office will verify the information on the form and notify the ASCA Rally Committee Chair that the request has been received. A motion will be made at the Committee level and upon passing at the Committee level will be referred to the ASCA Board of Directors for final approval. When final approval is received, the Judge will be notified and the Judge's classification on the Judges Directory will be changed to Senior Judge.

17.5.4 SENIOR RALLY JUDGE

A Senior Rally Judge can accept assignments to judge any ASCA sanctioned or sponsored rally trial, including the ASCA National Rally Trial and Rally Finals.

17.5.5 REQUEST CHANGE OF CLASSIFICATION

Request forms for moving to a new Judge classification are found on the ASCA Website.

17.5.6 MULTIPLE REQUESTS

Multiple requests may be submitted at the same time if the requirements for the requests have been met.

Example: if a Provisional Judge who has already titled a dog to the RM title and submits three sets of course maps that do not require mandatory corrections, they would be eligible to submit requests to move to Regular and to National Judge classification on the same form. Once the approval process is completed, the higher classification will be listed on the Judges Directory.

17.5.7 NO REQUIREMENT TO CHANGE CLASSIFICATION

Judges are not required to move to a higher classification if they do not choose to make themselves eligible to judge the ASCA National Rally Trial or Rally Finals.

17.6 Continuing Education Requirements for All ASCA Rally Judges

17.6.1 STAYING UP TO DATE ON RULES

It is the responsibility of all ASCA Rally Judges to stay up to date on the current rules and regulations affecting the ASCA Rally program. Rule Books will be updated and reprinted June 1st of each calendar year. Individual program rulebooks may be updated and reprinted January 1st of the same calendar year if deemed necessary by the ASCA Board of Directors. Only those program rules contained in the latest version of each rule book shall be enforceable.

17.6.2 ASCA RALLY JUDGES EDUCATION

All ASCA Rally Judges will be required to complete the ASCA Rally Judges Education, available free online, at least every 2 years. A notice will be sent by the ASCA Business Office to all ASCA Rally Judges during the first week of June in odd-numbered years (i.e., 2023, 2025, 2027, etc.). All sections must be completed and sections with questions requiring a response must be answered correctly to receive credit. The Judges Education must be completed by August 31st of the test year. In mid-July of odd numbered years, the ASCA Business Office will contact any Judge who has not yet completed the Judges Education to assure the June notice was received. Judges not completing the Judges Education by August 31st will be removed from the approved ASCA Judges Directory and will need to reapply if they choose to judge ASCA Rally again in the future.

New ASCA Rally Judges who completed their application process in the last quarter of an even-numbered year (i.e., 2022, 2024, 2026, etc.) will receive credit for completing their 2-year continuing education during their application process.

17.7 Publication

17.7.1 AUSSIE TIMES

The name and state of residence of new ASCA Rally Judges shall be published in the next edition of the Aussie Times following their approval by the ASCA Board of Directors.

17.7.2 ASCA WEBSITE

The name and personal information of all ASCA Rally Judges will be published on the ASCA Website under contact information unless that Judge has checked the opt-out box on their application.

17.8 Event Crisis Judge

17.8.1 SELECTION OF EVENT CRISIS JUDGES

If a temporary shortage of Judges occurs due to any type of natural disaster, war, disease, travel restrictions, etc., temporary Event Crisis Judge(s) may be used when holding ASCA Rally Trials. A crisis must be determined by the ASCA Board of Directors and will remain in place until the Board announces to the membership and ASCA Rally Committee that the crisis is over. Once the crisis is over, any person approved to be an Event Crisis Judge will return to the status held prior to the crisis and will not have an altered path to becoming a Provisional Judge, Regular Judge, Nationals Judge or Senior Judge.

An ASCA Affiliate must submit a written request to the ASCA Rally Committee Chair to use an Event Crisis Judge (ECJ) and will submit written consent from the suggested ECJ that they are willing to perform the duties of an ASCA Rally Judge for the Affiliate's trial. The ASCA Affiliate's request to use an ECJ must include the qualifications of the suggested ECJ. The ASCA Rally Committee Chair will present the request to the Committee for consideration.

If an Affiliate determines it is necessary for them to request the use of an Event Crisis Judge, each trial or group of trials in a cluster of one or more consecutive days can be requested at the same time. However, each "cluster" will require a new request. For example, a request for John Smith to judge a trial(s) in a cluster of shows held in January will not give John Smith a blanket approval to be an ECJ for the remainder of the crisis time. If the Affiliate wants to request John Smith to be an ECJ 6 months later, a new request will have to be made and credentials within the request updated. If a second request is made, a previously approved ECJ will not be required to complete steps A, B and C outlined below unless it has been more than 1 year from the previous completion of those steps.

Approval of an ECJ will be chosen in the following order of priority:

1. A person who is already in the process of becoming an ASCA Rally Judge.
2. A person who has fulfilled the requirements of becoming an ASCA Rally Judge but has not yet applied to become a Judge.
3. A person who has completed a RTCH on at least one dog.
4. A person who has completed base titles in all levels of ASCA Rally (Novice, Advanced, Excellent, Masters) on at least one dog.
5. A person who is currently competing in Masters classes with at least one dog.

In no circumstance will an ECJ Judge be approved if they have not shown in all levels of ASCA Rally. Once the ASCA Rally Committee recommends approval of an Event Crisis Judge, their name will be forwarded to the ASCA Board of Directors for approval and the ASCA Business Office will be notified.

17.8.2 EVENT CRISIS JUDGE REQUIREMENTS AND RESTRICTIONS

The Event Crisis Judge shall not judge any dog that they own or co-own or that a member of their immediate household or immediate family owns or is currently handling. The Event Crisis Judge's immediate family includes spouse, father,

mother, son, daughter, brother, sister, or any person residing with that individual. Immediate family members of an officiating Event Crisis Judge may show under another officiating Judge at the same trial.

Requirements for approval as an Event Crisis Judge are listed below:

- A. All Event Crisis Judges will be required to take and pass the most recent Judges' test before moving to step "b" below.
- B. All Event Crisis Judges will be required to complete the current online ASCA Rally Judges Education.
- C. All Event Crisis Judges will be required to submit a complete set of course maps for each trial they will be judging at least 30 days prior to any event they will be judging. The Business Office will instruct the ECJ which Course Reviewer to submit the courses for review. In the event there is not acceptable time to get courses approved, the ECJ may request to use approved emergency courses. Emergency courses are available through the ASCA Business Office or the ASCA Rally Committee Chair.

Restrictions for Event Crisis Judges:

- A. A person working as an Event Crisis Judge will not permanently hold the position of ASCA Rally Judge in any form, nor will they be allowed to use this experience to bypass the existing requirements for becoming an ASCA Rally Judge when the crisis is over.
- B. The work done, both positive and negative, by the Event Crisis Judge will be considered when entering the ASCA Rally judging application process. Any formal complaints, letters, or documentation of disciplinary action, along with letters of recommendation, reviews, and letters of appreciation that are associated with their work as an Event Crisis Judge will be considered in the application process to become an approved ASCA Rally Judge.

Chapter 18. Trial Guidelines

18.1 Judges

18.1.1 JUDGE AS AMBASSADOR

The Judge is the ambassador of the sport during the event. From the presence of the Judge, all involved within that event, including exhibitors, spectators, and workers, shall leave that event with the understanding of the sport of Rally, as given to them by the Judge.

18.1.2 JUDGING LIMITS; REUSING COURSES

Judges can judge up to 120 runs per day. It is suggested that a Judge not judge more than 8 hours in a single day. If a Rally Judge is judging more than one ASCA sanctioned event per day, the 8 hours includes all assignments. Courses may not be reused within 6 months in any Trial that is within 300 miles from previous use of the same courses.

18.1.3 JUDGE DEMEANOR

Judges must be fair, impartial, confident, and friendly. Beginners in the sport should feel at ease and welcomed by the Judge, not intimidated. Experienced exhibitors should have no doubt but that the Judge is in control by the Judge's confident and respectful manner.

18.1.4 SOLICITING ASSIGNMENTS

Neither a Judge, nor a family member of a Judge, may solicit or promote assignments on the Judge's behalf.

Definitions:

- A. Solicitation is the repeated contact and/or the use of influence, persuasion, or coercion to obtain a judging assignment.
- B. Promotion is a Judge's or their immediate family member's attempt to sell or popularize the Judge or their judging assignments through verbal or written advertising and/or publicity.

18.1.5 AVAILABLE EQUIPMENT

The Judge shall only use equipment that is approved by the current Rules and Regulations of ASCA and that the Affiliate Club is required to provide.

- A. The distribution of the stations should balance the area given for the ring.
- B. When designing courses, Judges should always keep in mind that 'flow' and safety are important in all classes.
- C. Course paths may not pass between distractions unless the exercise utilizing those distractions is being performed. Distractions are to be placed on the course in such a manner as to test the dog only during exercises where distractions are a primary part of the exercise.
- D. When judging, the Judge should be mindful in placing themselves out of the way of the Team yet in places where they can clearly see the Team perform each exercise completely.

18.1.6 BRIEFING STEWARDS

It is the Judges' responsibility to give a briefing to the Table Steward and all other Stewards for the trial. It is also the Judge who should see that all Stewards are ready to go.

18.1.7 DESIGNING COURSES THAT MEET ASCA REQUIREMENTS

It is the Judge's responsibility to provide courses that meet the ASCA Rally Rules and Regulations at all ASCA sanctioned Trials.

18.1.8 RULE INFRACTION COURSE DESIGN REVIEW

Timely Submission of course maps for Course Design Review is critical to assuring all trial maps meet minimum standards detailed in the Rally Rules and Regulations.

- A. Judges who fail to submit course maps 30 days in advance of the trial date will be sent a warning of the infraction via email by the assigned course reviewer. A second failure to submit course maps 30 days in advance of a trial will be reported (with documentation included) to the ASCA Board of Directors for possible suspension of judging privileges.
- B. Judges who have submitted course maps for review who fail to make the required changes and submit for review prior to the trial will be reported (with documentation included) to the ASCA Board of Directors for possible suspension of judging privileges.

18.1.9 DISTRIBUTION OF COURSE MAPS AND SCORE SHEETS

Judges may choose bring copies of course maps, sign change lists/pull sheets and score sheets with them or can choose to provide electronic copies of course maps, sign change lists/pull sheets and score sheets to the trial Secretary no more than 48 hours prior to the trial date to help the trial run smoothly and efficiently. Exceptions to the time frame requirement for sending electronically may need to be made for judges traveling out of the country to judge, and for events occurring during the ASCA National Specialty show, including Pre-Trials.

If the Judge chooses not to send the course maps electronically, or bring exhibitor copies with them, they must provide at least three copies of each map for purposes of course building, posting, and to send into the business office with the results paperwork. The Judge will also need to bring with them enough score sheets for each level and a few extra for move-ups and/or Day of Show entries.

18.2 Stewards

18.2.1 VOLUNTEERS

In Rally, the more help the Judge and Club receive, the smoother the Trial will run. The following positions may be required, and some jobs may be combined, where appropriate, when there is a shortage of volunteer help.

18.2.2 TABLE STEWARD

A Table Steward is necessary and required to help the Judge in recording scores and times in the Official ASCA Judges Book. They also prepare the paperwork needed for the next dog in line. If only one Steward is available, they must act as Table Steward. The Table Steward may not compete in the level they are acting as Table Steward but may compete in another level if someone else is designated the Table Steward. If two Table Stewards are used for a Trial, they must both be present at the beginning of the Trial to be briefed and instructed by the Judge. No more than two Table Stewards are permitted per Trial unless the Club has the Judge's approval.

18.2.3 GATE STEWARD

A Gate Steward is preferred to keep things running smoothly. This Steward will ensure jump heights are correct and help with the leash when removed and given back to handler before dog leaves the ring. It is helpful if the Gate Steward has two dogs in line ready to compete. They will also help reset jump heights, reset courses, and perform any other duties assigned to them by the Judge.

18.2.4 TIMING STEWARD

A Timing Steward is also helpful, but the Gate Steward may perform the duties of the Timing Steward. The Judge will designate this position at the beginning of the Trial. The Timing Steward may not show in the class where they act as the Timer but may show in any other class(es). Timers will preferably time the entire level; if that is not possible, they must complete the entire class.

Chapter 19. Course Design

It is the Judge's responsibility to design courses that offer level appropriate challenges and meet the current ASCA Rules and Regulations. Safety, flow, and interesting course design are primary factors and contribute directly to the exhibitor's

ability to demonstrate teamwork and proficiency on the course. At all levels, the Judge shall design a course that meets the following criteria.

19.1 Equipment

- A. The Judge shall only use equipment that is approved by the current Rules and Regulations of ASCA (see [Section 1.15](#)).
- B. Only equipment the Affiliate is required to provide may be used (see [Section 1.15.1](#)).

19.2 Course Map Requirements

The following items must appear on all course maps.

19.2.1 TOOLS FOR DESIGNING COURSES

There are many tools available on the ASCA Website to assist in designing courses. Available on the website are:

- A. Course Design Template (excel based template).
- B. Course Design Checklist.
- C. Mini .jpeg signs for use in other software programs.

Judges are allowed the freedom to choose which software to use when designing courses. They can even choose to hand draw course maps if the following criteria are met.

19.2.2 MAP BASICS

The following are required on all maps:

- A. Judge's name.
- B. Date of the trial; if there is more than one trial on that date, further identification such as Trial #1, Trial #2, or A.M., P.M. must be included on each map.
- C. Affiliate Club hosting the trial.
- D. Course level.
- E. Ring size.
- F. ASCA sign icons.
- G. Station numbers.
- H. Star indicators, enough to have a total of 200 points available on the course.
- I. Cone icons, if any cone exercises are used. Food or toy icon for exercises that include distractions. (No more than seven cones may be used on a course.)
- J. Separate entrance and exit gates will be at least 15 feet apart to minimize congestion in the gate area and help ensure safety of the contestants.
- K. Leash location indicator for courses that utilize a Stay exercise requiring the handler to retrieve a leash as part of the exercise.
- L. Exercise list that includes:
 - 1. Station numbers with sign descriptions and numbers that match icons on the map.
 - 2. Star indicators that match starred sign locations on the course map.
 - 3. Level Indicators for exercises required at each level.
 - i. All Levels: Signs that are available for all levels do not require the class level designation on the list.
 - ii. Novice Level: Signs available with numbers in the 100s designated for Novice only require an "N" as the level indicator on the Novice exercise list.
 - iii. Advanced Level: Signs available at the Advanced level with numbers in the 200s require an "A" level indicator on the advanced exercise list.
 - iv. Excellent Level: Signs available at the Excellent level with numbers in the 300s; with the exception of #316, as the jump is not counted as an Excellent exercise; require an "E" level indicator and available Advanced level signs with numbers in the 200's require an "A" level indicator on the Excellent exercise list.
 - v. Masters Level: Signs available for Masters with numbers in the 400s require an "M" as the level indicator and Excellent signs with numbers in the 300s; with the exception of #316, as the jump is not counted as an Excellent exercise; require an "E" level indicator in the Masters exercise list. Advanced signs with numbers in the 200s that are available are not designated as "A" on the Masters course list as they are not required signs on a Masters level course.
 - 4. Stationary (S or left blank in column).
 - 5. "Finish" with no number after the last station or before the Stay exercise when a Stay exercise is used.

19.2.3 JUMP ICONS AND DISTRACTION ICONS

- A. Jump icons. (One for excellent; one or two for Masters. If a single physical jump is used in Masters, the jump used must be different than the jump used in Excellent.)
- B. Jump types must be represented on the course maps by the appropriate ASCA icon for a high, bar or broad jump.
- C. Toy or food icons for distraction exercises must be shown on course maps.

19.2.4 HANDLER PATH ARROWS

- A. The handler path shall be indicated by arrows on Novice level course maps.
- B. Handler paths may be marked at the other levels but are not required.

19.3 Design Requirements

19.3.1 GENERAL REQUIREMENTS

- A. Safety and flow are required on all courses.
- B. The distribution of stations should balance the area given for the ring. L patterns or other patterns that leave large blocks of ring space empty do not meet this requirement.
- C. Sign icons and station numbers shall appear on the map in the order the exercises are to be performed.
- D. Courses at all levels will have sixteen to nineteen stations with enough star stations for the course to have a starting value of 200 points.
- E. Courses must be designed in a manner that dogs of any size and handlers with mobility aids can perform the stations with adequate space to do so.
- F. There should be significant differences in the signs used for Excellent and Masters; both to provide course variety and to prevent a distinct advantage for exhibitors competing in both classes over exhibitors competing in only one level. At a minimum, to reach the level of significantly different, any excellent level signs used on the Masters course (except for the jump exercise), must be moved to a different location on the course or replaced with a different exercise. If a stay exercise is used on the Excellent course, it must be different than the one used on the Masters course. The Jump exercise may remain in the same location, however moving the jump to a different location on the Excellent course further increases the difference between the Masters and Excellent courses. Switching out other signs to make the two courses even more different is strongly encouraged.
- G. Courses should be designed and laid out in a way that all teams, even those whose handlers miss the walk through, have a reasonable chance of qualifying.
- H. Sign selection should be made so that courses are challenging but fair at all levels.
- I. The selection of signs should demonstrate a variety of behaviors and provide an opportunity for teams to demonstrate teamwork and proficiency.
- J. All course maps must show the outside perimeter of the ring, as well as 10 x 10 grid lines within the map, dividing the course map into equally proportioned sections. Lines that clearly indicate 10 x 10 ft grid markings only on the outside perimeter of the ring will also be accepted. Lines may be solid or broken.

19.3.2 SIGN PLACEMENT

- A. Sign icons shall be shown on the map to the right of the team's path except for change of direction signs which shall be shown placed directly in front of the team. Angle turns (45 degree and 225 degree) are considered a change of direction so must be placed in the team's path.
- B. Sign icons and numbers should be oriented to the team's path as they will move through the course.
- C. Signs including more than two elements are to be readable to the handler during the performance of all elements of the exercise.
- D. Placement of the Start/Heeling and Conduct sign must allow adequate room for the team to enter the ring and set up.
- E. Placement of the Finish sign when facing the ring gate must be at least 6 feet from the gate.
- F. Fast (sign #3), Halt Fast (sign #2), About Turn Fast (sign #228), U Turn Fast (sign #229), 270 Left Fast (sign #232), 270 Right Fast (sign# 233), 225 Loop Left Fast (sign # 234), and 225 Loop Right Fast (sign# 235) must be followed by the Normal sign.
- G. Slow (sign #4), Halt Slow (sign #300), About Turn Slow (sign #317), U Turn Slow (sign #318), 270 Left Slow (sign #328), 270 Right Slow (sign# 329), 225 Loop Left Slow (sign # 330), and 225 Loop Right Slow (sign# 331) may be followed by either the Normal sign or the Finish sign.
- H. Sign Placement and Performance Location Chart (see [Appendix B](#)).
- I. Proper placement of signs for the Masters Directed jump exercises 414, 415 and 416 is detailed in [Appendix B](#), ASCA Example 8.
- J. Stay sign icons will be placed to the teams right and located where the dog is to be placed during the Stay exercise. Stay signs requiring the handler to retrieve the leash will set the team up directly facing the leash location with a clear path to the leash. The Stay sign may not position the teams to be directly facing into the entry area. No Stay sign may be placed within 10 feet of an entry gate area.

19.3.3 STATIONARY EXERCISES

- A. The chart below shows the allowed number of stationary exercises allowed on a course for each level.

Novice	Advanced	Excellent	Masters
3-6	3-7	3-8	3-9

- B. A stationary exercise is any exercise where the handler and dog come to a complete stop at any point in the performance of the exercise.
C. Stationary exercises are marked with an "S" in the Stationary column in [Chapter 19](#).
D. The Stay exercises do not count in the total number of stationary exercises on a course.

19.3.4 STAY EXERCISES

- A. A Stay exercise is required in Novice and Masters. They are allowed in Advanced and Excellent. The following distance requirements for the stays are below.

Novice	Advanced	Excellent	Masters
End of a 6-foot leash	10 feet	15 feet	20 feet

B. Stay Sign Placement

1. All Stay signs will be placed to the teams right and located where the dog is to be placed during the Stay exercise. Stay sign exercises requiring a handler to retrieve the leash will be placed with a clear path for the handler to retrieve the leash, and with team directly facing the leash location.
2. The Stay sign may not position the team up to be facing directly into the entry area at any distance.
3. No Stay sign may be set within 10 feet of an entry gate area.

19.3.5 DISTRACTION EXERCISES

- A. Distractions can be either toys (6 to 12 inches in size) or bowls (1 to 2-quart size) with food securely covered.
B. No more than two toy or two food bowl distractions can appear on the course.
C. Cones that are part of a distraction exercise may not be used by any other exercise. For instance, if the Serpentine Cones One Way with Distractions is used, neither of the end cones of that exercise can be used as part of any other cone exercise.
D. No more than seven cones can be used on a course.
E. Other sections of the course path may not pass through a distraction exercise.
F. Distractions should be placed so they do not accidentally or intentionally become part of other exercises on the course.

19.3.6 LEVEL SPECIFIC EXERCISE REQUIREMENTS

- A. The chart below shows the sign requirements specific to each level of competition.
B. Jump exercises are not included in the total count of Excellent exercises included on a course.

Novice	3 Novice only exercises
Advanced	4 Advanced exercises (not eligible for Novice)
Excellent	4 Excellent exercises (not eligible for Novice or Advanced) 3 Advanced exercises (not eligible for Novice) 1 Jump exercise
Masters	4 Masters only exercises 3 Excellent exercises (not eligible for Novice or Advanced) 1 or 2 Jump exercises

19.4 Additional Design Criteria

19.4.1 JUMP EXERCISES

- A. If only one physical jump is used in Masters, it must be different than the jump used in Excellent.
B. If two jump exercises are used in Masters, there must be at least two exercises performed between the two jump exercises.
C. For Sign #316, adequate space must be allowed before the jump and after the jump to ensure safe take-off and landing zones. At least 10 feet are required before and after a bar jump or high jump. The broad jump needs at least 10 feet before the jump and at least 12 feet after the jump.
D. The jump exercise in Excellent must be starred.
E. At least one jump exercise in Masters must be starred.
F. For Sign #414 there must be at least 10 feet before the jump.
G. For signs #415 and #416 there must be at least 12 feet after the jump.

- H. If two jumps are used in Masters, one must be the #316 jump exercise.

19.4.2 STATIONARY EXERCISES

- A. Care should be taken to avoid any disruption of course flow caused by too many consecutive stationary exercises. Things to consider when determining if there are too many in a row are how many sits, downs, and stands there are in that sequence and on the complete course. The analysis of this really depends on the exercises chosen. For instance, on a Masters level course if station numbers 310 (Halt, Call Front, Finish Right, Halt), 7 (Call Dog Front, 1-2-3 Backwards) and 405 (Halt, Pivot Right, Halt, x3) are used in sequence, there are eleven sits required within a short distance which can really destroy flow and interest on a course, and it feels like too many stationary exercises in a row. If on the other hand, stations 313 (Moving down, Walk Around Dog), 402 (Sidestep, Forward Step, Halt) and 408 (Moving Stand, Walk 3 Steps, Face Dog, Call to Heel) are used, there is one down, one stand and two sits with the handler moving to different positions in the stations which gives three stationary exercises in a row a totally different feel. In the second example, three stationary exercises do not destroy the flow and interest of the course.
- B. The use of stationary exercises on a course should demonstrate the ability of teams to perform a variety of stationary positions.

19.4.3 TURNS

- A. Care should be taken to avoid too many consecutive turns, which can cause dizziness. An example might include spirals, 360 circles and 270s all run together in a sequence. Breaking up turn exercises with other exercises will help reduce the potential dizzy factor.
- B. The following signs can be used to change the team's path on the course:

Signs 1-30

10	Right Turn
11	270 Left
12	90 Pivot Right
13	Left Turn
14	270 Right
15	90 Pivot Left
16	About Turn
17	U Turn
18	Left About Turn
19	Spiral Right
20	Spiral Left
22	Serpentine Down & Back
27	45 Diagonal Right
28	45 Diagonal Left
29	225 Loop Right
30	225 Loop Left

Signs 100-125

102	Halt, Front Dog, Finish Right, Halt
103	Halt, Front Dog, Finish Left, Halt
104	Call Dog Front, Return Right
105	Call Dog Front, Return Left
125	Offset Figure 8 (can be used to change direction based on set-up)

Signs 200-235

202	Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt
221	Halt About Turn
222	Halt U Turn
227	About Turn, Sidestep Right
228	About Turn Fast
229	U Turn Fast
230	Cloverleaf Right
231	Cloverleaf Left
232	270 Left Fast
233	270 Right Fast
234	225 Loop Left Fast

Signs 300-331

305	Halt, Turn Right One Step, Call to Heel, Halt
306	About Turn Halt
307	U Turn Halt
308	180 Pivot Right Halt
309	180 Pivot Left Halt
314	Off set Figure 8 With Distractions (can be used to change direction based on set-up)
317	About Turn Slow
318	U Turn Slow
319	Spiral Right with Distractions
320	Spiral Left with Distractions
327	Halt, Down Walk 3 Steps, Face Dog, Finish, Halt
328	270 Left Slow
329	270 Right Slow
330	225 Loop Left Slow
331	225 Loop Right Slow

Signs 403-409, 411, 415, 416, 423-426

403	Halt Pivot Left Halt x 3
404	270 Left Halt
405	Halt Pivot Right Halt x 3
406	270 Right Halt
407	Left About Halt
408	Moving Stand Walk 3 Steps, Face Dog, Call to Heel
409	Moving Down, Walk 3 Steps, Face Dog, Call to Front, Finish, Halt
411	Serpentine Down & Back with Distractions
415	Offset Recall Right Over Jump Finish, Halt
416	Offset Recall Left Over Jump, Finish Halt
423	Cloverleaf Left with Distraction
424	Cloverleaf Right with Distraction
425	Right Turn, Back 3 Steps
426	Left Turn, Back 3 Steps

- C. Serpentine exercises are not designed to include a 90-degree turn at the first cone or a 90-degree turn out of the exercise. If a course requires the team to make a 90-degree turn to get into the serpentine, then a turn exercise must be used as the station before the serpentine so that the serpentine exercise can be approached straight. If the course requires a turn coming out of a serpentine, the turn must be made using a turn exercise following the serpentine rather than using the last cone as a turning mechanism.
- D. 45 Diagonal and 225 Loop turns are considered a change of direction. 45-degree turns, and 225-degree loops are used for moving a course into a diagonal course path and for moving a course out of a diagonal course path back into a traditional straight oriented course path. All signs between the first 45-degree or 225-degree turn and the second 45-degree or 225-degree will be located and performed on a diagonal path.
- E. Care must be taken with all turns to ensure the sign is placed appropriately to allow the team to make the correct angle turn as indicated on the sign.
- F. Limit of one each on the Excellent and Masters courses - #10 Right Turn and #13 Left Turn.

19.4.4 CONES

- A. Serpentine and spiral exercises are set up with 6 to 8 feet between the cones.
- B. Serpentine exercises with distractions require 8 to 10 feet between the cones and distractions.
- C. The Offset Figure 8 and Offset Figure 8 with Distractions exercises are set up with 8 to 10 feet between the cones. Distractions for the Offset Figure 8 with Distractions are placed 6 to 8 apart and at 90-degree angles to the cones.
- D. Sign #25 and #26 Offset Serpentine requires the middle cone to be moved 3 to 4 feet to the left or right of the first and third cones.
- E. Signs #230 and #231 Cones for cloverleaf exercises are placed in a triangle pattern with cones 6 feet apart.
- F. Signs #319 and #320 Two cones and a distraction in the middle are placed 6 to 8 feet apart in a straight line.
- G. Cones and/or distractions for one exercise may not be shared with any other exercise.
- H. Sections of a course path may not pass through cones and/or distractions except to perform a specific cone exercise in sequential order on the course. For example, a course path may not go between two cones of an exercise (without performing the cone exercise) in order to get the team to a different location on the course.

19.4.5 SPACING OF EXERCISES

- A. Careful consideration must be given to how much space an exercise requires for correct performance. Most exercises should receive at least 10 feet for the execution of the exercise unless otherwise noted in the chart below. Some stations require much more than others. For instance, the Halt station takes up very little space compared to the Halt, 1-2-3. The following chart shows the approximate ring space needed for some of the exercises. The amount of space it takes for a sign depends a lot on the exhibitor, the use of mobility aids if necessary, and the size of the dog. It is up to the Judge to set a course that ensures there is enough space to perform the selected exercises.

Sign Name	Approximate Space Required
Halt, 1-2-3	At least 15 feet
Call Dog Front, 1-2-3 Backwards	At least 15 feet
Serpentine exercises without distractions	26-32 feet long; 8-10 feet wide
Serpentine exercises with distractions	32-38 feet long; 8-10 feet wide
Offset Serpentine	18 feet long, 12-15 feet wide
Spiral Right; Spiral Left	19-23 feet long; 8-10 feet wide
Spiral exercises with a Distraction	19-23 feet long; 8-10 feet wide
Off Set Figure 8	12-14 feet
Off Set Figure 8 with Distractions	12-14 feet long, 10-12 feet wide
Cloverleaf; Cloverleaf with Distraction	14-15 feet long x 16-18 feet wide
Any station that requires the handler to walk away from their dog 3 steps	At least 15 feet
Standard Bar Jump or High Jump	At least 22 feet
Broad Jump	At least 25 feet
Offset Jump, from Halt, Leave Dog sign to #415 or #416	At least 24 feet
Moving Stand or Down, Walk 3 Steps, Call to Heel	At least 15 feet
Back 3 Steps	At least 12 feet
Right Turn, Back 3 Steps; Left Turn, Back 3 Steps	At least 15 feet

- B. Spacing not only involves the distance needed for performing exercises, but how much width is required for exercises. Consideration must be given to ensure paths are suitable for dogs of all sizes and mobility aids. One never knows when a Chihuahua and Great Dane will enter the same trial or when a wheelchair, walker, or other

mobility aid will need to be used by a handler. Some mobility aids can be as wide as 30 inches. As an example, a 4-foot-wide section for a handler path that has the ring gates on one side of it and Rally signs to the handler's right should be sufficient in most cases.

- C. When designing courses, you should take the necessary measures to ensure there is enough space in each sequence for correct performance of all the exercises. Setting up the course or setting up sections of the course for testing may help.
- D. Signs on the course maps should not be placed haphazardly, but with intention and care. The distance between exercises should be proportionate to the distance required to perform the exercise. While exact distances are not required, it is possible to create maps that depict courses with correct sign placement and reasonable approximations of distances needed for each station and the path between them.
- E. Teams should have room to complete each exercise before beginning their approach to the next sign. Allowing room between stations and before and after change of directions requires teams to demonstrate control and teamwork. The Heeling and Conduct sign exists so that imperfections in heeling, misconduct, lack of teamwork and handler errors that occur between stations can be scored.
- F. Large drifts should be avoided and can frequently be corrected by altering a course path, adding another turn, allowing more space between exercises and various other design techniques.
- G. Exercises that require a 45, 90, 180, 225, 270 or 360-degree performance must be placed on the course so that the complete angle can be accomplished. For instance, a 180-degree pivot must be placed so the team can perform a complete 180-degree pivot. Anything less than 180 degrees or more than 180 degrees will result in an incorrect performance and should not be due to poor course design.
- H. Creative course paths are encouraged, even allowing diagonal courses or diagonal sections of courses. However, course design must always direct each team to a position that allows the correct completion of every exercise.
- I. Sometimes using a cone exercise to get into and out of diagonal sections allows for the correct completion of exercises. Care should be taken to avoid obscure, unconventional or backside entrances to cone exercises.
- J. Signs for 45-degree diagonal and 225-degree loops can be used to go into, or transition from, a diagonal path.
- K. When the available ring size is unknown it is always best to design for the minimal legal-size ring, 40 x 50 feet. Courses can be easily spread out to use more space, but many times do not squish together well.












Chapter 20. Signs and Descriptions

20.1 Start/Heeling and Conduct

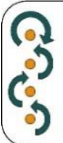

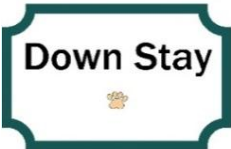






The "Start/Heeling and Conduct" Station shall be the first numbered Station on the course.












20.2 Primary Parts of Exercises; Stationary Exercises












The "Primary" parts of the exercises are bold and underlined. These portions must be performed correctly, or the exercise shall be scored Incorrectly Performed (IP). The column 'S' denotes Stationary exercises.







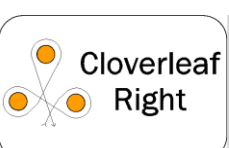
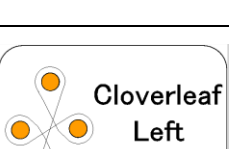
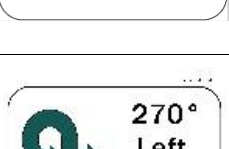

#	SIGN	LEVEL	S	NAME & DESCRIPTION
		N, A, E, M		Finish: Designates the end of the course. Both handler and dog must pass the Finish sign for time to stop. When the sign directly faces the gate, it must be placed at least 6 feet away.
		N, A, E, M		Tagging Zone: <u>Dogs in the Tagging Zone must remain under control and in the designated Tagging Zone position. While in the Tagging Zone, the dog must remain in the designated Tagging Zone position until a fist bump from the other teammate.</u> In all cases, <u>handlers will fist bump with the handlers closest to each other and dogs on the outside of the handlers, on the handler's left sides.</u> Teams will exit the ring leashed and under control. The Tagging Zone exercise will be station #9 on a course with seventeen stations or station #10 on a course with nineteen stations. The Tagging Zone sign will be placed along one of the ring sides, next to the gates. The Tagging Zone should be approximately 3 to 4 feet square to provide ample space for the team in the Tagging Zone to perform the designated Tagging Zone position without interfering with other exercises. The Tagging Zone does not count as one of the stationary exercises.
1		N, A, E, M		Start, Heeling and Conduct: Designates the beginning of the course. Team lines up with dog sitting in heel position just before or at the left of sign. All imperfections in heeling on the course between stations shall be scored here. All Handler Errors and misbehavior not associated with specific exercises while in the ring shall also be scored here (see Sections 2.19, 2.21, 2.23, 2.25, and 2.27). No half-point deductions.
2		N, A, E, M	S	Halt, Fast: <u>Handler stops, dog sits</u> in heel position. At sign, <u>Team heels forward at a noticeably faster than normal pace</u> in heel position until the next sign which must be a Normal Pace sign.
3		N, A, E, M		Fast Pace: At sign, <u>team's speed increases at a noticeably faster than normal pace</u> in heel position until next sign, which must be a Normal Pace sign.
4		N, A, E, M		Slow Pace: At sign, <u>team's speed decreases at a noticeably slower than normal pace</u> in heel position until next sign, which must be a Normal Pace or Finish sign.
5		N, A, E, M		Normal Pace: At sign, <u>team's speed returns to normal pace</u> in heel position.
6		N, A, E, M	S	Halt, 1-2-3: <u>Handler stops, dog sits</u> in heel position. While maintaining heel position, <u>Team heels one handler step, handler stops, dog sits. Team heels two handler steps, handler stops, dog sits. Team heels three handler steps, handler stops, dog sits.</u> Team heels forward.
7		N, A, E, M	S	Call Dog Front 1-2-3 Backwards: <u>Team stops heeling forward</u> , as handler steps backwards and <u>calls dog to front position, dog sits facing handler. Handler takes one step back with dog, dog sits facing handler. Handler takes two steps back with dog, dog sits facing handler. Handler takes three steps back with dog, dog sits facing handler. Handler has dog return to heel position by the method of choice without sitting.</u> Team heels forward.
8		N, A, E, M		360 Circle Right: Team turns in a small <u>360-degree (full) circle to the right</u> while in heel position.
9		N, A, E, M		360 Circle Left: Team turns in a small <u>360-degree (full) circle to the left</u> while in heel position.











10	 Right Turn	N, A, E, M		Right turn (limit one in E, M): Team makes a <u>90-degree turn to the right</u> in heel position.
11	 270° Left	N, A, E, M		270 Left: Team makes a small <u>270-degree circle turn to the left</u> in heel position.
12	 90° Pivot Right	N, A, E, M	S	90 Pivot Right: <u>Handler stops, dog sits</u> in heel position. Team makes a <u>90-degree pivot (turn in place) to the right, dog moves with handler</u> in heel position. <u>Handler stops, dog sits</u> in heel position. Team heels forward.
13	 Left Turn	N, A, E, M		Left Turn (limit one in E, M): Team makes a <u>90-degree turn to the left</u> in heel position.
14	 270° Right	N, A, E, M		270 Right: Team makes a small <u>270-degree circle turn to the right</u> in heel position.
15	 90° Pivot Left	N, A, E, M	S	90 Pivot Left: <u>Handler stops, dog sits</u> in heel position. Team makes a <u>90-degree pivot (turn in place) to the left, dog moves with handler</u> in heel position. <u>Handler stops, dog sits</u> in heel position. Team heels forward.
16	 About Turn	N, A, E, M		About Turn: Team makes an <u>about turn to the right</u> in heel position, moving the opposite direction they were traveling.
17	 U Turn	N, A, E, M		U Turn: Team makes an <u>about turn to the left</u> in heel position, moving the opposite direction they were traveling.
18	 Left About Turn	N, A, E, M		Left About Turn: <u>Handler makes an about turn to the left. While handler turns left, the dog moves right and behind handler</u> , resuming heel position while moving forward.
19	 Spiral Right	N, A, E, M		Spiral Right: Three cones are placed 6 to 8 feet apart in a straight line. <u>Team enters with first cone (base) on their right. They circle all three cones using the first cone as their base. They then circle two cones, returning to the base, then circle the base cone, and exit with base cone on their right.</u> Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.
20	 Spiral Left	N, A, E, M		Spiral Left: Three cones are placed 6 to 8 feet apart in a straight line. <u>Team enters with first cone (base) on their left. They circle all three cones using the first cone as their base. They then circle two cones, returning to the base, then circle the base cone, and exit with base cone on their left.</u> Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.
21	 Serpentine Cones One Way	N, A, E, M		Serpentine Cones, 1 Way: Four cones are placed 6 to 8 feet apart in a straight line. <u>Team enters with first cone to their left, and weaves while heeling through the cones and exits with last cone on their right.</u> Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.







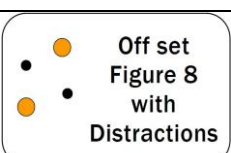




22	 Serpentine Cones Down & Back	N, A, E, M		Serpentine Cones, Down & Back: Four cones are placed 6 to 8 feet apart in a straight-line. <u>Team enters with first cone to their left, and while heeling weaves through the cones, around the last one, and back the other way and exits with last cone to their left.</u> Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.
23	 Sit Stay	N, A, E, M		Sit Stay: Immediately after passing the "Finish" sign, the team proceeds to this sign. <u>The dog is placed in sit.</u> The handler commands and/or signals the dog to stay. In Novice, the <u>handler shall walk forward to the end of the 6-foot leash, turn to face the dog, pause, and then return around the dog</u> to heel position. The dog must <u>remain in a sit.</u> When the Judge says, "Exercise Finished" the handler releases the dog and exits the ring. In Advanced, Excellent and Masters, the <u>handler proceeds to the leash</u> placed along the side of the ring where the exit is located, <u>retrieves it, and returns around behind the dog</u> to heel position. The dog must <u>remain in a sit.</u> After the Judge says, "Exercise Finished", the handler attaches the lead to the dog's collar and exits the ring. In Advanced, the leash shall be 10 feet away, in Excellent, the leash shall be 15 feet away, and in Masters, the leash shall be 20 feet away.
24	 Down Stay	N, A, E, M		Down Stay: Immediately after passing the "Finish" sign, the team proceeds to this sign. <u>The dog is placed in down.</u> The handler commands and/or signals the dog to stay. In Novice, <u>the handler shall walk forward to the end of the 6-foot leash, turn to face the dog, pause, and then return around the dog</u> to heel position. The dog must <u>remain in a down.</u> When the Judge says, "Exercise Finished" the handler releases the dog and exits the ring. In Advanced, Excellent and Masters, <u>the handler proceeds to the leash</u> placed along the side of the ring where the exit gate is located, <u>retrieves it, and returns around behind the dog</u> to heel position. The dog must <u>remain in a down.</u> After the Judge says, "Exercise Finished", the handler attaches the lead to the dog's collar and exits the ring. In Advanced, the leash shall be 10 feet away, in Excellent, the leash shall be 15 feet away, and in Masters, the leash shall be 20 feet away.
25	 Off set Serpentine Right	N, A, E, M		Offset Serpentine Right: Three cones are set 6 to 8 feet apart for Novice and Advanced; 4 to 6 feet apart for Excellent and masters. The middle cone is moved 3 to 4 feet to the right. <u>The team enters with the first cone on their right, and weaves through with the second offset cone to their left and the final cone to their right.</u> Entrance and exit for this sign are straight on and do not create a turn for the entrance or exit. Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.
26	 Off set Serpentine Left	N, A, E, M		Offset Serpentine Left: Three cones are set 6 to 8 feet apart for Novice and Advanced; 4 to 6 feet apart for Excellent and masters. The middle cone is moved 3 to 4 feet to the left. <u>The team enters with the first cone on their left, and weaves through with the second offset cone to their right and the final cone to their left.</u> Entrance and exit for this sign are straight on and do not create a turn for the entrance or exit. Cones and distractions may not be used by any other exercise. Other sections of the course path may not pass through the cones and distractions.
27	 45° Diagonal Right	N, A, E, M		45° Diagonal Right: Team makes a <u>45-degree turn to the right</u> in heel position.
28	 45° Diagonal Left	N, A, E, M		45° Diagonal Left: Team makes a <u>45-degree turn to the left</u> in heel position.
29	 225° Loop Right	N, A, E, M		225° Loop Right: Team makes a <u>225-degree turn to the right</u> in heel position.
30	 225° Loop Left	N, A, E, M		225° Loop Left: Team makes a <u>225-degree turn to the left</u> in heel position.



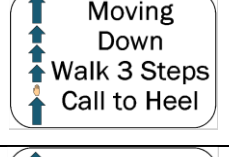
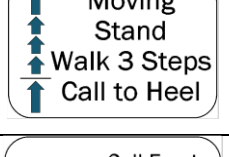
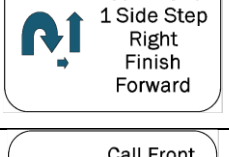





100	 HALT Down	N	S	Halt, Down: <u>Handler stops, dog sits</u> in heel position. At handler's command and/or signals <u>Dog downs from sit. Handler pauses</u> . Team heels forward from down.
101	 HALT Stand	N	S	Halt, Stand: <u>Handler stops, dog sits</u> in heel position. At handler's command and/or signals, <u>dog stands</u> in heel position. <u>Handler pauses</u> . Team heels forward from stand. Handler may gently assist dog to stand.
102	 HALT Front Dog Finish Right, HALT	N	S	Halt, Front Dog, Finish Right, Halt: <u>Handler stops, dog sits</u> in heel position. <u>Handler steps around to front of dog. Dog finishes right, around handler</u> back to heel position, <u>dog sits</u> . Team heels forward moving in the opposite direction they were traveling.
103	 HALT Front Dog Finish Left, HALT	N	S	Halt, Front Dog, Finish Left, Halt: <u>Handler stops, dog sits</u> in heel position. <u>Handler steps around to front of dog. Dog finishes back left to handler</u> to heel position, <u>dog sits</u> . Team heels forward moving in the opposite direction they were traveling.
104	 Call Dog Front Return Right	N	S	Call Dog Front, Return Right: <u>Team stops heeling forward</u> as handler steps backwards and <u>calls dog to front position, dog sits facing handler. Handler returns around dog, stops in heel position, pauses</u> . Team heels forward moving in the opposite direction they were traveling.
105	 Call Dog Front Return Left	N	S	Call Dog Front, Return Left: <u>Team stops heeling forward</u> as handler steps backward and <u>calls dog to front position, dog sits facing handler. Handler returns back to left, stops in heel position, pauses</u> . Team heels forward moving in the opposite direction they were traveling.
106	 About Turn U Turn	N		About Turn, U Turn: Team makes an <u>about turn to the right</u> in heel position, moving the opposite direction they were traveling. Upon completion of the about turn, <u>without hesitation</u> the team makes an <u>about turn to the left</u> in heel position. Team heels forward. Up to two steps can be taken between turns for balance.
107	 U Turn About Turn	N		U Turn, About Turn: Team makes an <u>about turn to the left</u> in heel position, moving the opposite direction they were traveling. Upon completion of the about turn, <u>without hesitation</u> the team makes an <u>about turn to the right</u> in heel position. Team heels forward. Up to two steps can be taken between turns for balance.
120	 HALT	N, A	S	Halt: <u>Handler stops, dog sits</u> in heel position. Team heels forward.
121	 Down	N, A	S	Down: <u>While heeling, dog downs</u> in heel position at handler's command and/or signals, <u>handler pauses</u> in heel position while dog remains down. Team heels forward.
122	 Moving Side Step Right	N, A		Moving Sidestep Right: Without hesitation and still heeling forward, team takes <u>one handler right diagonal step</u> in heel position towards sign.

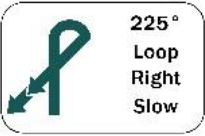





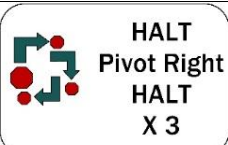



123	 HALT Walk Around Dog	N, A	S	Halt, Walk Around Dog: <u>Handler stops, dog sits</u> in heel position. <u>Handler walks around dog and pauses</u> in heel position while <u>dog remains sitting</u> . Team heels forward.
124	 HALT Down Walk Around Dog	N, A	S	Halt, Down, Walk Around Dog: <u>Handler stops, dog sits</u> in heel position. <u>Dog downs on command and/or signal. Handler walks around dog and pauses</u> in heel position while <u>dog remains down</u> . Team heels forward.
125	 Off set Figure 8	N, A		Offset Figure 8: Two cones are set 8 to 10 feet apart. <u>Team enters center of cones, heeling a single complete figure 8, and exits. Team shall pass the center of cones three times.</u> Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.
200	 HALT Stand Walk 3 Steps Face Dog Return	A, E	S	Halt, Stand, Walk 3 Steps, Face Dog, Return: <u>Team halts and dog sits</u> . At handler's command and/or signal, <u>dog stands</u> in place in heel position. <u>Handler walks at least three steps forward, turns, faces dog and pauses. Handler returns around dog and pauses</u> in heel position while dog remains standing. Team heels forward.
201	 HALT Stand Walk Around Dog	A, E	S	Halt, Stand, Walk Around Dog: <u>Handler stops, dog sits</u> in heel position. <u>Dog stands on command and/or signal. Handler walks around dog and pauses</u> in heel position while <u>dog remains standing</u> . Team heels forward.
202	 HALT Walk 3 Steps Face Dog Call Front Finish HALT	A, E	S	Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt: <u>Team halts and dog sits</u> . At handler's command and/or signal, <u>dog stays</u> in place in heel position. <u>Handler continues at least three steps forward, turns, faces dog, and pauses</u> . At handler's command and/or signal, <u>dog comes directly to front position and sits. Dog finishes and sits</u> in heel position. Team heels forward.
203	 Stand	A, E	S	Stand: <u>While heeling, dog stops and stands</u> in heel position. <u>Handler pauses</u> in heel position while <u>dog remains standing</u> . Team heels forward.
220	 HALT Down Sit	A, E, M	S	Halt, Down, Sit: <u>Handler stops, dog sits</u> , in heel position. At handler's command and/or signals, <u>Dog downs from sit, then sits from down</u> , all in heel position. Team heels forward.
221	 HALT About Turn	A, E, M	S	Halt, About Turn: <u>Handler stops, dog sits</u> in heel position. Team makes an <u>about turn to the right</u> and moves forward in heel position.
222	 HALT U Turn	A, E, M	S	Halt, U Turn: <u>Handler stops, dog sits</u> in heel position. Team makes an <u>about turn to the left</u> and moves forward in heel position.
223	 Call Dog Front Finish Right, Forward	A, E, M	S	Call Dog Front, Finish Right, Forward: <u>Team stops heeling forward</u> , as handler steps backwards and <u>calls dog to front position, dog sits facing handler. Dog finishes right while handler moves forward, dog catches up</u> to heel position. There is <u>no sit after the finish</u> .











224	 Call Dog Front Finish Left Forward	A, E, M	S	Call Dog Front, Finish Left, Forward: <u>Team stops heeling forward</u> , as handler steps backwards and <u>calls dog to front position, dog sits facing handler. Dog finishes left while handler moves forward, dog catches up</u> to heel position. There is <u>no sit after the finish</u> .
225	 Call Dog Front Finish Right, HALT	A, E, M	S	Call dog Front, Finish Right, Halt: <u>Team stops heeling forward</u> , as handler steps backwards and <u>calls dog to front position, dog sits facing handler. Dog finishes right</u> to heel position while handler remains stationary, <u>dog sits</u> . Team heels forward.
226	 Call Dog Front Finish Left, HALT	A, E, M	S	Call Dog Front, Finish Left, Halt: <u>Team stops heeling forward</u> , as handler steps backwards and <u>calls dog to front position dog sits facing handler. Dog finishes left</u> to heel position while handler remains stationary, <u>dog sits</u> . Team heels forward.
227	 About Turn Side Step Right	A, E, M		About Turn, Sidestep Right: Team makes an <u>about turn to the right</u> in heel position, moving the opposite direction they were traveling. Handler may take one or two steps, then without hesitation and still heeling forward, <u>team takes one handler right diagonal step</u> in heel position.
228	 About Turn Fast	A, E, M		About Turn, Fast: Team makes an <u>about turn to the right</u> in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, <u>team's speed increases at a noticeably faster than normal pace</u> in heel position until the next sign, which must be a Normal Pace sign.
229	 U Turn Fast	A, E, M		U Turn, Fast: Team makes an <u>about turn to the left</u> in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, <u>team's speed increases at a noticeably faster than normal pace</u> in heel position until the next sign, which must be a Normal Pace sign.
230	 Cloverleaf Right	A, E, M		Cloverleaf Right: Three cones are placed in a triangle pattern with cones 6 feet apart. <u>Team enters in the center of the base cones and starting with the base cone to their right heels a single complete figure 8 around the base cones</u> in heel position. <u>Upon completing the loops around the base cones, team makes a loop around the third cone at the top of the triangle</u> in heel position. <u>Team exits between the base cones</u> in heel position moving in the opposite direction they were traveling. This is a 180° change of direction exercise. Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.
231	 Cloverleaf Left	A, E, M		Cloverleaf Left: Three cones are placed in a triangle pattern with cones 6 feet apart. <u>Team enters in the center of the base cones and starting with the base cone to their left heels a single complete figure 8 around the base cones</u> in heel position. <u>Upon completing the loops around the base cones, team makes a loop around the third cone at the top of the triangle</u> in heel position. <u>Team exits between the base cones</u> in heel position moving in the opposite direction they were traveling. This is a 180° change of direction exercise. Cones may not be used by any other exercise. Other sections of the course path may not pass through the cones.
232	 270° Left Fast	A, E, M		270 Left, Fast: Team makes a small <u>270-degree circle turn to the left</u> in heel position. Immediately after completing the turn, <u>team's speed increases at a noticeably faster than normal pace</u> in heel position until the next sign, which must be a Normal Pace sign.
233	 270° Right Fast	A, E, M		270 Right, Fast: Team makes a small <u>270-degree circle turn to the right</u> in heel position. Immediately after completing the turn, <u>team's speed increases at a noticeably faster than normal pace</u> in heel position until the next sign, which must be a Normal Pace sign.




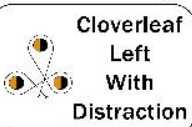
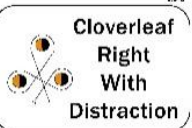

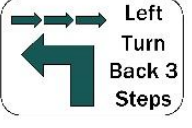

234		A, E, M		225 Loop Left, Fast: Team makes a <u>225-degree turn to the left</u> in heel position. Immediately after completing the turn, <u>team's speed increases at a noticeably faster than normal pace</u> in heel position until the next sign, which must be a Normal Pace.
235		A, E, M		225 Loop Right, Fast: Team makes a <u>225-degree turn to the right</u> in heel position. Immediately after completing the turn, <u>team's speed increases at a noticeably faster than normal pace</u> in heel position until the next sign, which must be a Normal Pace.
300		E, M	S	Halt, Slow: <u>Handler stops, dog sits</u> in heel position. At sign, <u>Team heels at a noticeably slower than normal pace</u> in heel position until the next sign which must be a Normal Pace or the Finish sign.
301		E, M	S	Halt, Stand, Sit: <u>Handler stops, dog sits</u> in heel position. At handler's command and/or signals, <u>dog stands from sit, then sits from stand</u> , all, in heel position. Team heels forward.
302		E, M	S	Halt, Stand, Down: <u>Handler stops, dog sits</u> in heel position. At handler's command and/or signals, <u>dog stands from sit, then downs from stand</u> , all, in heel position. <u>Handler pauses</u> . Team heels forward.
303		E, M	S	Halt, Sidestep Right, Halt: <u>Handler stops, dog sits</u> in heel position. <u>Team takes one handler step to the right</u> towards sign, <u>handler stops, dog sits</u> in heel position. Team heels forward.
304		E, M		Double Left About: Handler makes an <u>about turn to the left. While handler turns left, dog moves right and behind handler. Team repeats this one more time</u> , resuming heel position while moving forward. This is in essence a 360 left for handler and 360 right for dog. Up to two steps can be taken between turns for balance.
305		E, M	S	Halt, Turn Right 1 Step, Call to Heel, Halt: <u>Handler stops, dog sits</u> in heel position. <u>Dog stays while handler turns right and takes one handler step and stops. Handler then calls dog to a sit</u> in heel position. Team heels forward.
306		E, M	S	About Turn, Halt: <u>Team makes an about turn to the right</u> in heel position. <u>At end of turn, handler stops, dog sits</u> in heel position. Team heels forward.
307		E, M	S	U Turn, Halt: <u>Team makes an about turn to the left</u> in heel position. <u>At end of turn, handler stops, dog sits</u> in heel position. Team heels forward.


308		E, M	S	Halt, 180 Pivot Right, Halt: <u>Handler stops, dog sits</u> in heel position. Team makes a 180-degree pivot (turn in place) to the right. Dog moves with handler in heel position. <u>Handler stops, dog sits</u> in heel position. Team heels forward.
309		E, M	S	Halt, 180 Pivot Left, Halt: <u>Handler stops, dog sits</u> in heel position. Team makes a 180-degree pivot (turn in place) to the left. Dog moves with handler in heel position. <u>Handler stops, dog sits</u> in heel position. Team heels forward.
310		E, M	S	Halt, Call Front, Finish Right, Halt: <u>Handler stops, dog sits</u> in heel position. While stationary, handler calls dog to front position, dog sits facing handler. Dog finishes right to heel position while handler remains stationary, <u>dog sits</u> . Team heels forward.
311		E, M	S	Halt, Call Front, Finish Left, Halt: <u>Handler stops, dog sits</u> in heel position. While stationary, handler calls dog to front position, dog sits facing handler. Dog finishes left to heel position while handler remains stationary, <u>dog sits</u> . Team heels forward.
312		E, M	S	Moving Stand, Walk Around Dog: At handler's command and/or signal, <u>dog stands and stays</u> in place while handler continues moving and walks around dog. Handler pauses in heel position while <u>dog remains standing</u> . Team heels forward.
313		E, M	S	Moving down, Walk Around Dog: At handler's command and/or signal, <u>dog downs and stays</u> in place while handler continues moving and walks around downed dog. Handler pauses in heel position while <u>dog remains down</u> . Team heels forward.
314		E, M		Offset Figure 8 with Distractions: Two cones are set 8 to 10 feet apart. Two distractions, either toys (6 to 12 inches in size) or bowls (1-to-2-quart size) with food (securely covered), shall be placed 6 to 8 feet apart, at right angles to cones. Team enters center of cones, heeling a single complete figure 8, and exits. Team shall pass the center of cones three times. Cones and distractions may not be used by any other exercise. Other sections of the course path may not pass through the cones and distractions.
315		E, M		Back 3 Steps: <u>Without hesitation, team takes at least three handler steps back</u> , dog maintains heel position. Team heels forward.
316		E, M		Send Over Jump: While heeling, Team approaches jump, and without hesitation, <u>dog jumps over jump</u> and returns to heel position before next sign, without crossing handler's path. Handler may adjust their pace as needed for their dog to properly and safely execute the jump.
317		E, M		About Turn, Slow: Team makes an about turn to the right in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, team's speed decreases at a noticeably slower than normal pace in heel position until the next sign, which must be a Normal Pace or Finish sign.
318		E, M		U Turn, Slow: Team makes an about turn to the left in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, team's speed decreases at a noticeably slower than normal pace in heel position until the next sign, which must be a Normal Pace or Finish sign.

319		E, M		Spiral Right, with Distraction: Two cones and a distraction in the middle are placed 6 to 8 feet apart in a straight line. <u>Team enters with first cone (base) on their right. They circle all three objects using the first cone as their base. They then circle two objects, returning to the base, then circle the base cone, and exit with base cone on their right.</u>
320		E, M		Spiral Left, with Distraction: Two cones and a distraction in the middle are placed 6 to 8 feet apart in a straight line. <u>Team enters with first cone (base) on their left. They circle all three objects using the first cone as their base. They then circle two objects, returning to the base, then circle the base cone, and exit with base cone on their left.</u>
321		E, M		Moving Down, Walk 3 Steps, Call to Heel: At handler's command and/or signal, <u>dog downs and stays</u> in place <u>while handler continues at least three steps forward. Without hesitation, handler commands and/or signals the dog to resume</u> heel position.
322		E, M		Moving Stand, Walk 3 Steps, Call to Heel: At handler's command and/or signal, <u>dog stands and stays</u> in place <u>while handler continues at least three steps forward. Without hesitation, handler commands and/or signals the dog to resume</u> heel position.
325		E, M	S	Call Front, 1 Side Step Right, Finish, Forward: <u>Team stops heeling forward</u> , as handler steps backwards and <u>calls dog to front position, dog sits facing handler. Team takes one step to handler's right, dog sits facing handler. Dog finishes while handler moves forward, dog catches up</u> to heel position. There is <u>no sit after the finish.</u>
326		E, M	S	Call Front, 1 Side Step Left, Finish, Forward: <u>Team stops heeling forward</u> , as handler steps backwards and <u>calls dog to front position, dog sits facing handler. Team takes one step to handler's left, dog sits facing handler. Dog finishes while handler moves forward, dog catches up</u> to heel position. There is <u>no sit after the finish.</u>
327		E, M	S	Halt, Down, Walk 3 Steps, Face Dog, Call Front, Finish, Halt: <u>Team halts and dog sits.</u> At handler's command and/or signal, <u>dog downs</u> in place in heel position. <u>Handler walks at least three steps forward, turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog comes directly to front position and sits. Dog finishes and sits</u> in heel position. Team heels forward.
328		E, M		270 Left, Slow: Team makes a small <u>270-degree circle turn to the left</u> in heel position. Immediately after completing the turn, <u>team's speed decreases at a noticeably slower than normal pace</u> in heel position until the next sign, which must be a Normal Pace or Finish sign.
329		E, M		270 Right, Slow: Team makes a small <u>270-degree circle turn to the right</u> in heel position. Immediately after completing the turn, <u>team's speed decreases at a noticeably slower than normal pace</u> in heel position until the next sign, which must be a Normal Pace or Finish sign.
330		E, M		225 Loop Left, Slow: Team makes <u>a 225-degree turn to the left</u> in heel position. Immediately after completing the turn, <u>team's speed decreases at a noticeably slower than normal pace</u> in heel position until the next sign, which must be a Normal Pace or Finish sign.






331	 225° Loop Right Slow	E, M		225 Loop Right, Slow: Team makes a <u>225-degree turn to the right</u> in heel position. Immediately after completing the turn, <u>team's speed decreases at a noticeably slower than normal pace</u> in heel position until the next sign, which must be a Normal Pace or Finish sign.
400	 Moving Stand Walk 3 Steps Face Dog Down Return	M	S	Moving Stand, Walk 3 Steps, Face Dog, Down, Return: At handler's command and/or signal, <u>dog stands</u> in place <u>while handler continues at least three steps forward. Handler turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog downs</u> in place. <u>Handler returns around dog</u> and <u>pauses</u> in heel position. Team heels forward.
401	 Moving Stand Walk 3 Steps Face Dog Signals Return	M	S	Moving Stand, Walk 3 Steps, Face Dog, Signals, Return: At handler's command and/or signal <u>dog stands</u> in place <u>while handler continues at least three steps forward. Handler turns, faces dog, and pauses. At handler's signals, dog downs, then sits,</u> both in place. <u>Handler returns around dog</u> and <u>pauses</u> in heel position. Team heels forward.
402	 Side Step Forward Step HALT	M	S	Sidestep, Forward Step, Halt: <u>Without hesitation,</u> and towards sign, <u>Team takes one handler step to the right, then, one handler steps forward,</u> both in heel position. <u>Handler stops, dog sits</u> in heel position. Team heels Forward.
403	 HALT Pivot Left HALT X 3	M	S	Halt, Pivot Left, Halt X 3: Handler stops, <u>dog sits</u> in heel position. Team makes a <u>90-degree pivot (turn in place) to the left. Dog moves with handler</u> in heel position. <u>Handler stops, dog sits</u> in heel position. <u>Team repeats this two more times.</u> Team heels forward. This exercise has four Halts and puts you in the same direction as a 270-degree turn.
404	 270° Left Halt	M	S	270 Left, Halt: Team makes a small <u>270-degree circle turn to the left</u> in heel position. At end of turn <u>Handler stops, dog sits</u> in heel position. Team heels forward.
405	 HALT Pivot Right HALT X 3	M	S	Halt, Pivot Right, Halt, X 3: <u>Handler stops, dog sits</u> in heel position. The Team makes a <u>90-degree pivot (turn in place) to the right. Dog moves with handler</u> in heel position. <u>Handler stops, dog sits</u> in heel position. <u>Team repeats this two more times.</u> Team heels forward. This exercise has four halts and puts you in the same direction as a 270-degree turn.
406	 270° Right Halt	M	S	270 Right, Halt: Team makes a small <u>270-degree circle turn to the right</u> in heel position. At end of turn <u>Handler stops, dog sits</u> in heel position. Team heels forward.
407	 Left About HALT	M	S	Left About, Halt: <u>Handler makes an about turn to the left. While handler turns left, dog moves right and behind handler,</u> at end of turn <u>Handler stops, dog sits</u> in heel position. Team heels forward.
408	 Moving Stand Walk 3 Steps Face Dog Call to Heel	M	S	Moving Stand, Walk 3 Steps, Face Dog, Call to Heel: At handler's command and/or signal, <u>dog stops at a stand</u> in place <u>while handler continues at least three steps forward and pauses. Handler turns and faces dog.</u> At handler's command and/or signal, <u>dog returns directly to a sit</u> in heel position. Team heels forward.

409		M	S	Moving Down, Walk 3 Steps, Face Dog, Call to Front, Finish, Halt: At handler's command and/or signal, <u>dog downs and stays</u> in place <u>while handler continues at least three steps forward and pauses. Handler turns and faces dog.</u> at handler's command and/or signal, <u>dog comes directly to front position and sits. Dog finishes and sits</u> in heel position prior to moving forward.
410		M		Serpentines 1 Way with Distractions: Four cones are placed 8 to 10 feet apart in a straight line. Two distractions, toys (6 to 12 inches in size), bowls (1-to-2-quart size) with food (securely covered), or one toy (6 to 12 inches in size) and one bowl (1 to 2-quart size) with food (securely covered), shall replace the two inner cones. <u>Team enters with first cone to their left, and while heeling, weave through the cones and distractions and exits with the last cone to their right.</u> Cones and distractions may not be used by any other exercise. Other sections of the course path may not pass through the cones and distractions.
411		M		Serpentines Down & Back with Distractions: Four cones are placed 8 to 10 feet apart in a straight line. Two distractions, toys (6 to 12 inches in size), bowls (1-to-2-quart size) with food (securely covered), or one toy (6 to 12 inches in size) and one bowl (1 to 2-quart size) with food (securely covered), shall replace the two inner cones. <u>Team enters with first cone to their left, and while heeling, weave through the cones and distractions, around the last one, and back the other way. Team exits with the last cone to their left.</u> Cones and distractions may not be used by any other exercise. Other sections of the course path may not pass through the cones and distractions.
412		M	S	Halt, Back 1 Step, Halt: <u>Handler stops, dog sits</u> in heel position. <u>Team takes one handler step back.</u> dog maintains heel position. <u>Handler stops, dog sits</u> in heel position. Team heels forward.
414		M	S	Halt, Leave Dog: When used with 415, sign is placed about 5 feet to the right of and at least 10 feet before the jump. At the sign, <u>team halts and dog sits.</u> At handler's command and/or signal, <u>dog stays</u> in place and <u>handler moves along the current path to sign 415 and faces the dog.</u> When used with 416, sign is placed about 2 feet to the left of and at least 10 feet before the jump. At the sign, <u>team halts and dog sits.</u> At handler's command and/or signal, <u>dog stays</u> in place and <u>handler moves along the current path to sign 416 and faces the dog.</u> This sign is always followed by sign 415 or 416.
415		M	S	Offset Recall RIGHT Over Jump, Finish, Halt: <u>At handler's command and signal, dog takes the jump and comes directly to front position and sits. Dog finishes and sits</u> in heel position. Team heels forward. Sign is placed about 12 feet beyond the jump and on the same path the handler will be on when they walk straight forward from sign 414. This is a 180-degree change of direction sign. High Jump or Bar Jump only.
416		M	S	Offset Recall LEFT Over Jump, Finish, Halt: <u>At handler's command and signal, dog takes the jump and comes directly to front position and sits. Dog finishes and sits</u> in heel position. Team heels forward. Sign is placed about 12 feet beyond the jump and on the same path the handler will be on when they walk straight forward from sign 414. This is a 180-degree change of direction sign. High Jump or Bar Jump only.
417		M	S	Halt, Walk 3 Steps, Face Dog, Stand Dog, Return: <u>Team halts and dog sits.</u> At handler's command and/or signal, <u>dog stays</u> in place. <u>Handler walks at least 3 steps forward, turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog stands</u> in place. <u>Handler returns around the dog and pauses</u> in heel position. Team heels forward.
418		M	S	Halt, Walk 3 Steps, Face Dog, Down Dog, Return: <u>Team halts and dog sits.</u> At handler's command and/or signal, <u>dog stays</u> in place. <u>Handler walks at least three steps forward, turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog downs</u> in place. <u>Handler returns around the dog and pauses</u> in heel position. Team heels forward.
419		M	S	Halt, Down, Walk 3 Steps, Face dog, Stand Dog, Return: <u>Team halts and dog sits.</u> At handler's command and/or signal, <u>dog downs</u> in place. <u>Handler walks at least three steps forward, turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog stands</u> in place. <u>Handler returns around dog and pauses</u> in heel position. Team heels forward.

420		M	S	Halt, Down, Walk 3 Steps, Face Dog, Sit Dog, Return: <u>Team halts and dog sits.</u> At handler's command and/or signal, <u>dog downs</u> in place. <u>Handler walks at least three steps forward, turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog sits</u> in place. <u>Handler returns around dog and pauses</u> in heel position. Team heels forward.
421		M	S	Halt, Stand, Walk 3 Steps, Face Dog, Sit Dog, Return: <u>Team halts and dog sits.</u> At handler's command and/or signal, <u>dog stands</u> in place. <u>Handler walks at least three steps forward, turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog sits</u> in place. <u>Handler returns around dog and pauses</u> in heel position. Team heels forward.
422		M	S	Halt, Stand, Walk 3 Steps, Face Dog, Down Dog, Return: <u>Team halts and dog sits.</u> At handler's command and/or signal, <u>dog stands</u> in place. <u>Handler continues at least three steps forward, turns, faces dog, and pauses.</u> At handler's command and/or signal, <u>dog downs</u> in place. <u>Handler returns around dog and pauses</u> in heel position. Team heels forward.
423		M		Cloverleaf Left, With Distraction: Three cones are placed in a triangle pattern with cones 6 feet apart. The judge will replace a single cone of their choice with a distraction (toy or securely covered food bowl). Cones and distractions for the purpose of this description are referred to as objects. <u>Team enters in the center of the base objects and starting with the base object to their left, team heels a single complete figure 8 around the base objects</u> in heel position. <u>Upon completing the loops around the base objects, team makes a loop clockwise around the third object at the top of the triangle</u> in heel position. <u>Team exits between the base objects</u> in heel position moving in the opposite direction they were traveling. This is a 180° change of direction exercise. Objects may not be used by any other exercise. Other sections of the course path may not pass through the objects.
424		M		Cloverleaf Right, With Distraction: Three cones are placed in a triangle pattern with cones 6 feet apart. The judge will replace a single cone of their choice with a distraction (toy or securely covered food bowl). Cones and distractions for the purpose of this description are referred to as objects. <u>Team enters in the center of the two base objects and starting with the base object to their right, team heels a single complete figure 8 around the base objects</u> in heel position. <u>Upon completing the loops around the base objects, team makes a loop counter clockwise around the third object at the top of the triangle</u> in heel position. <u>Team exits between the base objects</u> in heel position moving in the opposite direction they were traveling. This is a 180° change of direction exercise. Objects may not be used by any other exercise. Other sections of the course path may not pass through the objects.
425		M		Right Turn, Back 3 Steps: Team makes a <u>90-degree turn to the right</u> in heel position. Immediately after completing the turn <u>and without hesitation, team takes at least three handler steps back</u> , dog maintains heel position. Team heels forward.
426		M		Left Turn, Back 3 Steps: Team makes a <u>90-degree turn to the left</u> in heel position. Immediately after completing the turn <u>and without hesitation, team takes at least three handler steps back</u> , dog remains in heel position. Team heels forward.
427		M		Left About Turn, U Turn: <u>Handler makes an about turn to the left. While handler turns left, the dog moves right and behind handler,</u> resuming heel position while moving forward. Upon completion of the left about turn, <u>without hesitation the team makes an about turn to the left in heel position.</u> Team heels forward. Up to two steps can be taken between turns for balance.

428		M		Stand Stay: Immediately after passing the "Finish" sign, the team proceeds to this sign. The <u>dog is placed in a stand</u> . The <u>handler commands and/or signals the dog to stay</u> . <u>The handler proceeds to the leash</u> placed along the side of the ring where the exit is located, <u>retrieves it, and returns around behind the dog</u> to heel position. <u>The dog must remain in a stand</u> . After the Judge says, "Exercise Finished" the handler attaches the lead to the dog's collar and exits the ring. The leash shall be 20 feet away.
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Footnotes:

	Stand		Dog's Position	 Star Station - Worth 20 Points
	Down		Handler's Position	

A FEW TIPS:

1. Anytime a Handler returns to their dog, there is a Pause before moving forward.
2. Dogs must complete a Sit, Down, or Stand before moving to next command.
3. In all Call Front exercises, the dog must sit in front of Handler.

APPENDIX A: Glossary of Terms

Approved Judge - A provisional, regular, national, or senior judge listed on the ASCA Judge Directory.

Baiting - holding hand(s) in such a way to give the pretense of holding food to accomplish an element of an exercise.

Briskly - keenly alive, alert, energetic.

Cluster - more than one ASCA sanctioned event held on either one or more consecutive days.

Command - verbal order from handler to dog.

Crooked - a dog that is not straight in line with the direction the handler is facing.

Crowding - a dog so close to handler as to interfere with handler's freedom of motion.

Directly - immediately, without deviation or hesitation.

Drop Completely - a down position that would be acceptable for a Long Down exercise.

Element - a single piece of an exercise, such as a sit, stand, front, finish, or continuous movement specific to the exercise being performed. **Example:** Halt, Call Front, Finish Left, Halt (Sign #311) – there are four elements: the initial sit, the call to the front position, the finish to the left, and the sit in heel position at the end. **Example:** Back 3 Steps (sign #315) – there are two elements: the continuous movement of the team taking at least three handler steps back, and then the movement of the team heeling forward.

Emergency Situation - a situation that poses an immediate risk to health, life, property, or environment. Most emergencies require urgent intervention to prevent a worsening of the situation.

Flow - a feeling of continuity where stations smoothly follow each other and are easily visible to the handler. Sequences (of signs) shall contain varying types of behaviors and skills without repeating too many of the same behaviors and/or skills.

Gently - with kindness, without harshness or roughness.

Handler Error - an error or mistake made by the handler that results in an individual exercise, or areas between exercises (including all areas from the entrance gate to the exit gate) to lack the precision, flow, briskness, or smoothness required for a perfect performance.

Incorrectly Performed Station (IP) - one or more parts of an exercise are not performed or are performed incorrectly.

Lack of Control - momentary lapse of control (i.e.: dog runs to gating and comes back quickly to the handler; dog takes a jump when it is not the next exercise but returns quickly; dog makes a running circle of the ring but returns to heel upon command).

Lame - irregularity or impairment of the function of locomotion, irrespective of the cause or how slight or severe.

Minor Deduction - deduction worth 1-2 points.

Natural - not artificial; free of affectation; what is customarily expected in the home or public places.

On the Course - following the Judge's order "Forward" until the team passes the Finish signs.

Pause - a complete stop, no forward motion by the handler.

Pivot - turning in the circle occupied by the handler before they started the turn, a turn in place.

Prompt Response - without hesitation, immediate, quick.

Repeat of Station/Retry - a station that is repeated in its entirety, including the approach, before beginning the next station.

Resentment - resistance, unwillingness.

Signal - nonverbal direction from the handler to dog.

Star Station - designated by a star card above the top of the sign; worth 20 points.

Station Not Attempted by Handler - a station skipped/missed by the handler before attempting the next station.

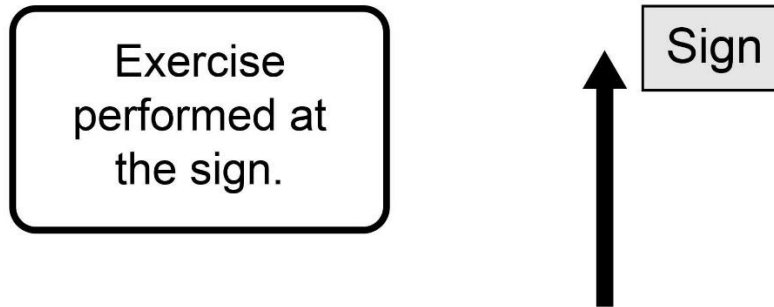
Substantial Deduction - deduction worth 3 or more points.

Teamwork - cooperation or collaboration between the handler and dog; the dog and handler are working together in a joint effort.

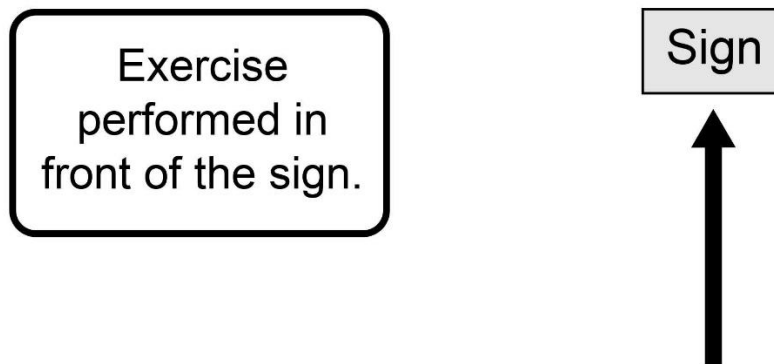
Withers - highest point of the dog's shoulder.

APPENDIX B: Sign Placement & Performance Location Charts

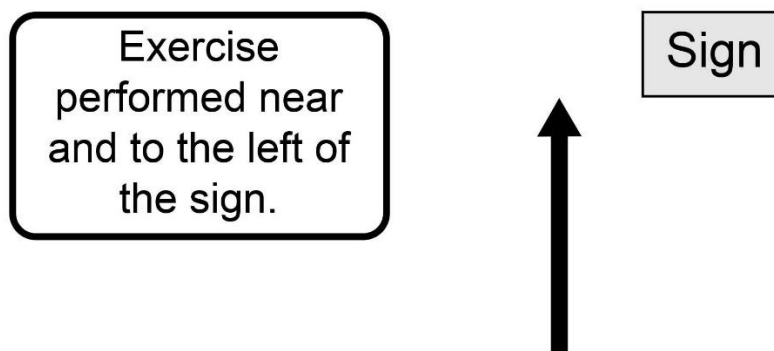
ASCA EXAMPLE 1 - CHANGE OF PACE SIGNS



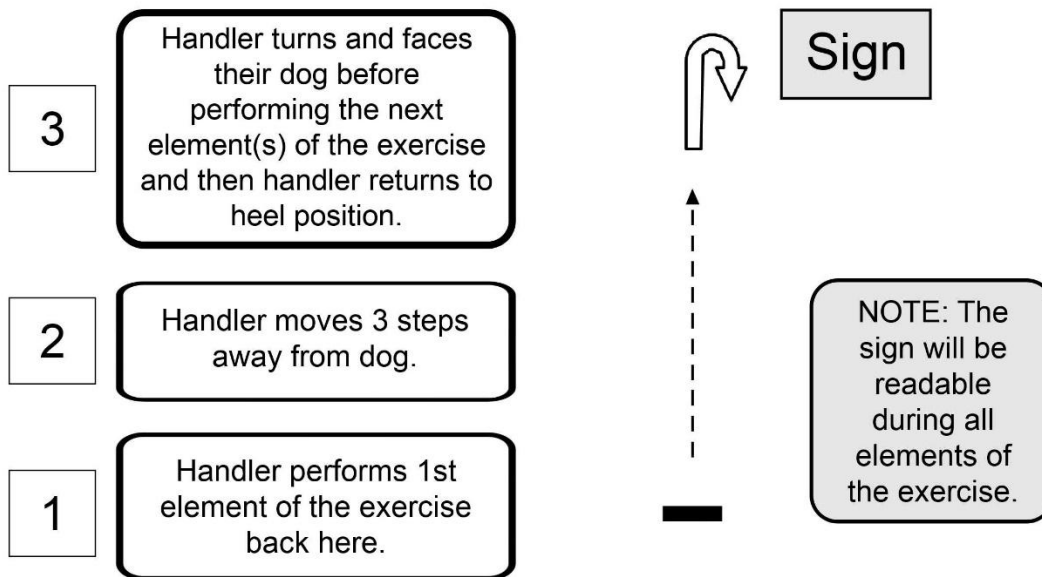
ASCA EXAMPLE 2 - CHANGE OF DIRECTION SIGNS



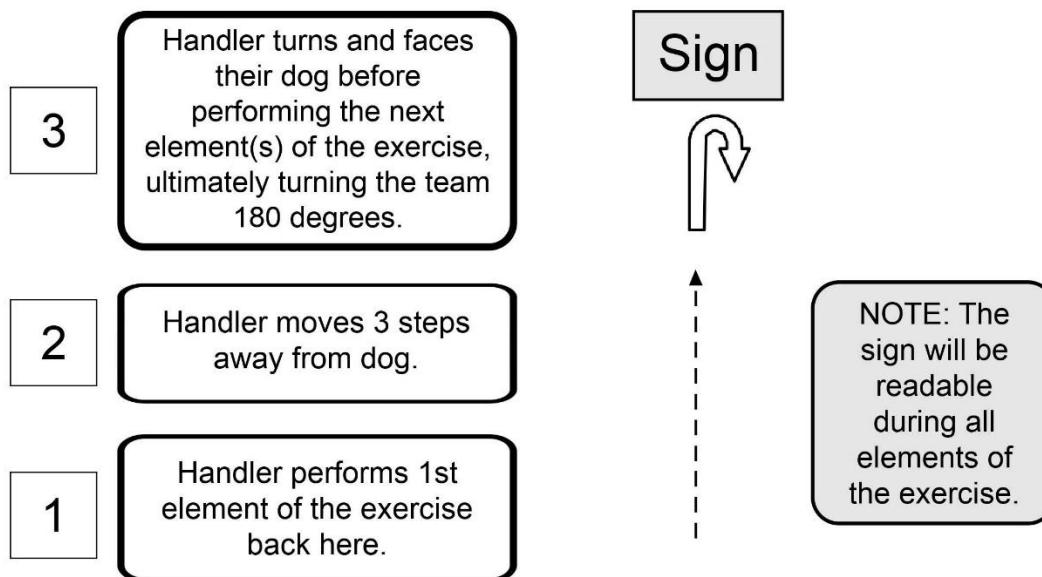
ASCA EXAMPLE 3 - SIGNS NOT REQUIRING HANDLER TO MOVE AWAY FROM THEIR DOG



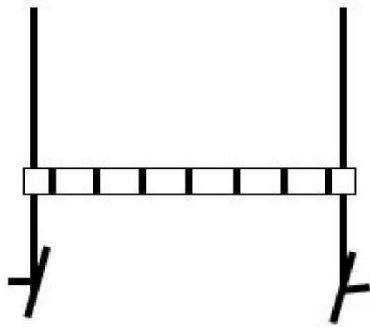
ASCA EXAMPLE 4 - SIGNS REQUIRING HANDLER TO MOVE AWAY FROM THEIR DOG



ASCA EXAMPLE 5 - SIGNS REQUIRING HANDLER TO MOVE AWAY FROM THEIR DOG - CHANGE OF DIRECTION



ASCA EXAMPLE 6 - SIGN LOCATION FOR JUMP EXERCISES



Sign

Sign is placed before and to the right of the jump to allow adequate space for the team to perform the exercise.

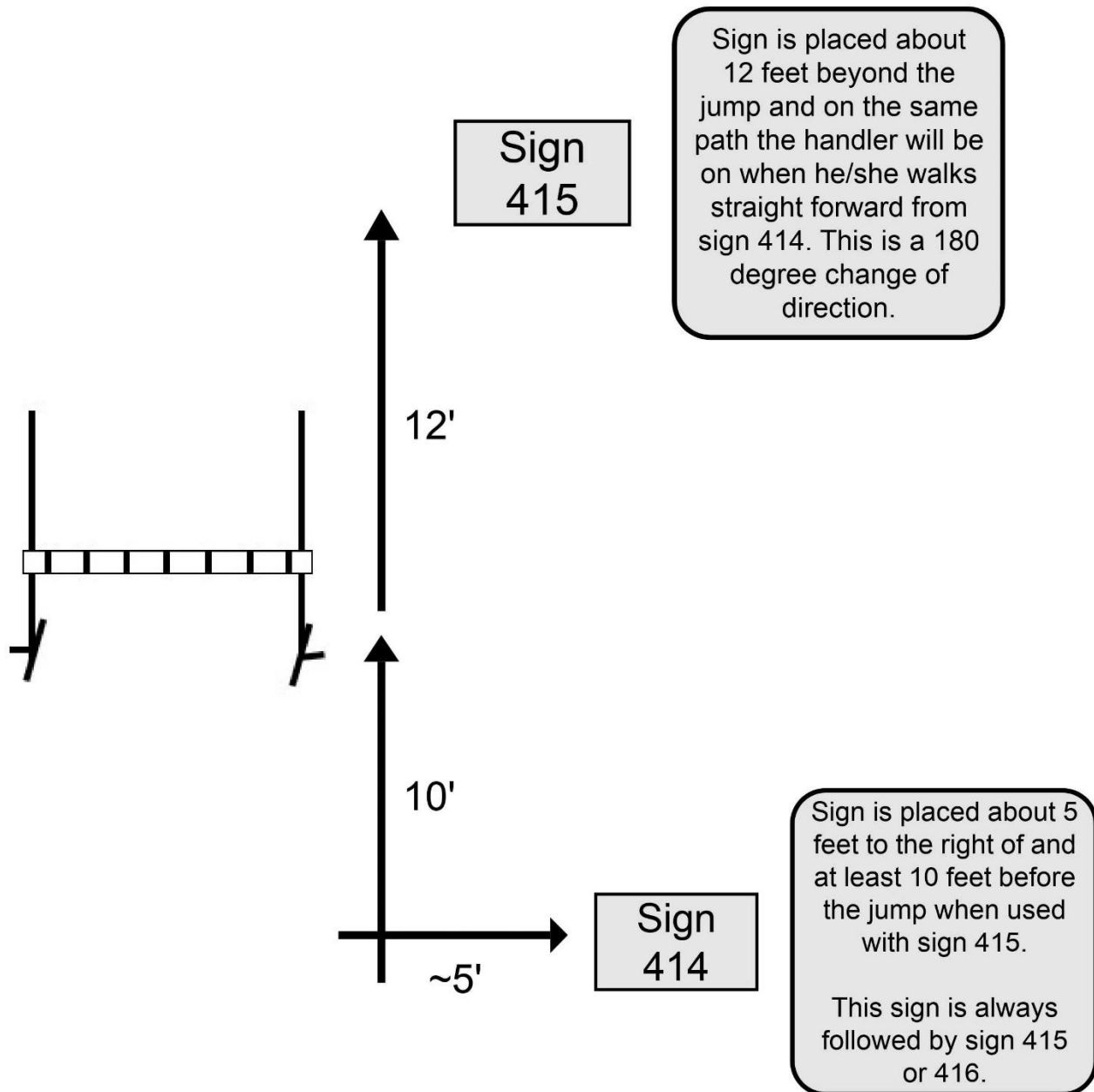
ASCA EXAMPLE 7 - SIGN PLACEMENT FOR CONE EXERCISES



Sign

Sign is placed before and to the right of the 1st cone to allow adequate space for the team to perform the exercise.

ASCA EXAMPLE 8 - SIGN LOCATION FOR MASTERS JUMP EXERCISES 414 & 415 - OFFSET RECALL RIGHT OVER JUMP



ASCA EXAMPLE 9 - SIGN LOCATION FOR MASTERS JUMP EXERCISES 414 & 416 - OFFSET RECALL LEFT OVER JUMP

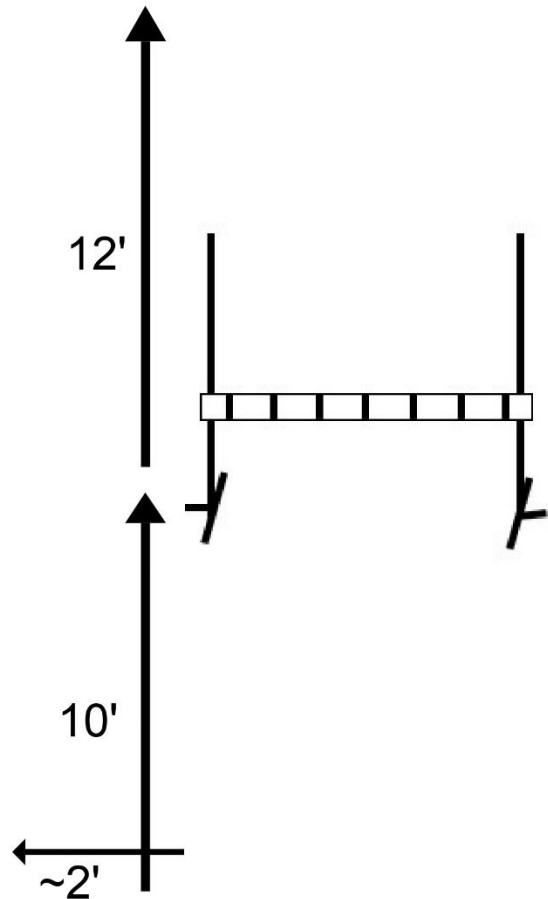
Sign is placed about 12 feet beyond the jump and on the same path the handler will be on when he/she walks straight forward from sign 414. This is a 180 degree change of direction.

Sign
416

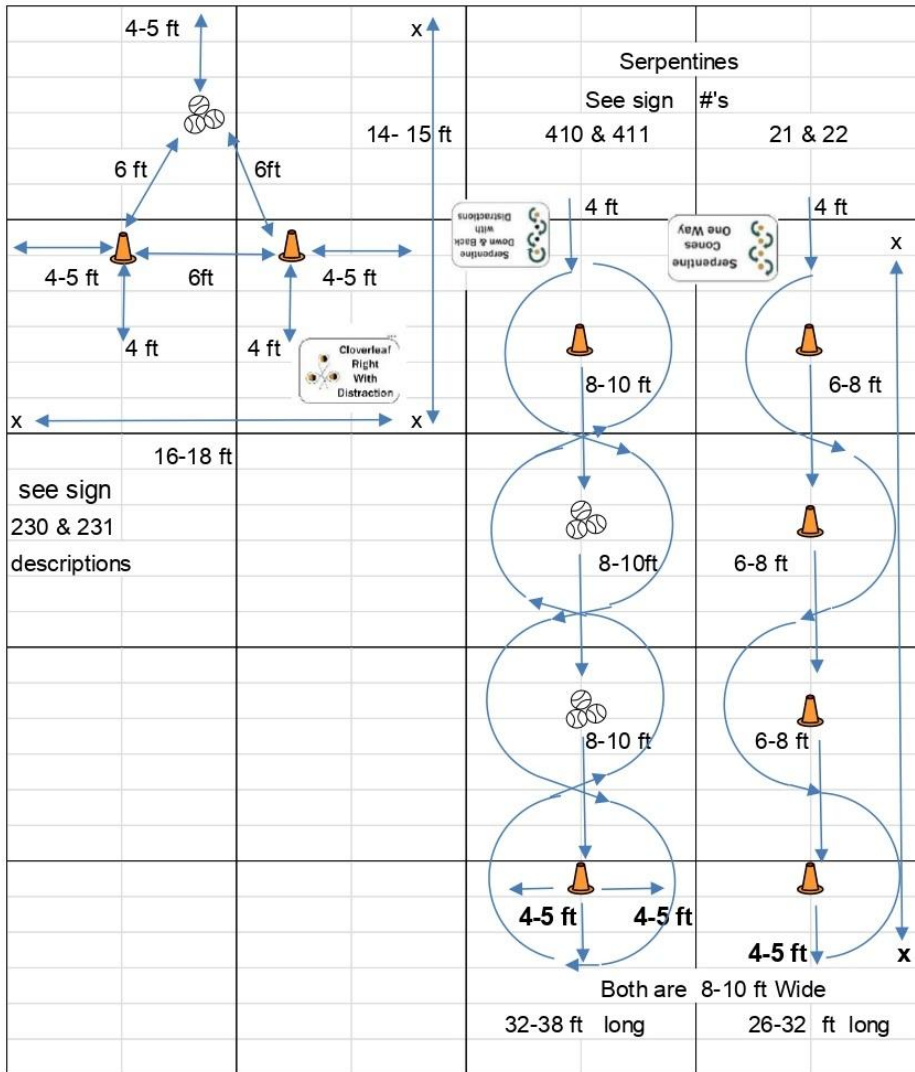
Sign is placed about 2 feet to the left of and at least 10 feet before the jump when used with sign 416.

This sign is always followed by sign 415 or 416.

Sign
414



Cloverleaf & Serpentine Diagrams



Spiral & Offset Diagrams

