Minnesota 4-H Dog Project
Train the Trainer

APRIL 26-27, 2014
REDWOOD FALLS, MINNESOTA
AND
MAY 3-4, 2014
WADENA, MINNESOTA
**TRAIN THE TRAINER**

**4-H Dog Project**

**TRAIN THE TRAINER SCHEDULE**
**APRIL 26-27, 2014 – REDWOOD FALLS**
**MAY 3-4, 2014 – WADENA**

<table>
<thead>
<tr>
<th>SATURDAY</th>
<th>Time</th>
<th>Event</th>
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<tr>
<td></td>
<td>8:30 a.m.</td>
<td>Registration</td>
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|                | 9:00 a.m.  | Welcome
              |             | Introductions
              |             | Youth Development                                      |
|                | 10:00 a.m. | Dog Show 101                                           |
|                | 11:00 a.m. | Making the Most of Training Time                       |
|                | 11:30 a.m. | Lunch                                                  |
|                | 12:00 p.m. | Obedience Training – Sarah Leonard, Presenter           |
|                | 3:00 p.m.  | Break                                                  |
|                | 3:15 p.m.  | Agility Training – Martha Diedrich, Presenter           |
|                | 6:15 p.m.  | Adjourn for the Evening                                 |
TRAIN THE TRAINER

4-H Dog Project

TRAIN THE TRAINER SCHEDULE
APRIL 26-27, 2014 – REDWOOD FALLS
MAY 3-4, 2014 – WADENA

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<th>SUNDAY</th>
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<tr>
<td>8:30 a.m.</td>
<td>Registration</td>
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<tr>
<td>9:00 a.m.</td>
<td>Showmanship Training – Mary Holsen, Presenter</td>
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<td>12:00 noon</td>
<td>Lunch – Questions/Answer Discussion</td>
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<td>1:00 p.m.</td>
<td>Rally Training – Lori Brama, Presenter</td>
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<td>4:00 p.m.</td>
<td>Adjourn for the Day</td>
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TRAIN THE TRAINER

4-H Dog Project

HOW TO PUT ON A 4-H DOG SHOW
(COUNTY FAIR SHOW OR QUALIFYING SHOW FOR THE STATE 4-H DOG SHOW)

1. Choose a show coordinator who will work with extension staff. Along with the extension staff, set the date and location of the show - decide if your county will do all four areas in one day or break up the show into two days.

2. Classes Eligible for State Dog Show (These classes may be broken down by exhibitor’s age, dog’s jump height, etc.)

   - **Obedience:**
     - Beginner A
     - Beginner B
     - Graduate Beginner
     - Novice
     - Graduate Novice
     - Pre-Open
     - Open
     - Graduate Open
     - Pre-Utility
     - Utility
     - Veterans
     - Brace
     - 4-Dog Team

   - **Showmanship:**
     - Novice Showmanship
     - Open Showmanship

   - **Rally:**
     - Pre-Novice
     - Novice
     - Pre-Advanced
     - Advanced
     - Excellent
     - Veterans

   - **Agility:**
     - Beginner
     - Elementary
     - Intermediate
     - Senior
     - Advanced
     - Jumpers 1
     - Jumpers 2
     - Jumpers 3

3. Discuss judges with the extension staff. Have the county extension office contact the judges. This is normally done 3-5 months in advance of the show date. The judges' calendars fill up quickly so the sooner they are contacted the better. There is a list of certified Dog Project judges available through the Extension Office and counties may wish to review this list when choosing their judges.

   www.4-H.umn.edu/youth/mn4-H/projects/animal-science/dog
   
   Note: Agility Judges must receive the completed Show Information Form 6-8 weeks BEFORE the show date.

4. It takes a lot of people to put on a successful show. Areas needing help include:

   - Show Set-Up
   - Entry Table
   - Ring Equipment and Set-Up
   - Ring Stewards
   - Runners
   - Awards
   - Clean-Up after Show

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5. Discuss equipment and supplies need – including score sheets.

6. Prepare a ring box for the shows. There should be a ring box for each ring. The ring box should include:
   - Nametag for judge
   - Minnesota 4-H Dog Show Guide
   - The Minnesota 4-H Dog Rules and Guidelines for:
     - Agility
     - Obedience
     - Rally
     - Showmanship
   - Clipboard
   - Stop Watch
   - Calculator
   - Tape Measure
   - Chalk
   - Pens/Pencil
   - Paper Clips
   - Blank Paper
   - Markers

7. Prepare a box for the entry table. The entry table box should include:
   - List of exhibitors and classes registered for
   - Armbands
   - Rubber Bands
   - Show Catalog
   - Pens/Pencils
   - Poster board for signs
   - Markers

8. Clean-up supplies are needed for each ring. They should include:
   - 2 rolls of paper towels
   - Spray bottle containing water/bleach
   - Plastic bags

9. Arm bands are needed for all participants. Assign the armband number to each participant. Score sheets for each area should be printed. The show coordinator or other designated person should prepare all the score sheets needed for the show – prior to the show.

10. Work with the extension office to prepare the show catalog.

11. A folder for each class should be prepared. It should include:
    - Class list with the ribbon placings to be completed after each class
    - Score sheets completed for each exhibitor
    - A few blank extra score sheets.
    - Long sit/long down sheet with each obedience class
    - A point schedule for the Blue, Red, and White ribbons for Obedience and Rally

12. Have everyone help with show set-up.

13. Designate someone to greet and orient all judges, ring stewards, and other volunteers.
RESPONSIBILITIES AT THE SHOW

Rings and Ring Equipment

- Ring barriers (could be anything from stakes and rope to fencing material).
- Surface materials (to provide good footing for indoor shows). Advanced Obedience classes will require matting of some type for indoor shows. Refer to Minnesota 4-H Dog Agility Rules and Guidelines, Minnesota 4-H Dog Obedience Rules and Guidelines, the Minnesota 4-H Dog Showmanship Rules and Guidelines, and Minnesota 4-H Dog Rally Obedience Rules and Guidelines for ring size and equipment needed.
- Judge’s table for each ring, three chairs for each ring.
- Table and chairs for registration.
- Table/display for awards.
- Clipboard, stopwatch (watch with second hand), calculators, chalk, blank paper, pens/pencils, yardstick, clean-up supplies, hand wipes/disinfectant, golf tees (if the show is held outside), and electric tape for each ring.
- Score sheets for all exhibitors – completely filled out before the show. Have extra sheets on hand.
- Arm bands with rubber bands. You may purchase armbands or make them from 4 x 6 cards of tag board or use name labels. Be sure to number.
- Jumps for advanced classes in Obedience.
- Showmanship table for Showmanship classes (optional)
- Agility equipment
- Poster board and markers
- Clean-up Supplies
- PA system for announcements

SHOW SET-UP

- Refer to a current copy of the Minnesota 4-H Dog Agility Rules and Guidelines, Minnesota 4-H Dog Obedience Rules and Guidelines, the Minnesota 4-H Dog Showmanship Rules and Guidelines, and Minnesota 4-H Dog Rally Obedience Rules and Guidelines for ring size, equipment needed, and how the ring is to be set up. These can be found at www.4-H.umn.edu/youth/mn4-H/projects/animal-science/dog.
- Set up tables with supplies for each rings.
- Set up registration table and awards table.
- Roll out mats. In advanced classes, a center mat is also required. Below is the proper way to handle mats.

ENTRY TABLE

- Check in participants
- Verify classes they are registered in
- Give participant their armband
- Let the rings know if there are any drops from the classes

RING SET-UP AND MAT LAYOUT

- The ring barriers should never be set right on the edge of perimeter mats! Mats should always have a 2 plus foot clearance to the ring barrier. The exception is that fully matted
rings do not need the 2-foot buffer zone (but will have the buffer if 35 foot lengths of mat were used).

- Jumps for Obedience should **NEVER** be placed right up to the ring barriers. In all class levels involving jumps, the dog must be left with the option to walk around the jump on either side rather than going over the jump.

**AWARDS**

- Ribbons are usually provided by the county extension office or fair board. If you wish to give plaques or trophies to the champions, your dog project would need to pay for these or get donations.
- Awards can be given at the end of each class or at the end of the show.
STEWARDS
Ring stewards are a vital key to a successful show. Ring stewards should report for duty no later than one-half (½) hour prior to the start of the show, to ensure that there is enough time to receive instruction from the judge.

The judge is in sole charge of the ring until the assignment is completed. Stewards are provided for assistance, but may act only on the judge's instructions. Stewards shall not give information or instructions to the handlers except as specifically instructed by the judge, and then only by making it clear the instructions are those of the judge.

Obedience Ring Stewards
- There should be at least two stewards for each Obedience ring – three is better. Stewards should not be parents of exhibitors in that ring or exhibitors in the ring unless absolutely necessary.
- If necessary, training or briefing session should be held with stewards.
- Have the next dog ready at ringside as the exhibitor ahead enters the ring (one dog in the ring, one ready, and one “on deck”).
- Act as "posts" for figure 8 exercises. Posts must stand still and silent.
- Line up dogs for long sits and downs about two dogs before the end of the class.
- Take the leash from the exhibitor in the appropriate classes.
- Set the jumps before the exhibitor enters the ring in the appropriate classes.
- Lead handlers out of area for out-of-sight stays in the appropriate classes.
- Assist the judge in placing articles or gloves, if requested, in the appropriate classes.
- Assist the judge in adding the score sheets, if requested, and in recording results. Stewards should be advised that the results are *confidential* and may not be shown to anyone without the judge's permission. Score sheets should be left face down on the table and removed when the stewards leave their ring.
- Act as an assistant to the judge. No steward shall have the authority to make any changes or decisions independent of the judge and/or Show Committee.

Showmanship Stewards
- There should be two stewards for each Showmanship ring.
- Call an entire class (or part of a class if the class is too large). Line class up in catalog order. Bring class into the ring if instructed by the judge.
- Assemble the next class after the judge has completed the individual examinations of the dogs in the present class.
- Assist the judge in recording results. Stewards should be advised that the results are *confidential* and may not be shown to anyone without the judge's permission.
- Act as an assistant to the judge. No steward shall have the authority to make any changes or decisions independent of the judge and/or Show Committee. Stewards may watch for violations of the 4-H Showmanship rules.

Agility Ring Helpers
- It takes many people to put on a successful Agility Show. Listed below are the helpers needed at each ring for the smooth operation of the Agility Show.
  - Gate Steward – 1
  - Ring Stewards – 2 to 3
  - Leash Runner – 1
  - Score Sheet Runner – 1
  - Scribe – 1
  - Assistant Scribe – 1
  - Timer – 1 (must be the same person for all dogs in a class)
  - Table Stewards – 2 to 3
Gate Steward (makes sure dogs and handlers are ready at the start line)
Have the running order of the dogs and handlers. Call out the names of handlers and dogs to make sure they are present and aware of when they will be going into the ring. You can make the show run faster and smoother if you:
1. Know how many dogs to keep on deck
2. When the next dog should enter the ring
3. Where leashes and collars are to be left
4. Procedure to follow in case of a ring conflict

Ring Stewards (reset bars for height changes and when dogs knock them down during a run, and straighten the collapsed tunnel after each dog).
1. Know where you should be positioned.
2. Know your duties – to straighten the collapsed tunnel after each dog, reset any knocked down bars, reset jumps for the next height, others as necessary (straighten weave poles, etc.)
3. Know special instructions for adverse weather (if necessary)

Leash Runner (takes leashes from start line to finish line)
This is a very easy job. Be as invisible as possible to the handler at the start – don’t demand the leash or crowd the dog in anticipation of the removal of the leash.

Score Sheet Runner (takes the scribe sheet to the Table Stewards)
Runners usually take the sheets from the Scribe or Assistant Scribe to the Score Table one at a time. May require lots of walking (usually not running).

Scribe (marks on the score sheet when the judge raises hand)
1. The judge will explain the arm signals to be used. Usually one arm up with an open hand means to record an “S” for a standard fault on the score sheets. One arm up with a closed fist means to record an “R” for a refusal (used only in the Advanced level). Both arms up with hands open means to record a “F” for failure to perform the obstacle.
2. Record the time from the timekeeper’s stopwatch exactly as it reads and do not convert it to seconds.
3. The Scribe needs to always watch the judge – not the dog/handler.
4. Be sure to ask any questions about the previous dog’s score before the next dog runs - this will eliminate any confusion.

Assistant Scribe (gives the Scribe the correct scribe sheet for the next dog)
As the first dog starts, place the first dog’s score sheet onto a clipboard and give it to the Scribe. As each dog finishes, take the clipboard with score sheet from the Scribe and hand over the next score sheet on the second clipboard. This job is critical for ensuring that the Scribe writes the scores on the correct score sheet.

Timer (uses stopwatch to time a dog during a run)
This job requires full attention and no distractions, as focusing on the dog crossing the start line and finish line is critical. One person must time an entire class. The judge will give you specific instructions on timing a class before the first dog runs.
1. Make sure you are comfortable with the stopwatch and how to use it.
2. At the end of each run, show the stopwatch to the scribe to copy onto the score sheet.
3. Know what to do if the stopwatch malfunctions – always check the stopwatch as soon as the dog is past the start line to verify that it is working. If it is not working, blow the whistle to re-start the dog/handler before they reach obstacle 2 or 3.
4. Be sure you clearly understand where the start and finish lines are and that the time begins and ends when the dog (not necessarily the handler) crosses the line.
5. The judge will explain how you will be told that the judge and scribe are ready for the dog to begin.

- **Table Stewards** (add up marks made by the Scribe and writes the score on the master score sheet)
  Take the scribe sheet from the Runner, compute how much (if at all) the dog exceeded the course time using a calculator, add up the faults (they are all in multiples of 5), and determine the score.
  There are always at least two people at the score table to double-check each other (three for Jumper classes). There should always be at least one experienced score table person to give instructions and answer questions.

- **Course Builder** (moves obstacles between rounds as directed)
  Helps to move equipment between classes to set the course for the next class. Must be aware of when each class ends so the new course can be set quickly. Efficiency in course building can significantly affect how late a show goes. The judge provides instruction about what pieces of equipment are needed and where to place them.

**RALLY RING STEWARDS**

**Gate Steward**

- Check to ensure that the exhibitor's armband number corresponds to the dog's name and number in the catalog.
- If exhibitors request to be judged out of order due to conflicts, direct them to the judge; the steward should report any absences to the judge and Table Steward.
- See that the jump height is correctly set by the Ring Steward for each dog in the Advanced and Excellent Classes before he enters the ring.
- Ensure that dogs are judged in catalog order but not to the extent of holding up judging.
- Ensure handlers and dogs do not enter the ring until the judge so indicates.
- Ensure that the next dog to be judged is immediately available. As soon as the judge begins judging the dog in the ring, the steward calls the next dog and ensures that the handler is ring side.
- If the next dog is not available, the steward should not hesitate to call the next dog in order.
- As needed, ensure that the leash is returned to the handler as the dog and handler complete the course, and that the dog is on leash when the team leaves the ring.
- Be aware of any problems with the dogs on course and be ready to follow instructions given by the judge.
- For Advanced and Excellent, verify that the jump height is listed correctly for each dog.
- Any other duties as assigned by the judge.

**Table Steward**

- Check that the class, proper armband number and breed of dog are entered correctly on the worksheet.
- Check that the scores on the worksheet have been added correctly.
- Make sure that scores from the worksheets and the times have been correctly transferred to the judge's book. After doing so, the Table Steward will initial the judge's worksheet.
- Make sure that the judge is informed of any error on the worksheet, and after being corrected by the judge, the score and time of the dog are entered into the judge's book correctly.
- Make sure that time is listed in the judge's book as minutes, seconds and hundredths.
- Make sure that each dog's unofficial score is posted at or near ringside after the dog finishes the course.
- Make sure that the judge’s worksheets are not displayed or exhibited to any other person at the event, unless specifically directed to do so by the judge.
- Make sure that all trophies and ribbons are available at the conclusion of each class.

**Ring Steward**
- Assist in setting up the rally courses initially and from class to class as needed.
- Assist in the posting of unofficial scores if needed by the Rally Table Steward.
- Be aware of any problems with the dogs on the course and be ready to follow instructions given by the judge.
- Make sure that jumps in the Rally Advanced and Excellent Classes are set at the correct jump height for each dog entered in the classes.
- Assist with the dog’s leash in the Rally Pre-Advanced, Advanced and Excellent Classes, making sure that the leash is returned to the handler and that the dog is on leash before leaving the Pre-Advanced, Advanced or Excellent Class ring.
- Perform any other duties as assigned by the judge.

**Time Steward**
The Time Steward is positioned as specified by the judge prior to the running of each dog on the course. The timing of a run starts when the judge says “Forward,” and the time of the run ends when both the dog and handler cross/pass the Finish Station.
- The time of each dog is immediately reported to the Table Steward after each dog completes the course.
- The time reported is in minutes, seconds and hundredths.

If there is a malfunction in the timing device when a dog is running the course, the Timing Steward will report the malfunction to the judge and the Table Steward immediately after the dog and handler crosses the Finish Station.
OTHER SHOW INFORMATION

DECISIONS
The judge’s decisions shall be final in all matters affecting the scoring and judging of each class. The Show Committee shall decide all other matters arising at the show.

INTERFERENCE AND DOUBLE HANDLING
A judge who is aware of any assistance, interference, or attempts 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 the judge’s opinion, the circumstances warrant, the dog shall be given a score of zero for the exercise during which the aid was received or the dog shall be disqualified and no ribbon awarded.

EXPLANATIONS AND ERRORS
The judge is not required to explain his scoring and need not enter into any discussion with any exhibitor who appears to be dissatisfied. Any interested person who thinks that there may have been an arithmetical error or an error in identifying a dog may report the facts to one of the stewards or the Show Committee so it may be checked.

COMPLIANCE WITH REGULATIONS
Each person entering a 4-H show shall be familiar with the regulations listed in the Minnesota 4-H Dog Agility Rules and Guidelines, Minnesota 4-H Dog Obedience Rules and Guidelines, and the Minnesota 4-H Dog Showmanship Rules and Guidelines.

MISBEHAVIOR
Any display of fear, nervousness or uncontrolled behavior by the dog such as snapping, barking or running away from the handler, whether it occurs during an exercise, between exercises, or before or after judging, may be penalized according to the seriousness of the misbehavior. The judge may disqualify the dog.

All dogs must be kept on leash except when in the show ring. Dogs must be taken in and out of the ring on leash.

Dogs must be kept on leash in the ring when brought in to receive awards and when waiting before and after the group exercises. The leash shall be left on the judge’s table between the individual exercises and during all exercises when off-leash work is required.
4-H DOG SHOW SAFETY AND ETIQUETTE

Safety at dog shows is up to all participants. Participation at a dog show is no fun if you or your dog gets hurt. Everyone must work together to minimize the risks.

BASIC SAFETY AT A DOG SHOW

1. Keep your dog on leash at all times (except when required in the ring or at the Agility warm-up jump).
2. Keep your leash short and your dog close to you.
3. Be aware of your dog's actions at all times. It is very easy to be distracted while talking to people.
4. Keep plenty of space between your dog and other dogs at the show. Be especially cautious in crating areas, doorways, stairways, elevators, and ring entrances.
5. Never run near other dogs. Running excites the prey drive in many dogs.
6. Do not make and hold direct eye contact with anyone else's dog. In dog language, you are challenging that dog to a fight.
7. Be extra cautious of any dog that has food or toys (and sometimes even their human). These are all things that dogs will fight to protect.
8. Always ask before touching any other person's dog, and never pat a dog on top of the head.
9. Keep a close eye on small children. If it is necessary to bring a small child to the show, be sure they are closely supervised. Most dog bites occur to kids between the ages of two and nine years old.
10. Learn to "read" a dog's body language. Signs of aggression may include a lifted lip, a very soft (almost inaudible) growl, a tail held higher and stiffer than normal (stiff tails sometimes shake), or the hair on the back of the neck and upper back standing up straighter than normal. Signs of a fearful dog (who may bite out of self-defense) are a head held lower, a tail between their legs (or just held down), backing away. Fearful and aggressive dogs may or may not offer a warning growl.
11. Remember that you are legally and ethically responsible for your dog's behavior. This includes any damage caused by your dog to property, a human or another dog. Do carefully consider if your dog would be a safety risk before you decide to bring him to a dog show. You can be held legally responsible for any medical/veterinary costs incurred if your dog harms anyone. You can also be dismissed from the show and forfeit your opportunity to compete.
12. In the case of a dogfight, never try to separate the dogs with your bare hands. Fighting dogs will not take the time to look at what they are biting. If they are on leash, use their leashes to pull them apart. If not, try throwing water on them or throwing some other object. Don't endanger yourself by getting in their way. 99.9% of the time, they will quit as soon as one of them submits (give in) to the other.
13. All dog aggression incidents should be reported to the Show Committee for investigation.
ANOKA COUNTY FAIR
OBEDIENCE JUDGES LIST
Dog Obedience – Beginner A

<table>
<thead>
<tr>
<th>No.</th>
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<th>Dog’s Name</th>
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CHAMPION_______________________________________________________________
RESERVE CHAMPION______________________________________________________

Dog Obedience – Beginner B

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RESERVE CHAMPION______________________________________________________

Dog Obedience – Graduate Beginner

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Dog Obedience – Team

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ANOKA COUNTY FAIR
SHOWMANSHIP JUDGES LIST

Dog Showmanship – Junior Novice

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RESERVE CHAMPION

Dog Showmanship – Junior Open

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Dog Showmanship – Senior Novice

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RESERVE CHAMPION

Dog Showmanship – Senior Open

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CHAMPION
RESERVE CHAMPION
ANOKA COUNTY FAIR
RALLY JUDGES LIST

Pre-Novice Rally Obedience

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<th>Dog</th>
<th>Time</th>
<th>Score</th>
<th>Ribbon</th>
</tr>
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</tbody>
</table>

Champion______________________________________________________________
Reserve Champion_____________________________________________________
# ANOKA COUNTY FAIR
## AGILITY JUDGES LIST

### DOG AGILITY – Beginner

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Dog</th>
<th>Dog’s Height</th>
<th>Jump Height</th>
<th>Time</th>
<th>Time Faults</th>
<th>Course Faults</th>
<th>Total Faults</th>
<th>Placing</th>
</tr>
</thead>
<tbody>
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</tbody>
</table>

Champion_________________________________________
Reserve Champion__________________________________

### DOG AGILITY – Jumpers 2

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Dog</th>
<th>Dog’s Height</th>
<th>Jump Height</th>
<th>Time</th>
<th>Time Faults</th>
<th>Course Faults</th>
<th>Total Faults</th>
<th>Placing</th>
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</tbody>
</table>

Champion – Mini___________________________________________________________
Champion – Open__________________________________________________________

Reserve Champion – Mini___________________________________________________
Reserve Champion – Open___________________________________________________
DOG AGILITY SHOW INFORMATION FORM

The show coordinator should fill this out and send it to your judge(s) a minimum of 6-8 weeks BEFORE the show date.

(Your judge must submit their courses for approval 4 weeks before the show. If you are late with this form, the judge will not be able to meet their deadline.)

1. Ring size _____________________________
   ♦ If the ring is any shape other than a square or rectangle, the show coordinator must send a diagram of the area to be used to the judge.

2. Running Surface (grass, dirt, wood chips, rubber matting, etc.) _____________________________

3. Are there any hazards in the ring to be worked around? _____________________________
   ♦ If there are any telephone poles, trees, depressions in the ground, etc. their EXACT location must be indicated on a diagram sent to the judge.

4. This is an (circle one) indoor / outdoor show.

5. Are the entrances and exits to this ring fixed or flexible (can be located anywhere)?
   __________________________________________________________
   ♦ If the ring exits are fixed (e.g. not movable and dictated by the building’s design, the exact location must be indicated on a diagram sent to the judge.

6. What classes are you offering at this show (e.g. Advanced, Senior, Intermediate, Elementary, Beginners, Jumpers 1, Jumpers 2, Jumpers 3, games classes)?
   __________________________________________________________
   __________________________________________________________
   __________________________________________________________

7. What is the tentative judging order of your classes? It is easiest in terms of course-construction to begin with your most advanced standard class, then work downward through the class levels, followed by any games classes, followed by the most advanced jumpers course, working downward through the jumpers levels. You are not required to follow that formula, but doing so will save MUCH time on show day.
   __________________________________________________________
   __________________________________________________________
   __________________________________________________________
   __________________________________________________________

8. Time to arrive for show set-up (1 hour before the show is the norm at a county show. 2 hours may be needed for a large show or state show, depending on circumstances).
   __________________________________________________________
   __________________________________________________________
9. Please indicate the quantity of each obstacle available and fill in the following details about your equipment:

Number of winged jumps______  Number or wingless jumps______
Do you have a specifically constructed double jump (vs. needing to use two of your regular jumps as the double jump)?______
Jump heights of your jumps______________________
Do you have a panel jump, or another jump which would require special placement consideration on a course?________
A-Frames_____  Please list the length of the sides_____
Open tunnels______  Please list the length of each tunnel ______
Collapsed tunnels _____  Length of chute fabric_____
Tables_______  Heights of tables____________
Dog Walks_______  Please list the height of your dog walk______
Please list the length of your dog walk planks______________
Tires_______  Diameter of tire opening: ______
_____ Breakaway tire will be used at this show
Long jumps (broad jump) with 4 corner poles_______
Weave poles_______  Please list the number of poles per set_______
Spacing of poles (distance apart from center of pole to center of pole)_______
Type of weave pole base (welded steel, flexible springs, wooden, PVC on a base, stick in the ground with no base, etc.)__________________
See Saw (Teeter)______  Length of plank______
___ Electronic timing will be used at this show

10. Is there any special information that the judge should know about your show (children or dogs with special accommodations needed, potential scheduling difficulties with other fair events, need to bring money for parking or fair admission fees, need to bring a bag lunch, etc.)?
____________________________________________________________________________
____________________________________________________________________________
____________________________________________________________________________

11. Name and phone number of who to call if more information is needed.
____________________________________________________________________________

12. Emergency phone number for show day.______________________________________
AGILITY TRAINER

4-H Dog Project

MAKING THE MOST OF TRAINING TIME

(TOP TEN THOUGHTS FROM THE AGILITY TRAINER)

1. **Be prepared for everything!** --- Always bring treats, clean up bags, and a stopwatch on your person. I like a whistle too; it gets everyone’s attention, dogs and students.

2. **Start on time, end on time, and have a plan for class!** --- If you wait for people, they will always be late. Parents appreciate when you end on time. Come with a prepared course, stations thought out, or a well-planned goal in mind that can be broken down into simple steps.

3. **Enlist others to help!** --- Asking parents or older students to help with jobs such as taking attendance, writing notes, monitoring stations, and simple jobs such as being a post can help you out and be a big time saver.

4. **Post a list of the class rules.** --- Have an accessible list of simple rules to be maintained during all classes for easy reference. This can help maintain order and save having to repeat yourself often.

5. **Organize into groups.** --- Organizing groups by training levels, ages, jump heights etc. can allow for better utilization of time and flow into stations and exercises.

6. **Consistency is key!** --- Insist students follow through on all steps and not rush. Speed and reliability come from confidence, and confidence comes from consistency and repetition.

7. **Do not let students over-train!** --- Over-training leads to boredom and drudgery for the dog, which can quickly lead to dogs that are slow, distracted, or just plan stop working. Be especially careful if the weather is too hot.

8. **Attend to parents outside of class time.** --- Make it a point to address parent questions before or after class as this can be a big time waster during class.

9. **Keep the class fun and engaged!** --- Save some time after class to work on individual issues that might hold up the class. Avoid having dogs make the same mistake over and over in class by instructing them to skip or pass by the troubling part of an exercise or course to work on later. Keep class fun and interesting by incorporating lots of games and challenges.

10. **Always remain positive!!** --- Students can become easily frustrated with their dogs. Help them maintain a positive voice and attitude. Back up a step or do whatever is necessary to keep things positive and upbeat, and always end on a good note.
AGILITY TRAINER

4-H Dog Project

TEACHING THE OBSTACLES BY MARTHA DIEDRICH 3-5-14

IMPORTANT:

- All 100% positive training. --- Use food, toys, petting, and praise to make agility a fun and positive experience for the dog.
- The dog has to decide to do the obstacle. --- Absolutely no forcing, pushing, pulling, or dragging; instead, be patient and use the above to encourage and coax the dog to comply.
- Break down the obstacles into easy steps to success. --- For example: lower the A-frame and raise with success a little every week.
- Use clear body, hand, and voice signals. --- Teach the students and make them aware of how the dog perceives their signals.
- Work toward an off leash dog. --- The leash is always loose. Think of it as a safety net. Don’t let the leash become a crutch. Work toward off leash habits from the beginning.

JUMPS

- Start with the jumps low.
- Call the dog over the jump.
- Jump with dog on left.
- Jump with dog on right
- Run and jump.
- Send dog over jump to a reinforcement.

NOTES

OPEN TUNNEL

- Tunnel straight and shortened
- Tunnel straight and lengthened
- Slight curve, opening still visible
- Curved, opening not visible
- Curved in a U shape
- Curved in a J shape
- Curved in an S shape
- Curved in a Z shape

Slight curve, opening still visible
- Curved, opening not visible
- Curved in a U shape
- Curved in a J shape
- Curved in an S shape
- Curved in a Z shape

Special leash instruction

CLOSED TUNNEL (CHUTE)

- Chute completely rolled up
- Unroll ¼ and hold open
- Unroll ½ and hold open
- Unroll ¾ and hold open
- Full length held open
- Drop on dog when over ½ way through chute

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- Drop on dog when just starting through chute
- Dog pushes through by itself
  - Leash instruction

**A-FRAME**
- Start as low as you're A-frame goes.
- 2nd week start at 2'6”.
- Raise 6” a week until full height at 4'6” or 5’
- Control slow speed especially down.
- Optional contact work

**PAUSE TABLE**
- Dog on table
- On table and lay down
- On table lay down and wait (2 sec)
- On table lay down and wait (5 sec)
- On table lay down and wait while handler moves
- Run to table and down for full count (5 4 3 2 1 go)
  - Speed to table

**TIRE (Intermediate & Jumpers II)**
- Start one jump height below normal.
- Focus on opening (block other space) and call through.
- Send through with dog on left.
- Send through with dog on right.
- Run and jump.
- Raise to normal height.
- Slowly remove blocking material.

**LONG JUMP (Intermediate) (no angles before or after)**
- Start short and work up to full length.
- Add low jump to middle to help teach jump.
- Run with dog on left.
- Run with dog on right.

**DOGWALK (Intermediate)**
- Start at end contact.
- Walk end board to contact.
- Walk middle plank to end contact.
- Walk from beginning to end contact.
  - Be careful of placement.
**WEAVE POLES** (Intermediate-6, Advanced-12)
- Start with 3 or 4 poles and guide with a treat.
- Be very aware of body language forward.
- Add 2 poles at a time.
- Accuracy first, speed later.

Alternate methods

**SEE SAW** (Senior)
- Control the dog and the plank.
- Control the plank’s speed and tip from the back.
- Control the dog’s speed and tipping point.
- Slow until the dog understands control of the tilt.
- Run with the dog pausing at the tipping point.

Alternate methods
AGILITY TRAINER

4-H Dog Project

COMBINING OBSTACLES TO CREATE COURSES

COMBINATIONS
- Start with small combinations of 2 or 3 obstacles.
- Work up to larger combinations.
- Jumps are the glue. (jump-tunnel jump)
- Use 3 or 4 jump combinations every practice all levels.

Beginners/Elementary = straight  curved  angled  offset  turns

Inter/Sen/Adv. = (Unlimited jump combos)  2 (bow)  3 (lines)  4 (box style or pinwheel)

SPACING
- Between obstacles, 18’ is ideal (15’ - 18’ is good).
- Never go below 12’ (minimum).

ANGLES
- Beginner/Elementary = 45 degrees or less
- Intermediate/Senior = 90 degrees or less
- Advanced = one 180 degree turn
  (Never an angle to the long jump and minimal angles to contact obstacles, tire, and weaves)

CROSSINGS (Intermediate, Senior, and Advanced)
- 20’ to 21’ between obstacles at the crossing area.
- Never put the upside of the seesaw in a crossing

DISCRIMINATION (Advanced)
- Tunnels under or adjacent to other obstacles.

CALL-OFFS (Advanced)
- Dummy jumps can be used only in Advanced.

FULL COURSES

BEGINNERS AND ELEMENTARY
- 10 obstacles (A-frame, pause table, tunnel, chute, and 6 jumps).
- U-shape (straight forward).
- S-shape (requires a side change).
- M-shape (tighter and more difficult).
JUMPERS I
- 10-13 obstacles (1-3 tunnels and jumps).
- May be performed either on or off leash.
- Up to 2 crosses and 2 side changes.

INTERMEDIATE
- 12-14 obstacles (add dogwalk, long jump, tire, and weaves).
- Figure 8 shaped.

SENIOR
- Figure 8 shaped.

JUMPERS II
- 13-16 obstacles (add tire).
- Pinwheels are acceptable.

ADVANCED
- 16-20 obstacles (add double jump and a single bar jump).
- Must cross its own path 2 to 3 times.
- Tunnels under contacts and dummy jumps allowed.

JUMPERS III
- 16-20 obstacles (add double jump and single bar jump).
- Serpentines and threadles allowed.
AGILITY TRAINER

4-H Dog Project

WHAT TRAINERS AND HANDLERS NEED TO KNOW

TRAINERS SKILLS

- Watch for leash actions.
- Watch for late commands.
- Watch for conflicting body language.
- Watch for bad hand signals.
- Watch for proper position (inside of curves).
- Help handlers learn if the dog pushes or pulls.
- Help handlers learn when to speed up or slow down.
- Help handlers learn to trust their dogs.

HOW TO HANDLE ERRORS

- No “downer” noises.
- Keep the dog moving forward.
- Try switching sides.
- Place and call through (tire).
- Pass through side wings of a dropped bar.
- Touching the dog for a 5 point fault if necessary.
- Downing the dog on the table problems.

WHAT ELSE TO TEACH

- Beginners/Elementary – side changes at table and tunnel.
- Intermediate/Senior – moving side changes.
- Advanced – call offs and discrimination.

WALKING THE COURSE

- 1st time – learn the numbers (where you are going).
- 2nd time – dog’s point of view.
- 3rd time – handler’s positioning.
- 4th time – run with hand signals and voice commands.

HAVE MORE FUN WITH GAMES

- They promote healthy competition and sportsmanship.
- They help handlers find their dog’s strengths.
- They help build more skills.
- They help handlers get to know their dogs better.
- They help students have more fun and stay engaged.
- They promote more “homework” time spent with their dogs.
GAME IDEAS

- Send dog from the farthest back.
- Knock out competition.
- Guess how long it will take you and your dog too....
- Fastest down on the table.
- Run a course without any voice commands.
- Run a course with no hand signals.
- Leave your dog and call over the most obstacles.
- Pairs Relay
- Gamblers
- Snooker
SHOWMANSHIP TRAINER

4-H Dog Project

TRAINING TIPS FOR SHOWMANSHIP CLASSES

For the trainers:

- Remember-dog and child’s attention is short-and there is much information to be learned, absorbed, and practiced until it becomes routine, then improved upon again. Don’t do long cram sessions, especially if at the end of agility, obedience, rally practice!
- Start with the basics. If they get a good foundation of the skills, and have basic knowledge of their breed, questions they may be asked, and general all around functions, the rest will come.
- Short exercises work best. Break things up. I suggest that you do a portion of class on skills such as stacking (should be done every class, multiple times, hand stacking, free stacking, quickly and frequently) gaiting, and patterns. Then teach a concept--how to utilize your ring, use a table, free stacking, presentation, show the bite, etc--then take the last 15-20 minutes and work on knowledge and/or grooming.
- Grooming of the child and dog should be as the manual states. Do not, as the trainer, vary on either side of the issue.
- Prepare the 4-H’er for any and all things that can happen, within your ability. Then give them the speech every week until the show that strange things will happen--weather, dog lame, kid sick, vermin running through the ring, leash breaks, the possibilities are endless. Judges know this, and will reward the child who handles the situation to the best of their ability. Teach them that showmanship is about being fluid and working with that dog on that day.

Attitude starts with you as the trainer and mentor.

- One of the best examples I was ever given was from a senior 4-H judge who said if we all judge obedience or agility, we should all within a couple minor points, give the same score and placements. Showmanship will not be the same way, and it should not be the same way because there is not a standardized set of rules, points and deductions. There cannot be, as it is not performance based.
- Stop dealing in absolutes. If you, as the trainer, understand the subjective nature of showmanship judging, and explain that it is all right and how it works, your 4-H’ers will do better.
- If the 4-H’er understands WHY they are learning and performing these skills, they will grasp them better. Try to compare it to halter class for horses, FFA judging, livestock judging, etc. Show them videos of breed shows, utilize your resources. There is one question I always ask at state, and it is one of my deciding ribbon factors. We will discuss this at training.

Above all-make it fun. Showmanship should always be about a good team, with the handler focusing on presenting that dog to the best of their ability.
## 4-H Dog Project

### MYTH BUSTERS

(If it is a preference, is it enough to alter ribbon color? If it is not ok, is it enough to alter ribbon color?)

<table>
<thead>
<tr>
<th>Rule?</th>
<th>Rule</th>
<th>Judge Preference</th>
<th>OK</th>
<th>Not OK</th>
</tr>
</thead>
<tbody>
<tr>
<td>OK for Black Pants or Skirt WITH a Black Dog</td>
<td>Perfectly acceptable</td>
<td>X</td>
<td></td>
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<tr>
<td>Child supporting dog (helping it stand) during exam</td>
<td>Good handling!</td>
<td>X</td>
<td></td>
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<tr>
<td>Show Collar must be high on neck</td>
<td>Whatever works for that dog</td>
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<tr>
<td>Big Cheesy Smile</td>
<td>X - less is more</td>
<td>X</td>
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<tr>
<td>Judge can send exhibitors around the ring clockwise</td>
<td></td>
<td>X</td>
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<tr>
<td>Handler must say yes, sir/yes ma’am</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handler can step between dog and judge</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handler standing between dog and judge</td>
<td>length of time</td>
<td>X</td>
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<tr>
<td>Handler between dog and judge on the opposite leg of the “L”</td>
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<td>X</td>
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<tr>
<td>Handler must bring dog straight into judge on pattern</td>
<td>X-showing profile ok</td>
<td>X</td>
<td></td>
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<tr>
<td>Using bait</td>
<td>X-if judge doesn't want post it</td>
<td>X</td>
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<tr>
<td>Handler cannot put bait in their mouth</td>
<td></td>
<td>X</td>
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<tr>
<td>Handler must present tail on breeds where suggested</td>
<td>X-better trained teams might</td>
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<tr>
<td>Handler picking up entire dog that is NOT going on the table</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handler reaching over dog to set the dog's left side legs</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handler using a squeaky or a toy</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handler taking show lead off of dog</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handler putting lead over their shoulder</td>
<td>X</td>
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<tr>
<td>Handler setting dog or picking dog’s rear up by tail</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Dangling leashes</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Fingers showing when the dog's tail is posed/stacked</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Running with the right arm behind the handler's back</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Kneeling with one knee down</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handlers to change sides when lined up against ring barrier</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Kneeling with both knees down</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Crawling around dog to set legs or stay out of judge's way</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rule?</td>
<td>Rule</td>
<td>Judge Preference</td>
<td>OK</td>
<td>Not OK</td>
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<tr>
<td>Handler must wear a suit or fancy clothes</td>
<td>X</td>
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<tr>
<td>Handler wearing flip flops (sandals, mules)</td>
<td>X-safety issue</td>
<td>X</td>
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<tr>
<td>Judges asking 2 dogs to go down and back together</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Handler’s hair must be out of their face</td>
<td>X</td>
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<tr>
<td>Limited grooming in the ring</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Bait dropped</td>
<td>X</td>
<td>X</td>
<td></td>
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</tr>
<tr>
<td>Feeding dog during the exam</td>
<td>X</td>
<td>X</td>
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<tr>
<td>Returning to line-up dog is baited facing backwards</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Handler must kneel to stack dog</td>
<td>X</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Handler chooses to NOT put a table dog on the table</td>
<td>X-handler preference</td>
<td>X</td>
<td></td>
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<tr>
<td>Relaxing dogs if judge says ok</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Judging the teeth cleanliness</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Judging the ear cleanliness-hair in ears is OK</td>
<td>X-keep yourself safe</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog paces and although trying, handler cannot fix</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog attempts to visit/mount other dogs in ring, handler cannot control</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog must be moved on the mat on the turns</td>
<td>X-w/o military turns</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Handler may free bait the dog into stack for the exam</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog must maintain stack as judge ask questions of handler</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Handler has slouched shoulders when showing/running</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>County will always have the same quality of exhibitors</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gaiting in a group incorrect speed but even spacing</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gaiting in a group correct speed for judge, but not remainder</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog shown in a Head Halter</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog with a bandage on It - with a vet note</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hand Posing a Dog on return to the judge - individual pattern</td>
<td>X – less is more</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dropped bait, not picked up</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog shown on a obedience or buckle collar</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bait carried in handler's hand during gaiting</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Judge or handler have their cell phone on and on them</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Handler must stand at attention through out exam</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>All exhibitors in a class do the same thing incorrectly</td>
<td>X-possibly not taught it?</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Spreadsheet prepared by Karen MacDonald. Discussed and determined at 2013 Judges Training.
RALLY

Dog

MAKE THE MOST OF YOUR TRAINING TIME

Finding time to train specifically for Rally – especially if your program does all training in one evening – can be challenging.

You can use your obedience time to incorporate many of the Rally exercises – and then the kids can put the exercises with the signs at a later time.

Once beginners have the basics of heeling and about turns, you can add the U turn, and 360 right and left as a part of your heeling exercises.

Call fronts are a great way to begin teaching the recall and then finish. They can also be incorporated during heeling exercises.

For all levels look for opportunities to incorporate any Rally exercises you can.

Examples might by:

- The Halt, 1, 2, 3 step exercise during heeling. (Good for Rally and works on those sits!)
- Figure 8 (without or with distractions) during practice.
- Halt, Stand or Halt, Down (add the walk around) during heeling.

Be creative and tailor the exercises you incorporate to the level of the kids you're working with.

When it's time to connect the exercises with the signs your kids will be familiar with several exercises and they will have confidence in performing them. This allows you to use your dedicated Rally time to focus on the signs that you haven't incorporated into your other training.

Plan to have some training nights that are focused solely on Rally. This is your opportunity to be sure the kids understand the rules, and the basics of walking a course.
RALLY Dog

COMMON MISTAKES

Don’t let some of these common mistakes cause your kids to lose points.

- TIGHT LEASHES!!!! And correcting of dogs.
- No sign is a throw away sign – judges want to see a Left Turn or a Right Turn acknowledged not just a “curve” to the next sign.
- Don’t walk around signs. This is common on 360 and 270 turns.
- COUNT – no miss a sign! Its -30 points if you walk by a station.
- Change of pace on any slow or fast sign. Pace change should be maintained until the Normal sign.
- There should always be a pause after a Walk Around the dog exercise.
- Call Front ALWAYS means a sit in front.
- AND a Call Front is a fluid movement – not a sit your dog, step away and call your dog exercise.
- When asking dog to down after a sit - keep feet in place, do not step out in front of dog.
- Finishes on the Call Front/Finish signs, once there is a halt feet should not move. The exception is in Pre-Novice – a step back on the finish is allowed.
- Spirals – think 3, 2, 1 and the important words are INSIDE or OUTSIDE.
- Halt, 1, 2, 3 or Call Front, 1, 2, 3 – COUNT YOUR STEPS!!! Count them out loud if you want.
- Entry on the Weave/Serpentine signs. Entry is always with the pylon on the handler’s and dog’s left.
- Know the difference between a pivot and a turn. A pivot is sharp with minimal foot movement – it is turning in place. A turn is more relaxed and can be stepped into.
- NO retry on jumps
- At the Excellent level – NO clapping or patting of your leg.
- At the Excellent level – NO stepping forward or touching dog to get a stand.

Other things to remember:

- Signs that change direction most often block paths – this is confusing for beginners.
- TALK TO YOUR DOGS – keep them engaged. And don’t add to their stress with harsh commands.
- Retries – there can be 2 on a station. Help kids learn when to retry and when to move on. If the dog normally does the exercise – retry. If you know they won’t (i.e. the dog won’t down), then attempt it once and move on. If the dog gets up from a sit before it downs, etc. – a retry should be done to avoid an IP.
- Also on retries the handler and dog need to back away and re-approach the station. They can also tell the judge they are going to retry.
- Don’t beg the dog to do an exercise. If they aren’t going to do it move on – don’t lose the time as well as the points. Begging is -10 just like an IP.
- Don’t crowd signs, or get too close for turns. Be sure the dog has room to perform.
Minnesota 4-H Dog Rally Obedience

Rules and Guidelines

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This handbook is intended for 4-H’ers, 4-H leaders, 4-H Program Coordinators, Extension Educators, parents, show coordinators, and judges. It is designed to help establish uniform rules, regulations, and procedures for 4-H Rally Obedience throughout the state. Please use this handbook when setting up your 4-H Dog Rally Obedience programs, trainings, and shows. All judges should be made familiar with these “Minnesota 4-H Dog Rally Obedience Rules & Guidelines” as they may differ from other rally obedience venues like the American Kennel Club (AKC), APDT (Association of Pet Dog Trainers), ASCA (Australian Shepherd Club of America) or United Kennel Club (UKC).
Introduction/Purpose

Rally is a sport in which the dog and handler complete a course that has been designed by the rally judge. In short, Rally is a sport that combines the fast pace of Agility with the exercises of Obedience. The judge instructs the handler to begin. The dog and handler proceed at their own pace through a course of designated stations (8 to 20, depending on the level). Each station has a sign providing instructions regarding the next skill that is to be performed. **Scoring is more lenient than that of traditional obedience.**

The team of dog and handler move continuously at a brisk, but normal pace with the dog under control at the handler’s left side. There should be a sense of teamwork between the dog and handler both during the numbered exercises and between the exercise signs; however, perfect “heel position” is not required. Any faults in traditional obedience that would be evaluated and scored as a one point deduction or more should be scored the same in Rally, unless otherwise mentioned in the Minnesota 4-H Dog Rally Rules and Guidelines. After the judge’s “Forward” order, the team is on its own to complete the entire sequence of numbered signs correctly.

Unless otherwise specified in these rules and guidelines, handlers are permitted to talk, praise, encourage, clap their hands, pat their legs, or use any verbal means of encouragement. Multiple commands and/or signals using one or both arms and hands are allowed; the handler’s arms need not be maintained in any particular position at any time. The handler may not touch the dog (except where allowed by station) or make any physical corrections. **At any time during the performance, loud or harsh commands or intimidating signals will be penalized.**

Rally promotes fun, enjoyment and teamwork for dogs and handlers at all levels of competition.
Objectives of the Dog Project

The purpose of the Minnesota 4-H Dog Project is to help 4-H’ers:

- Develop leadership, initiative, self-reliance, and sportsmanship
- Experience the pride and responsibility of involvement with a dog
- Learn a greater love for animals and develop a humane attitude toward them
- Prepare for citizenship responsibilities by working together in groups and supporting community Dog Projects and activities

Risk and Responsibility of Owner

Owners enter dogs in a 4-H show at their own risk and agree to abide by 4-H rules and regulations. The owner has sole responsibility for the dog and is liable if the dog damages anyone or anything.

4-H Name and Emblem Use for Training and Shows

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

Any district, area, region, or state 4-H dog event, training, or show must have the approval of the extension staff.

No special permission is required for:
- A local club or county to hold trainings for their 4-H members
- A local club or county to hold a show for their 4-H members (commonly called a “Fun Match” or “Mock Show”)
- A local club or county to hold a show for their 4-H members as well as 4-H members from other counties (commonly called an “Invitational Show”)

Fun Matches or Invitational Shows may include classes for non-4-H members. It is recommended that there be separate classes and awards for the two divisions (4-H members and non-4-H members). This should be noted in show publicity. If classes for non-4-H members are included in the show, the show publicity should also state that “the show will be conducted under Minnesota 4-H Show Rules and Guidelines”.

Shows sponsored by other organizations and shows that do not provide separate classes for 4-H’ers are not permitted to use the name and emblem of 4-H. In such instances, the title “Junior Dog Show” or other similar name should be used.

No identifiers such as badges, coats with kennel names or training schools there on, county or club identification, or ribbon prizes shall be worn or displayed, nor any visible means of identification used by an individual when exhibiting a dog in the ring. A plane 4-H clover is acceptable.

Any 4-H club or county program may hold an Agility, and/or Obedience and/or Showmanship and/or Rally show under the rules set by the Minnesota 4-H Dog Project Development Committee (PDC).

One show at the county level must be designated as the qualifying show for participation in the State 4-H Dog Show.
Ownership and Identification

1. The 4-H member must be enrolled in the Dog Project to exhibit.

2. A 4-H member may show a **maximum of two dogs**. Refer to Minnesota 4-H Dog Agility Rules and Guidelines, Minnesota 4-H Dog Obedience Rules and Guidelines, and Minnesota 4-H Dog Showmanship Rules and Guidelines for specific information regarding each area.

3. The “MN 4-H Dog Project Identification Form and Vaccination Certificate” Form Dog IDA must be filled out and turned in to your local Extension Office no later than May 15 of the current year to qualify to show at the State 4-H Dog Show. If the form is received after May 15, the 4-H’er cannot receive anything higher than a blue ribbon at the county show and is not eligible for champion, reserve champion, or other special awards and cannot qualify for the State Dog Show.

4. The 4-H member does not need to own the dog but must have trained, groomed and cared for the dog since May 15 of the current year. If the 4-H’er qualifies for the State 4-H Dog Show, he or she must sign the registration form for the State 4-H Dog Show stating that he or she has trained, groomed and cared for the dog since May 15 of the current year.

5. A 4-H’er must train his or her own dog(s). **No other person** may train and/or show this dog from May 15 through the State dog Show in the area the 4-H’er is showing in.

6. A 4-H member may not substitute or change any dogs after the county show in Agility, Obedience, Rally, or Showmanship for any reason.

7. A dog may be trained and shown by only one 4-H member in Obedience (with the exception of Brace or 4-Dog Team), Agility, and Rally. In Showmanship, two 4-H’ers may show the same dog, but **not** in the same Showmanship Class.

Vaccinations

The “MN 4-H Dog Project Identification Form and Vaccination Certificate” Form Dog IDA must be filled out and turned in to your local Extension Office no later than May 15 of the current year to qualify to show at the State 4-H Dog Show. This is the only vaccination information accepted. Dog not attach invoices, etc., from the veterinarian. This certificate **MUST** be signed and dated by the veterinarian.

- All blanks need to filled in
- If more than one 4-H’er is showing the same dog, each handler must have an ID form for the dog turned in
- Complete a separate form for each project dog
- Each year, use only one new certificate. This certificate needs to be current through October 15 to cover the State 4-H Dog Show
- When attaching the photo, the photo is to be of the dog only. The photo **should not** cover up any of the important information.

For more information please see the “Minnesota Dog Project Guide for Training and Shows”
Dogs that May Not Compete

1. No dog belonging wholly or in part to a judge or residing in the same household as the judge may be entered in the same classes where that judge is officiating, except in the case of extreme circumstances.
2. A Wolf or Wolf-Hybrid or Coyote or Coyote-Hybrid may not be shown in 4-H.
3. No dog shall be eligible to compete if it is taped or bandaged in any way or if it has anything attached to it for medical corrective purposes. Exceptions may be made with written confirmation from a veterinarian that the dog is able to compete, upon approval or the judge and/or Show Committee.
4. No dog shall be eligible to compete with a physical condition that is detrimental to the health of the dog including pregnant dogs or dogs that have recently whelped. Exceptions may be made with written confirmation from a veterinarian that the dog is able to compete, upon approval of the judge and/or Show Committee.
5. A dog with an abnormal gait or other condition may show with written confirmation from a veterinarian that the dog is able to compete, upon approval of the judge and/or Show Committee.
6. The judge and/or Show Committee may excuse any dog attempting to attack any dog or person in the show or ring. Said dog may be disqualified and no ribbon awarded.
7. Exceptions to the competition rules must be pre-approved by the Show Committee at each show.

Mistreatment of Dogs

Absolutely no abuse or mistreatment, verbal or physical, of dogs will be tolerated in 4-H. Anyone caught hitting, kicking, or otherwise physically abusing a dog will be immediately dismissed from class or show.

Use care with dogs being left in cars in the summer. The temperature inside of a car parked in the sun (even with the windows rolled down) can reach a temperature high enough to cause brain damage in only 10 minutes. Leaving a dog in a car in hot weather is considered abuse under Minnesota law and law enforcement personnel are permitted to break into cars to rescue dogs. Please do not leave your dog in a closed car.

Aggressive Dog Policy

Any dog who attempts to bite or attack a human or another dog will be immediately removed from class or show. At training, the situation will be reviewed by the county dog committee and includes input from dog training instructors, the county extension staff, and the family of the 4-H’er involved. They may rule to put the dog on probation, work individually with the dog and handler, require the dog wear a muzzle at all times, or in severe instances, expel the dog from classes and 4-H exhibitions for a period of time.

Expelling a dog is a rare occurrence but could be necessary for the safety of other members and dogs. Should a dog actually be expelled, it must be remembered that the action is against the dog and not the 4-H’er. The county dog committee will look at many solutions and encourage the 4-H’er to attend classes without the dog and train it at home. Solutions may include using a different dog – including leasing a dog from another person. 4-H’ers will always be welcome in every other phase of the project including dog bowl, project meetings, exhibiting educational displays, etc.

It should be further noted that all dog bites are required to be reported by Minnesota law. It is also important to note that you are legally responsible for the actions of your dog. Everyone in class should have appropriate liability insurance (usually a part of your home owners or renter’s insurance policy) for your own protection. Safety is of paramount importance!

At a 4-H dog show, the Show Committee will review the situation and determine if a ribbon will be rewarded or if the dog will be disqualified.
Dogs in Season and Other Disturbances

Female dogs in season are not permitted to compete at the State Show level. At the county level, female dogs in season may be shown at the project leader’s discretion in Rally, Obedience and Showmanship classes. The dog should be the last dog in the ring and separated from other dogs. Female dogs in season may not show in Agility at the county level. Arrangements may be made by mutual agreement to allow such dogs to compete at another county’s qualifying show when the dog is not in season.

The judge must remove from competition any dog in season, any dog a handler cannot control, any handler who interferes willfully with a competitor or a competitor’s dog, or any handler who abuses a dog. The judge may excuse from competition any dog considered unfit to compete, or any female dog so attractive to males as to be disruptive.

Classes


At state events, classes are divided by age:

Junior—Entering 3rd through 8th grade as of September 1 (fall enrollment at beginning of club year)
Senior—Entering 9th grade through grade 13 of September 1 (fall enrollment at beginning of the club year)

Dogs That Have Previously Been Trained

A youth in their first year of training with a dog that has previously been trained through Novice Obedience in 4-H must start at Rally Novice. A youth in their first year of training with a dog that has previously been trained through Open Obedience in 4-H must enter Rally no lower than Pre-Advanced.

Earning Rally Obedience Titles Outside of 4-H

Any dog earning a Rally title outside of 4-H must compete in the level above if the title is earned on or before May 15 of the current 4-H year (i.e., a dog with an AKC Rally Novice title may not compete in 4-H Pre-Novice or Novice Rally). If a title is earned on May 16 or later of the current 4-H year, the dog may remain in the 4-H Rally Level for the remainder of the 4-H year.

Any dog that has earned a leg towards their Rally Novice Title, or equivalent, will be ineligible for 4-H Pre-Novice regardless of the date the leg was earned. Any dog that has earned a leg towards their Rally Advanced Title, or equivalent, will be ineligible for Pre-Advanced regardless of the date the leg was earned. Any dog that has earned a leg towards its Rally Excellent Title, or equivalent, must compete in 4-H Rally Excellent.

Leashes/Leads

The leash shall be six feet long and made of leather, nylon or cotton webbing. All dogs must be kept on leash except when in the Rally ring. Dogs must be taken in and out of the ring on leash. Dogs must be kept on leash in the ring when brought in to receive awards. In Rally Pre-Advanced, Advanced, and Excellent the leash shall be left on the judge’s table upon entering the ring.
Collars

Dogs in the Rally Obedience ring must wear either a well-fitting, plain buckle collar or a traditional slip collar unless otherwise noted. **There should be no objects/tags hanging from the collar.** Fancy collars, spiked collars, special training collars or collars which are too tight or too loose are not permitted. Special training collars may be used for training, if desired, but must be removed at the show site.

Dogs in Rally Pre-Novice have the option to compete in a traditional slip collar, a well-fitting, plain buckle collar, or a head halter.

Hair in Eyes

Any dog with hair over its eyes that interferes with its vision may have the hair tied back with up to four rubber bands or plain, straight, rectangular-shaped barrettes that have a solid exterior color. No ribbons or bows are allowed.

Handlers with Disabilities

Handlers with disabilities are highly encouraged to participate in Rally Obedience. If necessary, the handler, a member of the handler’s family, or a member of the handler’s county training program may inform the judge or ring steward of said disability.

Trainers Dismissing Dogs

A county trainer may dismiss any dog at any time from training if the trainer feels there may be a threat of safety to others in the training program. The threat could be either, of safety, i.e. aggression towards dogs and/or people, or of a communicable disease or parasite between dogs and/or people.

Training and Warm Up on Grounds

There will be no intensive or abusive training of the dogs on the grounds or premises. There will be no training inside the show building while the show is in session. These requirements should not be interpreted as preventing a handler from moving normally about the grounds or premises, or should not prevent a handler from warming up his/her dog using any exercise performed in the Rally ring. Dogs must be on a leash being held by the handler at all times. Warm-up should be performed as far from the Rally ring as is reasonably possible and must not be disruptive to any dog or person.

Familiarization

A walk-through is allowed for handlers without their dogs prior to the start of each class. If needed, the judge may split the class for the walk-through. The judge must be available in the ring during this period to answer any questions the handlers might have. The judge may also choose to brief the handlers on the course during this period.

The course for each class will be posted at the ring prior to the familiarization time. Copies of the course may be given to exhibitors at check-in for the class.
### Scoring and Ribbons

Every exhibitor who completes a class shall receive a ribbon, unless excused or disqualified. The ribbons will be blue, red, or white. A champion ribbon may be awarded to the exhibitor/dog team in each class with the highest blue ribbon score, or highest score and fastest time in case of a tie score. A Reserve Champion ribbon may be awarded. No high in trial awards shall be given at any 4-H event. Additional awards and/or trophies may be given at the discretion of the 4-H group putting on the show.

A 4-H’er receiving a blue ribbon at the county level may advance to the State Dog Show. In the event there are no blue ribbons awarded in a class, the top two red ribbons may advance.

The following point system shall be used:

- 100-70 Blue Ribbon
- 69-50 Red Ribbon
- 49-0 White Ribbon

### No Added Requirements

No judge shall require any dog or handler to do anything or penalize a dog or handler for failure to do anything that is not required by these regulations.

### Announcement of Scores

Scores may be posted ringside after each dog and handler team has completed the final exercise. However, there will be no announcement of time.

### Advancing to the State 4-H Dog Show

All blue ribbon winners are eligible to advance to the State 4-H Dog Show in the classes where they earned a blue ribbon, at least 70 points, at the county qualifying show. If no blue ribbons are awarded in a class at the county level, the top two placing red ribbons, a score of 69 to 50, of that class may represent that class at the State 4-H Dog Show. A score of 49 and below is ineligible to advance to the State 4-H Dog Show.

If there is only one blue ribbon awarded and then red and white ribbons are awarded, only the 4-H’er earning the blue ribbon advances to the State 4-H Dog Show. A 4-H’er who earns a white ribbon at the county show level may NOT advance to the State 4-H Dog Show in the class where they earned the white ribbon.

If a 4-H member chooses to advance from the county to the State 4-H Dog show on a red ribbon, that 4-H member may repeat the class the following year if they do not earn a blue ribbon in the class at the State 4-H Dog Show.

### Ring Size and Conditions

The required *minimum* area for a rally course is 40 x 50 feet, however 40 x 80 feet is recommended. The floor surface or covering should provide firm footing for the largest dogs. Rubber or a similar non-slip material must be laid for the takeoff and landing at all jumps unless the surface does not require it. This should be determined by the judge.

At an outdoor show, the ground must be clean and level, and any grass should be cut short. If inclement weather at an outdoor trial necessitates judging under shelter, the ring size requirement may be waived.
Equipment
The equipment needed in Rally is: 10 cones/pylons, two food bowls with covers, rally signs, rally sign holders, number set for rally sign holders, bar jump, high jump, and broad jump. See description of classes offered for specific equipment needed in each class.

Rally sets are available through various sources online.

Jumps
For Rally, any jump that is standard equipment in 4-H Obedience classes (broad jump, high jump, or bar jump) may be used, except that 4-foot wide jumps, may be used in place of 5-foot wide jumps. It is the judge’s responsibility to see that the jumps are set for each dog in accordance to these Regulations.

The Broad Jump will consist of three telescoping hurdles, each approximately 8 inches wide. The largest hurdle will measure about 4 feet 10 inches long (if from a 5-foot set) and about 5 inches at the highest point. In the ring, broad jump hurdles will be arranged in order of size from smallest to largest. They will be evenly spaced, covering a distance equal to twice the height of the high jump set for each dog. Three hurdles will be used for a jump of 32 inches, two hurdles for a jump of 16 or 24 inches, and one hurdle will be used for a jump of 8 inches. When decreasing the number of hurdles in the jump, the highest hurdle will be removed first.

The High Jump consists of two uprights and solid boards of varying widths that combine to make each dog’s required jump height.

The Bar Jump has two uprights which are constructed to support only a striped bar which is set at the dog’s required jump height. The bar needs to be placed so it is displaceable from either direction (i.e. one support post facing each direction).

Fouling the Ring
A 30 point deduction will be made for any dog fouling the ring.

Baiting
Food, toys, or training aids of any kind are not allowed in the Rally ring.

Disciplining in the Ring
A 4-H’er may not discipline his or her dog in the Rally ring. If a loud command is given in the Rally ring, a 3-point penalty will be assessed. Any youth who verbally abuses his or her dog in the Rally ring will be given a 30-point penalty. Point deductions may be made for corrections made during any exercise, with the amount of the penalty depending on the severity and amount of corrections. The judge must immediately report any abuse of a dog in the ring to the show committee. Any youth seen hitting, kicking, or abusing their dog anywhere on the show grounds will be excused from the show, will be asked to leave, and will forfeit all awards.
Leaving the Ring

If a dog is working continuously but inadvertently goes outside of a ring boundary while completing a station, the penalty, if any, is left to the discretion of the judge. If a dog bolts out of the ring or leaves the ring between stations or while completing a station, a 5-10 point deduction will be made.

Interference and Double Handling

A judge who is aware of any assistance, interference, or an attempt to control a dog from outside the ring must act promptly to stop such double handling or interference, and must penalize the dog/handler team. If, in the judge’s opinion, the circumstances warrant, the dog/handler team shall be disqualified and no ribbon awarded.
General Rally Obedience Procedure

Section 1 - Armbands

Exhibitors shall be provided armbands or stickers. Armbands must be worn on the upper left arm. Stickers may be worn on either the upper left arm or left upper chest.

Section 2 – Signs and Holders

Official wording and symbols must be used. Signs must be a minimum of 8½ x 11 inches and a maximum of 11 x 17 inches. Weather conditions should be considered when securing signs and holders. Colors used are optional. Twenty-two (22) exercise sign holders are required including the Start and Finish signs. All sign holders or signs (not including those for Start and Finish) will be clearly and sequentially numbered on the course, with numbers approximately 3 inches high. Signs with an asterisk (numbers 5, 6, 7, 8, 9, 10, 17, 18, 19, 103, and 299) may be used multiple times on a Rally course. Two of each of those signs must be available for the judge’s use. All other signs may only be used once on any course.

Section 3 - Placement of Signs

Signs will be placed to the right of the handler’s path except for those indicating a change in direction, in which case the sign will be directly in front of the handler to aid in that change. Exercises using cones may require entry with the sign on the left. Placement of signs is made by the judge while walking the course along the path that will be taken by the handlers.

The sign for station 210 will be placed at least 10 feet before the jump. The sign for this station and the one after it will be set so the handler maintains at least a 3 foot path way from the jump while the dog performs the jump and returns the handler. The setup and performance of this sign should not be confused with sign #103 *Send Over Jump-Handler Passes By.

Section 4 - Location of Performance in Relation to Signs

Except for exercises requiring entry with the sign on the left, exercises are performed near the designated signs, either directly in front, or in front and to the left of said signs.

Section 5 – Judging

The judges’ commands will be “Are you ready?” followed by “Forward.” No other commands will be given.

Section 6 - General Scoring

Scoring for all levels is based on a maximum score of 100 points. The following deductions shall apply:

1 Point Deduction for the following:
- Tight leash
- Dog interfering with handler
- Poor sits
- Slow, delay, or resistance to respond
- Touching or ticking a jump, pylon, post or person
- Out of position

3 Point Deduction for the Following:
- Repeat of a station (maximum of 2 re-tries allowed) points are deducted for each re-try
- Pylon/post knocked over on Figure Eight, Spiral, and Serpentine
- Loud command or intimidating signal
- Excessive barking
- Hitting the jump
- Patting/clapping in Excellent – per occurrence

**10 Point Deduction for the Following**
- Incorrectly performed station**
- Failure to complete Sit Stay Exercise (IP)-No retries allowed
- Failure of dog to go over the jump properly on the first attempt (IP)
  - No retries allowed
- Luring/Pleading with dog
- Lack of natural Manner
- Taking more than 4 minutes to complete the course

**1 to 10 Point Deductions for the following:**
- Lack of control
- Lack of teamwork
- Lack of briskness
- Handler error*

**30 Point Deductions for the following:**
- Minimum requirements no met
- Dog unmanageable or uncontrolled barking
- Consistently tight lead
- Dog that eliminates in the ring for judging
- Handler error*
- Station not attempted by handler***

*Handler Errors can be assessed from 1 to 10 points to 30 points. Handler errors can be assessed at any station or during movement between stations on a course. Once a handler has stopped on any halt exercise, the handler cannot move their feet to assist a dog without incurring a handler error.

**Incorrectly Performed (IP) Station** occurs when a team attempts a station and fails to perform the principal parts of the station on the first attempt. The handler may choose to retry the station a maximum of two times, accepting the mandatory 3-point deduction for each retry.

***A station will be considered Not Attempted if:
- Handler completely passes the station without noticing the station
- Handler approaches sign but chooses not to do the exercise.

**Section 7 – Timing**

All dogs will be timed to 1/100 of a second. Times will be used only to determine the placements in the event of a tied score. Timing will begin when the Judge gives the command “Forward” and will end when dog and handler cross the finish line. In the case of tied scores, the dog and handler completing the course in the least amount of time will receive the higher placement and a plus (+) after the score, with the original score not changing. In the event that both the score and time are the same, the dog and handler teams will repeat the course and be judged and timed again.

Courses are designed for a 1.5 to 2 minute completion. A major deduction of 10 points will be assessed for going over 4 minutes in time. Any dog/handler team not completing the course by 6 minutes will be excused with an automatic white ribbon.
In case of a timer malfunction, the following procedure will be followed. The steward must immediately, after the completion of the run, notify the judge of the malfunction. Timer malfunction is only an issue IF the dog is in a tie for champion, reserve champion, and/or award of excellence. Only the team without a time does a re-run, if they so choose. If the team chooses not to run again, they automatically place lower than the team with the time and the same score.
4-H Rally Levels Offered

The Following Applies to All Levels

- all levels will use Start and Finish Signs, which are sign numbers 1 & 2
- stationary signs are the signs that require the dog and handler to stop moving
- signs with an asterisk next to them may be used more than once during the course

If this is the handler/dog team’s first year competing in Rally, follow the guidelines under each level to determine the team's appropriate Rally starting level.

After a handler/dog team’s first year of Rally competition:

4-H obedience levels play no part in determining 4-H Rally level after the first year a handler/dog team competes in 4-H Rally. Subsequent Rally levels are determined by the score the handler/dog team received in 4-H Rally competition (as set out in the Rally Rules and Guidelines), or by Rally titles (or legs towards Rally titles) earned outside of 4-H.

Examples:

A Handler/dog team completes in Novice Obedience and Novice Rally and receives a blue ribbon in Rally and a red ribbon in Obedience. The team must move up to Rally Pre-Advanced but remains in Novice Obedience the following 4-H year.

A Handler/dog team completes in Beginner A Obedience and Pre-Novice Rally and receives a blue ribbon in Obedience and a red ribbon in Rally. The team must move up to Graduate Beginner Obedience but remains in Pre-Novice Rally the following 4-H year.

Exceptions:

- A 4-H’er has the option to compete in Advanced until they have earned three blue ribbons with the same dog. However, if a 4-H’er decides to compete in Excellent he/she may not move back to Advanced.

Pre-Novice

For the Handler/Dog team that would compete in Beginner A or Beginner B 4-H Obedience; a dog that has earned a leg toward any Rally Novice title (or equivalent) is not eligible to compete in this class

- Any dog with a leg towards a Rally Novice title is ineligible for this level
- Performed on leash
- May wear a traditional slip collar, well-fitting plain buckle collar, or a head halter
- Must earn a blue ribbon to advance to the next level

Must include 8-12 signs, with 2 - 3 stationary signs:

1. Halt-Sit
2. Halt-Sit-Down
3. *Right Turn
4. *Left Turn
5. *About Turn-Right
6. *About “U” Turn
7. 360° Right
8. 360° Left
13a. Call Dog Front-Finish Any Direction (may only be used in Pre-Novice and Novice)
15a. Call Dog Front-Finish Any Direction-Halt (may only be used in Pre-Novice and Novice)
17. *Slow Pace
18. *Fast Pace
19. *Normal Pace
27. Down and Stop
30. Halt and Walk Around Dog
31. Halt-Down-Walk Around Dog
32. Figure 8-No Distractions
35. Call Front-Return to Heel

**Novice**

For the Handler/Dog team that would compete in Graduate Beginner or Novice 4-H Obedience; a dog that has earned a Rally Novice title (or equivalent) is not eligible to compete in this class.

- Any dog with a Rally Novice title is ineligible for this level
- Performed on leash
- May wear either a traditional slip collar or a well-fitting plain buckle collar
- Must earn a blue ribbon to advance to the next level
- Must include 10 – 15 signs, with 3 – 5 stationary signs, and a minimum of 3 Novice Signs
- May include any signs in Pre-Novice, plus any of the following Novice signs:
  9. *270° Right
  10. *270° Left
  13a. Call dog front-Finish any direction (may only be used in Novice)
  20. Moving Side Step
  21. Spiral Right Dog Outside
  22. Spiral Left Dog Inside
  23. Straight Figure 8 Weave Twice
  24. Serpentine Weave Once
  25. Halt-1, 2, 3 Step Forward
  26. Call Front-1, 2, 3 Step Backwards
  28. Halt-Fast forward from Sit
  29. Left About Turn
  33. Halt-Left Turn-Forward
  34. Halt-Right Turn-Forward
  36. Halt-Slow Forward from Sit

**Pre-Advanced**

For the Handler/Dog team that would compete in Graduate Novice, Pre-Open or Open 4-H Obedience; a dog that has earned a leg toward any Rally Advanced title (or equivalent) is not eligible to compete in this class.

- Any dog with a leg towards a Rally Advanced title is ineligible for this level
- Performed off leash
- May wear either a traditional slip collar or a well-fitting plain buckle collar
- Must earn a blue ribbon to advance to the next level
- Must include 12 -17 signs, with 3 – 7 stationary signs, and a minimum of 3 Pre-Advanced signs
- May include any signs from Pre-Novice (except 15A) and Novice (except 13A), plus any of the following Pre-Advanced signs:
  13. Call Dog Front-Finish Right-Forward
  14. Call Dog Front-Finish Left-Forward
  15. Call Dog Front-Finish Right-Halt
Advanced
For the Handler/Dog team that would compete in Graduate Open or Pre-Utility 4-H Obedience; a dog that has earned any Rally Advanced title (or equivalent) is not eligible to compete in this class.

- Any dog with a Rally Advanced title is ineligible for this level
- Performed off leash
- May wear either a traditional slip collar or a well-fitting plain buckle collar
- A 4-H'er has the option to compete in Advanced until they have earned three blue ribbons with the same dog. However, if a 4-H'er decides to compete in Excellent he/she may not move back to Advanced.
- Must include 12-17 signs, with 3-7 stationary signs, with a minimum of 2 Pre-Advanced signs, a minimum of 3 Advanced signs, and 1 jump sign (34).
- May include any signs in Pre-Novice, Novice, or Pre-Advanced, plus any of the following Advanced signs:

103. *Send Over Jump-Handler Passes By
110. Halt-Call Dog Front-Finish Right
111. Halt-Call Dog Front-Finish Left
112. Halt-180° Pivot Right-Halt
113. Halt-180° Pivot Left-Halt
114. Halt-Down-Sit
115. Halt-Stand
116. Halt-Pivot Right-Forward
117. Halt-Pivot Left-Forward
118. Halt-Leave Dog-2 Steps-Call to Heel-Forward

Jump Heights
The dog’s jump height shall be listed on the entry form. Entries may be arranged according to the jump height of the dogs, from either high to low, or low to high.

<table>
<thead>
<tr>
<th>Height at Withers</th>
<th>Jump Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 10 inches</td>
<td>4 inches</td>
</tr>
<tr>
<td>10 inches to less than 15 inches</td>
<td>8 inches</td>
</tr>
<tr>
<td>15 inches to less than 20 inches</td>
<td>12 inches</td>
</tr>
<tr>
<td>20 inches and over</td>
<td>16 inches</td>
</tr>
</tbody>
</table>

Excellent
For the Handler/Dog team that would compete in Utility 4-H Obedience.

- A 4-H’er may participate in this level with the **same dog** indefinitely.
• Performed off leash
• May wear either a traditional slip collar or a well-fitting plain buckle collar
• Unlike the other Rally levels, in Rally Excellent, handlers are not allowed to pat their legs or clap their hands to encourage the dog. Verbal encouragement, multiple commands, and/or inaudible signals using one or both arms and hands are allowed; the handler’s arms need not be maintained in any particular position at any time. Handlers may not touch their dog or make any physical corrections
• Must include 15-20 stations, with 3-7 stationary signs, a minimum of 2 advanced signs, 3 excellent sign, 2 jump signs, and the Sit Stay exercise per class.
• May include any sign from Pre-Novice (except 15A), Novice (except 13A), Pre-Advanced, and Advanced, plus any of the following Excellent signs

201. Halt-Stand-Down
202. Halt-Stand-Sit
203. Moving Stand-Walk Around Dog
204. Moving Down-Walk Around Dog
205. Backup 3 Steps
206. Down while Heeling
207. Stand while Heeling
208. Stand-Leave Dog-Sit Dog-Call Front-Finish
209. Stand-Leave Dog-Down Dog-Call Front-Finish
210. Send to Jump
211. Double Left About Turn
298. Sit Stay
299. *Call

Sit Stay Exercise (Sign #298): The judge will designate the area or person in charge of the leash prior to the excellent walk-through. All exhibitors must be informed of where they need to go to retrieve their leash or from whom during the walkthrough. Immediately following the Finish Sign, the handler and dog will go to the Sit Stay sign. The handler will then walk forward at least fifteen (15) feet, retrieve the leash from any of the following: gate steward, judge, or designated area next to the ring exit, and return the heel position by walking around and behind the dog. The judge will order “Exercise Finished” at which time the judging of the Sit Stay Exercise will be complete. The handler will then attach the leash and exit the ring. The Sit Stay Exercise is not considered to be one of the stationary exercises on the course.

Veterans
The Veterans class is for dogs that are too old and/or unfit to jump. Dogs must be at least seven years old. If a dog under the age of seven years has been found unfit to jump (broad and high jump) by a licensed, practicing veterinarian, it will be allowed to compete in this class.

Once a dog competes in the Veterans Rally class at the county show level, it can never again be shown in any Agility class, Obedience classes Pre-Open or higher, or other Rally obedience class, even if being trained and exhibited by another 4-H’er. Showmanship participation is permitted and encouraged, along with participation in the Veterans Obedience Class in regular Obedience. A 4-H’er may participate in this class with the same dog indefinitely.

Veterans Level Course will consist of 12-15 exercises from Pre-Novice through Advanced, with the exception of #103-Send Over Jump-Handler Passes By.

Stationary exercises should not exceed 1/3 of the total number or exercises.
## Explanation of Exercises

<table>
<thead>
<tr>
<th>Exercise</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Start</strong></td>
<td>1. <strong>Start</strong> – Indicates the beginning of the course.</td>
</tr>
<tr>
<td><strong>FINISH</strong></td>
<td>2. <strong>Finish</strong> – Indicates the end of the course – timing stops</td>
</tr>
<tr>
<td><strong>Halt</strong></td>
<td>3. <strong>Halt-Sit</strong> – While heeling, the <strong>handler halts and the dog sits</strong> in heel position. The team then moves forward, with the dog in heel position. <em>(Stationary Exercise)</em></td>
</tr>
<tr>
<td><strong>Down</strong></td>
<td>4. <strong>Halt-Down Dog</strong> – While heeling, the <strong>handler halts and the dog sits</strong>. The handler then commands and/or signals the <strong>dog to down</strong>, followed by the command to <strong>heel forward from the down position</strong>. <em>(Stationary Exercise)</em></td>
</tr>
<tr>
<td><strong>Right Turn</strong></td>
<td>5. <strong>Right Turn</strong> – Performed as a <strong>90° turn to the right</strong>, as in traditional obedience.</td>
</tr>
<tr>
<td><strong>Left Turn</strong></td>
<td>6. <strong>Left Turn</strong> – Performed as a <strong>90° turn to the left</strong>, as in traditional obedience.</td>
</tr>
<tr>
<td><strong>About Turn Right</strong></td>
<td>7. <strong>About Turn-Right</strong> – While heeling, the team makes a <strong>180° about turn to the handler’s right</strong>.</td>
</tr>
</tbody>
</table>
8. **About “U” Turn** – While heeling, the team makes a 180° turn to the handler’s left.

9. **270° Right Turn** – While heeling, the team makes a 270° turn to the handler’s right. 270° turns are performed as a tight circle, but not around the exercise sign.

10. **270° Left Turn** – While heeling, the team makes a 270° turn to the handler’s left. 270° turns are performed as a tight circle, but not around the exercise sign.

11. **360° Right Turn** – While heeling, the team makes a 360° turn to the handler’s right. 360° turns are performed as a tight circle, but not around the exercise sign.

12. **360° Left Turn** – While heeling, the team makes a 360° turn to the handler’s left. 360° turns are performed as a tight circle, but not around the exercise sign.

13. **Call Dog Front – Finish Right - Forward.** While heeling, the handler stops forward motion and calls the dog to the front position (dog sits in front and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. Second part of exercise directs handler to command the dog to change from the front position by moving to the handler’s right, around behind the handler toward heel position. As the dog clears the handler’s path, the handler moves forward before the dog has completely returned to the heel position. The dog does not sit before moving forward in heel position with the handler. (Stationary Exercise)
13A. **Call Dog Front – Finish- Forward.** While heeling, the handler stops forward motion and calls the dog to the front position (**dog sits in front** and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. **Second part of exercise directs handler to command the dog to change from the front position by either to the right or the left toward heel position.** As the dog clears the handler’s path, the handler moves forward before the dog has completely returned to the heel position. **The dog does not sit before moving forward** in heel position with the handler. Note that in Pre-Novice level ONLY, a handler will not be penalized for a step back during the finish (moving the handlers feet WILL be penalized at Novice and above levels, however). *(Stationary Exercise)*

14. **Call Dog Front – Finish Left - Forward.** While heeling, the handler stops forward motion and calls the dog to the front position (**dog sits in front** and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. **Second part of exercise directs handler to command the dog to change from the front position by moving to the handler’s left toward heel position.** As the dog clears the handler’s path, the handler moves forward before the dog has completely returned to the heel position. **The dog does not sit before moving forward** in heel position with the handler. *(Stationary Exercise)*

15. **Call Dog Front – Finish Right - HALT.** While heeling, the handler stops forward motion and calls the dog to the front position (**dog sits in front** and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. Second part is the **finish to the right**, where the dog must return to heel position by moving around the right side of the handler. **Dog must sit** in heel position before moving forward with the handler. *(Stationary exercise)*

15A. **Call Dog Front – Finish Either Direction - HALT.** While heeling, the handler stops forward motion and calls the dog to the front position (**dog sits in front** and faces the handler). The handler may take several steps backward as the dog turns and moves to sit in the front position. **Second part is the finish in either direction,** where the dog must return to heel position by moving around the right side of the handler. **Dog must sit** in heel position before moving forward with the handler. Note that in Pre-Novice level ONLY, a handler will not be penalized for a step back during the finish (moving the handlers feet WILL be penalized at Novice and above levels, however). *(Stationary exercise)*

16. **Call Dog Front – Finish Left - HALT.** While heeling, the handler stops forward motion and calls the dog to the front position (**dog sits in front** and faces the handler). The handler may take several steps backward as the dog turns and moves to a sit in the front position. Second part is the **finish to the left**, where the dog must return to heel position by moving around the left side of the handler and sits in heel position. **Dog must sit** in heel position before moving forward in heel position with the handler. *(Stationary exercise)*

17. *Slow Pace. Dog and handler must slow down noticeably.* This must be followed by a normal pace, unless it is the last station in the class.
<table>
<thead>
<tr>
<th>Station</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>18.</td>
<td>*Fast Pace. <em>Dog and handler must speed up noticeably.</em> This must be followed by a normal pace.</td>
</tr>
<tr>
<td>19.</td>
<td>*Normal Pace. *Dog and handler must move forward, walking briskly and naturally. This station can only be used after a change of pace.</td>
</tr>
<tr>
<td>20.</td>
<td>Moving Side Step Right. <em>While heeling, the handler takes one step to the right leading with the right foot</em> and continues moving forward along the newly established line. The <em>dog moves with the handler.</em> The exercise shall be performed just before the exercise sign. (This exercise shall be considered a change of direction and the sign shall be placed directly in line with the handler’s path requiring the handler and dog to side step to the right to pass the sign.)</td>
</tr>
<tr>
<td>21.</td>
<td>Spiral Right – Dog Outside. This exercise requires three pylons or posts placed in a straight line with spaces between them of approximately 6 - 8 feet. Spiral Right indicates the <em>handler must turn to the right when moving around each pylon or post.</em> This places the <em>dog on the outside of the turns.</em> (See 1A and 1B). The exercise sign is placed near or on the first pylon or post where the spiral is started.</td>
</tr>
<tr>
<td>22.</td>
<td>Spiral Left – Dog Inside. This exercise requires three pylons or posts placed in a straight line with spaces between them of approximately 6 - 8 feet. Spiral Left indicates that the <em>handler must turn to the left when moving around each pylon or post.</em> This places the <em>dog on the inside of the turns.</em> (See 2). The exercise sign is placed near or on the first pylon or post where the spiral is started.</td>
</tr>
<tr>
<td>23.</td>
<td>Straight Figure 8 Weave Twice. This exercise requires four pylons or posts placed in a straight line with spaces between them of approximately 6 - 8 feet. The exercise sign is placed near or on the first pylon or post where the exercise is started. <em>Entry into the weaving pattern is with the first pylon or post at the dog/handler’s left side. The dog and handler must complete the entire exercise by passing the last pylon or post.</em></td>
</tr>
<tr>
<td>24.</td>
<td>Serpentine Weave Once. This exercise requires pylons or posts placed in a straight line with spaces between them of approximately 6 - 8 feet. The exercise sign is placed near or on the first pylon or post where the exercise is started. <em>Entry into the weaving pattern is with the first pylon or post at the dog/handler’s left side. The dog and handler must complete the entire exercise by passing the last pylon or post.</em> It should be noted that in this exercise, the team does not weave back through the obstacles as they do in the Straight Figure 8.</td>
</tr>
</tbody>
</table>
25. **HALT – 1, 2 and 3 Steps Forward.** The handler halts and the dog sits in heel position to begin the exercise. The handler takes one step forward and halts, with the dog maintaining heel position. The dog sits when the handler halts. This is followed by two steps forward - halt, and three steps forward - halt, with the dog heeling each time the handler moves forward, and sitting each time the handler halts. (Stationary exercise)

26. **Call Front – 1, 2 and 3 Steps Backward.** While heeling, the handler stops forward motion and calls the dog to the front position (dog sits in front and faces the handler). The handler may take several steps backward as the dog turns and moves to a sit in the front position. With the dog in the front position, the handler takes one step backward and halts. The dog moves with the handler and sits in the front position as the handler halts. This is followed by the handler taking two steps backward and a halt, and three steps backward and a halt. Each time, the dog moves with the handler to the front position and sits as the handler halts. The handler then commands the dog to resume heel position. When returning to the heel position the dog does not sit before the handler moves forward. (Stationary exercise)

27. **Stop and Down.** While moving with the dog in heel position, the handler commands the dog to down, as the handler comes to a stop next to the dog. Once the dog is completely down, the handler moves forward commanding the dog to move forward from down position. (Stationary exercise)

28. **HALT – Fast Forward from Sit.** The handler halts and the dog sits in heel position. With the dog sitting in heel position, the handler commands the dog to heel and immediately moves forward at a fast pace. This must be followed by a normal pace. (Stationary exercise)

29. **Left About Turn.** While moving with the dog in heel position, the handler makes an about turn to the left, while at the same time, the dog must move around the handler to the right and into heel position. The dog does not sit before moving forward in heel position with the handler.

30. **HALT and Walk Around Dog.** Handler halts and dog sits. With the dog sitting in heel position, the handler commands the dog to stay, then proceeds to walk around the dog to the left, returning to heel position. The handler must pause in heel position before moving forward to the next station. (Stationary exercise)
### 31. HALT, Down – Walk Around Dog

**Handler halts and dog sits.** With dog sitting in heel position, the handler commands the **dog to down and stay**, then proceeds to **walk around the dog to the left**, returning to heel position. The **handler must pause** in heel position before moving forward to the next station. The **dog heels forward from the down position.** *(Stationary exercise)*

![Down Walk Around Dog](image)

### 32. Figure 8 – No Distractions

Two pylons or posts spaced approximately 6-8 feet apart. The team enters the sequence with the posts on either left or right and will perform a complete figure 8 around the posts or pylons, **crossing the center point three times.**

![Figure 8 No Distractions](image)

### 33. Halt – Left Turn – Forward

**Handler halts, dog sits.** With the dog sitting the handler commands and/or signals the dog to heel, as the handler turns to the left and continues to move forward in the new direction without hesitation. **The dog must turn with handler as the handler turns.** *(Stationary Exercise)*

![Left Turn - Forward](image)

### 34. Halt – Right Turn – Forward

**Handler halts, dog sits.** With the dog sitting the handler commands and/or signals the dog to heel, as the handler turns to the right and continues to move forward in the new direction without hesitation. **The dog must turn with the handler as the handler turns.** *(Stationary Exercise)*

![Right Turn - Forward](image)

### 35. Call Front – Return to Heel

**Handler halts and dog sits.** While heeling the handler stops forward motion and calls the dog to front position. The handler may take several steps backward as the dog turns and moves to sit in the front position. **Dog sits in front** and faces the handler. The handler will then walk around behind the dog and return to the heel position and pause. **Dog must remind sitting as handler walks around dog.** *(This is a 180° change of direction, about turn.)* *(Stationary Exercise)*

![Call Front Return to Heel](image)

### 36. Halt – Slow Forward From Sit

**The handler halts, and the dog sits** in heel position. The handler then commands and/or signals the dog to heel and moves forward at slow pace. **The dog must maintain heel position as handler slowly moves forward.** This must be followed by a normal pace, unless it is the last station on the course. *(Stationary Exercise)*

![Slow Forward From Sit](image)

### 101. Halt – About Right Turn and Forward

**Handler halts and dog sits.** With the dog sitting in heel position, the team turns 180° to the right and immediately moves forward. *(Stationary Exercise)*

![About Turn Right Forward](image)
102. **Halt – About “U” Turn and Forward** – **Handler halts and dog sits.**  With the dog sitting in heel position, **the team turns 180° to the left and immediately moves forward.** (Stationary Exercise)

103. **Send over Jump – Handler Passes By** – **While moving** with the dog in heel position, the handler directs the dog to **take the jump** as the handler **passes by the jump without** any pause, hesitation or stopping. When the dog has completed the jump in the proper direction, it is called to heel position and the team continues to the next exercise.

104. **Halt – Turn Right One Step – Call to Heel – Halt** – **Handler halts and dog sits.**  With the dog sitting, the handler commands and/or signals the dog to stay. The handler then turns to the right, while taking one step in that direction and halts. The dog is directed to heel position and must move and sit in the new location before moving forward to the next station. (Stationary Exercise)

105. **Halt – Stand – Walk Around Dog** – **Handler halts and dog sits.**  With the dog sitting in heel position, the handler stands the dog and commands and/or signals the dog to stay as the handler walks around the dog to the left, return to heel position. The handler must pause in heel position before moving forward to the next station. In the Pre-Advanced and Advanced classes, the handler may touch the dog, move forward to stand the dog, and may pose the dog as in the show ring **and the dog must move forward from the stand position. Handler may not touch the dog in the Excellent Class.** (Stationary Exercise)

106. **Halt - 90° Pivot Right – Halt** – **Handler halts and dog sits.**  With the dog sitting in heel position, the handler pivots 90° to the right and halts. The dog moves with the handler and sits in heel position. (Stationary Exercise)

107. **Halt - 90° Pivot Left – Halt** – **Handler halts and dog sits.**  With the dog sitting in heel position, the handler pivots 90° to the left and halts. The dog moves with the handler and sits in heel position. (Stationary Exercise)

108. **Offset Figure 8** – This exercise requires two pylons or posts placed about 8 – 10 feet apart, around which the team will perform a complete Figure 8.
crossing the center point three times without disturbing the distractions. Two distractions will be arranged to the sides of the figure 8 about 5 – 6 feet apart. Entry may be between the pylons or posts and the distraction on either side (see 3A and 3B). The distractions will consist of two securely covered containers with tempting dog treats; however, dog toys may replace one or both containers, or may be placed next to the containers. The exercise sign may be placed on or near the cone where entry is made into the Offset Figure 8. Post or pylons may not be shared with other exercises.

109. Halt – Side-Step Right – Halt – Handler halts in front of the station sign and the dog sits. With the dog sitting in heel position, the handler moves one step directly to the right and halts. The dog moves with the handler and sits in heel position when the handler halts. The exercise shall be performed just before the exercise sign. This exercise shall be considered a change of direction and the sign shall be placed directly in line with the team’s path, requiring the handler and dog to sidestep to the right to pass the sign. (Stationary Exercise)

110. Halt – Call Dog Front – Finish Right – Handler halts and dog sits. With the dog sitting in heel position, the handler calls the dog to front and the dog sits in the front position, facing the handler. On command, the dog then moves from the front position around the right of the handler and sits in heel position. Handler must not step forward or backward to aid the dog during the exercise. (Stationary Exercise)

111. Halt – Call Dog Front – Finish Left – Handler halts and dog sits. With the dog sitting in heel position, the handler calls the dog to front and the dog sits in the front position, facing the handler. On command, the dog then moves to the handler’s left and sits in heel position. Handler must not step forward or backward to aid the dog during exercise. (Stationary Exercise)

112. Halt - 180° Pivot Right – Halt – Handler halts and dog sits. With the dog sitting in heel position, the handler pivots 180° to the right and halts. The dog moves with the handler and sits in heel position. (Stationary Exercise)

113. Halt - 180° Pivot Right – Halt – Handler halts and dog sits. With the dog sitting in heel position, the handler pivots 180° to the right and halts. The dog moves with the handler and sits in heel position. (Stationary Exercise)
114. Halt – Down – Sit – **Handler halts and dog sits.** With dog sitting in heel position, the handler commands and/or signals the **dog to down, then to sit.** *(Stationary Exercise)*

115. Halt – Stand – **Handler halts and dog sits.** With the dog sitting in heel position, **the handler will stand the dog.** Handler then resumes heel position while the dog stands in place. **Handler pauses** before moving forward. In the Advanced class, the handler may touch the dog, move forward to stand the dog, and may pose the dog as in the show ring. Handler may not touch the dog in the Excellent Class, but may move forward to stand the dog and may pose the dog as in the show ring. *(Stationary Exercise)*

116. Halt – Pivot Right – Forward – **The handler halts and the dog sits** in heel position. The **handler** commands and/or signals the dog to heel, then **pivots to the right and dog and handler move forward.** *(Stationary Exercise)*

117. Halt – Pivot Left – Forward – **The handler halts and the dog sits** in heel position. The **handler** commands and/or signals the dog to heel, then **pivots to the left and dog and handler move forward.** *(Stationary Exercise)*

118. Halt – Leave Dog – 2 Steps – Call to Heel – Forward – **The handler halts, and the dog sits** in heel position. **While the dog remains sitting the handler takes two steps forward and pauses.** The handler moves forward and commands the dog to resume heel position. The dog must move briskly. *(Stationary Exercise)*

201. Halt – Stand – Down – **Handler halts and dog sits.** With dog sitting in heel position, the **handler will stand the dog (without physical handling or moving forward),** then command and/or signal the **dog to down.** The handler then commands and/or signals the **dog to heel forward from the down position.** *(Stationary Exercise)*
<table>
<thead>
<tr>
<th>Exercise</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>202. Halt – Stand – Sit</strong></td>
<td>Handler halts and dog sits. With dog sitting in heel position, the handler will stand the dog (without physical handling or moving forward), then command and/or signal the dog to sit. The handler then commands and/or signals the dog to heel forward from the sitting position. (Stationary Exercise)</td>
</tr>
<tr>
<td><strong>203. Moving Stand – Walk Around Dog</strong></td>
<td>While heeling and without pausing, the handler will stand the dog and walk around the dog to the left, returning to heel position. The handler must pause in heel position after returning to the dog. Dog must move forward from the standing position.</td>
</tr>
<tr>
<td><strong>204. Moving Down – Walk Around Dog</strong></td>
<td>While heeling and without pausing, the handler will down the dog and walk around the dog to the left, returning to heel position. The handler must pause in heel position after returning to the dog. Dog must move forward from the down position.</td>
</tr>
<tr>
<td><strong>205. Backup 3 Steps</strong></td>
<td>While heeling, the handler reverses direction walking backward at least 3 steps, without first stopping, then continues heeling forward. The dog moves backward with the handler and maintains heel position throughout the exercise without sitting.</td>
</tr>
<tr>
<td><strong>206. Down While Heeling</strong></td>
<td>While moving forward, without pause or hesitation, the handler will command and/or signal the dog to down and stay as the handler continues forward about 6 feet to the Call marker. The handler will turn and face the dog, pause and then command and/or signal the dog to heel. This is a 180° change of direction, about turn. (This sign will be followed within 6 feet by the Call marker.) Dog must return to heel position and sit, the handler must pause before moving forward. (Stationary Exercise)</td>
</tr>
<tr>
<td><strong>207. Stand While Heeling</strong></td>
<td>While moving forward, without pause or hesitation, the handler will command and/or signal the dog to stand and stay as the handler continues forward about 6 feet to the Call marker. The handler will turn and face the dog, pause and then command and/or signal the dog to heel. This is a 180° change of direction, about turn. (This sign will be followed within 6 feet by the Call marker.) Dog must return to heel position and sit, the handler must pause before moving forward. (Stationary Exercise)</td>
</tr>
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<td>Exercise Description</td>
<td>Instructions</td>
</tr>
<tr>
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</tr>
<tr>
<td><strong>Stand – Leave Dog – Sit Dog – Call Front – Finish</strong></td>
<td>While heeling, the handler will stop and command and/or signal the dog to stand. The dog must stand and stay without sitting first. Then the handler will walk forward approximately 6 feet to the Call Marker. The handler will turn to face the dog and command and/or signal the dog to sit. When the dog sits, the handler will command and/or signal the dog to front. The dog sits in the front position facing the handler. On command and/or signal, the dog will move to heel position. Dog must sit in heel position before moving forward with the handler. (Stationary Exercise) (This exercise reverses the direction of the team)</td>
</tr>
<tr>
<td><strong>Stand – Leave Dog – Down Dog – Call Front – Finish</strong></td>
<td>While heeling, the handler will stop and command and/or signal the dog to stand. The dog must stand and stay without sitting first. Then the handler will walk forward approximately 6 feet to the Call Marker. The handler will turn to face the dog and command and/or signal the dog to down. When the dog down, the handler will command and/or signal the dog to front. The dog must sit in the front position facing the handler. On command and/or signal, the dog will move to heel position. Dog must sit in heel position before moving forward with the handler. (Stationary Exercise) (This exercise reverses the direction of the team)</td>
</tr>
<tr>
<td><strong>Send to Jump</strong></td>
<td>At the sign for this station, the handler will command and/or signal the dog to leave heel position to execute the jump. The dog must leave the handler immediately and execute the jump. The handler must maintain a straight path of at least a 3 foot distance away from the jump and may not pass the jump until the dog has returned to heel position. The dog must jump the jump in the proper direction and return to heel position without pause, hesitation, or stopping. The team continues to the next station.</td>
</tr>
<tr>
<td><strong>Double Left About Turn</strong></td>
<td>While moving with the dog in heel position, the handler makes and about to the left while at the same time, the dog must move around the handler to the right and into heel position. The handler must take one or two steps forward before performing the exercise a second time. The handler will end up turning 360° to the right around the handler. The dog does not sit at any time during this exercise.</td>
</tr>
<tr>
<td><strong>Sit Stay</strong></td>
<td>This sign will be used as a marker for the sit stay exercise. The dog must remain in the sit position while the handler retrieves the leash and returns the heel position and the judge says “exercise finished.”</td>
</tr>
<tr>
<td>*<strong>Call</strong></td>
<td>This sign will be used as a marker for associated exercises.</td>
</tr>
</tbody>
</table>
Responsibilities of the Ring Stewards

Ring stewards are a vital key to a successful show. Ring stewards should report for duty no later than one-half (½) hour prior to the start of the show, to ensure that there is enough time to receive instruction from the judge.

The judge has sole responsibility for their ring until their assignments are completed. Stewards are provided to assist but may act only on the judge’s instructions. Stewards must not give information to handlers except when the judge them to do so.

The stewards that are needed for a Rally show are: gate steward, table steward, ring steward, and time steward.

Gate Steward

- Distribute armbands.
- Check to ensure that the armband number given to the exhibitor corresponds to the dog’s name and number in the catalog.
- If exhibitors request to be judged out of order due to conflicts, direct them to the judge; the steward should report any absences to the judge and Table Steward.
- See that the jump height is correctly set by the Ring Steward for each dog in the Advanced and Excellent Classes before he enters the ring.
- Ensure that dogs are judged in catalog order but not to the extent of holding up judging.
- Ensure handlers and dogs do not enter the ring until the judge so indicates.
- Ensure that the next dog to be judged is immediately available. As soon as the judge begins judging the dog in the ring, the steward calls the next dog and ensures that the handler is ring side.
- If the next dog is not available, the steward should not hesitate to call the next dog in order.
- As needed, ensure that the leash is returned to the handler as the dog and handler complete the course, and that the dog is on leash when the team leaves the ring.
- Be aware of any problems with the dogs on course and be ready to follow instructions given by the judge.
- For Advanced and Excellent, verify that the jump height is listed correctly for each dog.
- Any other duties as assigned by the judge.

Table Steward

- Check that the class, proper armband number and breed of dog are entered correctly on the worksheet.
- Check that the scores on the worksheet have been added correctly.
- Make sure that scores from the worksheets and the times have been correctly transferred to the judge’s book. After doing so, the Table Steward will initial the judge’s worksheet.
- Make sure that the judge is informed of any error on the worksheet, and after being corrected by the judge, the score and time of the dog are entered into the judge’s book correctly.
- Make sure that time is listed in the judge’s book as minutes, seconds and hundredths.
- Make sure that each dog’s unofficial score is posted at or near ringside after the dog finishes the course.
- Make sure that the judge’s worksheets are not displayed or exhibited to any other person at the event, unless specifically directed to do so by the judge.
- Make sure that all trophies and ribbons are available at the conclusion of each class.
**Ring Steward**

- Assist in setting up the rally courses initially and from class to class as needed.
- Assist in the posting of unofficial scores if needed by the Rally Table Steward.
- Be aware of any problems with the dogs on the course and be ready to follow instructions given by the judge.
- Make sure that jumps in the Rally Advanced and Excellent Classes are set at the correct jump height for each dog entered in the classes.
- Assist with the dog's leash in the Rally Pre-Advanced, Advanced and Excellent Classes, making sure that the leash is returned to the handler and that the dog is on leash before leaving the Pre-Advanced, Advanced or Excellent Class ring.
- Perform any other duties as assigned by the judge.

**Time Steward**

She/He is positioned as specified by the judge prior to the running of each dog on the course. The timing of a run starts when the judge says “Forward,” and the time of the run ends when both the dog and handler cross/pass the Finish Station.

- The time of each dog is immediately reported to the Table Steward after each dog completes the course.
- The time reported is in minutes, seconds and hundredths.

If there is a malfunction in the timing device when a dog is running the course, the Timing Steward will report the malfunction to the judge and the Table Steward immediately after the dog and handler crosses the Finish Station.
Call Front Finish Forward
Halt

Call

Front

Finish

Halt
OBEDIENCE TRAIN THE TRAINER

4-H Dog Project

“CONSISTENT TRAINING LEADS TO A CONSISTENT DOG!”

HEEL FREE

Materials Needed

- Light leash
- 30# test fish line or shark line
- Soft, chewy treats
- Lots of enthusiasm!

Training Notes

1. Off leash heeling should never be introduced until your dog is nearly 100% perfect with on leash heeling! It can be very discouraging for you and your dog if you try to start it too early when your dog does not understand the heeling concept. You will only amplify heeling problems if you do not fix them on leash first!

2. As your dog is perfecting the on leash heeling, gradually start using a lighter leash so the transition of going off leash is easier.

3. If your dog needs guidance during the transition of going off leash, fish line or a shark line can be beneficial. Always be sure to loop the end over a dowel or dumbbell to protect your hands. Never use these lines for correcting, they are for guidance only. Put your leash back on the dog whenever you need to correct.

4. Train in short spurts. Keep everything positive and exciting. Training should only consist of 5-10 minutes per off leash session. Do not tire them out on off leash heeling-this leads to lagging.

5. If your dog makes a mistake, put it back on leash and do three corrections in a row-regardless if they need one or not. (They don't need to be hard corrections, just reminders). Remember consistency is everything!

6. If you are upset or in a bad mood at the time you train. DO NOT TRAIN YOUR DOG! Wait until you feel better and can show excitement to your dog. Your emotions lead straight down to your dog. Training should be FUN!

DROP ON RECALL

Materials Needed

- 6 foot leash
- Dog efficient with Novice recall
- Soft, chewy treats
- Lots of enthusiasm!
Training Notes

1. Once your dog understands the “down” command in beginners, the random drops can be started at any time. The random drop consists of playing with your dog—really good and hard on leash—then using a hand and voice command to “down!” If your dog does not drop, you have the leash to correct it down in a quick manner. This should be done in fun with lots of praise. As your dog starts doing really well with it, you can start alternating hand or voice commands. When it responds immediately every time you say down, you can start to throw a toy to fetch and drop your dog on the send out to retrieve. This teaches control.

2. Never start incorporating the drop during a recall until the random drops are perfect.

3. When practicing drop on recalls, do one drop on recall followed by 3 straight novice recalls. You don’t want to have your dog start anticipating the drops!

4. When your dog is performing the random drops immediately all of the time, you can begin the drop on recall by calling your dog to you, then dropping it using your hand and voice right in front of you. This way you can touch your dog and get it down if it does not drop immediately.

5. Once your dog is dropping at your feet, you can slowly work the drop out further and further. Once he is dropping in the middle, you can start weaning your hand or voice signal out. You can only use either hand or voice, not both, when showing. If you decide to use a hand signal, remember you cannot say ANYTHING! (i.e.-dog’s name to get attention).

6. You can practice the random drops all of the time however do not over practice the entire drop on recall unless you are doing MANY straight recalls!

RETRIEVE FROM HAND

Materials Needed

- Leash
- Dumbbell—properly fitting with square ends painted white
- Soft, chewy treats
- Lots of enthusiasm!

Training Notes

1. The retrieve is one of the hardest things to teach your dog. Once you decide you are going to start it, you need to be sure and follow through with your training to ensure a positive outcome!

2. Be sure you take this one step at a time and do not jump ahead. If you skip something, it will make training the retrieve even harder down the road and take more time.

3. To start, you need to teach your dog to hold the dumbbell. Have your dog sit in heel position with its leash on. Have the leash held over the back of the neck. Hold the dumbbell with your right hand and leash in your left hand. Open the dog’s mouth and put dumbbell inside saying “fetch” at the same time. Once the dumbbell is in the mouth, quickly tighten up on the leash with your left hand and hold the bottom of the jaw with
your right hand and say “hold”. Do this for a brief second and then say “give”. Take the
dumbbell out of your dog’s mouth and praise like crazy! Keep repeating this over and
over. Each time have your dog hold it a little longer until it can hold it for at least 5
minutes. You can also gradually take your right hand away and loosen the leash. Say
“hold” as you do that. If he drops it, quickly put it back in his mouth and say “hold”.
Timing is very important!

4. Once your dog is holding the dumbbell, we need to teach him to reach for it. By this time
usually your dog understands the dumbbell will be going in his mouth and he is more
likely to open his mouth once you push the dumbbell against his teeth or approach to
manually open his mouth. However, he usually will not voluntarily reach to get it. This
will be the hardest thing you will ever have to teach your dog and will require being “cool”
and patient with your dog. A correction of many different variances may be used to get
him to retrieve. Practice one type of correction and stay with it-do not change it in the
middle unless an instructor tells you differently.

5. When practicing the retrieve from hand, you need to do MANY repetitions during one
training session. Usually if you do 5 sets of 10 quick holds and reaches each day, your dog
will quickly learn. Remember consistency and repetitions lead to a consistent, happy dog!

6. Give soft treats whenever you feel he deserves one. Do not over feed on treats. Use them
as rewards for really good deeds.

**RETRIEVE ON FLAT AND OVER HIGH JUMP**

**Materials Needed**
- 6 foot leash
- Dumbbell-properly fitting with square ends painted white
- High Jump
- Soft, chewy treats
- Lots of enthusiasm!

**Training Notes**

1. You can continue the retrieve once your dog has mastered the retrieve from hand.

2. After your dog is reaching for the dumbbell, you need to teach him to walk with it in his
mouth. Have patience. Some dogs cannot walk and chew gum at the same time! To begin,
have your dog on leash and holding the dumbbell. You stand in front of him. Tighten the
leash and hold the bottom of his jaw and say “come”. Take only a small step back and
help him move out of his position. Gradually during practice, take your right hand away,
then start taking more steps backwards. Once that is going well, you can try to start
heeling with him. Make all of the heeling fun with him holding the dumbbell. Remember if
you correct him with the leash for heeling, it will probably cause him to drop the dumbbell.
Be careful with it.

3. Aside from the dumbbell, you need to introduce your dog to the high jump. Have it set
very low-usually 8 inches unless your dog is tiny. First you jump over with him and say the
word “hup!” Praise every time he jumps it. Once he’s doing that, start guiding the leash
over the jump, but you walk past it, not over it. After that, you can start doing recalls on
leash over the jump and gradually start them off leash. As your dog continues to advance,
you can start building the jump at two-inch increments per day until you reach its full
height.
4. After your dog is comfortable with the high jump and can heel and do recalls holding the dumbbell, you can now have him do recalls over the high jump holding the dumbbell. You introduce this the same way as stated in #3 other than he will be holding the dumbbell.

5. To teach the retrieve on flat, your dog must be reaching for the dumbbell and walking with it. Gradually start having the dog reach in different positions i.e. up high, down low. Soon you put it on the ground with your hand still on it. Once he is picking it up from the ground and your hand is away from the dumbbell, make it fun and toss the dumbbell no more than a foot or two and say “fetch”. Praise like crazy when he picks it up. Keep everything light and fun except on the occasion your dog chooses to ignore you your retrieve correction needs to be applied. After your dog is successful with fun retrieves, make them longer and have him start waiting until you tell him fetch. *Only say “fetch” once.*

6. Always use the word “fetch” or something similar for the retrieve on flat.

7. To teach the retrieve over high, set the jump low, toss and send your dog to “hup” at the same time. Make him go over the jump, he'll see the dumbbell-say “fetch” if necessary the first time and then stand right on the other side of the jump, pat the top of the board and say “hup back!” After a few of those, you can start having him wait and do good retrieves. Slowly start building up the jump in height after the concept is mastered.

8. Proof your dog’s retrieve by throwing the dumbbell in weird places, off on the side of the jumps and landing in odd positions.

9. Use the command “hup” or something similar for the retrieve over high. Differentiate the two exercises (retrieve on flat and over high) with the commands. You do not need to say “fetch” on the retrieve over high.

**BROAD JUMP**

**Materials Needed**
- 6 foot leash
- Jump stick
- Broad Jump-painted white (helps in grass!)
- Soft, chewy treats
- Lots of enthusiasm!

**Training Notes**

1. Begin by teaching the jump stick. Start with walking over it, then heeling and jumping and finally with a recall with the jump stick. This can be practiced in the house, outside-anywhere during all times of the year! Any dog can learn stick jumping after it has completed the beginner class. It’s fun, good exercise and helps dramatically with the broad jump!

2. After the dog has learned stick jumping, the broad jump can be introduced. Start with only one or two boards, heel around and each time you approach the boards, say “hup” in a fun, light voice. Increase the number of boards as the dog does well. Carry the jump stick by your side and use that while jumping the boards. The dog will never know when you will use the stick, so it prevents walking the broad. *Be sure and heel with a very fast pace!*
3. Once your dog jumps the broad during heeling, you can start doing recalls over the jump. Make it fun and fast. Speed is a key factor in this jump.

4. To finish the broad jump training, you can stand by the side of the jump with your jump stick in your right hand hidden next to your leg. You practice the same type of recall you taught your dog with the jump stick, using your jump stick to occasionally keep your dog jumping. When he's continually doing a great job jumping, slowing increase the length of the jump until he’s at his full length.

**DIRECTED RETRIEVE**

**Materials Needed**
- Dog with excellent retrieving skills with the dumbbell
- 3 cotton white gloves
- Soft, chewy treats
- Lots of enthusiasm!

**Training Notes**
1. You need to learn proper footwork with the pivots. Practice this separately without the dog. Remember handlers usually are the ones that cause the dog to fail, not vice versa!

2. Have fun with the gloves. However, discourage the dog from “killing” them.

3. Practice #1 and #3 consistently in the beginning. Do not send your dog to #2 until it masters the other two.

4. Use whatever commands your are comfortable with. I name the gloves and use the commands “one”, “two”, and “three”. They are smart and can correct themselves at a show if they missed your signal, but heard the word!

5. Practice consistently!

6. Wash your gloves to keep them clean. When you dry them, make them inside out and dry in a ball. This keeps them fluffy and easy to see when across the ring.

7. The directed retrieve does not consist of many corrections. When your dog makes a mistake, start over and go closer to the gloves so you are not working at a far distance. Your dog is in college now and deserves your respect!

**DIRECTED JUMPING**

**Materials Needed**
- Bar and High Jump with various settings
- Fun toy or something your dog absolutely loves! (Crate, Frisbee, treats)
- Soft, chewy treats
- Lots of enthusiasm!

**Training Notes**
1. Work jumps and go-backs separately in the beginning until your dog understands both of them.
2. Train in repetitions. Do at least three go-backs at a time.

3. Use a target word to help with the go-backs.

4. Jump low while training in the beginning. Your dog can already do the height. You need to focus on jumping and direction.

5. Use whatever jump command you like, but differentiate between the two. Your dog can learn many words and it helps for this exercise. I use the commands “bar” and “high”.

6. Keep a journal with all of your utility training to help solve problems and use on your next dog!

**SIGNAL EXERCISE**

**Materials Needed**
- Leash
- Soft, chewy treats
- Lots of enthusiasm!

**Training Notes**
1. Start signals close and work for distance.

2. Practice signals in a mirror so you know what your dog is seeing.

3. Do signals at the side of your body; not in front incase your close blend in with your hand signals.

4. Use authoritative signals. They need to be sharp.

5. Do not be too brave to put your dog back on leash to correct it. Always take a step back to help your dog. *No dog is too good for refreshers.*

6. Alternate signals so the dog will not anticipate.

7. Wait a few seconds between signals to help avoid anticipation.

**MOVING STAND**

**Materials Needed**
- Dog who knows stand for exam
- Soft, chewy treats
- Lots of enthusiasm!

**Training Notes**
1. Do not practice too often. This is one of the leading exercises of anticipation.

2. When practicing, vary training so you do not always do a forward-stand your dog. Heel around, do about turns and then stand your dog. You can say, “stand your dog” constantly while heeling to get your dog used to hearing it and not responding to it.
3. Use a different command than “stand” since that is what the judge uses. I use the command “wait”.

4. To obtain a quick return, start close on leash and make it fun. Gradually work for distance. Always use a hand a voice command.

**SCENT DISCRIMINATION**

**Materials Needed**
- Full set of leather and metal articles
- 3 x 3 piece of carpet or peg board (depends on indoor or outdoor dog)
- 30# fish line or thin elastic
- Soft, chewy treats that a dog couldn’t refuse-usually some table scrap
- Lots of enthusiasm!

**Preface**
1. Your article set consists of 5 leather and 5 metal articles numbered 1-5 respectively. You have a spare #6 of each so that you can show in two trials in one day and substitute the #6 for the first number you used.
2. Practice articles in the beginning 2-4 weeks twice daily for at least 15 minutes each session. Give dog two days off each week of training (so you are training 5 out of the 7 days).
3. Rotate articles daily so you use a different number to scent every day. For example, use #1 Monday, #2 Tuesday, etc.
4. Touch all articles each night after last training session to teach for “hot scenting.” Hot scenting is when the dog finds your most fresh scent and makes showing easier since you do not need to have numerous sets of articles.
5. Most people do not wash the articles. It is not recommended because it could ruin them.
6. After the dog NEVER makes a mistake, with the articles, gradually slow down training to once every other day for a week, then twice weekly. You can do more if you want, but do not stop. Consistent training lead to a consistent dog!
7. DO NOT quit training once you start since it could be confusing for the dog and you will never accomplish the task. Once he understands it, you can slow down, but not before.
8. DO NOT start training articles until you can commit at least 2 weeks of very consistent training!
9. Make a training mat that will have 10 spots to tie articles down to on your 3 x 3 carpet or pegboard. Cut slats into carpet and loop fish line through them.
10. Give treats every time the correct article is returned during the first 2-4 weeks.
11. Articles usually require no corrections. If there is a need, it shouldn’t be too forceful. The mat eliminates the excess corrections since they correct themselves.

**Training**
1. Start with only the leather set. Tie one down on the mat and throw other article out like the retrieve on flat. Tell the dog to “fetch-find it”. If the dog picks up the wrong one, DO NOT say anything! It's a self-correction since it’s tied down and won’t come up. You may have to tell them to “fetch-find it” again if they shut down due to the confusion.
2. Once the dog figures out to start testing all of the articles on the mat (i.e. the one tied down and the loose one) without any additional commands, start to turn around before sending the dog to the articles. To do that, begin with your back facing the articles, scent the article (but not over-scenting), give flat palm open to dog to sniff, then pivot 180 degrees to left of right saying “heel”. Once dog sits, tell it “fetch-find it.”
3. Once the dog is picking up the right leather article all of the time; add one more leather article tied down. After that goes well, add one more at a time until five leather are tied down.
4. Once all the leather articles are tied, introduce the metal articles. First let the dog carry a metal one and fetch it like a dumbbell. Then, add one metal article to the mat tied down along with the other 5 leather ones already there. Start using the leather and metal ones for scenting. Use leather first to scent and find, then use the metal to scent in find. Alternating each time. I use the leather first because it holds the scent better and is easier to begin with. Metal is more difficult.

5. Add more metal articles, one at a time, to mat tied down when dog doesn't make any mistakes. Once all 5 leather and all 4 metal are tied and the dog is not grabbing any articles, start to untie one leather article.

6. When dog is still not making any mistakes, untie a metal article. Slowly untie each article, alternating leather and metal, as the dog progresses until they are all untied sitting on the mat.

7. When all articles are loose, start gradually moving them off mat and onto other surface (i.e. grass, cement, or floor in house). To do this, have a few on mat and a few off the edge on new surface. Keep merging them until they are all off of the mat.

8. Once off the mat and doing fine, practice articles in all different weather conditions and on different surfaces. It's okay to practice out in the cold snow and ice!

9. If the dog ever makes a mistake once the articles are all loose, TIE THEM BACK DOWN AND START OVER using the mat. If you do not, it will take so much longer to teach. It's very quick to get them off again.

10. If just an occasional article is brought back incorrectly, correct the dog at the pile of articles and do not let it bring the articles all the way back to you. Go and knock it out of his mouth, point out the correct article and once the dog picks it up, bring the dog back to the beginning send area and praise. Then tie them down again on mat and practice a couple of times that way. Put the one he retrieved incorrectly back into the pile even though he and you touched it. It's a minor touch and will not need to be separated.

11. You can change the command to “find it” once the dog understands it needs to go out and get it. This varies in dogs, but usually happens early in the training process.

12. Be sure you do not praise the dog all of the time (i.e. when it immediately picks up the right one). Vary times of praise so the dog does not rely on it. Be sure to have quiet ones where you do not praise until after the finish.

13. If dog stops working and just stares at you, DO NOT say a second command. Go up to the dog and in a mean tone of voice, point at the article and tell them to “find it!” If it continues, you may need to use your retrieve correction from open to stop the behavior before it becomes a problem. Praise heavily after every correction!

Good Luck!
AGILITY TRAINER

4-H Dog Project

SUGGESTED POINT GUIDE
In 4-H, the judge may never take off more than ½ the total points in any given exercise!

A 4-H’er may be disqualified and/or excused from the ring for an aggressive dog, excessive discipline, or if the dog leaves the ring. The 4-H member will still receive a white ribbon.

When judging, please use the columns of the score sheet as your guide and follow these suggestions:

<table>
<thead>
<tr>
<th>Extreme</th>
<th>Leaving child 5-10 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major</td>
<td>Deduct ½ total points +/- 2 points</td>
</tr>
<tr>
<td>Substantial</td>
<td>Deduct 3-5 points</td>
</tr>
<tr>
<td>Minor</td>
<td>Deduct 1/2-2 1/2 points</td>
</tr>
</tbody>
</table>

All judges should learn the score sheet and be able to mark the appropriate boxes when scoring. For 1/2 point deductions, a single slash “/” is used. For a one point deduction, an “x” is used. If more than one point needs to be deducted, make an “x” and write the number of points deducted next to the mark, i.e. x2, x5 etc. This makes it much easier for the 4-H’er to know where they lost the points and where their areas of improvement are needed.

Here are some common errors that occur during many runs. This is based on the beginner and novice classes:

**Heeling:**

<table>
<thead>
<tr>
<th>Error</th>
<th>Deduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crooked sit</td>
<td>1/2-1 point per sit</td>
</tr>
<tr>
<td>No sit</td>
<td>2-3 points</td>
</tr>
<tr>
<td>Occasional lag</td>
<td>1/2-2 points</td>
</tr>
<tr>
<td>Occasional forge</td>
<td>1/2-2 points</td>
</tr>
<tr>
<td>Slight lag on about turn</td>
<td>1/2-1 point</td>
</tr>
<tr>
<td>Heavy lag on about turn</td>
<td>2-3 points</td>
</tr>
<tr>
<td>Occasional tight leash</td>
<td>1/2-2 points per tight leash (a correction or lag is not considered a tight leash)</td>
</tr>
<tr>
<td>Crowding</td>
<td>1/2-1 point per crowd or bump</td>
</tr>
<tr>
<td>Barking</td>
<td>1/2-2 points per bark</td>
</tr>
<tr>
<td>Walking too slow</td>
<td>1/2-3 points (adjusts pace to dog-this is lack Of naturalness and smoothness on sheet)</td>
</tr>
<tr>
<td>Improper heel position</td>
<td>2-5 points</td>
</tr>
<tr>
<td>Constant tight leash</td>
<td>5 points</td>
</tr>
<tr>
<td>Constant lag</td>
<td>5 points</td>
</tr>
<tr>
<td>Constant forge</td>
<td>5 points</td>
</tr>
</tbody>
</table>
Stand For Examination:
- Moving feet 1/2-1 point per foot
- Handler error 1/2-2 points (i.e. not going out 6 feet)
- Extra command to stay 2-3 points per extra command

Grooming:
- Long nails 1-3 points (Have they been freshly cut?)
- Mats 1-3 points
- Dirty/Oily coat 1-3 points

Recall:
- Extra command to wait 2-3 points
- Poor front (poor sit) 1/2-1 point
- No front 2-3 points
- Poor finish 1/2-1 point
- No finish 2-3 points
- Hands not at sides 1/2-2 points (Handler Error)
- Bend over to call 1/2-2 points (Handler Error)
- Double command to call Extreme deduction (50%) - (even if judge tells handler to call again!)

Stays:
Depends on time when the dog breaks when using point guide.
Remember you cannot deduct more than 50% of exercise.
- Extreme 15 points (First 1/3 of the exercise)
- Major 10 points (Second 1/3 of the exercise)
- Minor/Substantial 1-5 points (Last 1/3 of the exercise)
- Forcing into position 1/2-2 points
- Extra command to stay 2-3 points

Handler Errors:
- Correcting 1-5 points
- Moving hands while heel 1/2-2 points
- Talking to dog during Exercise 1-5 points

Fouling in ring: 5 points

4 Dog Team:
When judging the 4 dog team, you will use one score sheet for the entire team. Each dog is judged as an individual. You then total the “Points Off” columns and subtract from the maximum points to arrive at your “Net Score”. Your “Total Score” is then divided by four.

Brace:
Same as team judging, but divide the “Total Score” by two.