

PERFORMANCE GUIDELINES

HEEL POSITION

The dog is considered in heel position when both dog and handler are facing the same direction and the handler can reach out and touch the dog's head.

REWARDS

Touch rewards are allowed when the team has completed a stationary exercise and before the team has begun to heel forward towards the next exercise. An exercise is considered complete when the last element of an exercise has been performed and the team has not begun to move forward. Rewards may be given at the completion of any stationary exercises that share a sign. Exercise descriptions note if an exercise is considered stationary.

LURING

Luring is the appearance of having a reward in hand. An example of this is holding the thumb and first two fingers together as if holding a treat. No treat need be present. Handlers who appear to be luring and/or lure their dog will receive a non-qualifying score.

COMANDS/CUES

Commands may be spoken or signaled. If both are used and given simultaneously they are considered a single command. Additional commands are defined as any command that prompts the dog to perform when they are not complying. Handlers are encouraged to communicate with their dogs throughout the course. Praise and encouragement are not considered commands.

RETRIES

Teams may choose to retry exercises at a cost of -3 points for each retry. Retries are allowed if the team has not started performing the next exercise on the course. The number of times an exercise may be retried is not limited, but the maximum point deductions allowed for any exercise is -10. Retries are not allowed if a team has already committed an error that would result in a non-qualifying score for that exercise, or if it is specified in an exercise description that retries are not allowed.

SIGN PLACEMENT

Signs must be placed so that they are on the handler's right with the following exceptions:

- Turns and pivots may be placed directly in the handler's path.
- Straight figure 8, Offset Fig. 8, Spiral Left, Serpentine, Send over Jump signs are placed so that they are on the handler's left.
- When halts and pivots are combined, it may be necessary to place a sign so that it is on the handler's left. Judges shall make handlers aware of this during the judge's briefing.
- In some circumstances due to space constraints or safety issues a sign may be placed in a position other than the handler's right. The judge shall make handlers aware of this during their briefing.

MULTIPLE SIGN STATIONS

Multiple sign stations are designed to share a stationary element (Ex. Halt Sit and Halt Sit Down). The team may choose to perform the shared element (Sit) once or may move forward after completing the first sign to perform the second sign separately.

WALK-THROUGHS

Exhibitors are provided with a 10 minute period at the beginning of each class during which to walk the course (without dogs) and ask the judge questions. If there are more than 20 competitors, an additional 10 minutes will be provided after every 20 competitors have walked the course. All walk-throughs will be held before judging of the entire class begins. Walk-throughs are for entered exhibitors only. Disabled handlers may have a helper assist them at the discretion of the judge.

COURSE TIME

APDT Rally Level 1, Level 2, Level 3, courses have a maximum course time of 4 minutes.

START

The Judge will indicate to the team that they may begin. Timing will begin when the team crosses the Start Line. The dog does not have to be sitting in heel position to begin the course. Teams should cross the start line at their normal heeling pace.

FINISH

Timing concludes as the team crosses the Finish Line. If the team has not chosen to perform the Bonus Exercise, judging concludes as the team crosses the finish line. If the team has chosen to perform the Bonus Exercise, judging will conclude after the team completes the exercise.

BONUS EXERCISE

The Bonus Exercise is optional and is performed after the team crosses the finish line. Teams may earn up to ten additional points for the Bonus performance. There is one bonus exercise on each course. The Bonus is scored the same as other exercises.

SCORING GUIDELINES

Each team enters the ring with a perfect score of 200 points. Deductions are taken based on the exercise requirements and the scoring guidelines. Deductions are taken in one-point increments from a minimum of one point up to a ten point deduction. The judge indicates point deductions on the score sheet as faults occur on the course.