

Summary of 2018 Rulebook Changes

Following is a summary of the major changes to the WCRL Official Rules & Regulations from the previous (2011) edition. It is highly advised that a complete read be made of the regulations (see www.rallydogs.com/rulesReg_ebook.cfm), including footnotes and other documents referred to therein, in order to locate all changes.

Our goal in developing the 2018 WCRL Rules & Regulations was to incorporate feedback received as well as infuse freshness to help grow the program for everyone. Some of the concerns addressed were clarity in the rules, consistency in scoring, and affordability, while keeping the sport fun and challenging. We began with defining the basis of Rally as a performance of a course as a whole, specifying a primary purpose to each exercise, and then developed the new regulations within that framework.

Chapter 1 – Rally Obedience

General Eligibility

- Junior Handlers (handlers under the age of 16 as of January 1 of any year) can compete in all classes
- Female dogs in estrus may compete at trial host's option
- FEO (For Exhibition Only) entries allowed at trial host's option

Chapter 2 – Class Structure

Classes have been divided into three types:

- Regular classes
 - Intro, Level 1, Level 2, Level 3, and Veteran
- Specialty classes
 - Nontitling variations on regular classes that offer flexibility and innovation for trial hosts; results of these classes do not count towards titles or rankings
- Tournament classes
 - To be announced at such time as a National or International tournament is scheduled

A purpose has been defined for each level, and the number of exercises per level adjusted to satisfy the purpose:

- Intro: 10 exercise signs, including the bonus
 - Tests proficiency in fundamental exercises
- Level 1: 14 – 16 exercise signs, including the bonus
 - Fundamental exercises
- Level 2: 16 – 18 exercise signs, including the bonus
 - Introduce distance and jumping exercises
- Level 3: 18 – 20 exercise signs, including the bonus
 - Tests advanced proficiency
- Veteran: 11 – 13 exercise signs, including the bonus
 - Age-appropriate exercises from all levels

Within the classes, the exercises have been placed in the most appropriate level for the purpose of the level. (Refer to Appendix A for a comprehensive exercise list by class. Refer to Chapters 5, 6, and 7 for all exercise descriptions.)

Eligibility for Entering Classes

- Intro: all dogs 6 months or older
 - Can enter Intro even if already have higher level titles
 - Dogs who have earned RLI (Intro title) or RL1 or higher not eligible for placement awards in Intro
 - No restriction on entering Intro and other classes in the same trial
 - No A and B class
 - Level Puppy is discontinued on January 1, 2018 (but hosts may choose to offer special awards for puppies)
- Level 1: all dogs 6 months or older
- Level 2: all dogs 1 year or older
- Level 3: all dogs 1 year or older
- Veteran: all dogs who meet the age and weight eligibility as set forth in the following table:

Dog's Weight	Dog's Minimum Age for Veteran Class
90 pounds (41kg) or more	6 years
50 pounds (23kg) and less than 90 pounds	7 years
Under 50 pounds (23kg)	8 years

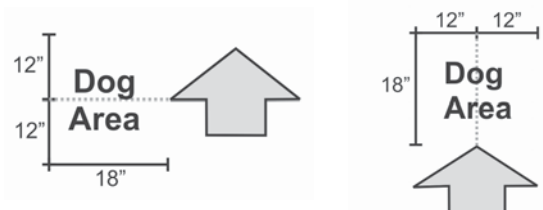
Chapter 3 – Performance Concepts

New Concepts

- Adapting Pace
 - The variance of a handler’s body position, pace, or stride to accommodate a dog that is lagging, forging, drifting wide, or heeling too close.
- Anticipation
 - A dog’s movement as a premature response to an impending cue.
- Primary Element
 - A designated element that defines the purpose of an exercise; the Primary Element is specified in the exercise description. Failure to perform or incorrect performance of a Primary Element results in a substantial penalty.
- Secondary Elements
 - Elements (other than the Primary Element) of an exercise included in its description (i.e., “Requirements”) and listed in the Scoring Standards (see Chapter 4, Section 4.3—Exercise Penalties). Failure to perform or incorrect performance of a Secondary Element is penalized to a lesser degree.
- Significant Hesitation
 - A period of time (approximately 4 – 5 seconds) during which the dog does not begin to perform following a cue.
 - Penalties for significant hesitation apply any time in the course performance, whether or not listed in the exercise description.

Revised Concepts

- Additional Cue
 - An Additional Cue is any additional communication (visual or auditory signals, commands, directives, or instructions) given after the dog fails to respond to a cue, or to re-initiate after ceasing to work.
 - A continuous cue (lasting more than approximately 3 seconds) when the dog is not performing as desired shall be considered an Additional Cue.
 - In Veteran class, one Additional Cue per exercise may be given without penalty.
- Bonus
 - The bonus exercise shall be in sequence at judge’s discretion and shall be performed in the normal flow of the timed course at handler’s option.
 - The following rules shall apply for all bonus exercises, whether it has one or two signs:
 - If the bonus exercise is attempted, 10 bonus points are awarded, with point deductions assessed for incorrect performance of the exercise.
 - Point deductions on the bonus shall not exceed 10 points.
 - The bonus exercise may be retried one time, for a maximum possible bonus of 7 points (that is, 10 points are awarded for correctly performing the exercise, and 3 points are deducted for the retry.) Additional point deductions for incorrect performance when retrying the bonus shall not exceed 7 points.
 - If the bonus exercise results in a change of direction, Judges shall have discretion for how best to maintain course flow for both those who attempt the bonus and those who bypass the bonus.
 - If the team opts to bypass the bonus, the team shall heel by the bonus station to the next station. There is no penalty assessed for choosing to bypass the bonus.
 - For bonus exercise selections, see the “Table: Comprehensive Exercise List, Including Bonuses” at the end of this document.
- Heel Position and Front Position
 - A penalty for “out of place sit, stand, down, or front” (see Chapter 4—Scoring Standards) would be assessed if the dog performs the position outside of this dog area.
 - Penalties related to heeling apply throughout the course, including during the performance of exercises.

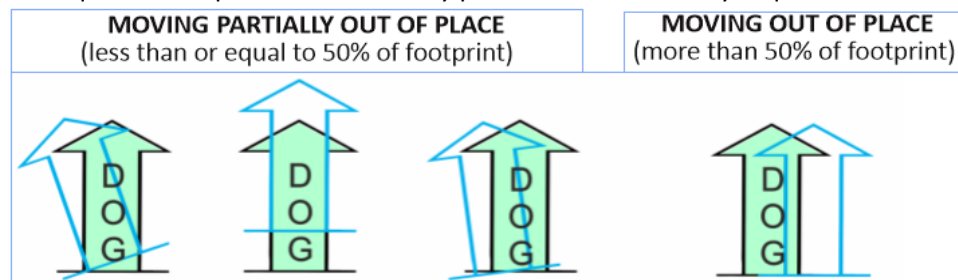


- Jumps
 - Completing a jump is passing between the uprights and jumping over the bar of a jump in the correct direction, whether cleanly, ticking, or knocking the bar from the jump.
 - A “run-out” occurs if a dog passes by the plane defined by the jump without passing between the jump uprights, in which case the dog may be called back to the front of the jump and recued to jump.
 - The following table shows the recommended and minimum allowable jump heights based upon the dog’s height at the withers:

Height at Withers	Minimum Allowable Jump Height	Recommended Jump Height
12” or less (30cm)	4” (10cm)	4” (10cm)
16” or less (40cm)	4” (10cm)	8” (20cm)
20” or less (50cm)	8” (20cm)	12” (30cm)
Over 20” (50cm)	12” (30cm)	16” (40cm)

- The minimum allowable jump height for each height category is the minimum height permitted without a Request for Modification being made.
- Pace
 - A Normal Pace sign is not required to be placed following pace changes. Following a pace change, should a Normal Pace sign not be presented, the team shall transition to normal pace as they approach the next exercise (i.e., within 2-3 steps of the performance area of the next exercise), as exercises are intended to be performed at a normal pace.)
 - Slow pace is approximately half the normal pace.
 - Fast pace is approximately double the normal pace.
 - A Pace change is part of heeling, and not just a standalone task to be performed. Therefore, A Slow Pace or Fast Pace sign may be “joined” (i.e., immediately follow an exercise or shared station to indicate the speed at which to move to the next station.)
 - A Slow or Fast Pace sign may be joined to any exercise, at judge’s discretion, except a pace exercise may not be joined to an exercise ending in down in any class, and a pace exercise may not be joined to a stationary exercise in Intro, Level 1, and Veteran classes.
- Retries
 - Any exercise may be retried except a jump exercise after the dog has knocked the bar from the jump while performing the exercise.
 - No more than two retries may be attempted per exercise or shared station, and no more than one retry may be attempted on the bonus.
 - To perform a retry of an exercise, the team must repeat the approach to the exercise from a few feet and perform the entire exercise.
 - To perform a retry of a shared station, the team shall repeat the approach to the shared station from a few feet and perform the entire shared station, that is, the team must begin the retry by re-approaching the first exercise of the shared station and then performing all the exercises in sequence. (When retrying a shared station by performing the entire shared station, only one Retry penalty shall be assessed.) The handler may also opt to retry only the exercise(s) in which the error occurred by re-approaching from a few feet the exercise to be retried.
 - If a handler does not repeat the approach to the exercise or shared station for a retry as described above, a penalty for an additional cue shall be assessed and no penalties previously incurred shall be removed.
 - Penalties NOT erased with retries (from Chapter 4, Section 4.4—Special Scoring Considerations)
 - Behavioral-related penalties of “Barking episode,” “Jumping on handler,” and “Temporary loss of control”
 - A temporary loss of control occurs if the dog has momentarily ceased being responsive to handler cues and/or there is an excessive episode of a behavioral-related infraction. Examples may include excessive barking, excessive jumping on handler, leaving the course path, or briefly breaking the plane of the ring perimeter. If handler is able to resume the performance by hand or voice cues without significant hesitation and without the handler leaving the course area, a deduction is made for temporary loss of control.

- Procedural-related penalties of “Displacing or splitting a sign,” “Dropping the leash,” “Handler dropping food,” and “Initiating exercise outside of the approximate 4’ radius of sign”
 - Elimination (E) conditions
 - Outside Assistance
- Rewards
 - Rewards may be given following the conclusion of a stationary exercise in Levels 1, 2, 3, and Veteran classes, except when performing shared stations, in which the reward may only be given at the conclusion of the final stationary exercise of a shared station. (If a reward is given for the shared element, that is improper rewarding, which results in an Elimination (E) per Chapter 4—Scoring Standards).
 - In Intro class, rewards may be given following each stationary position in an exercise, but not more than two times per exercise; in shared stations, rewards may be given as in other exercises, except a reward may not be given for the shared element, or a substantial penalty will be incurred (see Chapter 4).
- Shared Station
 - In a shared station, the exercise signs share a common stationary position (sit, down, or stand).
 - When performing as a shared station, the reward is only allowed after the final stationary exercise.
 - When performed as separate exercises, each exercise shall also be considered separately for retries, and the handler may reward the dog after each stationary exercise as in other stationary exercises. Once the exercises are performed separately, the exercises may not be retried as a shared station.
- Stay in Place/Stay in Position
 - Stay in Place refers to a dog’s footprint, which is the space on the ground covered by a dog’s body while in a stationary position. When the dog sits, downs, stands, or fronts, a footprint is created. If the dog moves out of that footprint before being cued, a penalty is assessed.
 - “Moving out of place” occurs when a dog moves a majority of its footprint (more than 50%) outside of its current space. “Moving partially out of place” occurs when a dog moves a portion of its footprint (less than or equal to 50%) outside of its current space. Penalties for moving out of place and moving partially out of place (see Chapter 4, Section 4.3) apply any time the exercise requirement specifies a stationary position as well as Stay requirements.



- Stay in Position refers to the dog’s stance (i.e., sit, stand, or down); a dog that changes its stance from sit to down, down to sit, etc., has moved out of position.
- Tight Leash
 - When a tight leash prompts a change in performance, the tight leash shall be penalized as an additional cue. For example, a handler accelerates to perform a Fast Pace, and the dog responds to the constraint created by the tight leash with a change of pace.
- Time Standards
 - The following table shows the Maximum Course Time (MCT) for each class. The Standard Course Time (SCT) is also shown, though SCT is not effective until 1/1/2019.

Class	MCT	SCT (effective 1/1/2019)	
		“A” Class	“B” Class
Intro	3:00 minutes (180.00 seconds)	N/A	
Level 1	3:00 minutes (180.00 seconds)	N/A	2:40 minutes (160.00 seconds)
Level 2	3:30 minutes (210.00 seconds)	N/A	3:10 minutes (190.00 seconds)
Level 3	4:00 minutes (240.00 seconds)	N/A	3:40 minutes (220.00 seconds)
Veteran	4:00 minutes (240.00 seconds)	N/A	

- Walk-throughs
 - 7 – 10 minutes each course
 - Others not entered may walk the course

Chapter 4 – Scoring Standards

The scoring standards have been developed to place emphasis on the overall course performance. “Overall course” means that what happens between the exercises is as important as the exercises themselves, and no one exercise should result in an Elimination (round scored 0).

Nonqualifying Scores

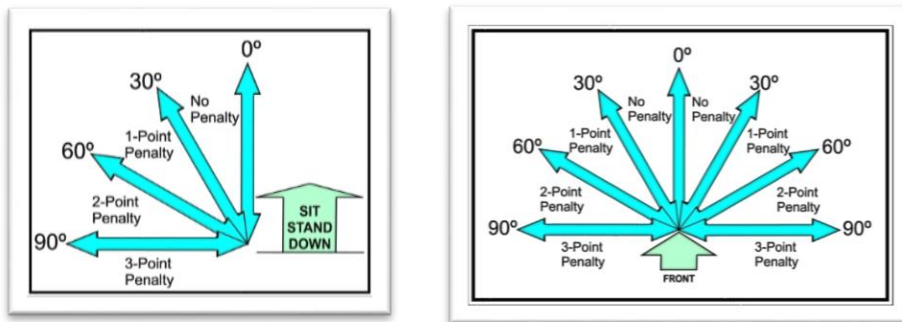
- A score less than 170 is a Nonqualifying Score. Scores of less than 170 are recorded in full instead of as zero (0). This is because a numeric score is a more meaningful measurement of how well the course was performed than a score marked zero based on, for example, one exercise.
- An “E” Elimination is also a Nonqualifying Score and is scored as an immediate zero.

A maximum of **10 points** may be assessed for each exercise sign.

Special Scoring Considerations

- Double Jeopardy is assigning two or more separate penalties for a single action or behavior of a dog or handler in the performance of an element. Where two or more penalties could be applied in this situation, only one penalty (of the higher value) shall be assessed.
- Outside assistance is using the aid of any other person(s) while performing the course. The judge’s determination shall be based upon the degree of benefit that was gained (e.g., the aid resulted in penalty avoidance) or whether the aid removed the opportunity to judge. The penalty for outside assistance is the penalty that would have been assessed without the aid of outside assistance.

The following diagrams from Chapter 4 apply to the scoring of a crooked sit, stand, down, or front:



Refer to the Chapter 4 in the complete regulations for all scoring penalties. Also see the one-page Scoring Summary Chart for a summary of scoring penalties.

Chapters 5, 6, 7 – Level 1 Exercises, Level 2 Exercises, Level 3 Exercises

These chapters set forth the requirements for each individual exercise, including:

- A statement of purpose
- Identification of the Primary Element of the exercise that satisfies its purpose
- A description of the manner in which each exercise must be performed, setting forth Secondary Elements which are scored pursuant to the provisions of Chapter 4—Scoring Standards
- Notes as an aid to understanding and interpreting the requirements of the exercise

Chapter 8 – Titles, Rankings, Awards

Title requirements have not changed, so teams will still be able to complete titles already in progress, with the exception of the following:

- Rally Junior 1 (RJR1), Rally Junior 2 (RJR2), and Rally Junior 3 (RJR3) titles are discontinued as of January 1, 2018. Junior Handler registrations are eligible for all regular and championship titles, all annual rankings, including Junior Handler annual rankings.
- Rally Level Puppy (RLP) is discontinued as of January 1, 2018. For dogs competing in Puppy class who have not yet earned the RLP by December 31, 2017, any Qs earned toward the RLP between July 1 – December 31, 2017, are converted to RLI (Intro) Qs in 2018 and count toward the RLI (Intro) title.

New Titles

- Rally Level Intro title (RLI) is new.
- The RLI will be awarded with three qualifying scores earned under either one or two Judges.

Award of Excellence

- This has been revised to when the first three scores are 190 or higher (this includes NQs and Es).
- The Award of Excellence is not a separate certificate, but will be a designation appended to the title.

Annual Rankings

- Points earned on scores from both the “A” and “B” classes count toward annual rankings as follows:
 - Level 1, Level 2, and Level 3 points are tallied for RL1, RL2, and RL3 ranking, respectively
 - Levels 1 and 2 points are aggregated for ARCH and ARCHX ranking
 - Levels 2 and 3 points are aggregated for ARCHEX ranking
 - Levels 1, 2, and 3 points are aggregated for the ARCHMX ranking
- Intro classes are not ranked

The following annual rankings will be published for each calendar year on the WCRL web site in the first quarter of the following year:

- Top 20 Overall by country, based on total points earned in Levels 1, 2, and 3
- Top 20 by Title Category based upon the highest title that a team earns during the calendar year, based upon the following hierarchy (from lowest to highest): RL1, RL1X, RL2, RL2X, RL3, RL3X, ARCH, ARCHX, ARCHEX, ARCHMX, ARCHMX+
- Top 20 Overall in Veteran classes
- Top Overall in Junior Handlers

Table: Comprehensive Exercise List, Including Bonus Exercises

The following is a list of exercises by class and type, including bonus exercises.

Level 1 Exercises By Type	
Stationary (S)	Moving (M)
Halt, Sit (100) Halt, Sit, Stand (102) Halt, Sit, Down (104) Halt, Sit, Walk Around (106) Halt, Turn Right, 1 Step, Halt (108) Halt, 90° Right Pivot, Halt (110) Halt, Sit, Down, Sit (112) Halt, Sit, Down, Walk Around (114) Call Front, Finish Right (116) Call Front, Finish Left (118)	Normal Pace (150) Slow Pace (152) Fast Pace (154) Moving Sidestep Right (156) 90° Right Turn (158) 90° Left Turn (160) 180° Right Turn (162) 180° Left Turn (164) 270° Right Turn (166) 270° Left Turn (168) 360° Right Turn (170) 360° Left Turn (172) Veer 45° Right (174) Veer 45° Left (176) Call Front, Forward Right (178) Call Front, Forward Left (180) <i>Cone Exercises:</i> Mini Spiral Right (182) Mini Spiral Left (184) Figure 8 (186) Serpentine (188)

Exercises in bold may be used as a bonus in Intro.

Level 2 Exercises By Type	
Stationary (S)	Moving (M)
Halt, 180° Right Pivot, Halt (200) Halt, 90° Left Pivot, Halt (202) Halt, Sidestep Right, Halt (204) Halt, Leave Dog. Call to Heel, Sit (206AB) Halt, Leave Dog, Veer Right. Turn, Angled Recall, Finish (208AB) Halt, Leave Dog, Veer Left. Turn, Angled Recall, Finish (210AB) Halt, Leave Dog. Turn, Recall, Finish Right (212AB) Halt, Leave Dog. Turn, Recall, Finish Left (214AB) Halt, Leave Dog. Turn, Call Over Jump, Front, Finish (216AB) Call Front, Sidestep-Finish Left or Sidestep-Finish Right (218)	Halt, From Sit, 180° Right Turn, Forward (250) Halt, From Sit, 180° Left Turn, Forward (252) Halt, Fast Forward from Sit (254) Moving Down, Forward (256) Left About Turn (258) Send Over Jump, Handler Runs By 3' (1m) (260) Halt, Leave Dog. Turn, Call Over Jump, Front, Forward (262AB) Halt, Leave Dog While Running. Return Behind, Forward (264AB) Moving Stand, Walk Around (266) <i>Cone/Bowl Exercises:</i> Spiral Right (268) Spiral Left (270) Offset Figure 8 (No Food) (272) Double Serpentine (Double Figure 8) (274)

Exercises in bold may be used as a bonus in Level 1.

Level 3 Exercises By Type	
Stationary (S)	Moving (M)
Halt, 1-2-3 Steps Forward with Halts (300) Halt, 180° Left Pivot, Halt (302) Moving Stand, Leave Dog. Turn, Call to Heel, Sit (304AB) Moving Stand, Leave Dog. Turn, Down, Sit, Front, Finish (306AB) Moving Down, Leave Dog. Turn, Front, Finish (308AB) Halt, Leave Dog. Blind Front, Finish Left (310AB) Halt, Leave Dog. Turn, Directed Jump, Front, Finish (312AB)	Double Left About Turn (350) Reverse Heel 3 Steps, Forward (352) Front, 1-2-3 Steps Backward, Forward (354) Call Front, Dog Back Up 3 Steps, Return, Forward (356) Front, 180° R/L Pivot, Forward (358) Right Turn, 1-2 Steps, Down, Forward (360) Left Turn, 1-2 Steps, Down, Forward (362) Halt, Stand with Distraction, Return Behind, Forward (364) Moving Stand, Leave Dog. Turn, Call to Heel, Forward (366AB) Halt, Leave Dog. Turn, Down on Recall, Front, Return, Forward (368AB) Halt, Leave Dog. Turn, Down, Return Behind, Forward (370AB) Halt, Leave Dog. Turn, Call Over 2 Jumps, Front, Forward (372AB) Send Over Jump, Handler Runs By 6' (1.8m) (374) <i>Cone Exercise:</i> Offset Figure 8 (With Food) (376)
Level 3 Bonus Exercises	
Front, Finish R/L to Right Side ⁽¹⁾ (400) Halt, Retrieve, Front, Finish (402)	Switch Side 180° Pivot ⁽¹⁾ (450) Switch Side 180° Right Turn ⁽¹⁾ (452) Switch Side 180° Left Turn ⁽¹⁾ (454) Halt, Leave Dog. Right Turn, Call to Heel (456AB) Halt, Leave Dog. Left Turn, Call to Heel (458AB) Moving Down, 2-4 Steps, Moving Stand (460)

Exercises in bold may be used as a bonus in Level 2.

- (1) Right-side heel Bonus exercises must either be the last station of a course, or must be followed by a Leave Dog or Call Front regular exercise where the dog resolves the exercise in left-side heel position.

Veteran Exercises By Level		
	Stationary (S)	Moving (M)
Level 1	Halt, Sit, Stand (102) Halt, Sit, Walk Around (106) Call Front, Finish Right (116) Call Front, Finish Left (118)	Normal Pace (150) Slow Pace (152) Fast Pace (154) Moving Sidestep Right (156) 90° Right Turn (158) 90° Left Turn (160) 180° Right Turn (162) 180° Left Turn (164) 270° Right Turn (166) 270° Left Turn (168) 360° Right Turn (170) 360° Left Turn (172) Veer 45° Right (174) Veer 45° Left (176) Call Front, Forward Right (178) Call Front, Forward Left (180) <i>Cone Exercises:</i> Mini Spiral Right (182) Mini Spiral Left (184) Figure 8 (186) Serpentine (188)
Level 2	Halt, Sidestep Right, Halt (204) Call Front, Sidestep-Finish Left or Sidestep-Finish Right (218)	Left About Turn (258) Halt, Leave Dog While Running. Return Behind, Forward (264AB) Moving Stand, Walk Around (266) <i>Cone/Bowl Exercises:</i> Spiral Right (268) Spiral Left (270) Offset Figure 8 (No Food) (272) Double Serpentine (Double Figure 8) (274)
Level 3	Moving Stand, Leave Dog. Turn, Call to Heel, Sit (304AB)	Double Left About Turn (350) Front, 180° R/L Pivot, Forward (358) Halt, Stand with Distraction, Return Behind, Forward (364) Moving Stand, Leave Dog. Turn, Call to Heel, Forward (366AB) Halt, Leave Dog. Turn, Down, Return Behind, Forward(370AB) <i>Cone/Bowl Exercise:</i> Offset Figure 8 (With Food) (376)
Level 3 Bonus Exercises		
	Front, Finish R/L to Right Side ⁽¹⁾ (400) Halt, Retrieve, Front, Finish (402)	Switch Side 180° Pivot⁽¹⁾ (450) Switch Side 180° Right Turn⁽¹⁾ (452) Switch Side 180° Left Turn⁽¹⁾ (454) Halt, Leave Dog. Right Turn, Call to Heel (456AB) Halt, Leave Dog. Left Turn, Call to Heel (458AB) Moving Down, 2-4 Steps, Moving Stand (460)

Exercises in bold may be used as a bonus in Veteran (if it does not cause the maximum number of sits on the Veteran course to be exceeded.)

(1) Right-side heel Bonus exercises must either be the last station of a course, or must be followed by a Leave Dog or Call Front regular exercise where the dog resolves the exercise in left-side heel position.