



FLASH RALLY OBEDIENCE TITLING PROGRAM

OVERVIEW:

WCRL FLASH is a specialty class where the emphasis is on moving together briskly through a course of selected rally exercises. The hallmark of the FLASH class is that there are no sits, downs, or jumps leading to fast-paced courses with minimal pauses.

FLASH courses consist of the following types of exercises:

- Heeling
- Turns
- Distractions
- Cones
- Recall

FLASH emphasizes movement of the dog and handler and therefore exercises involving sits and downs are not allowed in Flash Course Designs.

Except as detailed below, the FLASH class follows all rules and guidelines as specified in the WCRL Official Rules and Regulations.

Levels

FLASH offers three levels for competition:

Level 1: The focus is on performing a course designed to demonstrate teamwork, confidence, and fundamental skills, on or off leash (at the handler's discretion) while moving at speed through the course. 12 – 14 exercises.

Level 2: The focus is on performing a course designed to test the dog's willingness to work with the handler off-leash in a series of challenges while moving at speed through the course. 14 - 16 exercises.

Level 3: The focus is on performing a course designed to test the dog's fluency, proficiency, and willingness to work with the handler off-leash while moving at speed through a course that includes multiple layers of advanced challenges. 16 - 18 exercises.

Teams are eligible to enter any Level: Level 1, Level 2, Level 3, or all levels. FLASH has no separation into A/B classes.

Time Standards

Standard course time for Level 1 class is 2:00 minutes.

Standard course time for Level 2 class is 2:30 minutes.

Standard course time for Level 3 class is 3:00 minutes.

Section A: FLASH Level 1 Course Requirements

A FLASH Level 1 course has a Start and Finish and follows these rules:

- Course performance is on leash or off-leash at the handler's discretion.
- Course consists of 12 - 14 exercises, including 1 bonus exercise (see section H).
- Course must include two Flash turn exercises, two (2) Flash cone exercises, and two (2) Flash heeling exercises.
- The rest of the Level 1 course shall be comprised of exercises from Flash Level 1.

Note that to allow for greater variety in FLASH courses, exercises are permitted to be used more frequently on FLASH courses than in the regular titling class. See table F.1 for the full list of FLASH Level 1 exercises and the number of times each is permitted to be used on a FLASH course.

Table F.1.A Level 1 FLASH exercises.

<u>Category</u>	<u>Exercise</u>	<u>Level 1 - Exercise Name</u>	<u># Used on Course</u>
CONES	F101	CIRCLES WITH CONES	1
	F103	SINGLE CONE WEAVES	1
	F105	DISTRACTION SERPENTINE	1
	F107	BROKEN SERPENTINE	1
	F109	HEEL THROUGH FOOD BOWLS	1
	F111	SEND AROUND CONE, RIGHT TURN	1
TURNS	F131	HANDLER RIGHT/DOG 360° RIGHT	2
	F133	HANDLER LEFT/DOG 270° RIGHT	2
	F135	STAND, HANDLER PIVOTS TO FRONT, FORWARD LEFT	2
	F137	STAND, 90° RIGHT TURN, 1 STEP, STAND	2
HEELING	F161	SPINNING WHEEL	2
	F163	DOUBLE MOVING SIDESTEP RIGHT	2
	F165	CIRCLE	2
	F167	LATERAL HEELING RIGHT	2
	F169	MOVING SIDESTEP LEFT	2

Table F.1.B Level 1 exercises. The following exercises from regular WCRL rally may also be used in Flash Level 1.

<u>Category</u>	<u>Exercise</u>	<u>Level 1 - Exercise Name</u>	<u># Used on Course</u>
CONES		NONE	
TURNES	158	90° Right Turn	4
	160	90° Left Turn	4
	162	180° Right Turn	3
	164	180° Left Turn	3
	166	270° Right Turn	3
	168	270° Left Turn	3
	170	360° Right Turn	3
	172	360° Left Turn	3
	174	Veer 45° Right	3
	176	Veer 45° Right	3
HEELING	150	Normal Pace	4
	152	Slow Pace	2
	154	Fast Pace	2
	156	Moving Sidestep Right	2

Section B: FLASH Level 2 Course Requirements

A FLASH Level 2 course has a Start and Finish and follows these rules:

- Course performance is off leash.
- Course consists of 14 - 16 signs, including one bonus exercise (see section H).
- Course includes at least two Flash turn exercises, two (2) Flash cone exercises, and two (2) Flash heeling exercises from Level 2.
- Course shall include a maximum of two (2) reverse heeling exercises.
- The rest of the course shall be comprised of exercises from Flash Levels 1 and 2.

Note that to allow for greater variety in FLASH courses, exercises are permitted to be used more frequently on FLASH courses than in the regular titling class. See table F.2 for the full list of FLASH Level 2 exercises and the number of times each is permitted to be used on a FLASH course.

Table F.2.A Level 2 FLASH exercises.

<u>Category</u>	<u>Exercise</u>	<u>Level 2 - Exercise Name</u>	<u># Used on Course</u>
CONES	F201 A	MOVING STAND, LEAVE DOG, TURN (FOOD BOWLS, NO FOOD)	1
	F201 B	CALL TO HEEL, FORWARD (FOOD BOWLS, NO FOOD)	1
	F203 A	MOVING STAND, LEAVE DOG, TURN (FOOD BOWLS W/FOOD)	1
	F203 B	CALL TO HEEL, FORWARD (FOOD BOWLS W/FOOD)	1
	F205	SEND BY DISTRACTIONS (ONE STANCHION)	1
	F207	BROKEN SERPENTINE WITH FOOD	1
TURNS	F231	STAND, 90° LEFT TURN, 1 STEP, STAND, FORWARD	2
	F233	REVERSE HEEL, 90° RIGHT TURN	1
	F235	REVERSE HEEL, 90° LEFT TURN	1
	F237	REVERSE HEEL, 180° RIGHT TURN	1
	F239	REVERSE HEEL, 180° LEFT TURN	1

<u>Category</u>	<u>Exercise</u>	<u>Level 2 - Exercise Name</u>	<u># Used on Course</u>
HEELING	F261	DOUBLE WALKAROUND	2
	F263	DOUBLE SPINNING WHEEL	2
	F265 A	MOVING STAND, LEAVE DOG, TURN	1
	F265 B	CALL TO HEEL LEFT, REVERSE HEEL 2 STEPS, FORWARD	1
	F269	LATERAL HEELING RIGHT 2 STEPS, FORWARD	1
	F271 A	MOVING STAND, LEAVE DOG	1
	F271 B	MOVING CALL TO HEEL, FORWARD	1
	F291	SWITCH SIDE HEELING	1

Table F.2.B Level 2 exercises. The following exercises from regular WCRL rally may also be used in Flash Level 2.

<u>Category</u>	<u>Exercise</u>	<u>Level 2 - Exercise Name</u>	<u># Used on Course</u>
CONES		NONE	
TURNS	258	Left About Turn	2
HEELING	266	Moving Stand, Walk Around	2

Section C: FLASH Level 3 Course Requirements

A FLASH Level 3 course has a Start and Finish and follows these rules:

- Course performance is off leash.
- Course consists of 16 - 18 signs, including one bonus exercise (see Section H).
- Course includes at least two Flash turn exercises, two (2) Flash cone exercises, and two (2) Flash heeling exercises from Level 3.
- Course shall include a maximum of two (2) reverse heeling exercises.
- The rest of the course shall be comprised of exercises from Flash Levels 1, 2, and 3.

Note that to allow for greater variety in FLASH courses, exercises are permitted to be used more frequently on FLASH courses than in the regular titling class. See table F.3 for the full list of FLASH Level 3 exercises and the number of times each is permitted to be used on a FLASH course.

Table F.3.A Level 3 FLASH exercises.

<u>Category</u>	<u>Exercise</u>	<u>Level 3 - Exercise Name</u>	<u># Used on Course</u>
CONES	F305	SEND BY DISTRACTIONS (2 STANCHIONS)	1
	F307	BROKEN SERPENTINE WITH FOOD BOWLS (2 FILLED)	1
	F309	RIGHT CLOVERLEAF	1
	F311	LEFT CLOVERLEAF	1
	F313 A	MOVING STAND, LEAVE DOG, TURN	1
	F313 B	DIRECTED SEND, CALL TO HEEL, FOWARD	1
TURNES	F331	REVERSE HEEL, 270° RIGHT TURN	1
	F333	REVERSE HEEL, 270° LEFT TURN	1
	F335	SEND AROUND CONE, LEFT ABOUT TURN	1
	F337	SEND AROUND CONE 1, LEFT ABOUT TURN, SEND AROUND CONE 2	1
	F339	DOG CIRCLES RIGHT, 270° RIGHT TURN	1
	F341	DOG CIRCLES RIGHT, 270° LEFT TURN	1
	F343A	DOG STANDS, HANDLER TURNS IN FRONT	1
	F343B	DOG SPINS, RETURN, FORWARD	1

<u>Category</u>	<u>Exercise</u>	<u>Level 3 - Exercise Name</u>	<u># Used on Course</u>
HEELING	F361	MOVING CRAZY 8s	1
	F363	TRIPLE MOVING SIDESTEP LEFT	1
	F365 A	MOVING STAND, LEAVE DOG, TURN	1
	F365 B	CALL TO HEEL, WALK AROUND, FORWARD	1
	F367	LATERAL HEELING RIGHT 3 STEPS, FORWARD	1
	F369	REVERSE HEELING WITH SIDESTEPS	1
	F371A	DOG STANDS, HANDLER TURNS IN FRONT	1
	F371B	DOG BACKS UP 3 STEPS, RETURN, FORWARD	1
	F373	LEAP FROG	1
	F375	SIDESTEP RIGHT WITH CIRCLE, SIDESTEP LEFT WITH CIRCLE	1

Table F.3.B Level 3 exercises. The following exercises from regular WCRL rally may also be used in Flash Level 3.

<u>Category</u>	<u>Exercise</u>	<u>Level 3 - Exercise Name</u>	<u># Used on Course</u>
CONES		<u>NONE</u>	
TURNS	350	DOUBLE LEFT ABOUT TURN	2
HEELING	450	SWITCH SIDE 180° PIVOT	1
	452	SWITCH SIDE 180° RIGHT	1
	454	SWITCH SIDE 180° LEFT	1

Section D: Scoring Standards (FLASH class)

Except as detailed below, the FLASH class scoring standards follow all rules and guidelines as specified in the WCRL Official Rules and Regulations.

Course Value

Each team enters the ring with a course value or score of 200 points. Ten additional points may be earned if the handler opts to perform the bonus exercise and completes it without penalty.

Qualifying and Non-qualifying Scores

A score of 170 and high is a Qualifying Score, meaning that the minimum standard for performance in a class have been met. Qualifying Scores are required to earn titles. A score less than 170 is a Non-Qualifying Score. Non-Qualifying Scores are recorded at their actual point value. An Elimination Score is also as Non-Qualifying Score and is scored as a zero.

General Course and Exercise Penalties

General course penalties include general penalties that apply during the course, including in the performance of all exercises, whether or not described as part of the exercise. The purpose of Flash is to showcase a flow of movement that always results in one or both team members in motion. Pauses in movement are transitory in nature and not full stops of movement (which will result in penalties).

- Level 1 exercises describe when longer and less transitory pauses are allowed without penalty. An example is F137.
- Certain Level 2 and Level 3 exercise allow for transitory pause without penalty so that teams can orient themselves within the exercise and/or on the course.

The following penalties apply to all Flash Classes:

1. The penalty for pausing when not allowed and for stopping is 2 points per occurrence. The designation for this penalty is PS.
2. The penalty for splitting or displacing an object such as cone, stanchion, food bowl, or other prop is 2 points per occurrence. The designation for this penalty is SDO.

NOTE: To provide general direction to handlers and to judges, these examples of a “transitory pause” are provided. **Examples:** a half second, a half breath (breathe in OR breathe out), saying the word “ONE”.

Section E: Eligibility

Level 1 – Open to all dogs 6 months or older.

Level 2 – Open to all dogs 6 months or older.

Level 3 – Open to all dogs 6 months or older.

Section F: Awards

Qualifying ribbons shall be awarded for recognition in competition by Trial Hosts. Placement awards are optional.

Class Titles

Title	Regular	Requirements
FL1	FLASH Level 1	3 Qs (qualifying scores) of 170 or better, earned under two different Judges. An “Award of Excellence” designation shall be appended to the title when the first three scores (includes numeric scores, NQs, and Es) are 190 or higher.
FL2	FLASH Level 2	
FL3	FLASH Level 3	

Championship Titles

Title	Regular	Requirements
FL1X	Rally Flash 1 Champion	An additional 10 Qs (qualifying scores) of 170 or better, earned under two different Judges.
FL2X	Rally Flash 2 Champion	
FL3X	Rally Flash 3 Champion	

For each additional set of ten Qs earned in Levels 1, 2 and 3, after earning a Championship title, a title designation will be made indicating the number of times that a set of qualifying scores have been earned in that class level (e.g., FL1X2, FL1X3, FL1X4, etc.)

Section G: Annual Ranking

All handlers competing in Flash can earn points towards annual Flash rankings:

- Points from Flash class are tabulated separately for Flash ranking only
- Flash Level 1, Flash Level 2 and Flash Level 3 are tallied for FL1, FL2 and FL3 ranking, respectively
- Top 20 Overall in each Flash level

Section H: FLASH Bonus Exercises

Course designs shall meet the following standards;

Level 1 Course consists of 12 - 14 signs, which must include one bonus exercise.

Level 2 Course consists of 14 - 16 signs, which must include one bonus exercise.

Level 3 Course consists of 16 - 18 signs, which must include one bonus exercise.

Bonus exercises are not included in courses presented on the USDAA@Home! Rally Program platform.

Bonus exercise chart

The following chart includes the exercises that are allowed to be used in course design for each level.

<u>Category</u>	<u>Exercise</u>	BONUS EXERCISES - Exercise Name	<u># used on course</u>
<u>Level 1</u>	F207	BROKEN SERPENTINE WITH FOOD	1
	F231	STAND, 90° LEFT TURN, 1 STEP, STAND, FORWARD	1
	F233	REVERSE HEEL, 90° RIGHT TURN	1
	F237	REVERSE HEEL, 180° RIGHT TURN	1
	F261	DOUBLE WALKAROUND	1
	F269	LATERAL HEELING RIGHT 2 STEPS, FORWARD	1
<u>Level 2</u>	F307	BROKEN SERPENTINE WITH FOOD BOWLS (2 FILLED)	1
	F309	RIGHT CLOVERLEAF	1
	F335	SEND AROUND CONE, LEFT ABOUT TURN	1
	F343A	DOG STANDS, HANDLER TURNS IN FRONT	1
	F343B	DOG SPINS, RETURN, FORWARD	1
	F367	LATERAL HEELING RIGHT 3 STEPS, FORWARD	1
<u>Level 3</u>	F461	BACK-UP BOX (RIGHT TURN)	1
	F463	BACK-UP BOX (LEFT TURN)	1
	F465	SEND AROUND CONE (DISTANCE), 180° RIGHT TURN FORWARD	1

F461 BACK-UP BOX (RIGHT TURN)

To demonstrate position control while heeling.

Primary Element(s):

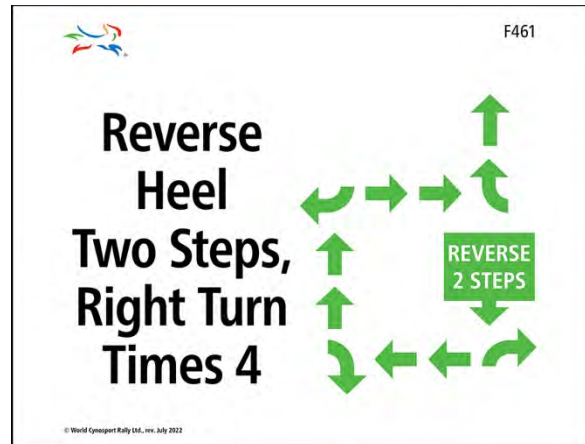
REVERSE HEEL TWO STEPS TIMES FOUR

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for a minimum of two full steps (approximately 4' – 5', or 1.2m - 1.5m).
- After two steps of reverse heeling, the handler and dog will execute a turn 90° to the right without pausing.
- The handler and dog repeat reverse heeling and 90° right turns three additional times to complete the "box" (arriving back at the starting point).
- The handler and dog continue heeling forward in unison to the next station.
- The dog shall reverse direction of heeling while maintaining heel position, without turning significantly and without attempting to sit or down.
- The handler and dog move in unison while making a turn 90° to the right.
- The dog always maintains heel position without bumping, forging, lagging, or drifting wide.
- The handler does not adapt pace to the dog.

Note(s):

- The handler may cue a stand with the pause for initiation of heel backwards and may cue heel on initiating the turn 90° to the right.
- The pause for reversal of direction are transitions, not halts, and should not be abrupt.
- "Reverse heeling" should be smooth and fluid at near normal pace. Extra steps in reverse shall not be penalized.
- Heeling penalties apply.



F463 BACK-UP BOX (LEFT TURN)

To demonstrate position control while heeling.

Primary Element(s):

REVERSE HEEL TWO STEPS TIMES FOUR

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for a minimum of two full steps (approximately 4' – 5', or 1.2m - 1.5m).
- After two steps of reverse heeling, the handler and dog will execute a turn 90° to the left without pausing.
- The handler and dog repeat reverse heeling and 90° left turns three additional times to complete the "box" (arriving back at the starting point).
- The handler and dog continue heeling forward in unison to the next station.
- The dog shall reverse direction of heeling while maintaining heel position, without turning significantly and without attempting to sit or down.
- The handler and dog move in unison while making a turn 90° to the left.
- The dog always maintains heel position without bumping, forging, lagging, or drifting wide.
- The handler does not adapt pace to the dog.

Note(s):

- The handler may cue a stand with the pause for initiation of heel backwards and may cue heel on initiating the turn 90° to the left.
- The pause for reversal of direction are transitions, not halts, and should not be abrupt.
- "Reverse heeling" should be smooth and fluid at near normal pace. Extra steps in reverse shall not be penalized.
- Heeling penalties apply.



F465 SEND AROUND CONE (DISTANCE), 180° RIGHT TURN, FORWARD

To demonstrate directional control from distance

Primary Element(s):

DOG GOES OUT AND AROUND CONE IN PROPER DIRECTION

DOG RETURNS TO HEEL POSITION

Requirements:

- On the approach to the sign, the handler pauses and cues the dog to circle the cone.
 - The handler remains in place while sending the dog.
- The dog circles the cone in a clockwise direction without pausing.
- As the dog completes the circle around the cone, the handler performs a 180° right turn and, without pausing, moves to travel on a path in the opposite direction.
 - As the handler makes the 180° right turn, the handler calls the dog to heel position.
- The handler shall halt approximately 4' (1. m) before the next station sign if the dog has not arrived in heel position.

Note(s):

- The cone is placed approximately 6' (1.8 m) away from the sign.
- The handler may turn head slightly in the direction of the dog when calling the dog to heel.

