



WCRL RALLY
OFFICIAL FLASH
RULES & REGULATIONS

VERSION 1.2

UPDATED MARCH 2025

WORLD CYNOSPORT RALLY LIMITED

Background

World Cynosport Rally Limited (WCRL) was organized in 2012 to acquire the operations of the Rally Obedience program created and conducted by the Association of Professional Dog Trainers (APDT). In 2001, APDT first introduced the sport of rally Obedience to the world. WCRL is a sport that is open to anyone, regardless of physical limitations. Dogs of all ages and breeds, purebred and mixed, are encouraged to participate.

WCRL is an affiliate of United States Dog Agility Association (USDAA), the world's largest independent authority for the sport of dog agility. USDAA effected the acquisition of the APDT Rally program on the premise that obedience is at the root of all dog sports and is a key component to public outreach in demonstrating and teaching responsible pet ownership by being active with one's dog in a quality environment. The interaction in dog sports helps to build the trust and bond between handler and dog.

Combined, WCRL and USDAA conduct events throughout the United States, Canada, Central America, the Caribbean, Bermuda, and Southeast Asia.

WCRL promotes the training of essential behaviors that are useful in real-life situations with your dog and seeks to expand the program nationwide and abroad.

Legal Disclosures

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WCRL on the Internet

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WCRL FLASH RALLY OBEDIENCE TITLING CLASS

MARCH 2025

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WCRL Flash Rally Document Version History

VERSION	UPDATE	EFFECTIVE DATE
1.0	New document for implementing FLASH Rally	09/06/2022
1.1	Amendments Combined-Level Championships	07/15/2023
1.2	Correction F203 A-B MOVING STAND, LEAVE DOG, TURN - CALL TO HEEL, FORWARD (FOOD BOWLS WITH FOOD) - Corrected three bowls to six bowls to match the exercise diagram. Page 57 first bullet point under Notes.	3/4/2025

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023

SECTION D. SCORING STANDARDS (FLASH CLASS)

USE OF REWARDS IN FLASH: language is added to clarify using rewards.

Because Flash Classes emphasize “brisk” movement and do not include any sits, downs, or jumps, rewards (treats and/or touch) as defined by Regular Rally are not allowed on the course. However, as in Regular Rally, rewards are allowed before the course performance begins and after the course performance ends. In Regular and Flash Rally, WCRL places the emphasis on judging the course performance, which is measured from the Start sign to the Finish sign. Except for disruptive events (e.g., handler dropping food, dog fouling the ring, poor sportsmanship, aggression), the emphasis is taken off on what occurs before the Start and after the Finish.

HEELING FAULTS: language is added to clarify the deductions.

In Flash Classes, heeling is scored anywhere on the course and when executing exercises. Heeling faults (deviating from heel position) are scored as a deduction of two (2) points. Examples of heeling faults include bumping, forging, lagging, wide, and not moving in unison. For more information and the complete definition of heeling, please see the WCRL Rally Regulations 3.3 Course Performance and 3.4 Performance Concepts.

SCORING BONUS EXERCISES: language is clarified to match regular rally scoring for bonuses.

The following rules shall apply for all bonus exercises:

- 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, the handler shall perform an additional basic turn as needed following the bonus to continue to the next station.
- 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. The bonus exercises are listed in the course requirements by level in the Flash Rally Obedience Titling Program.

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

Course Requirements

Because the number of Flash exercises has been expanded, the exercises from regular WCRL rally that may be included has been reduced. The exercises that have been removed from the charts are listed in these sections.

Section A: FLASH Level 1 Course Requirements

Removed from the list of allowable regular WCRL exercises:

- 150 Normal Pace
- 152 Slow Pace
- 154 Fast Pace
- 156 Moving Sidestep Right
- 170 360° Right Turn
- 172 360° Left Turn

Section B: FLASH Level 2 Course Requirements

Removed from the list of allowable regular WCRL exercises:

- 266 Moving Stand, Walk Around

Section C: FLASH Level 3 Course Requirements

Removed from the list of allowable regular WCRL exercises:

- 350 Double Left About Turn
- 450 Switch Side 180° Pivot
- 452 Switch Side 180° Right
- 454 Switch Side 180° Left

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

SHARED STATIONS: New language under course designs has been included shared stations.

- Judges **MAY** include shared stations in their course design, as long as the shared stations do not impede the flow of the teams as they move briskly around the course. Shared stations are **NOT** required as part of course design.
- In a shared station, the concluding position (STAND) of the preceding exercise sign is the same position (STAND) as the first position of the next exercise sign. Example #1: F111 SEND AROUND CONE, RIGHT TURN may be placed with F109 HEEL THROUGH FOOD BOWLS.
- Example #2: F235 A-B MOVING STAND, LEAVE DOG, TURN (FOOD BOWLS, NO FOOD) CALL TO HEEL, FORWARD (FOOD BOWLS, NO FOOD) may be placed with F235 REVERSE HEEL, 90° LEFT TURN
- Example #3: exercise F137 STAND, 90° RIGHT TURN, 1 STEP, STAND) may be placed with F305 SEND BY DISTRACTIONS (2 STANCHIONS).
- **NOTE:** Exercises that begin with a moving stand cannot be shared with an exercise that ends with a stand (pause).

The bullet points above include EXAMPLES. Course designers may find other combinations for a Flash Shared Station.

- Because of the space required to set a course and the emphasis on movement, and unlike Regular Rally, the handler does **NOT** have the option of separating the exercises in a shared station.
- 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.
 - If a handler does not repeat the approach to the 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.
- No more than two retries may be attempted per exercise or shared station.
- Making an adjustment between exercises in a shared station shall be penalized as an additional cue.
- When a pace change is joined to the final exercise sign in a shared station, the pace sign is not counted toward the maximum # of exercises per shared station.

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

- Combinations of two or more exercises as a shared station may be utilized as shown on the following table:

Class	Maximum # Shared Stations	Maximum # Exercises per Shared Station Exercises
Level 1	1	2
Level 2	2	2
Level 3	3	2

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

Section F: Awards

Description of Combined Level Titles has been added to this section.

Section 7.1 — Class Titles

Title	Regular	Requirements
FL1	FLASH Level 1	3 Qs (qualifying scores) of 170 or better, earned under one or more 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	

Section 7.2 — Championship Titles

Title	Regular	Requirements
FL1X	Rally Flash 1 Champion	10 Qs (qualifying scores) of 170 or better.
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.)

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

Section 7.3 — Combined-Level Championship Titles

Combined-Level Championship titles are earned by competing in two or more Flash levels (from Levels 1, 2, or 3) in the same trial. Combined-Level Championship titles are earned concurrently with Champions titles for Level 1, 2, and 3 (see Section 7.2)

NOTE (June 2023): For teams that have earned QQs or QQQs at live trials prior to implementation of these amendments (**June 2023**): such QQs or QQQs will be grandfathered and banked for the applicable championship title(s). To apply towards combined-level championship titles, QQs or QQQs must meet the requirements as outlined in the descriptions listed here.

Combined-Level Championship titles must be earned sequential, starting with the Flash-All Rally Champion (FARCH) title as listed in the following table:

Title	Regular	Eligibility	Requirements
FARCH	Flash All Rally Champion	FL1 FL2	75 points in Flash Levels 1 and 2, with at least 25 points from each level. 5 QQs of 195 or higher in Levels 1 and 2
FARCHX	Flash All Rally Champion Excellent	FARCH	5 QQs of 197 or higher in Levels 1 and 2.
FARCHEX	Flash All Rally Champion Extraordinaire	FARCHX FL3	10 QQs of 197 or higher in Levels 2 and 3.
FARCHMX	Flash All Rally Master Champion	FARCHEX	10 QQQs of 199 or higher in Levels 1, 2, and 3.

Definitions:

Q — ***Qualifying Score***

QQ — ***Two Qualifying Scores at the same trial (also referred to as a “Double Q”).***

QQQ — ***Three Qualifying Scores at the same trial (also referred to as a “Triple Q”).***

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

Flash All Rally Champion (FARCH) Title

After earning the Flash Level 1 title, any dog/handler team becomes eligible to begin qualifying for the FARCH.

To earn the FARCH title, the team must:

- Earn the Flash Rally Level 1 (FRL1) and Flash Rally Level 2 (FRL2) titles.
- Accumulate 75 points, with at least 25 points earned in Level 1 (points may accumulate prior to completing the FRL2 title), and at least 25 points earned in Level 2. The remaining 25 points may be earned in either Level 1 or Level 2.

Score	Points Earned	Score	Points Earned	Score	Points Earned	Score	Points Earned
196	1	200	5	204	9	208	13
197	2	201	6	205	10	209	14
198	3	202	7	206	11	210	15
199	4	203	8	207	12		

- Accumulation of Level 1 points begins at the next trial after the Level 1 title is earned.
- Accumulation of Level 2 points begins at the next trial after the Level 2 title is earned.
- Earn 5 QQs with scores of 195 or higher in Levels 1 and 2, with each set of QQs earned in the same trial.
- Accumulation of the required 5 QQs with scores of 195 or above begins at the next trial after the Level 2 title is earned.

Flash All Rally Champion Excellent (FARCHX) Title

To earn the FARCHX, a team must:

- Have earned the Flash All Rally Championship (FARCH).
- Earn an additional 5 QQs with scores of 197 or higher in Levels 1 and 2, with each set of QQs earned in the same trial.
 - Accumulation of the required 5 QQs begins at the next trial after the FARCH title is earned.

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Flash All Rally Champion Extraordinaire (FARCHEX) Title

To earn the FARCHEX, a team must:

- Have earned the Flash All Rally Championship Excellent (FARCHX).
- Earn an additional 10 QQs with scores of 197 or higher in Levels 2 and 3, with each set of QQs earned in the same trial.
 - Accumulation of the required 10 QQs begins at the next trial after the FARCHX title is earned.

Flash All Rally Champion Master (FARCHMX) Title

To earn the FARCHMX, a team must:

- Have earned the Flash All Rally Championship (FARCHEX).
- Earn an additional 10 QQQs with scores of 199 or higher in Levels 1, 2, and 3, with each set of QQQs earned in the same trial.
 - Accumulation of the required 10 QQQs begins at the next trial after the FARCHEX title is earned.

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

EXERCISES

F103 SINGLE CONE WEAVES

In the **REQUIREMENTS** for the exercise, language has been changed so that the exercise requirements match the sign graphic.

- The handler and dog perform the Single Cone Weaves pattern, as follows:
 - First cone: The handler and dog heel in unison past the first cone on the team's left.
 - Second cone: The handler sends the dog to go around the cone. The handler maintains a straight line and keeps the cone on the handler's left. The dog moves immediately into heel position after going around the cone.
 - Third cone: The handler and dog heel in unison past the cone on the team's left.
 - Fourth cone: The handler sends the dog to go around the cone. The handler maintains a straight line and keeps the cone on the handler's left. The dog moves immediately into heel position after going around the cone.
 - Fifth cone: The handler and dog heel in unison past the cone on the team's left.
 - Sixth cone: The handler sends the dog to go around the cone. The handler maintains a straight line and keeps the cone on the handler's left. The dog moves immediately into heel position after going around the cone.
- The team performs the exercise without splitting or displacing the cone(s). The handler may not change pace or adapt pace to the dog.

F107 BROKEN SERPENTINE

In the **NOTES** for the exercise, language has been added to the Bullet 2 to allow for the judge to make distractions more visible to the teams.

- The distractions are positioned 5' (1.5 m) apart. The judge may place items in any order to offer variety in courses. Distractions (other than the food bowls) may be placed on a placemat, and/or marked with a cone to make it more visible to the handler while heeling.

F111 SEND AROUND CONE, RIGHT TURN

In the **DESCRIPTION**, a new Bullet 3 has been added to clarify that the handler shall not pass the cone before initiating and/or completing a right turn.

- The handler shall initiate and/or complete the 90° right turn not later than the point where the cone is in line with the handler's left side. (The handler shall NOT pass by the cone before initiating and/or completing the turn.)

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

In the **NOTES**, a new Bullet 3 has been added to clarify where the judge needs to place the sign and the cone.

- The judge shall place the sign approximately 3 feet (0.9 meters) before the cone and approximately 3 feet (0.9 meters) to the right of the cone as the team is approaching. This placement will indicate when the team shall begin the exercise.
- The judge shall place the cone approximately 2 – 3 feet (0.6 – 0.9 meters) to the left of the team's approach to the cone. The exercise sign shows how the cone is placed on approach.

F131 HANDLER RIGHT/DOG 360° RIGHT

In the **Requirements**, language has been modified to clarify the execution of the exercise. Also, language has been added to the first bullet to clarify that the handler may pause without deduction.

- While moving forward with the dog in heel position, the handler may pause while cuing the dog to cross in front of the handler.
- The handler performs a 90-degree right turn **immediately** after the dog clears the handler's path in front*.
- The dog performs a 270° right turn behind the handler.
 - The dog immediately returns to heel position.
- The handler and dog continue heeling forward in unison to the next station.
- The handler does not adapt pace to the dog.

Note(s):

- *Failure of the handler to initiate the turn later than the dog clearing the handler's path is a DESC deduction.
- The handler's turns may be pivots.

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

F133 HANDLER LEFT/DOG 270° RIGHT

In the **Requirements**, language has been modified to clarify the execution of the exercise. Also, language has been added to the first bullet to clarify that the handler may pause without deduction.

Requirements:

- While moving forward with the dog in heel position, the handler may pause while cuing the dog to cross in front of the handler.
- The handler performs a 90-degree left turn **immediately** after the dog clears the handler's path in front*.
- The dog performs a 270° right turn behind the handler.
 - The dog immediately returns to heel position.
- The handler and dog continue heeling forward in unison to the next station.
- The handler does not adapt pace to the dog.

Note(s):

- *Failure of the handler to initiate the turn later than the dog clearing the handler's path is a DESC deduction.
- The handler's turns may be pivots.

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

F207 BROKEN SERPENTINE WITH FOOD

In the **NOTES** for the exercise, language has been added to Bullet 2 to allow for the distractions to made more visible to the teams.

- The distractions are positioned 5' (1.5 m) apart. The judge may place items in any order to offer variety in courses. Distractions (other than the food bowls) may be placed on a placemat, and/or marked with a cone to make it more visible to the handler while heeling.

F269 LATERAL HEELING RIGHT 2 STEPS, FORWARD

In the **DESCRIPTION** for the exercise, the term “halt” is removed.

Under the first description bullet, the second open bullet is replaced by this language.

- The handler cues the dog to heel and, while continuing to face forward, takes a second sidestep to the right. The handler and dog may pause momentarily before taking the sidestep.

Under the second description bullet, the second open bullet is replaced by this language.

- The handler cues the dog to heel and, while continuing to face forward, takes a second sidestep to the right. The handler and dog may pause momentarily before taking the sidestep.

F291 SWITCH SIDE HEELING

In the **DESCRIPTION** for the exercise, Bullet 2 has been eliminated. These extra steps are unnecessary. The team will heel with the dog in right side heel for 5-6 steps.

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AMENDMENTS TO FLASH RULES & REGULATIONS July 2023 (continued)

F361 MOVING CRAZY 8s

In the **REQUIREMENTS** for the exercise, the 360° turns have been made nonspecific in terms of direction. The teams may choose to make clockwise OR counterclockwise 360° turns without penalty.

- While moving forward with the dog in heel position, the handler pauses for transition only while the handler cues the dog to perform a 360° spin or turn at the handler's left side.
- The handler remains stationary and cues the dog to cross in front to the handler's right side.
- As the dog crosses in front of the handler, the handler cues the dog to perform a 360° spin or turn at the handler's right side.
- As the dog returns to right side heel position, the handler and dog heel forward for two full steps (approximately 4' – 5', or 1.2m - 1.5m).
- After two steps of heeling, the handler pauses momentarily while the handler cues the dog to cross in front to the handler's left side.
- As the dog crosses in front of the handler, the handler cues the dog to perform a 360° spin or turn at the handler's left side.
- As the dog returns to heel position, the handler and dog continue heeling forward in unison to the next station.
- The dog maintains heel/right side heel position without bumping, forging, lagging, or drifting wide.

In the **NOTES**, a third bullet has been added:

- The teams may choose to make clockwise OR counterclockwise 360° turns without penalty. The exercise sign shows only ONE version of turns/spins.

F363 TRIPLE MOVING SIDESTEP LEFT

In the **NOTES** for the exercise, language has been modified to the Bullet to correct the direction of the team when the exercise sign is placed in the teams' path.

- The judge may sometimes place the sign in the handler's path, requiring that the handler sidestep to the left of the sign on approach.

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F365 A-B - MOVING STAND, LEAVE DOG, TURN - CALL TO HEEL, WALK AROUND, FORWARD

In the **PRIMARY ELEMENT(S)** for the exercise, language has been modified to “**B**” to clarify that the dog returns to heel position without circling behind the handler.

Primary Element(s):

A. STAY IN PLACE AND POSITION

B. COME TO HEEL POSITION WITHOUT CIRCLING BEHIND THE HANDLER

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

In the **DESCRIPTION** for the exercise, Bullet 1 has been changed to clarify the distance from which to send the dog.

- From approximately 10 -12 feet (3 – 3.7 meters): 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.

In the **NOTES** for the exercise, language has been added to clarify where to place the sign (15 feet/4.5 meter) for the handler to send the dog.

- The judge shall place the exercise sign approximately 10 -12 feet (3 – 3.7 meters) from the cone to give the handler a visual point for sending the dog to and around the cone.

****END OF AMENDMENTS PAGES June 2023****

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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 currently offers three levels for participants through the USDAA@Home!SM platform: Levels 1, 2 and 3.

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 assess 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 assess 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.

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Section A: General Course Design

SHARED STATIONS:

- Judges **MAY** include shared stations in their course design, as long as the shared stations do not impede the flow of the teams as they move briskly around the course. Shared stations are **NOT** required as part of course design.
- In a shared station, the concluding position (STAND) of the preceding exercise sign is the same position (STAND) as the first position of the next exercise sign. Example #1: #F111 SEND AROUND CONE, RIGHT TURN may be placed with #F109 HEEL THROUGH FOOD BOWLS.
- Example #2: #F235 A-B MOVING STAND, LEAVE DOG, TURN (FOOD BOWLS, NO FOOD) CALL TO HEEL, FORWARD (FOOD BOWLS, NO FOOD) may be placed with #F235 REVERSE HEEL, 90° LEFT TURN
- Example #3: exercise #F137 STAND, 90° RIGHT TURN, 1 STEP, STAND) may be placed with #F305 SEND BY DISTRACTIONS (2 STANCHIONS).
- **NOTE:** Exercises that begin with a moving stand cannot be shared with an exercise that ends with a stand (pause).

The bullet points above include EXAMPLES. Course designers may find other combinations for a Flash Shared Station.

- Because of the space required to set a course and the emphasis on movement, and unlike Regular Rally, the handler does **NOT** have the option of separating the exercises in a shared station.
- 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.
 - If a handler does not repeat the approach to the 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.
- No more than two retries may be attempted per exercise or shared station.
- Making an adjustment between exercises in a shared station shall be penalized as an additional cue.
- When a pace change is joined to the final exercise sign in a shared station, the pace sign is not counted toward the maximum # of exercises per shared station.
- Combinations of two or more exercises as a shared station may be utilized as shown on the following table:

Class	Maximum # Shared Stations	Maximum # Exercises per Shared Station Exercises
Level 1	1	2
Level 2	2	2
Level 3	3	2

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Section B: 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
- 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.
- For USDAA@Home!SM Events, bonus exercises are not allowed.
- For WCRL in-person ("live") events, see page 14 for the inclusion of the bonus exercises.

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
URNS	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

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<u>Category</u>	<u>Exercise</u>	<u>Level 1 - Exercise Name</u>	<u># Used on Course</u>
HEELING	F161	SPINNING WHEEL	2
	F163	DOUBLE MOVING SIDESTEP RIGHT	2
	F165	CIRCLE	2
	F167	LATERAL HEELING RIGHT	2
	F169	MOVING SIDESTEP LEFT	2

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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	
URNS	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
	174	Veer 45° Right	3
	176	Veer 45° Right	3
HEELING		<u>NONE</u>	

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Section C: 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.
- 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.
- For USDAA@Home!SM Events, bonus exercises are not allowed.
- For WCRL in-person (“live”) events, see page 14 for the inclusion of the bonus exercises.

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

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<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		<u>NONE</u>	
TURNS	258	Left About Turn	2
HEELING		<u>NONE</u>	

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Section D: 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.
- 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.
- For USDAA@Home!SM Events, bonus exercises are not allowed.
- For WCRL in-person (“live”) events, see page 14 for the inclusion of the bonus exercises.

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
URNS	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

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<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. There are NO exercises from regular WCRL rally that 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		<u>NONE</u>	
HEELING		<u>NONE</u>	

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Section E: 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. For events sponsored by USDAA@Home!SM, the maximum value is 200 points.

For in-person ('live') events, maximum course value increases up to 210 points 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 has 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."

Use of Rewards in Flash Classes

Because Flash Classes emphasize "brisk" movement and do not include any sits, downs, or jumps, rewards (treats and/or touch) as defined by Regular Rally are not allowed on the course. However, as in Regular Rally, rewards are allowed before the course performance begins and after the course performance ends.

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Use of Rewards in Flash Classes (continued)

In Regular and Flash Rally, WCRL places the emphasis on judging the course performance, which is measured from the Start sign to the Finish sign. Except for disruptive events (e.g., handler dropping food, dog fouling the ring, poor sportsmanship, aggression), the emphasis is taken off on what occurs before the Start and after the Finish.

Heeling Faults:

In Flash Classes (as in Regular Rally), heeling is scored anywhere on the course and when executing exercises. Heeling faults (deviating from heel position) are scored as a deduction of two (2) points. Examples of heeling faults include bumping, forging, lagging, wide, and not moving in unison. For more information and the complete definition of heeling, please see the WCRL Rally Regulations 3.3 Course Performance and 3.4 Performance Concepts.

Scoring Bonus Exercises:

The following rules shall apply for all bonus exercises:

- 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, the handler shall perform an additional basic turn as needed following the bonus to continue to the next station.
- 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. The bonus exercises are listed in the course requirements by level in the Flash Rally Obedience Titling Program.

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Section F: 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.

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Section G: Titles, Awards, and Rankings

This chapter provides an overview of the titles and awards that may be earned through competition. Accomplishments are recognized through the award of class and championship titles, a series of combined level championship titles and annual rankings. Each title will be recognized by WCRL with the award of a title certificate.

Awards for recognition in competition that are required to be provided by Trial Hosts: Qualifying ribbons in all Flash classes. Placement awards are optional.

Section G.1 Class Titles

Title	Regular	Requirements
FL1	FLASH Level 1	3 Qs (qualifying scores) of 170 or better, earned under one or more 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	

Section G.2 Championship Titles

Title	Regular	Requirements
FL1X	Rally Flash 1 Champion	An additional 10 Qs (qualifying scores) of 170 or better, earned under one or more 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.3 Combined-Level Championship Titles

Combined-Level Championship titles are earned by competing in two or more Flash levels (from Levels 1, 2, or 3) in the same trial. Combined-Level Championship titles are earned concurrently with Champions titles for Level 1, 2, and 3 (see Section 7.2)

NOTE (June 2023): For teams that have earned QQs or QQQs at live trials prior to implementation of these amendments (June 2023): such QQs or QQQs will be grandfathered and banked for the applicable championship title(s). To apply towards combined-level championship titles, QQs or QQQs must meet the requirements as outlined in the descriptions listed here.

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Section G.3 Combined-Level Championship Titles (continued)

Combined-Level Championship titles must be earned sequential, starting with the Flash-All Rally Champion (FARCH) title as listed in the following table:

Title	Regular	Eligibility	Requirements
FARCH	Flash All Rally Champion	FL1 FL2	75 points in Flash Levels 1 and 2, with at least 25 points from each level. 5 QQs of 195 or higher in Levels 1 and 2
FARCHX	Flash All Rally Champion Excellent	FARCH	5 QQs of 197 or higher in Levels 1 and 2.
FARCHEX	Flash All Rally Champion Extraordinaire	FARCHX FL3	10 QQs of 197 or higher in Levels 2 and 3.
FARCHMX	Flash All Rally Master Champion	FARCHEX	10 QQQs of 199 or higher in Levels 1, 2, and 3.

Definitions:

Q — ***Qualifying Score***

QQ — ***Two Qualifying Scores at the same trial (also referred to as a “Double Q”).***

QQQ — ***Three Qualifying Scores at the same trial (also referred to as a “Triple Q”).***

Flash All Rally Champion (FARCH) Title

After earning the Flash Level 1 title, any dog/handler team becomes eligible to begin qualifying for the FARCH.

To earn the FARCH title, the team must:

- Earn the Flash Rally Level 1 (FRL1) and Flash Rally Level 2 (FRL2) titles.
- Accumulate 75 points, with at least 25 points earned in Level 1 (points may accumulate prior to completing the FRL2 title), and at least 25 points earned in Level 2. The remaining 25 points may be earned in either Level 1 or Level 2.

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Flash All Rally Champion (FARCH) Title (continued)

Score	Points Earned	Score	Points Earned	Score	Points Earned	Score	Points Earned
196	1	200	5	204	9	208	13
197	2	201	6	205	10	209	14
198	3	202	7	206	11	210	15
199	4	203	8	207	12		

- Accumulation of Level 1 points begins at the next trial after the Level 1 title is earned.
- Accumulation of Level 2 points begins at the next trial after the Level 2 title is earned.
- Earn 5 QQs with scores of 195 or higher in Levels 1 and 2, with each set of QQs earned in the same trial.
- Accumulation of the required 5 QQs with scores of 195 or above begins at the next trial after the Level 2 title is earned.

Flash All Rally Champion Excellent (FARCHX) Title

To earn the FARCHX, a team must:

- Have earned the Flash All Rally Championship (FARCH).
- Earn an additional 5 QQs with scores of 197 or higher in Levels 1 and 2, with each set of QQs earned in the same trial.
 - Accumulation of the required 5 QQs begins at the next trial after the FARCH title is earned.

Flash All Rally Champion Extraordinaire (FARCHEX) Title

To earn the FARCHEX, a team must:

- Have earned the Flash All Rally Championship Excellent (FARCHX).
- Earn an additional 10 QQs with scores of 197 or higher in Levels 2 and 3, with each set of QQs earned in the same trial.
 - Accumulation of the required 10 QQs begins at the next trial after the FARCHX title is earned.

Flash All Rally Champion Master (FARCHMX) Title

To earn the FARCHMX, a team must:

- Have earned the Flash All Rally Championship Extraordinaire (FARCHEX).
- Earn an additional 10 QQs with scores of 199 or higher in Levels 1, 2, and 3, with each set of QQs earned in the same trial.
 - Accumulation of the required 10 QQs begins at the next trial after the FARCHEX title is earned.

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Section G.4 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.

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Section H: FLASH Additional Regulations for in-person ('live') events

All the regulations listed in the FLASH sections outlined in this document apply to in-person ('live') events except for course design and maximum scores. The in-person ('live') events must include one bonus exercise.

Course design for in-person ('live') events

Level 1 Course consists of 12 - 14 exercises, 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 the bonus exercise.

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	REVERSE HEEL TWO STEPS, RIGHT TURN TIMES 4	1
	F463	REVERSE HEEL TWO STEPS, LEFT TURN TIMES 4	1
	F465	SEND AROUND CONE (DISTANCE), 180° RIGHT TURN FORWARD	1

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SECTION I

FLASH EXERCISES

BY LEVEL

EXERCISE DESCRIPTIONS WITH SIGNS

FLASH Exercises – Levels 1, 2, 3, & 4 (Bonus)

<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

FLASH Exercises – Levels 1, 2, 3, & 4 (Bonus)

<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
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

FLASH Exercises – Levels 1, 2, 3, & 4 (Bonus)

<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, FORWARD	1
URNS	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

FLASH Exercises – Levels 1, 2, 3, & 4 (Bonus)

<u>Category</u>	<u>Exercise</u>	<u>Level 3</u> - Exercise Name	<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

<u>Category</u>	<u>Exercise</u>	<u>Level 4</u> – Bonus Exercises (for live events only)	<u># Used on Course</u>
BONUS	F461	REVERSE HEEL TWO STEPS, RIGHT TURN TIMES 4	1
	F463	REVERSE HEEL TWO STEPS, LEFT TURN TIMES 4	1
	F465	SEND AROUND CONE (DISTANCE), 180° RIGHT TURN FORWARD	1

SECTION I.1 FLASH LEVEL 1

EXERCISE DESCRIPTIONS WITH SIGNS

F101 - CIRCLES WITH CONES

Purpose:

To demonstrate variations in heeling.

Primary Element(s):

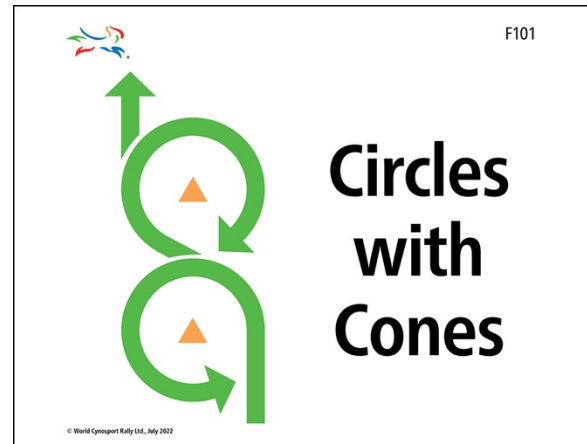
HEELING AROUND CONES IN DEFINED PATTERN

Requirements:

- The handler and dog perform the pattern, as follows:
 - Team passes the first cone on the team's left side.
 - Team heels counterclockwise around the first cone with the first cone on the team's left side.
 - Team heels forward and crosses between the cones with the cone on the team's right side.
 - Team heels clockwise around the second cone with the second cone on the team's right side.
- The handler and dog move in unison while performing the exercise.
- The handler does not adapt pace to the dog.
- The dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.
- The team performs the exercise without splitting or displacing any cones.

Note(s):

- The exercise is performed using two cones, positioned 4' – 6' (1.2 m to 1.8 m) apart, as measured between the facing edges of each distraction.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge's discretion. The first cone is to be clearly indicated on the course map and by placement of the sign on the course.



F103 - SINGLE CONE WEAVES

Purpose:

To demonstrate multiple variations in stride.

Primary Element(s):

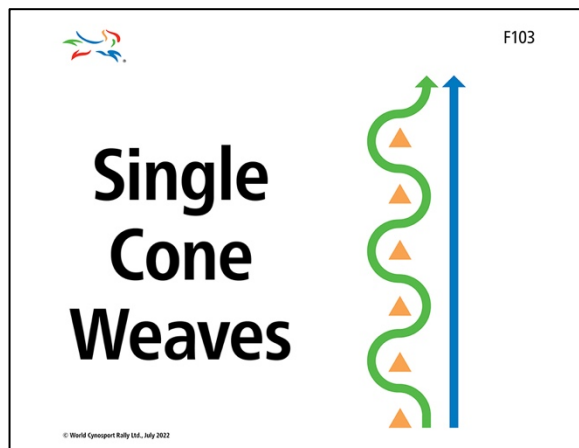
HEELING THROUGH CONES IN DEFINED PATTERN

Requirements:

- The handler and dog perform the Single Cone Weaves pattern, as follows:
 - First cone: The handler and dog heel in unison past the first cone on the team's left.
 - Second cone: The handler sends the dog to go around the cone. The handler maintains a straight line and keeps the cone on the handler's left. The dog moves immediately into heel position after going around the cone.
 - Third cone: The handler and dog heel in unison past the cone on the team's left.
 - Fourth cone: The handler sends the dog to go around the cone. The handler maintains a straight line and keeps the cone on the handler's left. The dog moves immediately into heel position after going around the cone.
 - Fifth cone: The handler and dog heel in unison past the cone on the team's left.
 - Sixth cone: The handler sends the dog to go around the cone. The handler maintains a straight line and keeps the cone on the handler's left. The dog moves immediately into heel position after going around the cone.
- The team performs the exercise without splitting or displacing the cone(s).
- The handler may not change pace or adapt pace to the dog.

Note(s):

- The exercise is performed using six cones, positioned 6' – 8' (1.8 m to 2.4 m) apart, as measured between the facing edges of each distraction.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge's discretion. The first cone is to be clearly indicated on the course map and by placement of the sign on the course.



F105 - DISTRACTION SERPENTINE

Purpose:

To demonstrate multiple variations in stride.

Primary Element(s):

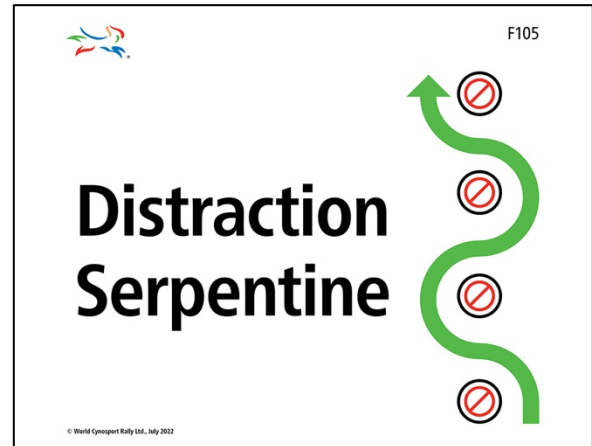
HEELING AROUND DISTRACTIONS IN
DEFINED PATTERN

Requirements:

- The handler and dog perform the Distraction Serpentine pattern, as follows:
 - The team passes the first distraction on the team's left side.
 - The team maneuvers directly through the sequence of distraction by crossing between the first and second distraction to the left, then right between the second and third distraction, then left between the third and fourth distraction.
- The handler and the dog move in unison while performing the serpentine, without the dog deviating from the path toward the distractions ("deviation"), without the dog touching or deviating from the path to sniff distractions (the "distraction"), and without the team splitting or displacing a distraction.
- The handler does not adapt pace to the dog.
- The dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.

Note(s):

- The exercise is performed using four distractions, positioned 6' – 8' (1.8 m to 2.4 m) apart, as measured between the facing edges of each distraction.
- Distractions may be empty bowls, non-metal dog collars or 4–6-foot non-metal dog leashes. Any combination of distractions is acceptable.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge's discretion. The first cone is to be clearly indicated on the course map and by placement of the sign on the course.



F107 - BROKEN SERPENTINE

Purpose:

To demonstrate focused work habit with distractions.

Primary Element(s):

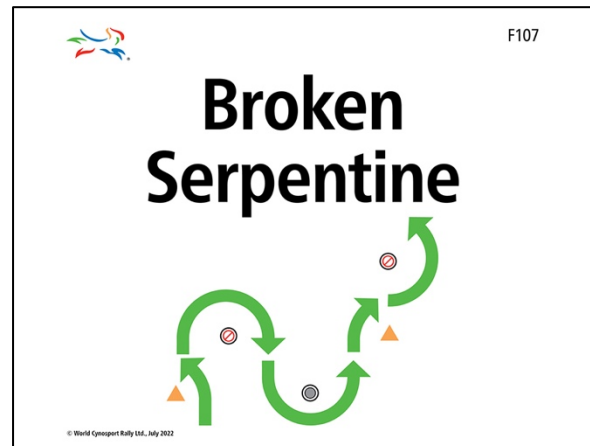
HEELING AROUND DISTRACTIONS IN DEFINED PATTERN

Requirements:

- The handler and the dog heel past the first distraction on the team's left.
- The team continues along the line of distractions, crossing right between the second and third distraction, then crossing left between the third and fourth distraction, then crossing right between the fourth and fifth distraction, and then crossing left between the fifth and final distraction.
- The handler and the dog move in unison while performing the serpentine, without the dog deviating from the path toward the distractions ("deviation"), without the dog touching or deviating from the path to sniff distractions (the "distraction"), and without the team splitting or displacing a distraction.
- The handler does not adapt pace to the dog.
- The dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.

Note(s):

- Two empty, uncovered food bowls are placed in the pattern along with two cones, and either one dog leash OR one dog collar. Each food bowl shall generally be at least 6" (15 cm) in diameter.
- The distractions are positioned 5' (1.5 m) apart. The judge may place items in any order to offer variety in courses. Distractions (other than the food bowls) may be placed on a placemat, and/or marked with a cone to make it more visible to the handler while heeling.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge's discretion. The first distraction is to be clearly indicated on the course map and by placement of the exercise sign on the course.



F109 - HEEL THROUGH FOOD BOWLS

Purpose:

To demonstrate variations in heeling with mild distractions.

Primary Element(s):

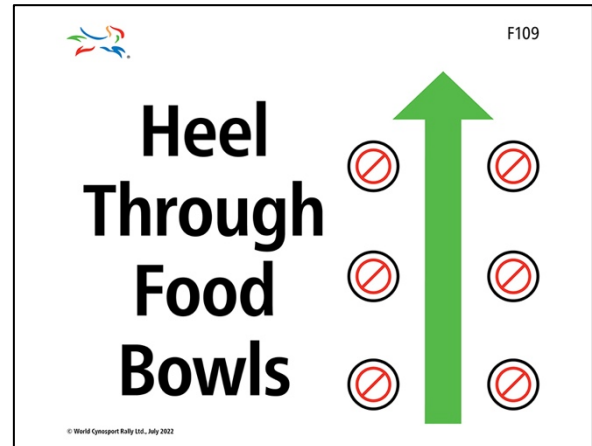
HEELING THROUGH FOOD BOWLS

Requirements:

- The handler and dog perform the pattern, as follows:
 - Team heels between a double line of two empty uncovered food bowls.
- The handler and dog move in unison while performing the exercise, without the dog deviating from the path toward the bowls (“deviation”), without the dog touching or deviating from the path to sniff the bowls (the “distraction”), and without the team splitting or displacing a bowl.
- The handler does not adapt pace to the dog.
- The dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.

Note(s):

- The exercise is performed using six empty, uncovered food bowls arranged in two rows of 3 bowls each—the empty food bowls are positioned 2’ – 3’ (0.6 m to 0.9 m) apart, as measured between the facing edges of each distraction.
- The two rows of empty food bowls will be positioned 5’ (1.5 m) apart, as measured between the edges facing each other.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge’s discretion. The first food bowl is to be clearly indicated on the course map and by placement of the sign on the course.



F111 - SEND AROUND CONE, RIGHT TURN

Purpose:

To demonstrate directional cues.

Primary Element(s):

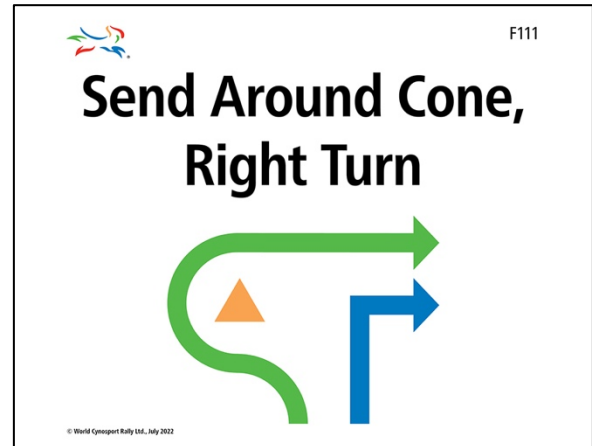
DOG PASSES THE LEFT SIDE OF THE CONE IN CORRECT DIRECTION

Requirements:

- The handler cues the dog to pass by the left side of the cone, and then the handler walks along the right of the cone at a normal pace.
- The dog passes by the left side of the cone.
- The handler shall initiate and/or complete the 90° right turn not later than the point where the cone is in line with the handler's left side. (The handler shall NOT pass by the cone before initiating and/or completing the turn.)
- As the dog returns to heel position, the handler and dog move in unison while making a turn 90° to the right.
- The team continues heeling to the next station.
- The handler does not adapt pace to the dog.

Note(s):

- There is no deduction for a handler who chooses a fast pace instead of normal pace.
- The handler should take 2 – 3 steps after the turn in order to define the angle of the turn before veering towards the next station, should it not be in direct line of handler's path following the turn.
- The judge shall place the sign approximately 3 feet (0.9 meters) before the cone and approximately 3 feet (0.9 meters) to the right of the cone as the team is approaching. This placement will indicate when the team shall begin the exercise.
- The judge shall place the cone approximately 2 – 3 feet (0.6 – 0.9 meters) to the left of the team's approach to the cone. The exercise sign shows how the cone is placed on approach.



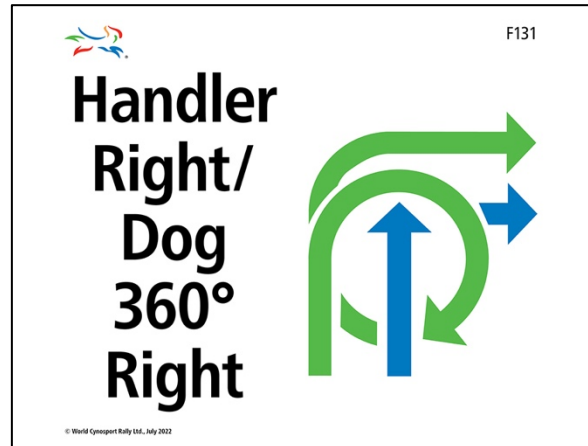
**F131 - HANDLER RIGHT/DOG 360°
RIGHT**

Purpose:

To demonstrate understanding of heel position with handler in motion.

Primary Element(s):

DOG PASSES CLOCKWISE AROUND HANDLER TO FIND HEEL POSITION AS HANDLER TURNS RIGHT



Requirements:

- While moving forward with the dog in heel position, the handler may pause while cuing the dog to cross in front of the handler.
- The handler performs a 90-degree right turn **immediately** after the dog clears the handler's path in front*.
- The dog performs a 270° right turn behind the handler.
 - The dog immediately returns to heel position.
- The handler and dog continue heeling forward in unison to the next station.
- The handler does not adapt pace to the dog.

Note(s):

- *Failure of the handler to initiate the turn later than the dog clearing the handler's path is a DESC deduction.
- The handler's turns may be pivots.

**F133 - HANDLER LEFT/DOG 270°
RIGHT**

Purpose:

To demonstrate understanding of heel position with counter-movements.

Primary Element(s):

DOG RETURNS TO HEEL AFTER CIRCLING THE HANDLER AS THE HANDLER TURNS LEFT.



Requirements:

- While moving forward with the dog in heel position, the handler may pause while cuing the dog to cross in front of the handler.
- The handler performs a 90-degree left turn **immediately** after the dog clears the handler's path in front*.
- The dog performs a 270° right turn behind the handler.
 - The dog immediately returns to heel position.
- The handler and dog continue heeling forward in unison to the next station.
- The handler does not adapt pace to the dog.

Note(s):

- *Failure of the handler to initiate the turn later than the dog clearing the handler's path is a DESC deduction.
- The handler's turns may be pivots.

F135 - STAND, HANDLER PIVOTS TO FRONT, FORWARD LEFT

Purpose:

To demonstrate understanding of heel position with handler in motion.

Primary Element(s):

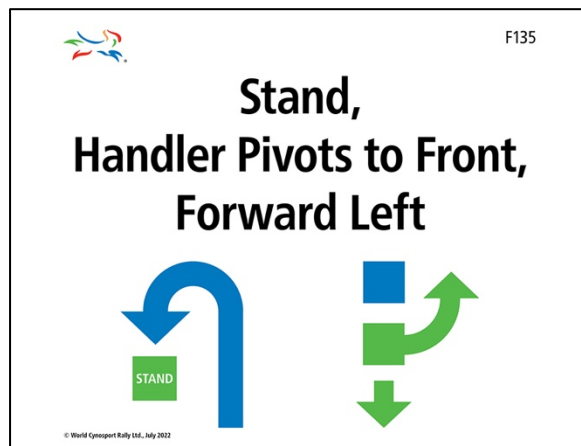
DOG REMAINS IN POSITION AND IN PLACE

Requirements:

- While remaining in heel position, the handler pauses momentarily and cues the dog to stand and stay.
- The dog stands unassisted in heel position without attempting to sit or down.
- The handler pivots in front of the dog and pauses momentarily, facing the dog.
 - The dog stays in place and in position.
- The handler cues the dog to perform the forward left as follows:
 - The handler cues the dog to move directly to heel position at the handler's left side without circling behind the handler.
 - The dog moves directly to heel position, rotating left or right to face forward on a parallel path with the handler.
 - The handler and dog heel forward without hesitation as the dog comes into heel position.
 - Without sitting or stopping, the dog shall heel forward in unison without the handler adapting to the dog's pace.

Note(s):

- The handler pivots in front of the dog, as close to the dog as possible, without taking additional steps to the side or backward.



F137 - STAND, 90° RIGHT TURN, 1 STEP, STAND

Purpose:

To demonstrate movement with abbreviated handler movement.

Primary Element(s):

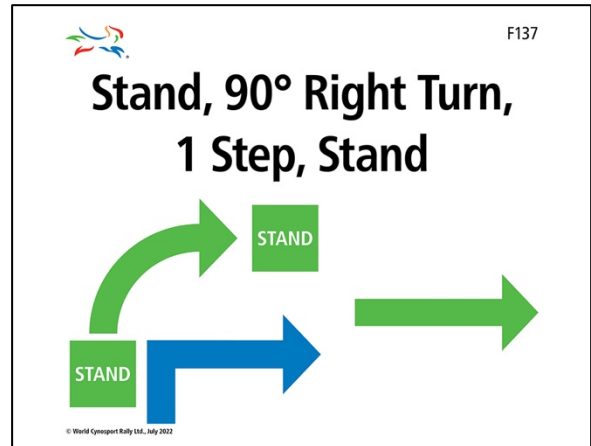
INITIATE HEELING AS HANDLER TURNS RIGHT AND TAKES ONE STEP

Requirements:

- Handler pauses momentarily and cues the dog to stand.
- Dog stands unassisted in heel position without attempting to sit.
- Handler cues the dog to heel and turns 90° to the right, takes one full step, and halts.
- Dog shall initiate heeling as the handler rotates and shall move in unison with handler.
- Handler and dog halt in unison, and handler cues the dog to stand.
- Dog stands in heel position.
- Handler cues the dog to heel; dog heels forward in unison with handler.

Note(s):

- A dog that is still standing in place when the handler has completed the turn and one step to the right has not performed the Primary Element.



F161 - SPINNING WHEEL

Purpose:

To demonstrate variations in heeling.

Primary Element(s):

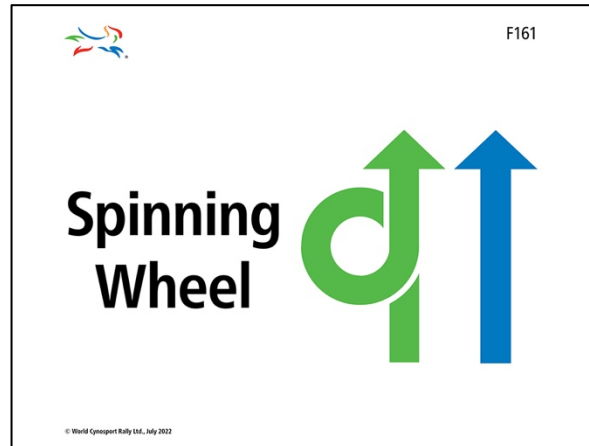
(DOG) 360° TURN TO THE LEFT

Requirements:

- While moving forward with the dog in heel position, the handler cues the dog to perform a 360° turn to the left.
- The dog performs a 360° turn to the left next to the handler without bumping, forging, lagging, or drifting wide.
 - The dog returns to heel position after completing the turn.
- The handler and dog continue heeling forward in unison to the next station.
- The handler does not pause or adapt pace to the dog.

Note(s):

- Dog maintains a reasonable distance from handler while performing the 360° turn to the left.



**F163 - DOUBLE MOVING SIDESTEP
RIGHT**

Purpose:

To demonstrate attentiveness while heeling.

Primary Element(s):

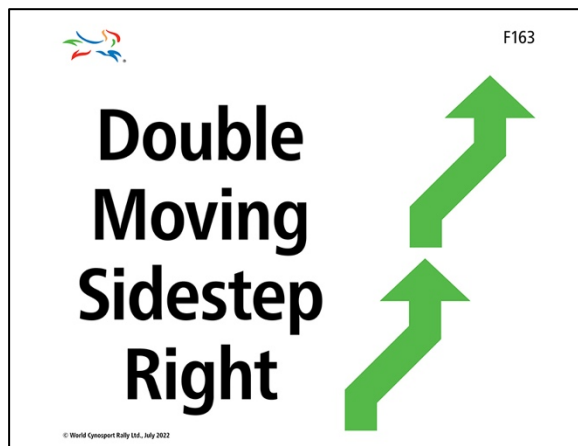
DOG MAINTAINS HEEL POSITION THROUGH
HANDLER SIDESTEPS TWICE

Requirements:

- The handler takes one distinctive diagonal sidestep to the right with the right foot and continues heeling forward along a parallel path.
 - The dog shall continue to move in unison through the diagonal sidestep with the handler while maintaining heel position at all times without bumping, forging, lagging, or drifting wide.
- The handler and dog heel forward 1 step along a line parallel to their original path and performs a second sidestep.
 - The dog shall continue to move in unison through the second diagonal sidestep with the handler while maintaining heel position at all times without bumping, forging, lagging, or drifting wide.
- The handler continues to heel forward along a line parallel to their original path without adapting pace to the dog.

Note(s):

- The judge may sometimes place the sign in the handler's path, requiring that the handler sidestep to the right of the sign on approach.



F165 - CIRCLE



F165

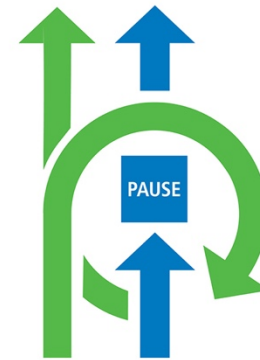
Purpose:

To demonstrate variations in heeling.

Primary Element(s):

CIRCLE HANDLER IN CLOCKWISE
DIRECTION
COME TO HEEL POSITION

Circle



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Requirements:

- The handler pauses and cues the dog to circle clockwise around the handler.
- As the dog comes into heel position, the handler cues the dog to heel.
- Without attempting to sit, the dog moves forward in unison with the handler.

Note(s):

- “Come to heel position” (Primary Element) means moving directly to heel position without pausing.

F167 - LATERAL HEELING RIGHT

Purpose:

To demonstrate stand in heel position after handler sidesteps.

Primary Element(s):

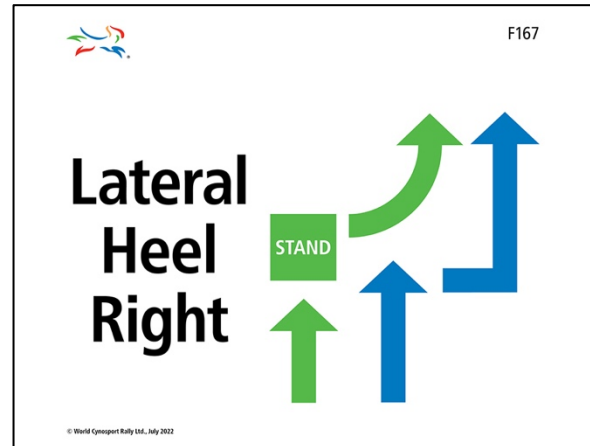
DOG STAYS IN STAND POSITION AFTER HANDLER SIDESTEPS.

Requirements:

- The handler and dog pause momentarily and cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
- The handler cues the dog to heel and while continuing to face forward, sidesteps to the right, and pauses momentarily.
- The dog shall initiate movement to heel as the handler sidesteps one step to the right.
- The dog stands in heel position.
- The team shall heel forward in unison to the next station.

Note(s):

- The handler may not move backwards while performing the sidestep.
- The sidestep shall be approximately double the handler's normal stance (i.e., 18" – 24" or 45cm – 60cm).
- The dog is not required to actually sidestep when moving laterally, but the dog is required to move when the handler moves.



F169 - MOVING SIDESTEP LEFT

Purpose:

To demonstrate attentiveness while heeling.

Primary Element(s):

DOG MAINTAINS HEEL POSITION
THROUGH HANDLER SIDESTEP LEFT

Requirements:

- The handler takes one distinctive diagonal sidestep to the left with the left foot and continues heeling forward along a parallel path.
 - The dog shall continue to move in unison through the diagonal sidestep with the handler while maintaining heel position at all times without bumping, forging, lagging, or drifting wide.
- The handler continues to heel forward along a line parallel to their original path without adapting pace to the dog.

Note(s):

- The judge may sometimes place the sign in the handler's path, requiring that the handler sidestep to the left of the sign on approach.



SECTION I.2 FLASH LEVEL 2

EXERCISE DESCRIPTIONS WITH SIGNS

F201 A-B - MOVING STAND, LEAVE DOG, TURN - CALL TO HEEL, FORWARD (FOOD BOWLS, NO FOOD)

Purpose:

To demonstrate a distance stay and a call to heel with distractions.

Primary Element(s):

STAY IN PLACE

COME TO HEEL POSITION

Requirements:

A:

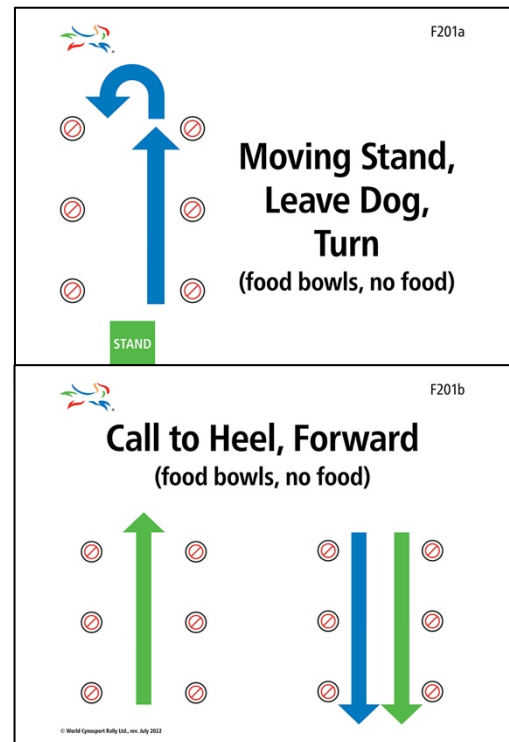
- The handler pauses momentarily and cues the dog to stand.
- The dog stands unassisted in heel position without attempting to sit.
- The handler cues the dog to stay and walks to the second sign by passing through the middle of the lines of food bowls.
- The dog stays in place and in stand position until called by the handler.
- The dog moves through the middle of the two lines of bowls without deviation from the path toward the bowls (“deviation”) and/or without the dog touching or deviating from the path to sniff the bowls (“distraction”).

B:

- The handler turns about and halts, facing the dog.
- The handler immediately calls the dog to come to heel (either direction).
- The dog comes to heel position.
- As the dog comes into heel position, the handler cues the dog to heel.
- Without attempting to sit, the dog moves forward in unison with the handler.
- The handler and dog heel back through the two lines of food bowls.

Note(s):

- The empty food bowls are arranged in two lines approximately 5 feet apart. The empty food bowls are positioned approximately 2’ (0.9 m) apart, as measured between the facing edges of each distraction. The food bowls in each line should be evenly spaced and aligned.
- Each empty food bowl shall generally be at least 6” (15 cm) in diameter.
- Second sign is placed approximately 12’ – 14’ (3.6 m – 4.2m) away.
- “Come to heel position” (Primary Element) means moving directly to heel position without coming to front position.
- The dog may go directly to the handler's left side or circle around behind the handler.
- The first cones of each line are to be clearly indicated on the course map and by placement of the exercise sign on the course.



F203 A-B - MOVING STAND, LEAVE DOG, TURN - CALL TO HEEL, FORWARD (FOOD BOWLS WITH FOOD)

Purpose:

To demonstrate a distance stay and a call to heel with distractions.

Primary Element(s):

STAY IN PLACE

COME TO HEEL POSITION

Requirements:

A:

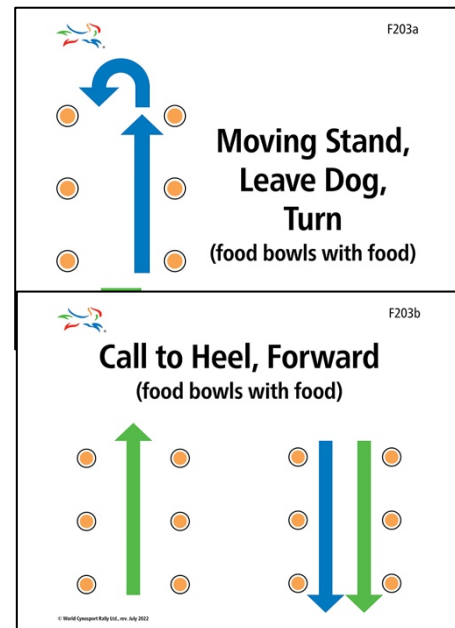
- The handler pauses momentarily and cues the dog to stand.
- The dog stands unassisted in heel position without attempting to sit.
- The handler cues the dog to stay and walks to the second sign by passing through the middle of the lines of food bowls.
- The dog stays in place and in stand position until called by the handler.
- The dog moves through the middle of the two lines of bowls without deviation from the path toward the bowls (“deviation”) and/or without the dog touching or deviating from the path to sniff the bowls (“distraction”).

B:

- The handler turns about and halts, facing the dog.
- The handler immediately calls the dog to come to heel (either direction).
- The dog comes to heel position.
- As the dog comes into heel position, the handler cues the dog to heel.
- Without attempting to sit, the dog moves forward in unison with the handler.
- The handler and dog heel back through the two lines of food bowls.

Note(s):

- Each of the six covered food bowls are filled with approximately ¼ cup each of dried dog food.
- The food bowls are arranged in two lines approximately 5 feet apart. The food bowls are positioned approximately 2’ (0.9 m) apart, as measured between the facing edges of each distraction. The food bowls in each line should be evenly spaced and aligned.
- Each food bowl shall generally be at least 6” (15 cm) in diameter.
- Second sign is placed approximately 12’ – 14’ (3.6 m – 4.2m) away.
- “Come to heel position” (Primary Element) means moving directly to heel position without coming to front position.
- The dog may go directly to the handler's left side or circle around behind the handler.
- The first cones of each line are to be clearly indicated on the course map and by placement of the exercise sign on the course.



F205 - SEND BY DISTRACTIONS
(ONE STANCHION)

Purpose:

To demonstrate directional cues with distraction.

Primary Element(s):

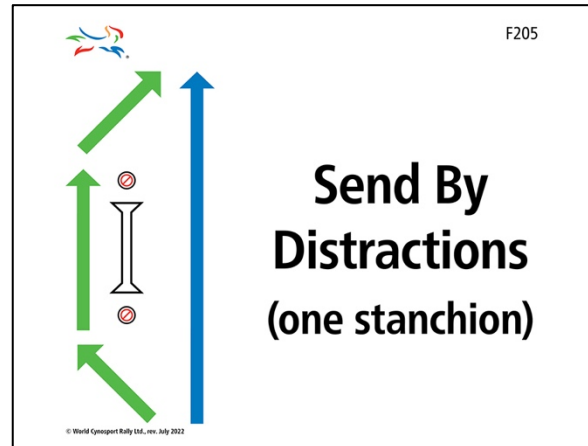
DOG PASSES THE LEFT SIDE OF JUMP STANCHION IN CORRECT DIRECTION

Requirements:

- The handler cues the dog to pass by the left side of the jump stanchion, and then the handler walks along a handling line of 3' (1 m) to the right of the stanchion at a normal pace.
- The dog passes by the left side of the jump stanchion without touching or sniffing the bowls.
- The team continues heeling to the next station.
- The dog shall return to heel position before the handler begins the next station.

Note(s):

- Two empty, uncovered dog food bowls are placed on the ends of the jump stanchion, approximately 1' – 2' (0.3 m to 0.6 m) apart.
- Each food bowl shall generally be at least 6" (15cm) in diameter.
- The handling line may be drawn on the ground to indicate the 3' (1m) minimum distance that the handler must maintain from the distractions. The line may alternatively be defined by sign placement. This line shall be generally perpendicular to the plane of the distractions, beginning no less than 5' (1.5m) before the first distraction and extending to a point no less than 5' (1.5m) beyond the last distraction.
- If the dog is faster than the handler, the dog may be called back to the handler without penalty.
- There is no deduction for a handler who chooses a fast pace instead of normal pace.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge's discretion. The first distraction is to be clearly indicated on the course map and by placement of the sign on the course.



F207 - BROKEN SERPENTINE WITH FOOD

Purpose:

To demonstrate focused work habits with distractions.

Primary Element(s):

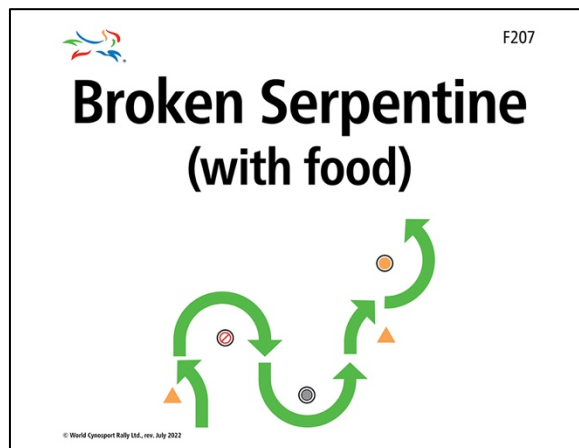
HEELING AROUND DISTRACTIONS IN DEFINED PATTERN

Requirements:

- The handler and the dog heel past the first distraction on the team's left.
- The team continues along the line of distractions, crossing right between the second and third distraction, then crossing left between the third and fourth distraction, then crossing right between the fourth and fifth distraction, and then crossing left between the fifth and final distraction.
- The handler and the dog move in unison while performing the serpentine, without the dog deviating from the path toward the distractions ("deviation"), without the dog touching or deviating from the path to sniff distractions (the "distraction"), and without the team splitting or displacing a distraction.
- The handler does not adapt pace to the dog.
- The dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.

Note(s):

- One of the two food bowls is covered and filled with approximately ¼ cup each of dried dog food. The other food bowl is uncovered and empty. The food bowls are placed in the pattern along with two cones, and either one dog leash OR one dog collar. Each food bowl shall generally be at least 6" (15 cm) in diameter.
- The distractions are positioned 5' (1.5 m) apart. The judge may place items in any order to offer variety in courses. Distractions (other than the food bowls) may be placed on a placemat, and/or marked with a cone to make it more visible to the handler while heeling.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge's discretion. The first distraction is to be clearly indicated on the course map and by placement of the exercise sign on the course.



F231 - STAND, 90° LEFT TURN, 1 STEP, STAND, FORWARD

Purpose:

To demonstrate movement with abbreviated handler movement.

Primary Element(s):

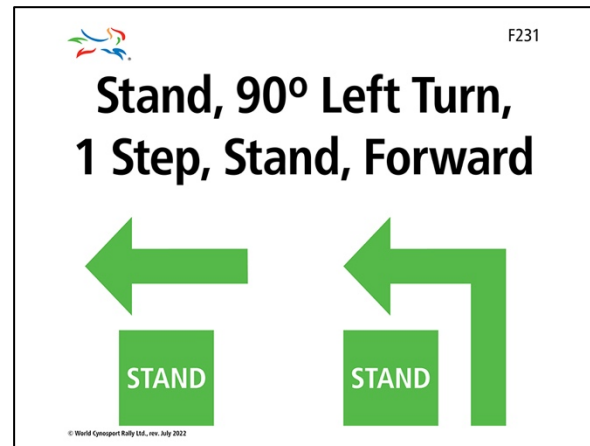
INITIATE HEELING AS HANDLER TURNS LEFT AND TAKES ONE STEP

Requirements:

- The handler pauses momentarily and cues the dog to stand.
- The dog stands unassisted in heel position without attempting to sit.
- The handler cues the dog to heel and turns 90° to the left, takes one full step, and halts.
- The dog shall initiate heeling as the handler rotates and shall move in unison with the handler.
- The handler and dog halt in unison, and the handler cues the dog to stand.
- The dog stands in heel position.
- The handler cues the dog to heel as the dog heels forward in unison with the handler.

Note(s):

- A dog that is still standing in place when the handler has completed the turn and one step to the left has not performed the Primary Element.



F233 - REVERSE HEEL, 90° RIGHT TURN

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

REVERSE HEEL 2 STEPS

90° RIGHT TURN FROM STAND

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for 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 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 moving in unison while making a turn 90° to the right.
- The dog maintains heel position at all times 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.



F235 - REVERSE HEEL, 90° LEFT TURN

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

REVERSE HEEL 2 STEPS
90° LEFT TURN FROM STAND

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for 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 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 moving in unison while making a turn 90° to the right.
- The dog maintains heel position at all times 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.



F237 - REVERSE HEEL, 180° RIGHT TURN

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

REVERSE HEEL 2 STEPS
180° RIGHT TURN FROM STAND

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for 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 180° to the right without pausing.
- 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 moving in unison while making a turn 180° to the right.
- The dog maintains heel position at all times 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 180° 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.



F239 - REVERSE HEEL, 180° LEFT TURN

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

REVERSE HEEL 2 STEPS

180° LEFT TURN FROM STAND

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for 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 180° to the left without pausing.
- 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 moving in unison while making a turn 180° to the left.
- The dog maintains heel position at all times 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 180° 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.



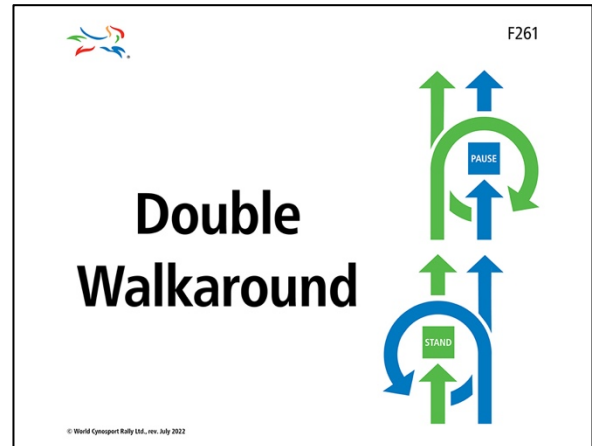
F261 - DOUBLE WALKAROUND

Purpose:

To demonstrate a reliable stand in place and a reliable response to move around the handler to find heel position.

Primary Element(s):

DOG RETURNS TO HEEL AFTER CIRCLING THE HANDLER
DOG DOES NOT SIT OR DOWN AT ANY TIME



Requirements:

- While moving, the handler cues the dog to stand.
- The dog stands unassisted in heel position without attempting to sit or down.
- The handler walks counterclockwise direction around the dog without the dog changing positions or moving out of place.
- Upon returning to heel position, the handler cues the dog to heel forward for **2 steps** while continuing to move forward.
- After two steps, the handler pauses and cues the dog to circle the handler in a clockwise direction.
 - The handler remains facing forward without changing position or moving out of place.
- When the dog returns to heel position, the dog and handler heel forward in unison.

Note(s):

- The handler shall not adapt pace at any point in the exercise.

F263 - DOUBLE SPINNING WHEEL

Purpose:

To demonstrate variations in heeling.

Primary Element(s):

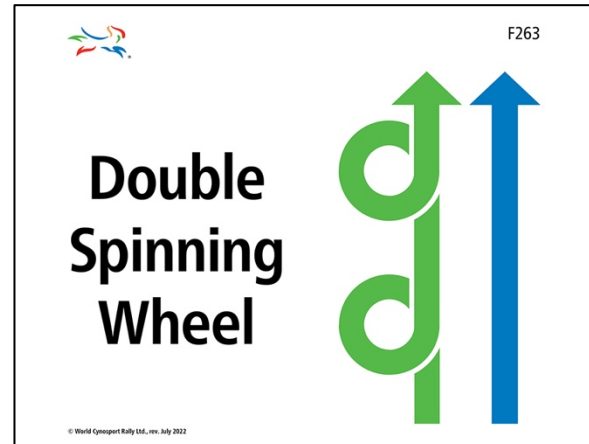
360° TURN TO THE LEFT TIMES 2

Requirements:

- While moving forward with the dog in heel position, the handler cues the dog to perform a 360° turn to the left.
- The handler continues to move forward in a straight line.
- The dog performs a 360° turn to the left next to the handler without bumping, forging, lagging, or drifting wide.
 - The dog returns to heel position after completing the turn.
- The handler and the dog continue to heel forward in unison for 3-4 steps.
- While moving forward with the dog in heel position, the handler cues the dog to perform a 360° turn to the left.
- While moving forward with the dog in heel position, the handler cues the dog a second time to perform a 360° turn to the left.
- The handler continues to move forward in a straight line.
- The dog performs a second 360° turn to the left next to the handler without bumping, forging, lagging, or drifting wide.
 - The dog returns to heel position after completing the turn.
- The handler and dog continue heeling forward in unison to the next station.
- The handler does not pause or adapt pace to the dog.

Note(s):

- Dog maintains a reasonable distance from handler while performing the 360° turn to the left.



F265 A-B - MOVING STAND, LEAVE DOG, TURN - CALL TO HEEL LEFT, REVERSE HEEL 2 STEPS, FORWARD

Purpose:

To demonstrate a reliable stand in place at a distance, and responsiveness to position control and proficiency while backing up.

Primary Element(s):

STAY IN PLACE AND POSITION
COME TO HEEL POSITION

Requirements:

A.

- While moving, the handler cues the dog to stand and stay.
- The dog stands unassisted in heel position without attempting to sit or down.
- The handler leaves the dog and walks to the second sign.
- The dog stays in place and in stand position until called to heel by the handler.

B.

- The handler turns to face the dog.
- The handler immediately calls the dog to come to left side heel.
- The dog comes to left side heel position without circling around the handler.
- As the dog comes into heel position, the handler cues the dog to heel backwards for two full steps (approximately 3' – 4', or .9 m – 1.2 m) and then the team reverses direction and resumes heeling forward.
- The dog shall heel backwards in unison with the handler while maintaining heel position, without turning significantly and without attempting to sit or down.

Note(s):

- Second sign is placed approximately 10' (3m) away, continuing in the same direction as the approach to the first sign.
- The handler may cue heel on initiating heeling forward following the reversal.
- “Reverse heeling” should be smooth and fluid at near normal pace.
- Extra steps in reverse shall not be penalized.
- Heeling penalties apply in both directions.



F269 - LATERAL HEELING RIGHT 2 STEPS, FORWARD

Purpose:

To demonstrate stand in heel position after handler sidesteps.

Primary Element(s):

DOG STAYS IN STAND POSITION AFTER HANDLER SIDESTEPS.

Requirements:

- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, takes a second sidestep to the right. The handler and dog may pause momentarily before taking the sidestep.
- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, takes a second sidestep to the right. The handler and dog may pause momentarily before taking the sidestep.
- The dog shall initiate movement to heel as the handler sidesteps step to the right.
- The dog stays in stand and in heel position.
- The team shall heel forward in unison to the next station.

Note(s):

- The handler may not move backwards while performing the side steps.
- The sidestep shall be approximately double the handler's normal stance (i.e., 18" – 24" or 45cm – 60cm).
- The dog is not required to actually sidestep when moving laterally, but the dog is required to move when the handler moves.



**F271 A-B - MOVING STAND, LEAVE
DOG - MOVING CALL TO HEEL,
FORWARD**

Purpose:

To demonstrate reliable stand in place and responsiveness at a distance.

Primary Element(s):

- A. STAY IN POSITION AND IN PLACE
- B. COME TO HEEL POSITION

Requirements:

A.

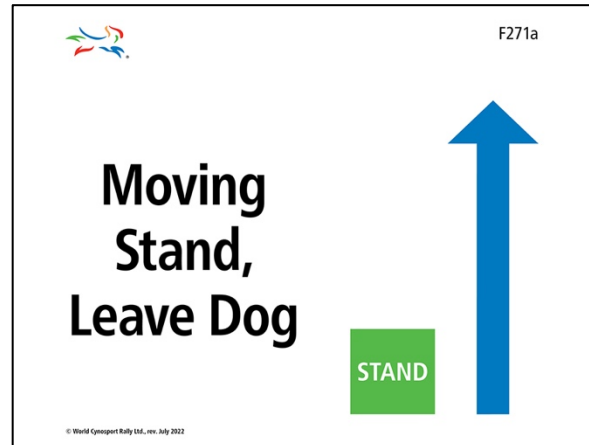
- While moving, the handler cues the dog to stand and stay.
 - The dog stands unassisted in heel position without attempting to sit or down.
- The handler leaves the dog in a stand/stay and walks to the second sign.

B.

- The handler continues to face forward.
- Without pausing, the handler calls the dog to come to heel position as the handler continues to walk to the next station.
- The dog moves promptly into heel position on the handler's left side.
- The team continues to heel forward in unison to the next station.

Note(s):

- Second sign is placed approximately 8 feet (2.4 m) away, continuing in the same direction as the approach to the first sign.
- The handler may turn head slightly when calling the dog to heel position.



F291 - SWITCH SIDE HEELING

Purpose:

To demonstrate proficiency in heeling on both sides.

Primary Element(s):

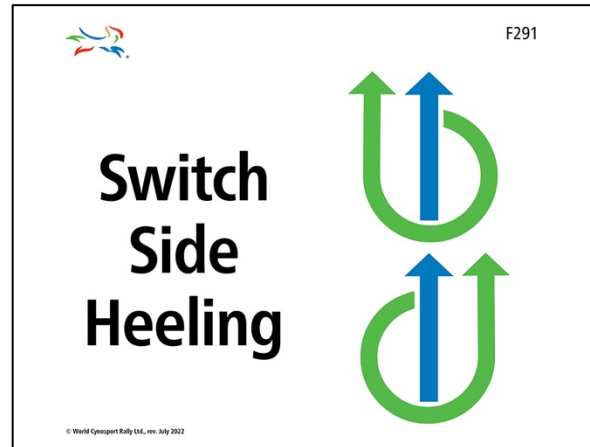
DOG PERFORMS A SIDE SWITCH TIMES TWO

Requirements:

- While moving forward with the dog in heel position, the handler cues the dog to turn 180° to the left and move behind the handler.
 - The dog will circle behind the handler's back and move directly to right side heel position.
- The handler and the dog continue to heel forward in unison for 5 -6 steps.
- While moving forward with the dog in right side heel position, the handler cues the dog to turn 180° to the right and move behind the handler.
 - The dog will circle behind the handler's back and move directly to heel position.
- The handler and dog continue heeling forward in unison to the next station.
- The handler does not pause or adapt pace to the dog.

Note(s):

- Dog maintains a reasonable distance from handler while performing the 180° turn to the left and to the right.



SECTION I.3 FLASH LEVEL 3

EXERCISE DESCRIPTIONS WITH SIGNS

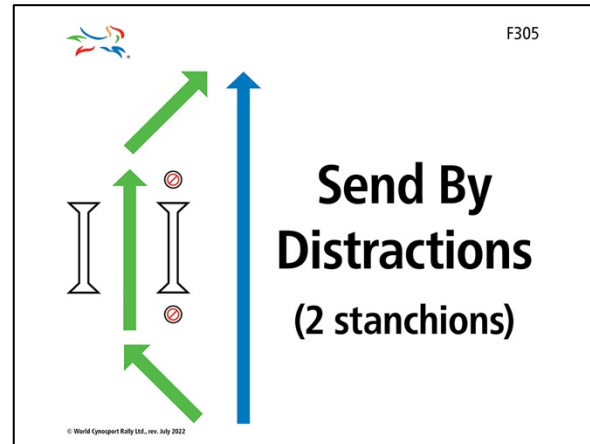
F305 - SEND BY DISTRACTIONS (2 STANCHIONS)

Purpose:

To demonstrate directional cues with distraction.

Primary Element(s):

DOG PASSES BETWEEN THE TWO JUMP STANCHIONS IN CORRECT DIRECTION
DOG COMPLETES THE PATTERN WITHOUT TOUCHING OR DEVIATING FROM THE PATH TO SNIFF THE BOWLS



Requirements:

- The handler cues the dog to pass between the jump stanchions (no jump bar),
The handler runs along a handling line of 6 feet (1.8 m) to the right of the stanchion.
- The dog passes between the two jump stanchions without touching or sniffing the bowls.
- The dog shall return directly to heel position before the handler begins the next station without circling the handler.
- The team continues heeling to the next station.

Note(s):

- Two empty, uncovered dog food bowls are placed on the ends of the jump stanchion, approximately 1 – 2 feet (0.3 m to 0.6 m) apart.
- Each food bowl shall generally be at least 6 inches (15cm) in diameter.
- The handling line may be drawn on the ground to indicate the 6 feet (1m) minimum distance that the handler must maintain from the distractions. The line may alternatively be defined by sign placement. This line shall be generally perpendicular to the plane of the distractions, beginning no less than 5 feet (1.5m) before the first distraction and extending to a point no less than 5 feet (1.5m) beyond the last distraction.
- If the dog is faster than the handler, the dog may be called back to the handler without penalty.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge's discretion. The first distraction is to be clearly indicated on the course map and by placement of the sign on the course.

F307 - BROKEN SERPENTINE WITH FOOD BOWLS (2 FILLED)

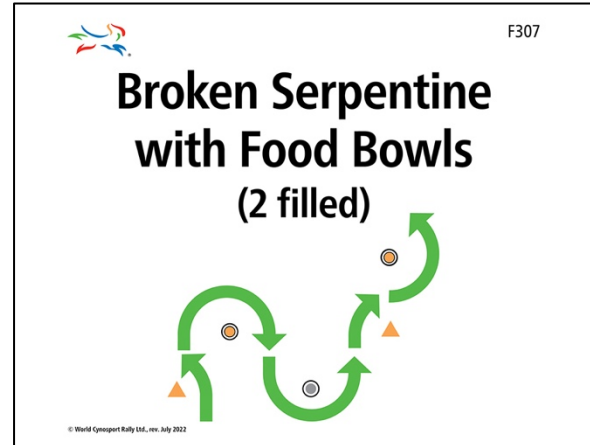
Purpose:

To demonstrate focused work habits with distractions.

Primary Element(s):

HEELING AROUND DISTRACTIONS IN DEFINED PATTERN

DOG COMPLETES THE PATTERN WITHOUT TOUCHING OR DEVIATING FROM THE PATH TO SNIFF THE BOWLS



Requirements:

- The handler and the dog heel past the first distraction on the team’s left.
- The team continues along the line of distractions, crossing right between the second and third distraction, then crossing left between the third and fourth distraction, then crossing right between the fourth and fifth distraction, and then crossing left between the fifth and final distraction.
- The handler and the dog move in unison while performing the serpentine, without the dog deviating from the path toward the distractions (“deviation”), without the dog touching or deviating from the path to sniff distractions (the “distraction”), and without the team splitting or displacing a distraction.
- The handler does not adapt pace to the dog.
- The dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.

Note(s):

- Each of the two food bowls are covered and filled with approximately ¼ cup each of dried dog food. The food bowls are placed in the pattern along with two cones, and either one dog leash OR one dog collar. Each food bowl shall generally be at least 6” (15 cm) in diameter.
- The distractions are positioned 5’ (1.5 m) apart. The judge may place items in any order to offer variety in courses. The items may be placed in the open on a placemat, and/or marked with a cone to make it more visible to the handler while heeling.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at the judge’s discretion. The first distraction is to be clearly indicated on the course map and by placement of the exercise sign on the course.

F309 - RIGHT CLOVER LEAF

Purpose:

To demonstrate variations in heeling stride.

Primary Element(s):

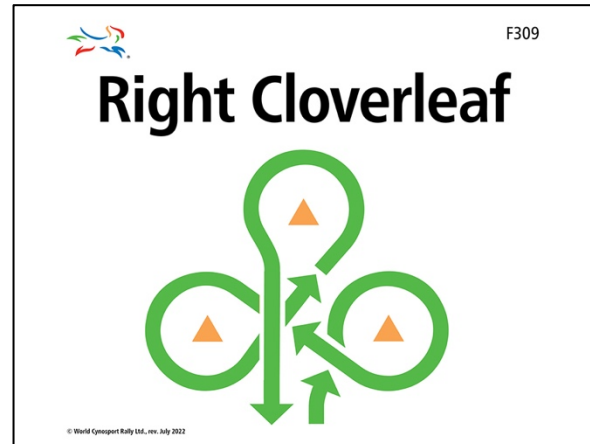
HEELING AROUND CONES IN DEFINED PATTERN

Requirements:

- Handler and dog perform the clover leaf pattern, as follows:
 - Team heels in unison and circles the first cone. The cone will be on the team's right side as they complete the circle.
 - Team heels in unison on a line to the second cone. The cone will be on the team's left side as they complete the circle.
 - Team heels in unison on a line to the third cone. The cone will be on the team's left side as they complete the circle.
 - Team heels in unison on a line back towards the first and second cones as they exit the cones.
- The handler and dog move in unison while performing the cloverleaf.
- Handler does not adapt pace to the dog.
- Dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.
- Team performs exercise without splitting or displacing a cone.

Note(s):

- The exercise is performed using three cones positioned in a triangle and placed 6' – 8' (1.8m – 2.4m) apart, as measured between the facing edges of each cone.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at judge's discretion. The first cone is to be clearly indicated on the course map and by placement of the sign on the course.
- At the judge's discretion, the team may exit the pattern by completing a full circle of the third cone to the left or the right.



F311 - LEFT CLOVER LEAF

Purpose:

To demonstrate variations in heeling stride.

Primary Element(s):

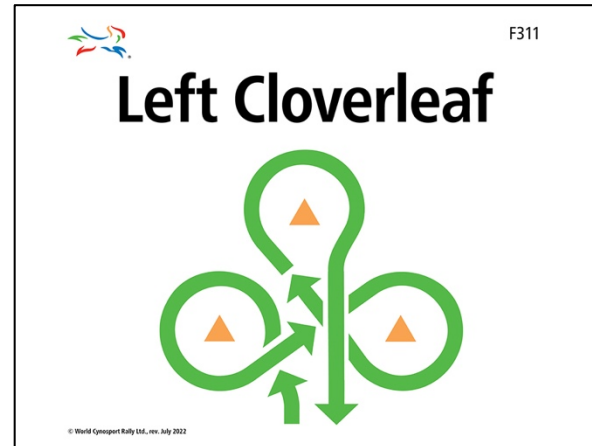
HEELING AROUND CONES IN DEFINED PATTERN

Requirements:

- Handler and dog perform the clover leaf pattern, as follows:
 - Team heels in unison and circles the first cone. The cone will be on the team's left side as they complete the circle.
 - Team heels in unison on a line to the second cone. The cone will be on the team's right side as they complete the circle.
 - Team heels in unison on a line to the third cone. The cone will be on the team's right side as they complete the circle.
 - Team heels in unison on a line back towards the first and second cones as they exit the cones.
- The handler and dog move in unison while performing the cloverleaf.
- The handler does not adapt pace to the dog.
- The dog maintains heel position at all times without bumping, forging, lagging, or drifting wide.
- Team performs exercise without splitting or displacing a cone.

Note(s):

- The exercise is performed using three cones positioned in a triangle and placed 6' – 8' (1.8m – 2.4m) apart, as measured between the facing edges of each cone.
- The exercise may be placed at any angle (i.e., placed parallel, perpendicular, or diagonally to the course path) at judge's discretion. The first cone is to be clearly indicated on the course map and by placement of the sign on the course.
- At the judge's discretion, the team may exit the pattern by completing a full circle of the third cone to the left or the right.



F313 A-B - MOVING STAND, LEAVE DOG, TURN - DIRECTED SEND, CALL TO HEEL, FORWARD

Purpose:

To demonstrate a distance stay and distance direction.

Primary Element(s):

- A. STAY IN PLACE AND IN STAND POSITION
- B. PASS AROUND THE CONE IN THE CORRECT DIRECTION WHILE HANDLER IS AT 6' (1.8 METER) DISTANCE

Requirements:

A.

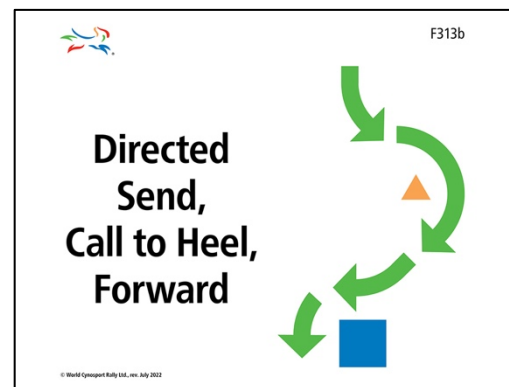
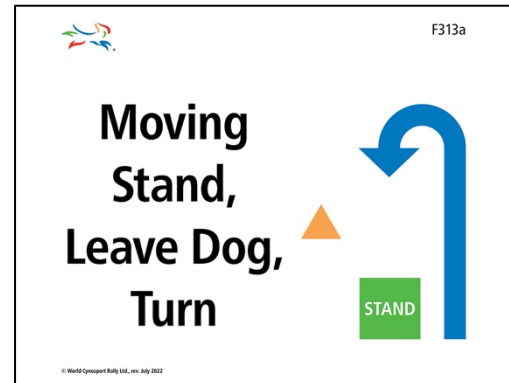
- While moving, the handler cues the dog to stand.
- The handler walks to second sign past the cone.
 - The dog stands unassisted in stand position without attempting to sit or down.
 - The dog stays in place and in stand position until the handler calls the dog.

B.

- The handler turns about and halts, facing the dog.
- While keeping both feet in place, the handler cues the dog to go around the cone.
- Dog shall pass the cone with the cone on the dog's right side in the correct direction without displacing the cone.
- As the dog approaches, the handler cues the dog to come to heel, either left or right (at the handler's discretion).
- Without pausing, the team moves in unison to the next station.

Note(s):

- First sign is approximately 5' (1.5 m) in front of the cone and 6' (1.8 m) offset to the either side of the cone.
- Second sign is placed approximately 5' (1.5m) beyond the cone, continuing in the same direction as the approach to the first sign.
- A line may be placed on the ground to indicate the 6' (1.8 meter) handler line.
- When cueing "go around" the cone, if the handler places one foot inside the 6' (1.8 meter) distance from the cone while keeping the other foot in place, a penalty shall be assessed for not performing as described. If the handler moves both feet out of place while cueing the cone, the Primary Element is not satisfied.
- As the dog is passing the cone, the handler may turn slightly toward the dog but may not step towards the dog.



F331 - REVERSE HEEL, 270° RIGHT TURN

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

REVERSE HEEL 2 STEPS

270° RIGHT TURN FROM STAND

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for 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 270° to the right without pausing.
- 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 270° to the right.
- The dog maintains heel position at all times 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 270° 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.



F333 - REVERSE HEEL, 270° LEFT TURN

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

REVERSE HEEL 2 STEPS

270° LEFT TURN FROM STAND

Requirements:

- While moving forward with the dog in heel position, the handler and dog pause momentarily and heel backwards for 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 270° to the left without pausing.
- 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 270° to the left.
- The dog maintains heel position at all times 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 270° 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.



F335 - SEND AROUND CONE, LEFT ABOUT TURN

Purpose:

To demonstrate directional cues.

Primary Element(s):

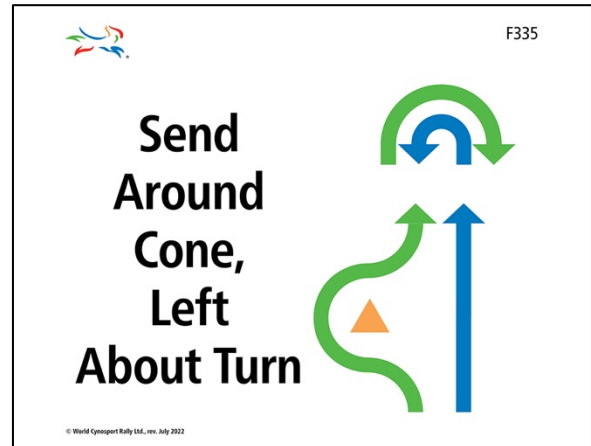
DOG PASSES THE LEFT SIDE OF THE CONE IN CORRECT DIRECTION FROM A DISTANCE AND RETURNS TO HEEL POSITION

Requirements:

- The handler cues the dog to pass by the left side of the cone, and then the handler walks along the “handling line” 6’ (1.8m) to the right of the cone at a normal pace.
- The dog passes by the left side of the cone.
- As the dog returns to heel position, the handler and dog move in unison while performing a left about turn.
 - The handler turns counterclockwise (180° left) while the dog turns to the right, moving clockwise around the outside of the handler and back into heel position.
- The team continues heeling to the next station.
- The handler does not adapt pace to the dog.

Note(s):

- There is no deduction for a handler who chooses a fast pace instead of normal pace.
- The handling line may be drawn on the ground to indicate the 6’ (1.8m) minimum distance that the handler must maintain from the cone. The line may alternatively be defined by sign placement. This line shall be generally perpendicular to the plane of the cone, beginning no less than 15’ (4.5m) before the cone and extending to a point no less than 5’ (1.5m) beyond the cone.
- If the dog is faster than the handler, the dog may be called back to the handler without penalty.
- The handler turns may be pivots.



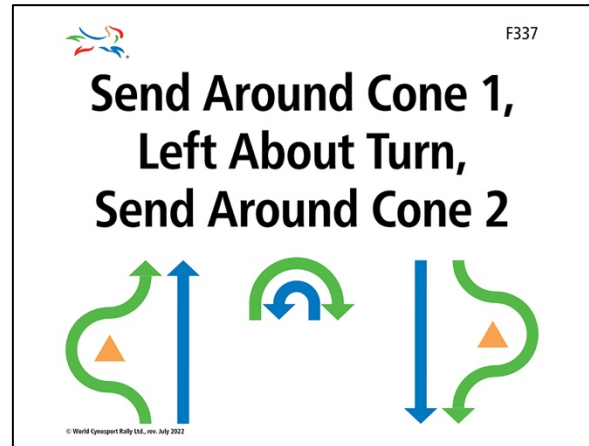
F337 - SEND AROUND CONE 1, LEFT ABOUT TURN, SEND AROUND CONE 2

Purpose:

To demonstrate directional cues.

Primary Element(s):

DOG PASSES THE LEFT SIDE OF THE CONE IN CORRECT DIRECTION FROM A DISTANCE AND RETURNS TO HEEL POSITION x 2



Requirements:

- The handler cues the dog to pass by the left side of the cone, and then the handler walks along the “handling line” 6’ (1.8m) to the right of the cone at a normal pace.
- The dog passes by the left side of the first cone.
- As the dog returns to heel position, the handler and dog move in unison while performing a left about turn.
 - The handler turns counterclockwise (180° left) while the dog turns to the right, moving clockwise around the outside of the handler and back into heel position.
- After the left about turn, the handler cues the dog to pass by the left side of the second cone, and then the handler walks along the “handling line” 6’ (1.8m) to the right of the cone at a normal pace.
- The dog passes by the left side of the second cone.
- As the dog returns to heel position, the handler and dog continues heeling to the next station.
- The handler does not adapt pace to the dog.

Note(s):

- There is no deduction for a handler who chooses a fast pace instead of normal pace.
- The handling line may be drawn on the ground to indicate the 6’ (1.8m) minimum distance that the handler must maintain from the cone. The line may alternatively be defined by sign placement. This line shall be generally perpendicular to the plane of the cone, beginning no less than 15’ (4.5m) before the cone and extending to a point no less than 5’ (1.5m) beyond the cone.
- If the dog is faster than the handler, the dog may be called back to the handler without penalty.
- The handler turns may be pivots.

**F339 - DOG CIRCLES RIGHT, 270°
RIGHT TURN**

Purpose:

To demonstrate heeling proficiency

Primary Element(s):

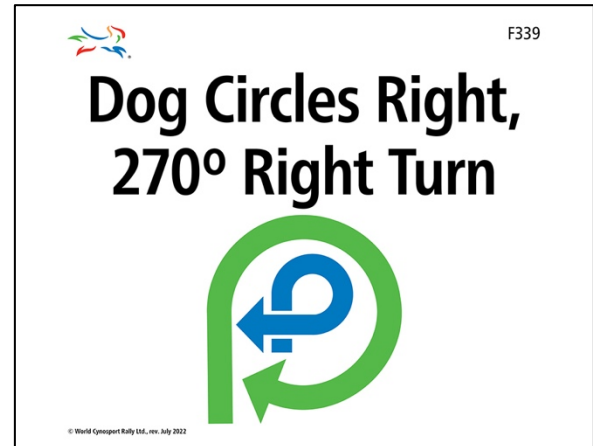
DOG PERFORMS 360° TURNS AROUND
HANDLER
DOG RETURNS TO HEEL POSITION

Requirements:

- The handler cues the dog to circle handler in clockwise direction.
- As the dog begins to circle the handler, the handler will execute a 270° right turn with an approximate radius of no more than 2' – 3' (60cm – 90cm) to effect the equivalent of a 90° right turn.
 - The dog will continue to circle the handler in a clockwise direction.
- As the handler completes the 270° right turn, the dog completes the clockwise circle around the handler and returns to heel position.
- The handler and dog continue heeling forward in unison to the next station.
- The dog should perform the circle no farther from the handler than the handler's outstretched arm, parallel to the ground, that is, generally no more than 18" (45cm) from the handler's front and generally no more than 12" (30cm) to the left or right of the handler's front.
- Handler does not adapt pace to the dog.

Note(s):

- The handler should take 2 – 3 steps after the turn in order to define the angle of the turn before veering towards the next station, should it not be in direct line of handler's path following the turn.



**F341 - DOG CIRCLES RIGHT, 270°
LEFT TURN**

Purpose:

To demonstrate heeling proficiency

Primary Element(s):

DOG PERFORMS 360° TURNS AROUND
HANDLER
DOG RETURNS TO HEEL POSITION

Requirements:

- The handler cues the dog to circle handler in clockwise direction.
- As the dog begins to circle the handler, the handler will execute a 270° left turn with an approximate radius of no more than 2' – 3' (60cm – 90cm) to effect the equivalent of a 90° right turn.
 - The dog will continue to circle the handler in a clockwise direction.
- As the handler completes the 270° left turn, the dog completes the clockwise circle around the handler and returns to heel position.
- The handler and dog continue heeling forward in unison to the next station.
- The dog should perform the circle no farther from the handler than the handler's outstretched arm, parallel to the ground, that is, generally no more than 18" (45cm) from the handler's front and generally no more than 12" (30cm) to the left or right of the handler's front.
- Handler does not adapt pace to the dog.

Note(s):

- The handler should take 2 – 3 steps after the turn in order to define the angle of the turn before veering towards the next station, should it not be in direct line of handler's path following the turn.



**F343 A-B - DOG STANDS, HANDLER
TURNS IN FRONT - DOG SPINS,
RETURN, FORWARD**

Purpose:

To demonstrate heeling variations.

Primary Element(s):

- A. DOG PERFORMS A CIRCLE IN FRONT OF HANDLER
- B. DOG STAYS IN PLACE AND IN POSITION

Requirements:

A.

- While moving, the handler cues the dog to stand and pivots or moves in front of the dog to face the dog.
 - The dog stands unassisted in stand position without attempting to sit or down.
- The handler cues the dog to perform a circle in front of the handler.
 - The dog performs a circle without pausing or attempting to sit or down.
- As the dog finishes the circle, the handler cues the dog to stand stay.

B.

- The handler immediately returns to heel position by returning directly to the dog's right side or by going behind the dog.
 - The dog stays in place and in stand position as the handler returns to heel position.
- Upon returning to heel position, the handler cues the dog while moving forward.
- The dog heels forward in unison with the handler.

Note(s):

- The pauses are transitions, not halts, and should not be abrupt. The handler may choose to eliminate pauses without penalty.
- The dog may circle clockwise or counterclockwise without penalty.



F361 - MOVING CRAZY 8s

Purpose:

To demonstrate heeling proficiency through 360° turns and heeling on both sides.

Primary Element(s):

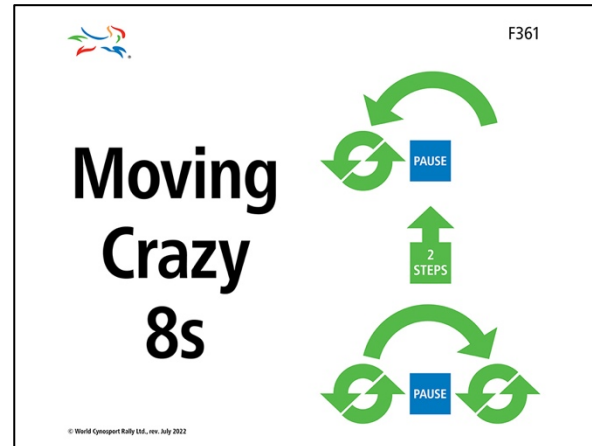
DOG PERFORMS 360° TURNS
DOG PERFORMS SIDE SWITCH

Requirements:

- While moving forward with the dog in heel position, the handler pauses for transition only while the handler cues the dog to perform a 360° spin or turn at the handler's left side.
- The handler remains stationary and cues the dog to cross in front to the handler's right side.
- As the dog crosses in front of the handler, the handler cues the dog to perform a 360° spin or turn at the handler's right side.
- As the dog returns to right side heel position, the handler and dog heel forward for two full steps (approximately 4' – 5', or 1.2m - 1.5m).
- After two steps of heeling, the handler pauses momentarily while the handler cues the dog to cross in front to the handler's left side.
- As the dog crosses in front of the handler, the handler cues the dog to perform a 360° spin or turn at the handler's left side.
- As the dog returns to heel position, the handler and dog continue heeling forward in unison to the next station.
- The dog maintains heel/right side heel position without bumping, forging, lagging, or drifting wide.
-
- In the NOTES, a third bullet has been added:
- The teams may choose to make clockwise OR counterclockwise 360° turns without penalty.

Note(s):

- Any pause is for transition, not a halt, and should not be abrupt.
- Heeling penalties apply.
- The teams may choose to make clockwise OR counterclockwise 360° turns without penalty. The exercise sign shows only ONE version of turns/spins.



F363 - TRIPLE MOVING SIDESTEP LEFT

Purpose:

To demonstrate attentiveness while heeling.

Primary Element(s):

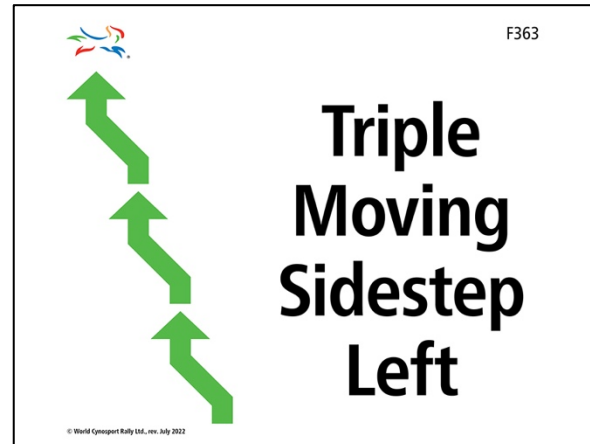
DOG MAINTAINS HEEL POSITION THROUGH HANDLER SIDESTEP LEFT

Requirements:

- The handler takes one distinctive diagonal sidestep to the left with the left foot and continues heeling forward along a parallel path.
 - The dog shall continue to move in unison through the diagonal sidestep with the handler while maintaining heel position at all times without bumping, forging, lagging, or drifting wide.
- The handler and dog heel forward 1-2 steps along a line parallel to their original path and performs a second distinctive diagonal sidestep.
 - The dog shall continue to move in unison through the second diagonal sidestep with the handler while maintaining heel position at all times without bumping, forging, lagging, or drifting wide.
- The handler and dog heel forward 1-2 steps along a line parallel to their original path and performs a third sidestep.
 - The dog shall continue to move in unison through the third diagonal sidestep with the handler while maintaining heel position at all times without bumping, forging, lagging, or drifting wide.
- The handler continues to heel forward along a line parallel to their original path without adapting pace to the dog.

Note(s):

- The judge may sometimes place the sign in the handler's path, requiring that the handler sidestep to the left of the sign on approach.



F365 A-B - MOVING STAND, LEAVE DOG, TURN - CALL TO HEEL, WALK AROUND, FORWARD

Purpose:

To demonstrate proficiency in positions

Primary Element(s):

- A. STAY IN PLACE AND POSITION
- B. COME TO HEEL POSITION

Requirements:

A.

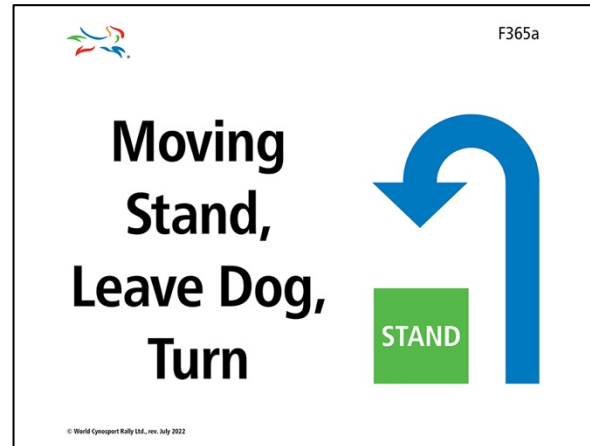
- While moving, the handler cues the dog to stand and stay.
- The dog stands unassisted in heel position without attempting to sit or down.
- The handler leaves the dog and walks to the second sign.
- The dog stays in place and in stand position until called to heel by the handler.

B.

- The handler turns to face the dog.
- The handler immediately calls the dog to come to left side heel.
- The dog comes to left side heel position without circling around the handler.
- As the dog moves into heel position, handler cues the dog to stand and stay, then walks around the dog back to heel position.
- The team heels forward together to the next sign.

Note(s):

- Second sign is placed approximately 15' (4.6 m) away, continuing in the same direction as the approach to the first sign.
- The handler may cue heel on returning to heel position.



F367 - LATERAL HEELING RIGHT 3 STEPS, FORWARD

Purpose:

To demonstrate stand in heel position after handler sidesteps.

Primary Element(s):

DOG STAYS IN STAND POSITION AFTER HANDLER SIDESTEPS.

Requirements:

- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, sidesteps to the right, and pauses. The handler and dog may pause momentarily before taking the sidestep.
- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, takes a second sidestep to the right, and pauses. The handler and dog may pause momentarily before taking the sidestep.
- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, takes a third sidestep to the right, and pauses. The handler and dog may pause momentarily before taking the sidestep.
- The dog shall initiate movement to heel as the handler sidesteps step to the right.
- The dog stays in stand and in heel position.
- The team shall heel forward in unison to the next station.

Note(s):

- The pauses in preparation for the sidesteps are transitions, not halts, and should not be abrupt.
- The handler may not move forwards or backwards while performing the side steps.
- The sidestep shall be approximately double the handler’s normal stance (i.e., 18” – 24” or 45cm – 60cm).
- The dog is not required to actually sidestep when moving laterally, but the dog is required to move when the handler moves.
- Heeling penalties apply.



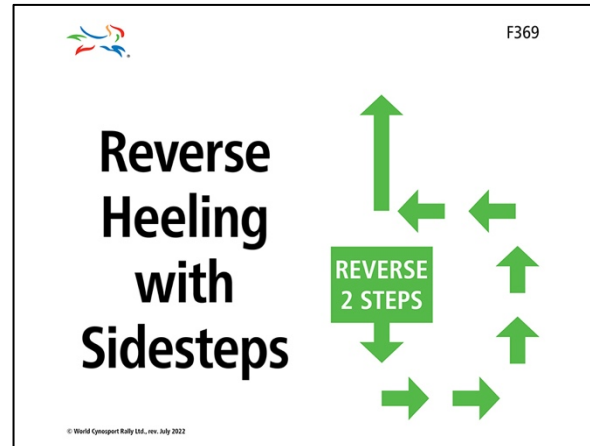
F369 - REVERSE HEELING WITH SIDESTEPS

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

DOG MAINTAINS HEEL POSITION
THROUGH HANDLER SIDESTEPS
REVERSE HEEL 2 STEPS



Requirements:

- The handler and dog pause momentarily before initiating the heel backwards for two full steps (approximately 4' – 5', or 1.2m - 1.5m).
 - The dog shall reverse direction of heeling while maintaining heel position, without turning significantly and without attempting to sit or down.
- After two steps of reverse heeling, the handler and dog may pause momentarily before initiating the sidesteps to the right.
 - The handler may cue the dog to heel.
 - While continuing to face forward, the handler and dog take two sidesteps to the right.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The dog shall initiate movement to heel as the handler sidesteps step to the right.
- The handler and dog may pause momentarily before initiating the heel forward for two full steps (approximately 4' – 5', or 1.2m - 1.5m).
- After two steps of heeling, the handler and dog may pause momentarily before initiating the sidesteps to the left.
 - The handler may cue the dog to heel, and, while continuing to face forward, takes two sidesteps to the left, and pauses.
 - The dog shall initiate movement to heel as the handler sidesteps to the left.
- The handler cues the dog to heel and the team continues heeling forward in unison to the next station.
- The dog maintains heel position at all times 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 sidesteps right or left.
- The pauses are transitions, not halts, and should not be abrupt.
- The dog is not required to actually sidestep when moving laterally, but the dog is required to move when the handler moves and to maintain heel position.

FLASH Exercises – Levels 1, 2, 3, & 4 (Bonus)

- “Reverse heeling” should be smooth and fluid at near normal pace. Extra steps in reverse shall not be penalized.
- Heeling penalties apply.

F371 A-B - DOG STANDS, HANDLER TURNS IN FRONT - DOG BACKS UP 3 STEPS, RETURN, FORWARD

Purpose:

To demonstrate proficiency to back up.

Primary Element(s):

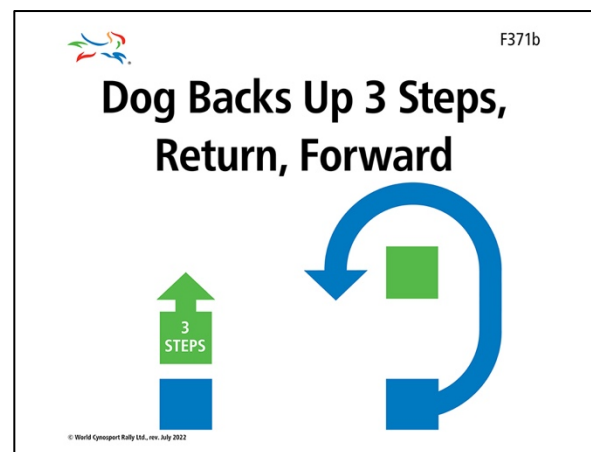
- A. DOG BACKS UP 3 STEPS WITHOUT SITTING
- B. DOG STAYS IN STAND POSITION AND IN PLACE AS HANDLER RETURNS TO HEEL.

Requirements:

- A.
 - While moving, the handler cues the dog to stand.
 - The dog stands unassisted in stand position without attempting to sit or down.
 - The handler turns in front of the dog and faces the dog.
- B.
 - While the handler stays in place facing the dog, the handler cues the dog to back up for 3 steps or approximately 4 feet.
 - The dog moves backward in a straight line while continuing to face the handler.
 - The handler returns to heel position by returning directly to the dog’s right side or by going behind the dog.
 - The dog stays in place and in stand position as the handler returns to heel position.
 - Upon returning to heel position, the handler cues the dog while moving forward.
 - The dog heels forward in unison with the handler.

Notes:

- The handler may not cue the dog to move backwards by stepping or leaning into them. This shall be considered an “Additional Cue”.
- The handler may cue the dog to stay before moving to return to heel position.
- There are no penalties for the dog taking more than 3 steps.



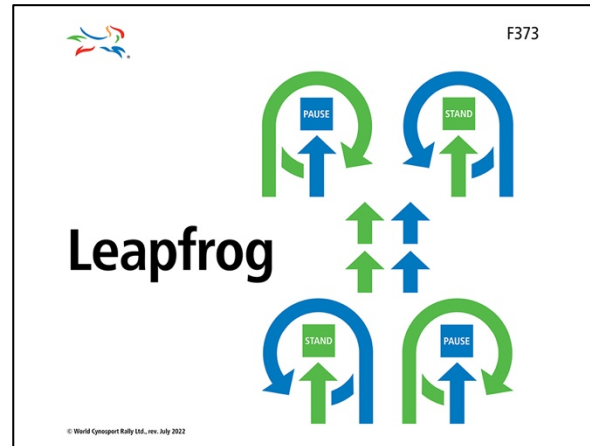
F373 - LEAP FROG

Purpose:

To demonstrate variations in heeling.

Primary Element(s):

- A. STAY IN PLACE AND IN STAND POSITION (HANDLER CIRCLES DOG)
- B. COME TO HEEL POSITION AFTER COMPLETING CIRCLE AROUND HANDLER



Requirements:

- A.
 - While moving, the handler cues the dog to stand and stay.
 - The dog stands unassisted in heel position without attempting to sit.
 - The handler walks counterclockwise around the dog without the dog changing position or moving out of place.
 - As the handler returns to heel position, the handler pauses in heel and cues the dog to circle clockwise around the handler.
 - As the dog comes into heel position, the handler cues the dog to heel.
 - Without attempting to sit, the dog moves forward in unison with the handler for one to two steps.
- B.
 - After one to two steps forward, the handler pauses and cues the dog to circle clockwise around the handler.
 - As the dog comes into heel position, the handler cues the dog to stand and stay.
 - The dog stands unassisted in heel position without attempting to sit.
 - The handler walks counterclockwise around the dog without the dog changing position or moving out of place.
 - As the handler comes into heel position, the handler cues the dog to heel.
 - Without attempting to sit, the dog moves forward in unison with the handler for one to two steps.

Note(s):

- “Come to heel position” (Primary Element) means moving directly to heel position without pausing.
- When the handler circles the dog, the handler shall not stop at heel position at any time.
- The handler may choose to eliminate the pauses without penalty.

F375 - SIDESTEP RIGHT WITH CIRCLE, SIDE STEP LEFT WITH CIRCLE

Purpose:

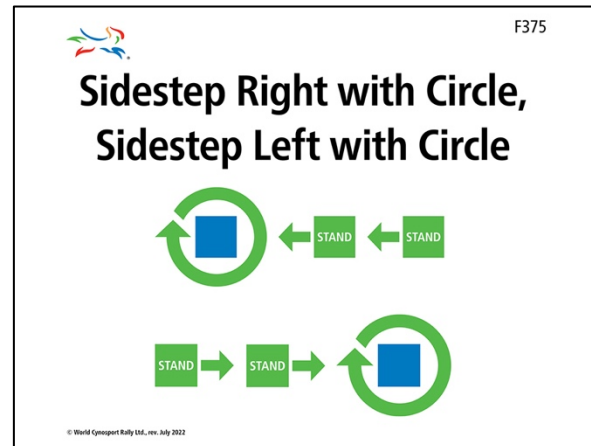
To demonstrate variations in heeling.

Primary Element(s):

DOG STAYS IN STAND POSITION AFTER HANDLER SIDESTEPS.

Requirements:

- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, sidesteps to the right, and pauses. The handler and dog may pause momentarily before taking the sidestep.
- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, takes a second sidestep to the right, and pauses. The handler and dog may pause momentarily before taking the sidestep.
- The handler and the dog pause momentarily while the handler cues the dog to stand. The handler cues the dog to circle clockwise around the handler.
- As the dog comes into heel position, the handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, sidesteps to the left, and pauses. The handler and dog may pause momentarily before taking the sidestep.
- The handler and the dog pause momentarily while the handler cues the dog to stand.
 - The dog stands unassisted in heel position without attempting to sit or down.
 - The handler cues the dog to heel and, while continuing to face forward, takes a second sidestep to the left, and pauses. The handler and dog may pause momentarily before taking the sidestep.
- The handler and the dog pause momentarily while the handler cues the dog to stand. The handler cues the dog to circle clockwise around the handler.
- As the dog comes into heel position, the handler cues the dog to heel. The handler and dog may pause momentarily before taking the sidestep.
- The dog shall initiate movement to heel as the handler sidesteps step to the left and to the right.



FLASH Exercises – Levels 1, 2, 3, & 4 (Bonus)

- The dog stays in stand and in heel position.
- The team shall heel forward in unison to the next station.

Note(s):

- The pauses in preparation for the sidesteps are transitions, not halts, and should not be abrupt. The handler may choose to eliminate pauses without penalty.
- The handler may not move forwards or backwards while performing the side steps.
- The sidestep shall be approximately double the handler's normal stance (i.e., 18" – 24" or 45cm – 60cm).
- The dog is not required to actually sidestep when moving laterally, but the dog is required to move when the handler moves.
- Heeling penalties apply.

SECTION I.3B FLASH LEVEL 3

BONUSES

EXERCISE DESCRIPTIONS WITH SIGNS

F461 - REVERSE HEEL TWO STEPS, RIGHT TURN TIMES 4

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

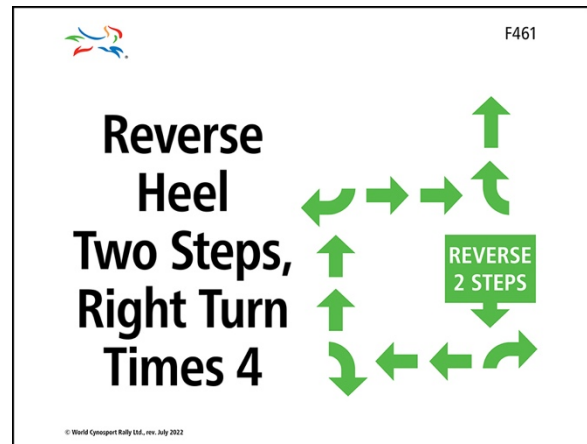
REVERSE HEEL TWO STEPS TIMES FOUR

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 maintains heel position at all times 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 - REVERSE HEEL TWO STEPS, LEFT TURN TIMES 4

Purpose:

To demonstrate position control while heeling.

Primary Element(s):

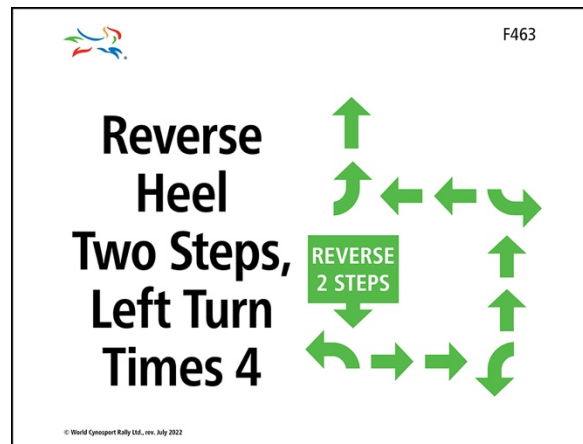
REVERSE HEEL TWO STEPS TIMES FOUR

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 maintains heel position at all times 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.



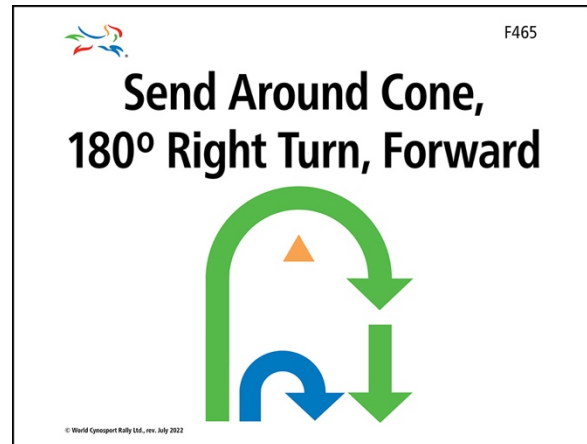
**F465 - SEND AROUND CONE
(DISTANCE), 180° RIGHT TURN,
FORWARD**

Purpose:

To demonstrate directional control from distance

Primary Element(s):

DOG GOES OUT AND AROUND CONE IN
PROPER DIRECTION
DOG RETURNS TO HEEL POSITION



Requirements:

- From approximately 10 -12 feet (3 – 3.7 meters): 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 judge shall place the exercise sign approximately 10 -12 feet (3 – 3.7 meters) from the cone to give the handler a visual point for sending the dog to and around the cone.
- The handler may turn head slightly in the direction of the dog when calling the dog to heel.

SCORING SUMMARY CHART

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

GENERAL PENALTIES Apply during the course, including in the performance of exercises		EXERCISE PENALTIES Apply in the performance of exercises	
1 Point	<ul style="list-style-type: none"> Barking episode (1 or more barks in a series) Jumping on handler Tight leash 	<ul style="list-style-type: none"> Crooked stand, or front—each 30° Not moving in unison with handler unless part of an exercise description Out of place stand or front, including moving partially out of place Significant hesitation or anticipation of a cue 	<ul style="list-style-type: none"> Handler's or dog's failure to perform an exercise as described, other than a Primary Element Moving out of place—more than 50% of footprint Not moving in unison when part of an exercise description
	<ul style="list-style-type: none"> Pause/Stop when not allowed in the description Heeling faults (Between AND/OR During Exercise performance)—bumping, forging, lagging, wide Adapting pace Additional cue Displacing or splitting a sign Displacing or splitting an object (cone, stanchion, food bowl, or other prop) Dropping the leash while performing the course Handler dropping food in the ring Initiating an exercise outside of the approximate 4' (1.2m) radius of exercise sign Sit or down, including while heeling on course 		
3 Point	<ul style="list-style-type: none"> Temporary loss of control 	<ul style="list-style-type: none"> Retry of an exercise or shared station 	
5 Point		<ul style="list-style-type: none"> Incorrect performance of a Primary Element of an exercise 	
Elimination (E) — round scored 0	<ul style="list-style-type: none"> Off course** Excusal request by handler and approved by the judge Failure to demonstrate the ability to heel between the majority of exercises** Inappropriate or undesirable behavior initiated by dog, including but not limited to:*** <ul style="list-style-type: none"> Acts of aggression Exhibits illness or pain Defecates or urinates Loss of control (other than a temporary loss) for a significant period of time, where handler is unable to recall the dog by voice or hand cues to resume performance and must physically retrieve the dog Luring or improper rewarding during course performance** <p><i>*Dismissal from the ring at Trial Host's discretion</i> <i>**Dismissal from the ring at judge's discretion based upon the nature and severity of the offense</i> <i>***Immediate dismissal from the ring</i></p>	<ul style="list-style-type: none"> Omission of an exercise on course (other than a bonus) Out of sequence performance of an exercise Poor sportsmanship, including but not limited to:*** <ul style="list-style-type: none"> Being abusive to a dog (including a harsh physical or auditory correction) Disruptive behavior on the premises Intentional leash corrections or use of leash to force dog into a position Showing disrespect for host officials, judge, or others Touching a dog to prompt an exercise** Use of any collar or training aid during course performance other than those listed in Section 3.1*** 	
	<p align="center">Special Scoring Considerations (Section 4.4)</p> <p align="center">Double Jeopardy <input type="checkbox"/> Penalties Not Erased with a Retry <input type="checkbox"/> Outside Assistance penalties</p>		

TIME STANDARDS

	Level 1	Level 2	Level 3
Maximum Course Time (MCT)	2:00 minutes (120 seconds)	2:30 minutes (190 seconds)	3:00 minutes (180 seconds)