Judge Approvals
Senior Rally Judge Carrie Lovell (Texas)

Board of Directors Motions

BD.17.226 New Section 6.25 Publication of Judge Information in Policy Book

Approve: Unanimous
Motion carries.

I move to add a new section 6.25 Publication of Judge Information in the Policy Book.

Current wording: N/A

Proposed wording:
6.25 Publication of Judge Information
Contact information published in the Aussie Times for judges and judge applicants will be limited to the following:
Judge’s name, city, state/province, country, phone number and email address.

Comment/Rationale: People have expressed concerns with having the street or house address in the magazine. There is no current policy outlining what contact information is published. This policy addresses both of these concerns.

Parties affected: Judge and judge applicants.

Effective date: When passed by the Board.

ASCA Foundation Motions

FD.17.10 Foundation Donation to ASHGI

Approve: 8
Oppose: 0
Abstain: Busquets
Motion carries.

I move to make a donation of $3500.00 to ASHGI to be used in the Border Collie Collapse Study conducted by the University of Minnesota.
The donation will be funded by the monies in the unrestricted account of the ASCA Foundation ($1199 as of 10/31) with the remainder coming out of the epilepsy/research account.

Comment/Rationale: This disease may also affect other herding breeds, so it may be relevant to Aussies.

Parties affected: Unknown.
Effective date: When passed by the Board.

**FD.17.11 Rescue Grant to ARPH**
Approve: 8
Oppose: 0
Abstain: Roberts
Motion carries.

*Comment from Roberts: I'm an official volunteer.*

Motion by Busquets
Second by DeChant
I move to provide ARPH the grant for $5000.00 to continue Australian Shepherd rescue operations.

Effective date: When passed by the Board.

**Committee Recommendations**

**Obedience Committee**

**OB.17.07 Clarify Eligibility for A vs B Classes**
Approve: Unanimous
Motion carries.

Motion by Busquets
I move to accept the changes forwarded by the Obedience Committee to clarify the eligibility for A vs. B classes.

Motion by Marilyn Cherry
Second by Rosalind Hall
I move that we add the gray text, and remove the strike-through text, to the following sections of Novice A, Open A, Utility A and Beginner Novice A to clarify eligibility for the A vs B classes.

Current wording:

3.1 Novice A Class
The Novice class shall be for dogs not less than six (6) months of age that have not earned the C.D. title from any registry. A dog that is owned by a person who has previously handled or regularly trained a dog that has earned a C.D. title from any registry may not be entered in the Novice A class, nor may a dog be handled in this class by such person. More than one dog may be shown by the handler provided the handler has not placed a C.D. title on a dog from any registry and the dog does not have a C.D. title from any registry. Each dog in this class must have a different handler during sits and downs when judged in the same group.

4.2 Companion Dog Excellent (CDX)
This class has the Open A and Open B Divisions as set forth below.
1. Open A Division Class Eligibility and Exercises
The Open A class shall be for any dogs that have earned the CD title from ASCA but have not earned the ASCA ODX or CDX title.

4.3 Open Dog Excellent (ODX)
This class has the Open A and Open B Divisions as set forth below.
1. Open A Division Class Eligibility
The Open A class shall be for any dogs that have earned the CD title from ASCA but have not earned the ASCA ODX or CDX title.

5.2 Utility A Class
The Utility A class shall be for any dogs that have earned the ASCA CDX and/or ODX title but have not earned the ASCA UD title.

8.2 Beginner Novice A Class
A dog entered in Beginner Novice A must be handled by someone who has never previously handled or regularly trained a dog that has earned a BN title or a CD title from any registry. The dog must be owned by the handler or by a member of the handler’s household or immediate family. A person may handle more than one (1) dog in this class.

Proposed wording:

3.1 Novice A Class
The Novice class shall be for dogs not less than six (6) months of age that have not earned the C.D. title from any registry. A handler must own or co-own the dog entered or be a member of the owner’s household or immediate family, and cannot have a dog that is owned by a person who has previously handled or regularly trained a dog that has earned a CD title from any registry, may not be entered in order to be eligible to enter or handle any dog in the Novice A class nor may a dog be handled in this class by such person. No dog may be entered in both the Novice A and Novice B classes at any one trial.

More than one dog may be shown by the handler provided the handler has not placed a CD title on a dog from any registry and the dog does not have a CD title from any registry. The same person who handles the dog in the individual exercises must handle the dog in the group exercises, with the following exception. Each dog in this class must have a different handler during sits and downs when judged in the same group; this additional handler for the group exercises need not be a member of the owner’s household or immediate family.

4.2 Companion Dog Excellent (CDX)
This class has the Open A and Open B Divisions as set forth below.

1. Open A Division Class Eligibility and Exercises
The Open A class shall be for any dogs that have earned the CD title from ASCA but have not earned the ASCA ODX or CDX title. Each dog must be handled by its owner or by a member of the owner’s household or immediate family. The same person who handles the dog in the individual exercises must handle the dog in the group exercises. However, if a person has handled more than one dog in the individual exercises that will participate in the group exercises, that person must provide a handler for the additional dog when judged in the same group. The additional handler for the group exercises need not be a member of the owner’s household or immediate family. No dog may be entered in both the Open A and Open B classes at any one trial.

4.3 Open Dog Excellent (ODX)
This class has the Open A and Open B Divisions as set forth below.

1. Open A Division Class Eligibility
The Open A class shall be for any dogs that have earned the CD title from ASCA but have not earned the ASCA ODX or CDX title. Each dog must be handled by its owner or by a member of the owner’s household or immediate family. No dog may be entered in both the Open A and Open B classes at any one trial.

5.2 Utility A Class
The Utility A class shall be for any dogs that have earned the ASCA CDX and/or ODX title but have not earned the ASCA UD title. Each dog must be handled by its owner or by a member of the owner’s household or immediate family. No dog may be entered in both the Utility A and Utility B classes at any one trial.

8.2 Beginner Novice A Class
A dog entered in Beginner Novice A must be handled by someone who has never previously handled or regularly trained a dog that has earned a BN title or a CD title from any registry. The dog must be owned by the handler or by a member of the handler’s household or immediate family. A person may handle more than one (1) dog in this class. No dog may be entered in both the Beginner Novice A and Beginner Novice B classes at any one trial.
Comment/Rationale: New competitors, or those who co-own dogs, are often confused about whether they are eligible to enter the A class, or must enter the B class, of any particular class level. We want to place more specific language into the rulebook to make it easier for competitors to enter the proper class. We also want to make it clear that a dog may not be entered in both the A and B class of the same level at any one trial.

Parties affected: Obedience competitors who are eligible to enter the A classes.

Effective date: The Effective Date of the motion will be the date that the next Rule Book is printed following approval by the Board of Directors and subsequent publication in the Aussie Times.

Results of the committee vote:
Approve: 10
Oppose: 0
Abstain: 0
Non-Voting: 1

**OB.17.08 Failure to Sit-Heel on Leash Deductions**

Approve: Unanimous

*Motion carries.*

Motion by Busquets

*I move to accept the changes forwarded by the Obedience Committee regarding the failure to sit-heel on leash deductions.*

Motion by Marilyn Cherry
Second by Rosalind Hall

*I move that we clarify that failure to sit at halt is a minor to substantial deduction.*

Current wording:

3.6 Heel on Leash & Figure Eight, Scoring
If a dog is unmanageable, or if its handler constantly controls its performance by tugging on the leash or adapts pace to that of the dog, the dog must be scored non-qualifying.
Substantial deductions shall be made for additional commands or signals to heel and for failure of dog or handler to noticeably accelerate forward for the Fast and noticeably decelerate speed forward for the Slow.
Substantial or minor deductions shall be made for such things as lagging, heelng wide, forging, crowding, poor sits, handler failing to walk at a brisk pace, occasional guidance with leash and other imperfections in heeling.
Substantial or minor deductions shall be made for hand and arm positions that deviate from those allowed in Chapter 2, Section 19, Hands.
In scoring this exercise the judge shall accompany the handler at a discreet distance so that he can observe any signals or commands given by the handler to the dog. The judge must do so without interfering with either dog or handler.

8.7 Heel on Leash, Scoring
If a dog is unmanageable, or if its handler constantly controls its performance by tugging on the leash or adapts pace to that of the dog, the dog must be scored non-qualifying (NQ).
Minor deductions shall be made for additional commands or signals to heel and for failure of dog or handler to noticeably accelerate forward for the Fast or to noticeably decelerate speed forward for the Slow. Minor deductions shall be made for such things as lagging, heeling wide, forging, crowding, poor sits, failure to sit when handler halts, handler failing to walk at a brisk pace, occasional guidance with leash and other imperfections in heeling.
One time verbal praise or encouragement during this exercise will not be discouraged or penalized. Some examples of allowable praise include “Good dog,” “Yes,” “Atta-boy,” “Atta-girl,” or “Nice work.”

Proposed wording:

3.6 Heel on Leash & Figure Eight, Scoring
If a dog is unmanageable, or if its handler constantly controls its performance by tugging on the leash or adapts pace to that of the dog, the dog must be scored non-qualifying.

Substantial deductions shall be made for additional commands or signals to heel and for failure of dog or handler to noticeably accelerate forward for the Fast and noticeably decelerate speed forward for the Slow.

Substantial or minor deductions shall be made for such things as lagging, heeling wide, forging, crowding, poor sits, failure to sit when handler halts, handler failing to walk at a brisk pace, occasional guidance with leash and other imperfections in heeling.

Substantial or minor deductions shall be made for hand and arm positions that deviate from those allowed in Chapter 2, Section 19, Hands.

In scoring this exercise the judge shall accompany the handler at a discreet distance so that he can observe any signals or commands given by the handler to the dog. The judge must do so without interfering with either dog or handler.

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If a dog is unmanageable, or if its handler constantly controls its performance by tugging on the leash or adapts pace to that of the dog, the dog must be scored non-qualifying (NQ).

Minor deductions shall be made for additional commands or signals to heel and for failure of dog or handler to noticeably accelerate forward for the Fast or to noticeably decelerate speed forward for the Slow. Minor deductions shall be made for such things as lagging, heeling wide, forging, crowding, poor sits, failure to sit when handler halts, failure to sit when handler halts, handler failing to walk at a brisk pace, occasional guidance with leash and other imperfections in heeling.

One-time verbal praise or encouragement during this exercise will not be discouraged or penalized. Some examples of allowable praise include “Good dog,” “Yes,” “Atta-boy,” “Atta-girl,” or “Nice work.”

Comment/Rationale: Rule language clarification - for many years, judges have typically scored failure for the dog to sit when the handler halts as a deduction, but the current rulebook omits this specific action under scoring. Poor sits are listed, but we felt it necessary to list failure to sit as a specific and separate deduction, to eliminate scoring guesswork and specify that this action constitutes a minor to substantial deduction. Scoring for heeling in all other classes except for Beginner Novice refer to the Novice Heel on Leash section; however, the Beginner Novice class also needs this clarification under scoring.

Parties affected: Clarity for judges and competitors.

Effective date: The Effective Date of the motion will be the date that the next Rule Book is printed following approval by the Board of Directors and subsequent publication in the Aussie Times.

Results of the committee vote:
Approve: 10
Oppose: 0
Abstain: 0
Non-Voting: 1

Rally Committee
RA.17.08 Addition of Stationary and Moving Signs & Revision of the Rally Rules
Approve: Unanimous
Motion carries.

Motion by Busquets
I move to accept the addition of new Stationary and Moving Signs and Revision of the Rally Rules and Regulations presented by the Rally Committee.

Motion by Corinne Shanks
Second by Karen Black
I move accept the new Rally Signs, as detailed in Attachment NS1, the revisions to the Rally Rules and Regulations as detailed in Attachment NS2, the Revised Course Review Checklist NS3 and the addition to the Appendix for Masters signs 414, 415 and 416 NS4.

Current & proposed wording: Please see attached documents NS1 Rulebook Ready June 2018 New Signs, NS2 Rule book changes 1, NS3 Design Checklist, and NS4 Appendix addition for Sign Placement 414, 415, 416.

Comment/Rationale: The purpose of this motion is to add new stationary and moving exercises to all levels of the rally program. The objective is to keep rally fresh and appealing to current and new competitors and to improve course design options for judges.

Parties affected: All contestants will need to review and learn new signs from January 1, 2018 through June 1, 2018 when the new signs will be effective. Judges will need to update courses and review judging guidelines involved with these signs. All ASCA Affiliates will be required to make new signs for use June 1, 2018. A file will be available for the Affiliates to print just the new signs (there are no number changes or level changes to current signs). The Course Review Checklist has been updated to aid judges and course reviewers in evaluating all courses. Webmaster will need to add new signs to publications on the web site.

Business Office notified: 11/29/17
Webmaster notified: 11/29/17

Effective date: June 1, 2018

Results of the committee vote:
Approve: 12
Oppose: 0
Abstain: 0
Non-voting: 2

*Raise please see the following attachments at the back of this report: NS1 Rulebook Ready June 2018 New Signs, NS2 Rule book changes 1, NS3 Design Checklist, and NS4 Appendix addition for Sign Placement 414, 415, 416.

RA.17.09 Rally Judge Eligible to Compete and Judge on Same Date
Approve: 8
Oppose: Gray
Abstain: 0
Motion carries.

Motion by Busquets
I move to accept the rally committee's motion regarding rally judges being allowed to compete on the same day they judge.

Motion by Corinne Shanks
Second by Sara Swanson
I move to allow Rally Judges to Compete and Judge on the same calendar date, provided trials do not overlap.

Current wording:
1.10.3 Judge Competing on Day They are Judging
Judges may not compete in a Rally Trial prior to their judging assignment on the same day in which they are judging. A Judge may compete in Rally Trials on the same day in which they judge after the Trial in which they judged is completed.

Proposed wording:
1.10.3 Judge Competing on Day They are Judging
Judges may not compete in a Rally Trial prior to their judging assignment on the same day in which they are judging. A Judge may compete in Rally Trials on the same day in which they judge after the Trial in which they judged is completed. Rally judges may show in cluster trials on weekends in which they are judging without restrictions on the order in which they judge and show. This includes same day rally trials when such events precede or follow but do not overlap the trial at which they officiate.

Comment/Rationale: Under the current rule 1.10.3, a judge cannot compete prior to their judging assignment on the same calendar date. The purpose of this motion is to allow Rally judges to compete and judge on the same calendar date, provided the trials do not overlap. This is especially important when a judge cancels and the affiliate is not able to find a replacement judge. A judge that is willing to judge the 2nd trial is not allowed to compete in the 1st trial under the current rule. The proposed rule is that used by Obedience.

Parties affected: Judges will benefit by being allowed to compete prior to their judging assignment. Affiliates will benefit in emergency situations when a judge is needed due to a cancellation by a contracted judge.

Business Office notified: 12/7/17
Webmaster notified: N/A

Effective date: Upon approval by the BOD

Results of the committee vote:
Approve: Unanimous

**Board of Directors Meeting Minutes**

Thursday, December 14, 2017

Present: 1st Vice President Liz Busquets, 2nd Vice President Cindy King, Treasurer Jean Roberts, Secretary Linda Gray, Director Denise Creelman, Director Laura Gibson, Director Ken Silveira, Director Rachel Vest, Counsel Chuck Carnese, and Executive Secretary Kalla Jaco

Absent: President Ann DeChant

There is a quorum with 8 voting members of the Board present.

➢ Busquets called the meeting to order in Executive Session at 6:02 pm Central Time.

**Executive Session**

The Board started their meeting in Executive Session to discuss five topics. Only notice of a violation and any penalties assessed are published below.

**Appeal of Board Decision**

Carnese gave an update on an appeal of a Board decision.

**Request for Conflict Resolution**

The Board dismissed a request for conflict resolution.

**Request for Reconsideration of Appeal**

The Board dismissed a request for reconsideration of an appeal.

➢ Carnese left the meeting at 6:53 pm.

**November Treasurer’s Report**

The Board approved the Treasurer’s Report for November, as presented by Roberts. Ending balance is $161,246.06.

**System Update Report**

Vest updated the Board on the status of migrating the ASCA system to a private cloud.
ASCA has received an additional invoice from FrogSlayer for work done that is considered “out of scope.” FrogSlayer wants this paid before the migration is completed. Vest will handle negotiations.

Open Session

The remainder of the meeting was conducted in open session. The recording can be listened to on YouTube: https://youtu.be/yBZCaJAsi7c

November Email Business

The Board voted to ratify all business conducted over email in November.

BD.17.230 November Email Business

Motion by Vest to ratify all November email business. Second by Gray.
Approve: Busquets, Creelman, Gibson, Gray, King, Roberts, Silveira, Vest
Oppose: 0
Abstain: 0
Absent: DeChant
Motion carries.

ASCADiscussion Group

The Board discussed the future of the ASCADiscussion group on Groups.io. The group is currently owned by the Office Manager, so, to continue unofficially, a member would need to volunteer to take on ownership and the name would need to be changed. It was suggested that the group operate like the old Aussie-L. DeChant will ask the membership if anyone is interested in taking over ownership of the ASCADiscussion group from ASCA.

The moderation protocols for the official ASCMembers group have not been clearly outlined. This topic will be added to the January meeting agenda if not handled over email.

2018 Nationals Premium

The 2018 Nationals Premium will be published in the March/April issue of the Aussie Times, and on the Nationals website here: asca2018.com

Regarding puppy classes at the Nationals - There is no rule that requires 2-4 months and 4-6 months puppy classes be offered; it is up to the Host Club to determine which non-regular classes they choose to offer for exhibitors. A disclaimer should be added to the premium stating a puppy’s health is the owner’s responsibility.

BD.17.231 2018 Nationals Premium

Motion by Roberts to approve the 2018 National Specialty Premium with additional pages, the addition of a health disclaimer, and removal of the word “or.” Second by Gray.
Approve: Busquets, Creelman, Gray, King, Roberts, Silveira, Vest
Oppose: 0
Abstain: Gibson
Absent: DeChant
Motion carries.

➢ Busquets adjourned the meeting at 8:05 pm.
### NS1 Rulebook Ready June 2018 New Signs

<table>
<thead>
<tr>
<th>Sign</th>
<th>Description</th>
<th>Levels</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td><strong>Offset Serpentine Right</strong>&lt;br&gt;Three cones are set 6 - 8 feet apart for Novice and Advanced; 4-6 feet apart for Excellent and masters. The middle cone is moved 3 - 4 feet to the right. The team enters with the first cone on their right, and weaves through with the second offset cone to their left and the final cone to their right. Entrance and exit for this sign are straight on and do not create a turn for the entrance or exit.</td>
<td>N, A, E, M</td>
</tr>
<tr>
<td>26</td>
<td><strong>Offset Serpentine Left</strong>&lt;br&gt;Three cones are set 6 - 8 feet apart for Novice and Advanced; 4-6 feet apart for Excellent and masters. The middle cone is moved 3 - 4 feet to the left. The team enters with the first cone on their left, and weaves through with the second offset cone to their right and the final cone to their left. Entrance and exit for this sign are straight on and do not create a turn for the entrance or exit.</td>
<td>N, A, E, M</td>
</tr>
<tr>
<td>27</td>
<td><strong>45° Diagonal Right</strong>&lt;br&gt;Team makes a 45-degree turn to the right in heel position.</td>
<td>N, A, E, M</td>
</tr>
<tr>
<td>28</td>
<td><strong>45° Diagonal Left</strong>&lt;br&gt;Team makes a 45-degree turn to the left in heel position.</td>
<td>N, A, E, M</td>
</tr>
<tr>
<td>29</td>
<td><strong>225° Loop Right</strong>&lt;br&gt;Team makes a 225-degree turn to the right in heel position.</td>
<td>N, A, E, M</td>
</tr>
<tr>
<td>30</td>
<td><strong>225° Loop Left</strong>&lt;br&gt;Team makes a 225-degree turn to the left in heel position.</td>
<td>N, A, E, M</td>
</tr>
<tr>
<td>106</td>
<td><strong>About Turn, U Turn</strong>&lt;br&gt;Team makes an about turn to the right in heel position, moving the opposite direction they were traveling. Upon completion of the about turn, without hesitation the team makes an about turn to the left in heel position. Team heels forward. Up to two steps can be taken between turns for balance.</td>
<td>N</td>
</tr>
<tr>
<td>107</td>
<td><strong>U Turn, About Turn</strong>&lt;br&gt;Team makes an about turn to the left in heel position, moving the opposite direction they were traveling. Upon completion of the about turn, without hesitation the team makes an about turn to the right in heel position. Team heels forward. Up to two steps can be taken between turns for balance.</td>
<td>N</td>
</tr>
<tr>
<td>202</td>
<td><strong>Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt</strong>&lt;br&gt;Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt: Team halts and dog sits. At handler's command and/or signal, dog stays in place while handler continues at least three steps forward. Handler turns and faces dog, at handler’s command and/or signal, dog comes directly to front position and sits. Dog finishes and sits in heel position. Team heels forward.</td>
<td>A, E, S</td>
</tr>
<tr>
<td>203</td>
<td><strong>Stand</strong>&lt;br&gt;Stand: While heeling, dog stops and stands in heel position. Handler pauses in heel position while dog remains standing. Team heels forward.</td>
<td>A, E, S</td>
</tr>
<tr>
<td>Page</td>
<td>Image</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
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</tr>
<tr>
<td>227</td>
<td><img src="image" alt="About Turn Side Step Right" /></td>
<td>About Turn, Side Step Right: Team makes an about turn to the right in heel position, moving the opposite direction they were traveling. Handler may take 1 or 2 steps, then without hesitation and still heeling forward, team takes one handler right diagonal step in heel position.</td>
</tr>
<tr>
<td>228</td>
<td><img src="image" alt="About Turn Fast" /></td>
<td>About Turn, Fast: Team makes an about turn to the right in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, team’s speed increases at a noticeably faster than normal pace in heel position until the next sign, which must be a Normal Pace sign.</td>
</tr>
<tr>
<td>229</td>
<td><img src="image" alt="U Turn Fast" /></td>
<td>U Turn, Fast: Team makes an about turn to the left in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, team’s speed increases at a noticeably faster than normal pace in heel position until the next sign, which must be a Normal Pace sign.</td>
</tr>
<tr>
<td>230</td>
<td><img src="image" alt="Cloverleaf Right" /></td>
<td>Cloverleaf Right: Three cones are placed in a triangle pattern with cones about 6 feet apart. Team enters in the center of the base cones and starting with the base cone to their right heels a single complete figure eight around the base cones in heel position. Upon completing the loops around the base cones, team makes a loop around the third cone at the top of the triangle in heel position. Team exits between the base cones in heel position moving in the opposite direction they were traveling. This is a 180° change of direction exercise.</td>
</tr>
<tr>
<td>231</td>
<td><img src="image" alt="Cloverleaf Left" /></td>
<td>Cloverleaf Left: Three cones are placed in a triangle pattern with cones about 6 feet apart. Team enters in the center of the base cones and starting with the base cone to their left heels a single complete figure eight around the base cones in heel position. Upon completing the loops around the base cones, team makes a loop around the third cone at the top of the triangle in heel position. Team exits between the base cones in heel position moving in the opposite direction they were traveling. This is a 180° change of direction exercise.</td>
</tr>
<tr>
<td>317</td>
<td><img src="image" alt="About Turn Slow" /></td>
<td>About Turn, Slow: Team makes an about turn to the right in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, team’s speed decreases at a noticeably slower than normal pace in heel position until the next sign, which must be a Normal Pace or Finish sign.</td>
</tr>
<tr>
<td>318</td>
<td><img src="image" alt="U Turn Slow" /></td>
<td>U Turn, Slow: Team makes an about turn to the left in heel position, moving the opposite direction they were traveling. Immediately after completing the turn, team’s speed decreases at a noticeably slower than normal pace in heel position until the next sign, which must be a Normal Pace or Finish sign.</td>
</tr>
<tr>
<td>319</td>
<td><img src="image" alt="Spiral Right with Distraction" /></td>
<td>Spiral Right, with Distraction: Two cones and a distraction in the middle are placed six to eight feet apart in a straight line. Team enters with first cone (base) on their right. They circle all three objects using the first cone as their base. They then circle two objects, returning to the base, then circle the base cone, and exit with base cone on their right.</td>
</tr>
<tr>
<td>320</td>
<td><img src="image" alt="Spiral Left with Distraction" /></td>
<td>Spiral Left, with Distraction: Two cones and a distraction in the middle are placed six to eight feet apart in a straight line. Team enters with first cone (base) on their left. They circle all three objects using the first cone as their base. They then circle two objects, returning to the base, then circle the base cone, and exit with base cone on their left.</td>
</tr>
<tr>
<td>Page</td>
<td>Image</td>
<td>Text</td>
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<tr>
<td>------</td>
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</tr>
</tbody>
</table>
| 321 | ![Image](Moving_Down_Walk_3_Steps_Call_to_Heel.png) | **E, M**
*Moving Down, Walk 3 Steps, Call to Heel:*
At handler's command and/or signal, dog downs and stays in place while handler continues at least three steps forward. Without hesitation, handler commands and/or signals the dog to resume heel position. |
| 322 | ![Image](Moving_Stand_Walk_3_Steps_Call_to_Heel.png) | **E, M**
*Moving Stand, Walk 3 Steps, Call to Heel:*
At handler's command and/or signal, dog stands and stays in place while handler continues at least three steps forward. Without hesitation, handler commands and/or signals the dog to resume heel position. |
| 325 | ![Image](Call_Front_1_Step_Right_Finish_Foward.png) | **E, M S**
*Call Front, 1 Step Right, Finish, Forward:*
Team stops heeling forward, as handler steps backwards and calls dog to front position, dog sits facing handler. Team takes 1 step to handler's right, dog sits facing handler. Dog finishes while handler moves forward, dog catches up to heel position. There is no sit after the finish. |
| 326 | ![Image](Call_Front_1_Step_Left_Finish_Foward.png) | **E, M S**
*Call Front, 1 Step Left, Finish, Forward:*
Team stops heeling forward, as handler steps backwards and calls dog to front position, dog sits facing handler. Team takes 1 step to handler's left, dog sits facing handler. Dog finishes while handler moves forward, dog catches up to heel position. There is no sit after the finish. |
| 327 | ![Image](Halt_Down_Walk_3_Steps_Face_Dog_Call_Front_Finish_Halt.png) | **E, M S**
*Halt, Down, Walk 3 Steps, Face Dog, Call Front, Finish, Halt:*
Team halts and dog sits. At handler's command and/or signal, dog downs in place while handler continues at least three steps forward. Handler turns and faces dog. At handler's command and/or signal, dog comes directly to front position and sits. Dog finishes and sits in heel position. Team heels forward. |
| 414 | ![Image](Halt_Leave_Dog.png) | **M S**
*Halt, Leave Dog:*
When used with 415, sign is placed about 5 feet to the right of and at least 10 feet before the jump. At the sign, team halts and dog sits. At handler's command and/or signal, dog stays in place and handler moves along the current path to sign 415 and faces the dog.

When used with 416, sign is placed about 2 feet to the left of and at least 10 feet before the jump. At the sign, team halts and dog sits. At handler's command and/or signal, dog stays in place and handler moves along the current path to sign 416 and faces the dog.

This sign is always followed by sign 415 or 416. |
| 415 | ![Image](Offset_Recall_Right_Over_Jump_Finish_Halt.png) | **M S**
*Offset Recall RIGHT Over Jump:*
At handler's command and signal, dog takes the jump and comes directly to front position and sits. Dog finishes and sits in heel position. Team heels forward.

Sign is placed about 12 feet beyond the jump and on the same path the handler will be on when he/she walks straight forward from sign 414. This is a 180 degree change of direction sign. |
| 416 | ![Image](Offset_Recall_Left_Over_Jump_Finish_Halt.png) | **M S**
*Offset Recall LEFT Over Jump:*
At handler's command and signal, dog takes the jump and comes directly to front position and sits. Dog finishes and sits in heel position. Team heels forward.

Sign is placed about 12 feet beyond the jump and on the same path the handler will be on when he/she walks straight forward from sign 414. This is a 180 degree change of direction sign. |
NS2 Rule book changes 1

Rule Book changes effective 1/1/18 on approval of the BOD

1.15.2 Signs and Holders
a. A full set of Signs consists of one of each sign except for Right Turn, Left Turn, 270 Right Turn, 270 Left Turn, Normal Pace, and Send over Jump; two each of these must be included.

1.15.2 Signs and Holders a. A full set of Signs consists of one of each sign except for Right Turn, Left Turn, 270 Right Turn, 270 Left Turn, 45 Diagonal Left, 45 Diagonal Right, 225 Loop Left, 225 Loop Right, Normal Pace, Send Over Jump, and Halt, Leave Dog; two each of these must be included.

***************
SIGNS FOR NOVICE
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
100 Halt, Down *
101 Halt, Stand *
102 Halt, Front Dog, Finish Right, Halt *
103 Halt, Front Dog, Finish Left, Halt *
104 Call Dog Front, Return Right *
105 Call Dog Front, Return Left *
120 Halt
121 Down
122 Moving Side Step Right
123 Halt, Walk Around Dog
124 Halt, Down, Walk Around Dog
125 Offset Figure 8
* = Novice Only exercises
SIGNS FOR NOVICE
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
25 Offset Serpentine Right
26 Offset Serpentine Left
27 45 Diagonal Right
28 45 Diagonal Left
29 225 Loop Right
30 225 Loop Left
100 Halt, Down *
101 Halt, Stand *
102 Halt, Front Dog, Finish Right, Halt *
103 Halt, Front Dog, Finish Left, Halt *
104 Call Dog Front, Return Right *
105 Call Dog Front, Return Left *
106 About Turn U Turn *
107 U Turn About Turn *
120 Halt
121 Down
122 Moving Side Step Right
123 Halt, Walk Around Dog
124 Halt, Down, Walk Around Dog
125 Offset Figure 8
* = Novice Only exercises

***************
SIGNS FOR ADVANCED
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
120 Halt
121 Down
122 Moving Side Step Right
123 Halt, Walk Around Dog
124 Halt, Down, Walk Around Dog
125 Offset Figure 8
200 Halt, Stand, Walk 3 Steps, Face Dog, Return **
201 Halt, Stand, Walk Around Dog **
220 Halt, Down, Sit **
221 Halt, About Turn **
222 Halt, U Turn **
223 Call Dog Front, Finish Right, Forward **
224 Call Dog Front, Finish Left, Forward **
225 Call Dog Front, Finish Right, Halt **
226 Call Dog Front, Finish Left, Halt **
** = Not eligible for Novice

**SIGNS FOR ADVANCED**
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
25 Offset Serpentine Right
26 Offset Serpentine Left
27 45 Diagonal Right
28 45 Diagonal Left
29 225 Loop Right
30 225 Loop Left
120 Halt
121 Down
122 Moving Side Step Right
123 Halt, Walk Around Dog
124 Halt, Down, Walk Around Dog
125 Offset Figure 8
200 Halt, Stand, Walk 3 Steps, Face Dog, Return **
201 Halt, Stand, Walk Around Dog **
202 Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt **
203 Stand **
220 Halt, Down, Sit **
221 Halt, About Turn **
222 Halt, U Turn **
223 Call Dog Front, Finish Right, Forward **
224 Call Dog Front, Finish Left, Forward **
225 Call Dog Front, Finish Right, Halt **
226 Call Dog Front, Finish Left, Halt **
227 About Turn, Side Step Right **
228 About Turn, Fast **
229 U Turn, Fast **
230 Cloverleaf Right **
231 Cloverleaf Left **
** = Not eligible for Novice

***************
SIGNS FOR EXCELLENT
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
200 Halt, Stand, Walk 3 Steps, Face Dog, Return
201 Halt, Stand, Walk Around Dog
220 Halt, Down, Sit
221 Halt, About Turn
222 Halt, U Turn
223 Call Dog Front, Finish Right, Forward
224 Call Dog Front, Finish Left, Forward
225 Call Dog Front, Finish Right, Halt
226 Call Dog Front, Finish Left, Halt
300 Halt, Slow ***
301 Halt, Stand, Sit ***
302 Halt, Stand, Down ***
303 Halt, Side Step Right, Halt ***
304 Double Left About ***
305 Halt, Turn Right One Step, Call to Heel Halt ***
306 About Turn, Halt ***
307 U Turn, Halt ***
308 Halt, 180 Pivot Right, Halt ***
309 Halt, 180 Pivot Left, Halt ***
310 Halt, Call Front, Finish Right, Halt ***
311 Halt, Call Front, Finish Left, Halt ***
312 Moving Stand, Walk Around Dog ***
313 Moving Down, Walk Around Dog ***
314 Offset Figure 8 with Distractions ***
315 Back 3 Steps ***
316 Send Over Jump ***
*** = Not eligible for Novice or Advanced

SIGN FOR EXCELLENT
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
25 Offset Serpentine Right
26 Offset Serpentine Left
27 45 Diagonal Right
28 45 Diagonal Left
29 225 Loop Right
30 225 Loop Left
200 Halt, Stand, Walk 3 Steps, Face Dog, Return
201 Halt, Stand, Walk Around Dog
202 Halt, Walk 3 Steps, Face Dog, Call Front, Finish, Halt **
203 Stand **
220 Halt, Down, Sit
221 Halt, About Turn
222 Halt, U Turn
223 Call Dog Front, Finish Right, Forward
224 Call Dog Front, Finish Left, Forward
225 Call Dog Front, Finish Right, Halt
226 Call Dog Front, Finish Left, Halt
227 About Turn, Side Step Right
228 About Turn, Fast
229 U Turn, Fast
230 Cloverleaf Right
231 Cloverleaf Left
300 Halt, Slow ***
301 Halt, Stand, Sit ***
302 Halt, Stand, Down ***
303 Halt, Side Step Right, Halt ***
304 Double Left About ***
305 Halt, Turn Right One Step, Call to Heel Halt ***
306 About Turn, Halt ***
307 U Turn, Halt ***
308 Halt, 180 Pivot Right, Halt ***
309 Halt, 180 Pivot Left, Halt ***
310 Halt, Call Front, Finish Right, Halt ***
311 Halt, Call Front, Finish Left, Halt ***
312 Moving Stand, Walk Around Dog ***
313 Moving Down, Walk Around Dog ***
314 Offset Figure 8 with Distractions ***
315 Back 3 Steps ***
316 Send Over Jump ***
317 About Turn, Slow ***
318 U Turn, Slow ***
319 Spiral Right, with Distractions ***
320 Spiral Left, with Distractions ***
321 Moving Down, Call to Heel ***
322 Moving Stand, Walk 3 Steps, Call to Heel ***
325 Call Front, 1 Step Right, Finish, Forward ***
326 Call Front, 1 Step Left, Finish, Forward ***
327 Halt, Down, Walk 3 Steps, Face Dog, Call Front, Finish, Halt ***
*** = Not eligible for Novice or Advanced

***************
SIGNS FOR MASTERS
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
220 Halt, Down, Sit
221 Halt, About Turn
222 Halt, U Turn
223 Call Dog Front, Finish Right, Forward
224 Call Dog Front, Finish Left, Forward
225 Call Dog Front, Finish Right, Halt
226 Call Dog Front, Finish Left, Halt
300 Halt, Slow
301 Halt, Stand, Sit
302 Halt, Stand, Down
303 Halt, Side Step Right, Halt
304 Double Left About
305 Halt, Turn Right One Step, Call to Heel Halt
306 About Turn, Halt
307 U Turn, Halt
308 Halt, 180 Pivot Right, Halt
309 Halt, 180 Pivot Left, Halt
310 Halt, Call Front, Finish Right, Halt
311 Halt, Call Front, Finish Left, Halt
312 Moving Stand, Walk Around Dog
313 Moving Down, Walk Around Dog
314 Offset Figure 8 with Distractions
315 Back 3 Steps
316 Send Over Jump
400 Moving Stand, Walk 3 Steps, Face Dog, Down, Return ****
401 Moving Stand, Walk 3 Steps, Face Dog, Signals, Return ****
402 Side Step, Forward Step, Halt ****
403 Halt, Pivot Left, Halt x 3 ****
404 270 Left, Halt ****
405 Halt, Pivot Right, Halt, x 3 ****
406 270 Right, Halt ****
407 Left About, Halt ****
408 Moving Stand, Walk 3 Steps, Face Dog, Call to Heel ****
409 Moving Down, Walk 3 Steps, Face Dog, Call Front, Finish ****
410 Serpentine One Way with Distractions ****
411 Serpentine Down & Back with Distractions ****
412 Halt, Back 1 Step, Halt ****
**** = Masters Only Exercises

SIGNS FOR MASTERS
Finish
1 Start/Heeling & Conduct
2 Halt, Fast
3 Fast Pace
4 Slow Pace
5 Normal Pace
6 Halt, 1-2-3
7 Call Dog Front, 1-2-3 Backwards
8 360 Circle Right
9 360 Circle Left
10 Right Turn
11 270 Left
12 90 Pivot Right
13 Left Turn
14 270 Right
15 90 Pivot Left
16 About Turn
17 U Turn
18 Left About Turn
19 Spiral Right
20 Spiral Left
21 Serpentine Cones, One Way
22 Serpentine Cones, Down & Back
23 Sit Stay
24 Down Stay
25 Offset Serpentine Right
26 Offset Serpentine Left
27 45 Diagonal Right
28 45 Diagonal Left
29 225 Loop Right
30 225 Loop Left
220 Halt, Down, Sit
221 Halt, About Turn
222 Halt, U Turn
223 Call Dog Front, Finish Right, Forward
224 Call Dog Front, Finish Left, Forward
225 Call Dog Front, Finish Right, Halt
226 Call Dog Front, Finish Left, Halt
227 About Turn, Side Step Right
228 About Turn, Fast
229 U Turn, Fast
230 Cloverleaf Right
231 Cloverleaf Left
300 Halt, Slow
301 Halt, Stand, Sit
302 Halt, Stand, Down
303 Halt, Side Step Right, Halt
304 Double Left About
305 Halt, Turn Right One Step, Call to Heel Halt
306 About Turn, Halt
307 U Turn, Halt
308 Halt, 180 Pivot Right, Halt
309 Halt, 180 Pivot Left, Halt
310 Halt, Call Front, Finish Right, Halt
311 Halt, Call Front, Finish Left, Halt
312 Moving Stand, Walk Around Dog
313 Moving Down, Walk Around Dog
314 Offset Figure 8 with Distractions
315 Back 3 Steps
316 Send Over Jump
317 About Turn, Slow ***
318 U Turn, Slow ***
319 Spiral Right, with Distractions ***
320 Spiral Left, with Distractions ***
321 Moving Down, Call to Heel ***
322 Moving Stand, Walk 3 Steps, Call to Heel ***
325 Call Front, 1 Step Right, Finish, Forward ***
326 Call Front, 1 Step Left, Finish, Forward ***
327 Halt, Down, Walk 3 Steps, Face Dog, Call Front, Finish, Halt ***
400 Moving Stand, Walk 3 Steps, Face Dog, Down, Return ****
401 Moving Stand, Walk 3 Steps, Face Dog, Signals, Return ****
402 Side Step, Forward Step, Halt ****
403 Halt, Pivot Left, Halt x 3 ****
404 270 Left, Halt ****
405 Halt, Pivot Right, Halt, x 3 ****
406 270 Right, Halt ****
407 Left About, Halt ****
408 Moving Stand, Walk 3 Steps, Face Dog, Call to Heel ****
409 Moving Down, Walk 3 Steps, Face Dog, Call Front, Finish ****
410 Serpentine One Way with Distractions ****
411 Serpentine Down & Back with Distractions ****
412 Halt, Back 1 Step, Halt ****
414 Halt, Leave Dog ****
415 Offset Recall RIGHT Over Jump ****
416 Offset Recall LEFT Over Jump ****
**** = Masters Only Exercises

6.5.2 Jump Station
At least one Jump station must be used and starred in Masters, but two Jump stations may be used.
\( a.\) If one jump is used, it must be a different jump than what is used in the Excellent level at the same trial.
\( b.\) If two jumps are used, only one must be designated a Star station.
\( c.\) The same physical jump may be used for two stations.
\( d.\) There must be at least two stations performed between two jump exercises.
\( e.\) The jumps may be any jumps outlined in Chapter 1, Section 15 as standard equipment, with jump heights as outlined on the Reference page of these Regulations.

6.5.2 Jump Station
At least one Jump station must be used and starred in Masters, but two Jump stations may be used.
\( a.\) If one jump is used, it must be a different jump than what is used in the Excellent level at the same trial.
\( b.\) If two jumps are used, only one must be designated a Star station.
\( c.\) The same physical jump may be used for two stations.
\( d.\) There must be at least two stations performed between two jump exercises.
\( e.\) If one jump is used, it may be either the offset jump (415 or 416) or the standard jump (316).
\( f.\) The jumps may be any jumps outlined in Chapter 1, Section 15 as standard equipment, with jump heights as outlined on the Reference page of these Regulations.

17.2.2 Map Basics
\( a.\) Judge’s name
\( b.\) Date of the trial; if there is more than one trial on that date, further identification such as Trial #1, Trial #2, or A.M., P.M. must be included on each map.
\( c.\) Affiliate club hosting the trial
\( d.\) Course level
\( e.\) Ring size
\( f.\) ASCA sign icons
\( g.\) Station numbers
\( h.\) Star indicators, enough to have a total of 200 points available on the course.
\( i.\) Cone icons, if any cone exercises are used. Food or toy icon for exercises that include distractions. (No more than 7 cones may be used on a course.) (Effective October 2017)
\( j.\) Separate entrance and exit gates.
\( k.\) Leash location indicator for courses that utilize a Stay exercise requiring the handler to retrieve a leash as part of the exercise.
\( l.\) List that includes:
\( a.\) Station # to match that on course
\( b.\) Class (i.e. M, E, A, N) for all level specific exercises, based on the lowest class in which they can be used Signs 1-24 can be used on all levels, no class designation on the list Signs 100-105 are novice only so N would be listed under Class on the list Signs 120-125 can be used for Novice and Advanced, no class designation on the list Signs 200-226 are for Advanced, Excellent & Masters, so would be marked A on the list Signs 300 - 315 are for Excellent & Masters, so would be marked as E on the list. Sign 316 is not designated as E on the list Signs 400-412 are for Masters only, so would be marked as M on the list
c. Stationary (S or blank) d. Exercise Name
e. Name of Jump to match icon shown on course
f. Stars, where needed
g. Sign Number to match that on course
h. "Finish" with no number, before the Stay exercise, when applicable. (Effective October 2017)

17.2.2 Map Basics
The following are required on all maps:

a. Judge’s name
b. Date of the trial; if there is more than one trial on that date, further identification such as Trial #1, Trial #2, or A.M., P.M. must be included on each map.
c. Affiliate club hosting the trial
d. Course level
e. Ring size
f. ASCA sign icons
g. Station numbers
h. Star indicators, enough to have a total of 200 points available on the course.
i. Cone icons, if any cone exercises are used. Food or toy icon for exercises that include distractions. (No more than 7 cones may be used on a course, and no more than 4 distractions.) (Effective October 2017)
j. Separate entrance and exit gates.
k. Leash location indicator for courses that utilize a Stay exercise requiring the handler to retrieve a leash as part of the exercise.
l. List that includes:
a. Station # to match that on course
b. Class (i.e. M, E, A, N) for all level specific exercises, based on the lowest class in which they can be used Signs 1-24 can be used on all levels, no class designation on the list Signs 100-105 are novice only so N would be listed under Class on the list Signs 120-125 can be used for Novice and Advanced, no class designation on the list Signs 200-226 are for Advanced, Excellent & Masters, so would be marked A on the list Signs 300 -315 are for Excellent & Masters, so would be marked as E on the list. Sign 316 is not designated as E on the list Signs 400-412 are for Masters only, so would be marked as M on the list
c. Stationary (S or blank) d. Exercise Name
e. Name of Jump to match icon shown on course f. Stars, where needed
g. Sign Number to match that on course
h. "Finish" with no number, before the Stay exercise, when applicable. (Effective October 2017)

17.3.2 Sign Placement
a. Sign icons shall be shown on the map to the right of the team’s path except for change of direction signs which shall be shown placed directly in front of the team.
b. Signs including more than two elements are to be readable to the handler during the performance of all elements of the exercise.
c. Placement of the Start sign must allow adequate room for the team to enter the ring and set up.
d. Placement of the Finish sign when facing the ring gate must be at least 6 feet from the gate. e. Fast (sign #3) and Halt, Fast (sign #2) must be followed by the Normal sign.
f. Slow (sign #4) and Halt, Slow (sign #300) may be followed by either the Normal sign or the Finish sign.
g. Sign Placement and Performance Location Chart (see Appendix)
d. Placement of the Finish sign when facing the ring gate must be at least 6 feet from the gate. e. Fast (sign #3) Halt, Fast (sign #2), About Turn, Fast (sign #288), and U Turn, Fast (sign #229), must be followed by the Normal sign. f. Slow (sign #4), Halt, Slow (sign #300), About Turn, Slow (sign #317) and U Turn, Slow (sign #318) may be followed by either the Normal sign or the Finish sign. g. Sig Placement and Performance Location Chart (see Appendix). h. Proper placement of signs for the Masters Directed jump exercises 414, 415 and 416 is detailed in the Appendix, ASCA Example 8.

17.3.5 Distraction exercises

a. Distractions can be either toys (6” to 12” in size) or bowls (1-2-quart size) with food securely covered.
b. Cones that are part of a distraction exercise may not be used by any other exercise. For instance, if the Serpentine Cones One Way with Distractions is used, neither of the end cones of that exercise can be used as part of any other cone exercise.
c. Other sections of the course path may not pass through a distraction exercise.
d. Distractions should be placed so they do not accidentally or intentionally become part of other exercises on the course.

17.3.5 Distraction exercises

a. Distractions can be either toys (6” to 12” in size) or bowls (1-2-quart size) with food securely covered.

b. No more than two (2) toy or two (2) food bowl distractions can appear on the course.

c. Cones that are part of a distraction exercise may not be used by any other exercise. For instance, if the Serpentine Cones One Way with Distractions is used, neither of the end cones of that exercise can be used as part of any other cone exercise.

d. No more than seven (7) cones can be used on a course.

e. Other sections of the course path may not pass through a distraction exercise.

f. Distractions should be placed so they do not accidentally or intentionally become part of other exercises on the course.

17.4.1 Jump exercises

a. If only one physical jump is used in Masters, it must be different than the jump used in Excellent.
b. If two jump exercises are used in Masters, there must be at least 2 exercises performed between the two jump exercises.
c. Adequate space must be allowed before the jump and after the jump to ensure safe take-off and landing zones. At least 10 feet are required before and after a bar jump or high jump. The broad jump needs at least 10 feet before the jump and at least 12 feet after the jump.
d. The jump exercise in Excellent must be starred.
e. At least one jump exercise in Masters must be starred.

17.4.1 Jump exercises

a. If only one physical jump is used in Masters, it must be different than the jump used in Excellent.
b. If two jump exercises are used in Masters, there must be at least 2 exercises performed between the two jump exercises.
c. For Sign #316, adequate space must be allowed before the jump and after the jump to ensure safe take-off and landing zones. At least 10 feet are required before and after a bar jump or high jump. The broad jump needs at least 10 feet before the jump and at least 12 feet after the jump.
d. The jump exercise in Excellent must be starred.
e. At least one jump exercise in Masters must be starred.
f. For Sign #414 & 415 there must be at least 10 ft before the jump.
g. For sign #416 there must be at least 12 ft after the jump.
17.4.3 Turns

a. Care should be taken to avoid too many consecutive turns, which can cause dizziness. An example might include spirals, 360 circles and 270s all run together in a sequence. Breaking up turn exercises with other exercises will help reduce the potential dizzy factor.

b. The following signs can be used to create a 90-degree turn on a course.

<table>
<thead>
<tr>
<th>All Levels</th>
<th>Novice and Advanced</th>
<th>Excellent and Masters</th>
<th>Masters</th>
</tr>
</thead>
<tbody>
<tr>
<td>Right Turn</td>
<td>Offset Figure 8 (if cones are placed for that effect)</td>
<td>Offset Figure 8 with Distractions (if cones are placed for that effect)</td>
<td>270 Right Halt</td>
</tr>
<tr>
<td>Left Turn</td>
<td>Halt, Turn Right One Step, Call to Heel</td>
<td>270 Left Halt</td>
<td></td>
</tr>
<tr>
<td>270 Right</td>
<td>Halt Pivot Right Halt x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>270 Left</td>
<td>Halt Pivot Left Halt x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>90 Pivot Right</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>90 Pivot Left</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spiral Right</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spiral Left</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

c. Serpentine exercises are not designed to include a 90-degree turn at the first cone or a 90-degree turn out of the exercise. If a course requires the team to make a 90 degree turn to get into the serpentine, then a turn exercise must be used as the station before the serpentine so that the serpentine exercise can be approached straight. If the course requires a turn coming out of a serpentine, the turn must be made using a turn exercise following the serpentine rather than using the last cone as a turning mechanism.

d. 45 Diagonal and 225 Loop turns are for use coming out of, or going into a diagonal path.

e. Care must be taken with all turns to assure the sign is placed appropriately to allow the team to make the correct angle turn as indicated on the sign.
17.4.4 Cones
a. Serpentine and spiral exercises are set up with 6-8 feet between the cones.
b. Serpentine exercises with distractions require 8-10 feet between the cones and distractions. c. The Offset Figure 8 and Offset Figure 8 with Distractions exercises are set up with 8-10 feet between the cones. Distractions for the Offset Figure 8 with Distractions are placed 6-8 apart and at 90 degree angles to the cones.
d. Sign #25 & #26 Offset Serpentine, requires the middle cone to be moved 3-4 ft to the left or right of the first and third cones.

17.4.5 Spacing of Exercises
a. Careful consideration must be given to how much space an exercise requires for correct performance. Some stations require much more than others. For instance, the Halt station takes up very little space compared to the Halt, 1, 2, 3. The following chart is provided to offer suggestions for the amount of space needed for some of the exercises. These are not hard and fast numbers. The amount of space it takes for a sign depends a lot on the exhibitor and the size of the dog. It is up to the judge to set a course that ensures there is enough space to perform the selected exercises.

<table>
<thead>
<tr>
<th>Sign Name</th>
<th>Approximate Space Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Halt, 1-2-3</td>
<td>15 ft</td>
</tr>
<tr>
<td>Call Dog Front, 1-2-3 Backwards</td>
<td>15 ft</td>
</tr>
<tr>
<td>Serpentine exercises without distractions</td>
<td>22-28 feet</td>
</tr>
<tr>
<td>Serpentine exercises with distractions</td>
<td>28-34 feet</td>
</tr>
<tr>
<td>Spiral Right; Spiral Left</td>
<td>19-23 feet</td>
</tr>
<tr>
<td>Offset Figure 8</td>
<td>8-10 feet</td>
</tr>
<tr>
<td>Any station that requires the handler to walk away</td>
<td>7-10 feet</td>
</tr>
<tr>
<td>from their dog 3 steps</td>
<td></td>
</tr>
<tr>
<td>Bar jump or High jump</td>
<td>22 feet</td>
</tr>
<tr>
<td>Broad Jump</td>
<td>25 feet</td>
</tr>
</tbody>
</table>

b. Spacing not only involves the distance needed for performing exercises, but how much width is required for exercises. Consideration must be given to ensure paths are suitable for dogs of all sizes and mobility aids. One never knows when a Chihuahua and Great Dane will enter the same trial or when a wheel chair, walker, or other mobility aid will need to be used by a handler. Some mobility aids can be as wide as 30". As an example, a 4-foot wide section for a handler path that has the ring gates on one side of it and Rally signs to the handler’s right should be sufficient in most cases.

c. When designing courses, you should take the necessary measures to ensure there is enough space in each sequence for correct performance of all the exercises. Setting up the course or setting up sections of the course for testing may help.

d. Signs on the course maps should not be placed haphazardly, but with intention and care. The distance between exercises should be proportionate to the distance required to perform the exercise. While exact distances are not required, it is possible to create maps that depict courses with correct sign placement and reasonable approximations of distances needed for each station and the path between them.

e. Teams should have room to complete each exercise before beginning their approach to the next sign. Allowing room between stations and before and after change of directions requires teams to demonstrate control and teamwork. The Heeling and Conduct sign exists so that imperfections in heeling, misconduct, lack of teamwork and handler errors that occur between stations can be scored.
f. Large drifts should be avoided and can frequently be corrected by altering a course path, adding another turn, allowing more space between exercises and various other design techniques.

g. Exercises that require a 90, 180, 270 or 360-degree performance must be placed on the course so that the complete angle can be accomplished. For instance, a 180-degree pivot, must be placed so the team can perform a complete 180-degree pivot. Anything less than 180 degrees or more than 180 degrees will result in an incorrect performance and should not be due to poor course design.

h. Creative course paths are encouraged, even allowing diagonal courses or diagonal sections of courses. However, course design must always direct each team to a position that allows the correct completion of every exercise.

i. Sometimes using a cone exercise to get into and out of diagonal sections allows for the correct completion of exercises. Care should be taken to avoid obscure, unconventional or backside entrances to cone exercises.

j. When the available ring size is unknown it is always best to design for the minimal legal size ring, 40’ x 50’. Courses can be easily spread out to use more space, but many times do not squish together well.

17.4.5 Spacing of Exercises

a. Careful consideration must be given to how much space an exercise requires for correct performance. Some stations require much more than others. For instance, the Halt station takes up very little space compared to the Halt, 1, 2, 3. The following chart is provided to offer suggestions for the amount of space needed for some of the exercises. These are not hard and fast numbers. The amount of space it takes for a sign depends a lot on the exhibitor and the size of the dog. It is up to the judge to set a course that ensures there is enough space to perform the selected exercises.

<table>
<thead>
<tr>
<th>Sign Name</th>
<th>Approximate Space Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Halt, 1-2-3</td>
<td>15 ft</td>
</tr>
<tr>
<td>Call Dog Front, 1-2-3 Backwards</td>
<td>15 ft</td>
</tr>
<tr>
<td>Serpentine exercises without distractions</td>
<td>22-28 feet</td>
</tr>
<tr>
<td>Serpentine exercises with distractions</td>
<td>28-34 feet</td>
</tr>
<tr>
<td>Offset Serpentine</td>
<td>8-12 ft long, 5 ft wide</td>
</tr>
<tr>
<td>Spiral Right; Spiral Left</td>
<td>19-23 feet</td>
</tr>
<tr>
<td>Offset Figure 8</td>
<td>8-10 feet</td>
</tr>
<tr>
<td>Cloverleaf</td>
<td>6 ft x 6 ft</td>
</tr>
<tr>
<td>Any station that requires the handler to walk away from their dog 3 steps</td>
<td>7-10 feet</td>
</tr>
<tr>
<td>Standard Bar jump or High jump</td>
<td>22 feet</td>
</tr>
<tr>
<td>Broad Jump</td>
<td>25 feet</td>
</tr>
<tr>
<td>Offset Jump</td>
<td>24 ft</td>
</tr>
</tbody>
</table>

b. Spacing not only involves the distance needed for performing exercises, but how much width is required for exercises. Consideration must be given to ensure paths are suitable for dogs of all sizes and mobility aids. One never knows when a Chihuahua and Great Dane will enter the same trial or when a wheel chair, walker, or other mobility aid will need to be used by a handler. Some mobility aids can be as wide as 30". As an example, a 4-foot wide section for a handler path that has the ring gates on one side of it and Rally signs to the handler’s right should be sufficient in most cases.

c. When designing courses, you should take the necessary measures to ensure there is enough space in each sequence for correct performance of all the exercises. Setting up the course or setting up sections of the course for testing may help.

d. Signs on the course maps should not be placed haphazardly, but with intention and care. The distance between exercises should be proportionate to the distance required to perform the exercise. While exact distances are not required, it is possible to create maps that depict courses with correct sign placement and reasonable approximations of distances needed for each station and the path between them.

e. Teams should have room to complete each exercise before beginning their approach to the next sign. Allowing room between stations and before and after change of directions requires teams to demonstrate control and teamwork. The Heeling and Conduct sign exists so that imperfections in heeling, misconduct, lack of teamwork and handler errors that occur between stations can be scored.

f. Large drifts should be avoided and can frequently be corrected by altering a course path, adding another turn, allowing more space between exercises and various other design techniques.
g. Exercises that require a 45, 90, 180, 225, 270 or 360-degree performance must be placed on the course so that the complete angle can be accomplished. For instance, a 180-degree pivot, must be placed so the team can perform a complete 180-degree pivot. Anything less than 180 degrees or more than 180 degrees will result in an incorrect performance and should not be due to poor course design.

h. Creative course paths are encouraged, even allowing diagonal courses or diagonal sections of courses. However, course design must always direct each team to a position that allows the correct completion of every exercise.

i. Sometimes using a cone exercise to get into and out of diagonal sections allows for the correct completion of exercises. Care should be taken to avoid obscure, unconventional or backside entrances to cone exercises.

j. Signs for 45-degree diagonal and 225 degree loops can be used to go into, or transition from, a diagonal path.

j. When the available ring size is unknown it is always best to design for the minimal legal-size ring, 40’ x 50’. Courses can be easily spread out to use more space, but many times do not squish together well.

-------------------

Glossary of Terms

Approved Judge – a licensed ASCA Judge who is able to judge without needing prior approval on courses used for trials

Baiting – holding hand(s) in such a way to give the pretense of holding food in order to accomplish an element of an exercise

Briskly – keenly alive, alert, energetic

Cluster – more than one ASCA sanctioned event held on either one or more consecutive days

Command – verbal order from handler to dog

Crooked – a dog that is not straight in line with the direction the handler is facing

Crowding – a dog so close to handler as to interfere with handler’s freedom of motion

Directly – immediately, without deviation or hesitation

Drop completely – a down position that would be acceptable for a Long Down exercise

Element – a single piece of an exercise, such as a sit, stand, front, finish, or continuous movement specific to the exercise being performed.

For example: Halt, Call Front, Finish Left, Halt (Sign #311) – there are four elements: the initial sit, the call to the front position, the finish to the left, and the sit in heel position at the end. For example: Back 3 Steps (sign #315) – there are two elements: the continuous movement of the team taking at least three handler steps back, and then the movement of the team heeling forward.

Gently – with kindness, without harshness or roughness

Incorrectly Performed Station (IP) – one or more parts of an exercise are not performed or are performed incorrectly

Lack of Control – momentary lapse of control (i.e.: dog runs to gating and comes back quickly to the handler; dog takes a jump when it is not the next exercise, but returns quickly; dog makes a running circle of the ring, but returns to heel upon command)

Lame – irregularity or impairment of the function of locomotion, irrespective of the cause or how slight or severe

Minor Deduction – deduction worth 1 – 2 points

Natural – not artificial; free of affectation; what is customarily expected in the home or public places

On the Course - Following the Judge’s order “Forward” until the team passes the Finish signs Pause – a complete stop; no forward motion by the handler Pivot – turning in the circle occupied by the handler before they started the turn; a turn in place Prompt Response – without hesitation, immediate, quick

Provisional Judge – a licensed ASCA Judge who must have courses pre-approved by the Rally Course Review Subcommittee at least 30 days prior to any trial for which they judge

Repeat of Station/Retry – a station that is repeated in its entirety, including the approach, before beginning the next station

Resentment – resistance, unwillingness Signal – nonverbal direction from the handler to dog

Star Station – designated by a star card above the top of the sign; worth 20 points

Station Not Attempted by the Handler – a station skipped/missed by the handler before attempting the next station

Substantial Deduction – deduction worth 3 or more points

Withers – highest point of the dog’s shoulder

Glossary of Terms

Approved Judge – a licensed ASCA Judge who is able to judge without needing prior approval on courses used for trials
Baiting – holding hand(s) in such a way to give the pretense of holding food in order to accomplish an element of an exercise
Bristly – keenly alive, alert, energetic
Cluster – more than one ASCA sanctioned event held on either one or more consecutive days
Command – verbal order from handler to dog
Crooked – a dog that is not straight in line with the direction the handler is facing
Crowding – a dog so close to handler as to interfere with handler’s freedom of motion
Directly – immediately, without deviation or hesitation
Drop completely – a down position that would be acceptable for a Long Down exercise
Element – a single piece of an exercise, such as a sit, stand, front, finish, or continuous movement specific to the exercise being performed.
For example: Halt, Call Front, Finish Left, Halt (Sign #311) – there are four elements: the initial sit, the call to the front position, the finish to the left, and the sit in heel position at the end. For example: Back 3 Steps (sign #315) – there are two elements: the continuous movement of the team taking at least three handler steps back, and then the movement of the team heeling forward.
Gently – with kindness, without harshness or roughness
Incorrectly Performed Station (IP) – one or more parts of an exercise are not performed or are performed incorrectly
Lack of Control – momentary lapse of control (i.e.: dog runs to gating and comes back quickly to the handler; dog takes a jump when it is not the next exercise, but returns quickly; dog makes a running circle of the ring, but returns to heel upon command)
Lame – irregularity or impairment of the function of locomotion, irrespective of the cause or how slight or severe
Minor Deduction – deduction worth 1 – 2 points
Natural – not artificial; free of affectation; what is customarily expected in the home or public places
On the Course - Following the Judge’s order “Forward” until the team passes the Finish signs Pause – a complete stop; no forward motion by the handler Pivot – turning in the circle occupied by the handler before they started the turn; a turn in place Prompt Response – without hesitation, immediate, quick
Provisional Judge – a licensed ASCA Judge who must have courses pre-approved by the Rally Course Review Subcommittee at least 30 days prior to any trial for which they judge
Repeat of Station Retry – a station that is repeated in its entirety, including the approach, before beginning the next station
Resentment – resistance, unwillingness Signal – nonverbal direction from the handler to dog
Star Station – designated by a star card above the top of the sign; worth 20 points
Station Not Attempted by the Handler – a station skipped/missed by the handler before attempting the next station
Substantial Deduction – deduction worth 3 or more points
Teamwork – Cooperation or collaboration between the handler and dog. The dog and handler are working together in a joint effort
Withers – highest point of the dog’s shoulder
## NS3 Design Checklist

Course Design Checklist – June 2017 Rulebook

Name: ___________________________ Course Set: ___________________________

### All Course Maps

<table>
<thead>
<tr>
<th>17.2.2 Map Basics</th>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Judge’s name</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Date of the trial – ID’d as #1, #2 etc. if more than 1 trial/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Affiliate Hosting Club</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Course Level</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ring Size</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ASCA sign icons</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Station numbers</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Star indicators, to bring total to 200 points</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cone icons, if used – No more than 7</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Separate entrance and exit gates</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lease location indicated – for courses with a Stay off leash</td>
<td></td>
<td></td>
<td>N/A</td>
<td></td>
</tr>
<tr>
<td>17.2.2 Finish Sign (un-numbered) is used on map.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Finish Sign is noted in exercise list before Stay (if used)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>17.2.3 Jump &amp; Distraction Icons</th>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Icons – type of jump identified</td>
<td></td>
<td></td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Distraction icons – type of distraction identified – No more than 4</td>
<td></td>
<td></td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>17.2.4 Handler Path Arrows</th>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handler Path Arrows – Must be used in Novice</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>17.3.1 Design Requirements/General</th>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Safety &amp; Flow – for all signs/jumps</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>All signs spaced appropriately based on requirements of the station.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sign icons &amp; numbers match the exercise list</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16-19 stations plus star stations equal 200 points</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Design gives enough room for any size dog and/or handler using mobility aid</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Too many stationary exercises in a row?</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Excellent course is significantly different than Masters. All Excellent signs are moved to a new location, or replaced with other signs (except for the jump).</td>
<td></td>
<td></td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Design is such that handlers who miss the walk-through have a reasonable chance to quality</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sign selection is challenging but fair</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sign selection uses a variety of behaviors to demonstrate teamwork and proficiency</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>17.3.2 Sign Placement</th>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sign icons are to the right of the team’s path except change of direction signs. They are placed directly in front of the team</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Signs with more than 2 elements must be placed where readable during performance of all elements</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start/H&amp;C sign provides enough room for team entry &amp; set-up</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Finish sign, if facing a ring gate, must be at least 6 feet away</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fast and Halt Fast signs must be followed by Normal sign</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slow and Halt, Slow signs may be followed by either a Normal or a Finish sign</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>17.4.3 Turns</th>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not too many consecutive turns</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Entrance &amp; exit to Serpentine is straight on</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Entrance to Spiral is straight on</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## 17.4.4 Cones

<table>
<thead>
<tr>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serpentine, Figure 8 &amp; spiral – 6-8 feet between cones</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Serpentine with Distractions – 8-10 ft. between cones/distractions</td>
<td>N/A</td>
<td>N/A</td>
<td></td>
</tr>
<tr>
<td>Offset Figure 8; 8-10 ft. between cones; 6-8 between distractions</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Course Design Checklist – June 2017 Rulebook

Name: __________________________  Course Set: __________________

## 17.4.5 Spacing

All exercises have adequate spacing for correct performance

Large drifts are avoided

### Specifics for each level

<table>
<thead>
<tr>
<th></th>
<th>Masters</th>
<th>Excellent</th>
<th>Advanced</th>
<th>Novice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>17.3.1 # of signs – 16-19</strong></td>
<td>#______</td>
<td>#______</td>
<td>#______</td>
<td>#______</td>
</tr>
<tr>
<td><strong>17.3.3 Stationary exercises</strong> (Not including Sit or Down Stay)</td>
<td>3-9 #______</td>
<td>3-8 #______</td>
<td>3-7 #______</td>
<td>3-6 #______</td>
</tr>
<tr>
<td>Sits #______</td>
<td>Sits #______</td>
<td>Sits #______</td>
<td>Sits #______</td>
<td></td>
</tr>
<tr>
<td>Downs #______</td>
<td>Downs #______</td>
<td>Downs #______</td>
<td>Downs #______</td>
<td></td>
</tr>
<tr>
<td>Stands #______</td>
<td>Stands #______</td>
<td>Stands #______</td>
<td>Stands #______</td>
<td></td>
</tr>
<tr>
<td><strong>17.3.4 Stay exercise</strong> (Not counted as a Stationary exercise)</td>
<td>20 ft. – Required</td>
<td>15 ft. – Opt</td>
<td>10 ft. – Opt</td>
<td>6 ft. – Required</td>
</tr>
</tbody>
</table>

Stay Exercise is numbered on the chart & map

**17.3.5 Cones used with distraction exercise not used with other cone exercise**

N/A | N/A

Other sections of the course may not pass through distractions

N/A | N/A

Distractions may not accidentally or intentionally become part of another exercise

N/A | N/A

**17.3.6 Minimum Specific Exercises**

| 400-416 use 4+ | 300-327 use 4+ | 200-231 use 3+ | 100-107 use 3+ |
| #______ | #______ | #______ | #______ |

**17.4.1 If only one Jump is used in Masters it is different than the Excellent Jump**

N/A | N/A | N/A

If two jumps are used in Masters there must be at least two exercises between them.

N/A | N/A | N/A

Adequate Space for Jumps - 10 ft. bar or high; 12 ft. broad

N/A | N/A | N/A

Jump exercise in Excellent must be starred. At least one Jump exercise in Masters must be starred

N/A | N/A | N/A

Sign 316 is not counted as 1 of the specific level exercises.

N/A | N/A | N/A

**17.4.5 Angle turns must be placed so the complete angle can be accomplished.**

N/A | N/A | N/A

Leave dog exercises are spaced to allow the handler to leave the dog, but still able to read sign

N/A | N/A | N/A
<table>
<thead>
<tr>
<th></th>
<th>N/A</th>
<th>N/A</th>
<th>N/A</th>
</tr>
</thead>
<tbody>
<tr>
<td>Space allowed for Directed Jump, if used (10 &amp; 12 ft)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Signs for Directed Jump placed appropriately on the map (Appendix, Example 8 &amp; 9.)</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Offset serpentine spaced with wider path to allow proper setup of cones.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
ASCA Example 8 – Sign Location for Masters Jump
Exercises 414 & 415 – Offset Recall RIGHT Over Jump

**Sign 414**

Sign is placed about 5 feet to the right of and at least 10 feet before the jump when used with sign 415. This sign is always followed by sign 415 or 416.

**Sign 415**

Sign is placed about 12 feet beyond the jump and on the same path the handler will be on when he/she walks straight forward from sign 414. This is a 180 degree change of direction sign.
ASCA Example 9 – Sign Location for Masters Jump Exercises 414 & 416 – Offset Recall LEFT Over Jump

Sign is placed about 12 feet beyond the jump and on the same path the handler will be on when he/she walks straight forward from sign 414. This is a 180 degree change of direction sign.

Sign is placed about 2 feet to the left of and at least 10 feet before the jump when used with sign 416. This sign is always followed by sign 415 or 416.