



4-H Dog Rally Obedience Rules and Regulations

DOG PROJECT SUPPLEMENT



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Acknowledgements

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Introduction

Rally Obedience was created to promote fun and enjoyment for dogs and handlers at all levels of competition. In Rally, the dog and handler work together as a team to complete a course of about 10-20 stations depending on the level of competition. Each station has a sign providing instructions for the next skill to be performed. The dog and handler team moves continuously through the course at a brisk, but normal, pace with the dog under control at the handler's left side. There should be a sense of teamwork between the dog and handler both during the numbered exercises and between the exercise signs; however, perfect "heel position" is not required, and scoring is not as rigorous as traditional obedience. Unless otherwise specified in these Regulations, handlers are permitted to talk, praise, encourage, clap their hands, pat their legs, or use any verbal means of encouragement. Multiple commands and/or signals using one or both arms and hands are allowed; however, the handler may not touch the dog or make physical corrections, and loud or harsh commands or intimidating signals will be penalized. The goal of Rally is to work together as a team and have FUN!

All 4-H Rally classes are patterned after the latest AKC Obedience guidelines whenever possible, except that dog registry with AKC is not required. Some exercises and scoring rules have been adapted from AKC to better serve our youth exhibitors. One key difference when judging 4-H Rally is that **all exhibitors will receive an actual numerical score regardless of whether they committed serious faults that would have resulted in an NQ in the AKC ring.** Also of note is that several AKC designated Serious Faults only result in point deductions in 4-H. This helps our young handlers to understand their mistakes and to continue working to improve their skills. Dogs that snap, bite, or attempt to bite will be excused from the ring.

The information in this Rally supplement is intended as an educational resource for 4-H specialists or coordinators, leaders, members, and volunteers. For additional information, please refer to the Colorado State Fair State 4-H Dog Trial Rules published each year and available on the Colorado 4-H website at <https://co4h.colostate.edu/state-fair-information/>. If the State 4-H Dog Trial Rules do not specify a rule or regulation, the closest AKC Rally or Obedience regulation or rule will apply. The AKC Rally Rules can be found at <https://www.akc.org/sports/rally/rally-resource-center/>. There are also some new smart phone Rally training apps available for a small fee. The "Pocket Rally" app for iPhones is an excellent resource that includes directions and helpful videos for each Rally sign.

Preparing for a Rally Competition

Setting Up the Ring

The ring size for a rally course should be at least 40 x 50 feet to allow adequate room for all signs and jumps. If space is limited, the ring can be smaller so long as the dog and handler team have adequate room to navigate all the signs and jumps in a safe manner. If the ring is set on a concrete or tile floor, there should be ring mats leading up to and following any jumps to provide traction for the dog and a cushion to land the jump. If the ring is located outdoors, be sure the ring surface is level and does not contain any holes or large rocks. The steward table should be located near the entry gate, and the "Go Board" should be placed adjacent to the steward table.

(The “Go Board” lists the armband order for each of the classes.)

Rally Signs and Holders

AKC revised all the Rally signs in 2012. The latest version of the Rally signs along with directions can be found on the AKC website at <https://www.akc.org/sports/rally/rally-resource-center/>. Signs can be printed in color on 8.5 x 11 card stock and laminated for use in the ring. Signs can also be purchased from a dog supply store such as J&J Dog <https://www.jdog.com/competition-equipment/rally/>. Signs with an asterisk in the directions page (numbers 5, 6, 7, 8, 9, 10, 19, 103 and 299) can be used multiple times on a rally course, so it is a good idea to have duplicates of these signs. Two of the following signs must be made available and used by the judge, 206, 207, 208, 209, 311, 317 and 318. All other signs may only be used once on any course.

Thirty sign holders are required, including four blank holders (for Start, Finish and Call signs). Wire sign holders with plastic numbers can be purchased online from a dog supply store such as J&J Dogs. Sign holders can also be constructed by attaching Velcro to orange plastic cones and numbering the cones with plastic stick-on numbers. All sign holders (not including the blanks for Start, Finish and Call) will be clearly and sequentially numbered on the course, with numbers approximately three inches high.

Placement of Signs, Sign Descriptions and Other Information

Signs should be placed in the sign holders to the right of the handler’s path except for those indicating a change in direction, in which case the sign will be directly in front of the handler to aid in that change. Signs that require the handler and dog to side-step to the right will be placed in the initial path of the team. Pylon signs may be placed on the first pylon. The sign for #103 **Send over Jump** may be placed on the jump or to the right of the handler’s path. The duplicate signs made available for 206, 207, 208, 209, 311, 317 and 318, should be paired with the sign holder on the backside of the original sign. Directional signs 301A, 302A and 303A may be placed on the backside of the jump or in such a way to indicate the direction the dog and handler should continue. Directional signs for 306A, 307A and 308A will be paired with the sign holder on the backside of the original sign. The sign for the **Sit Stay** may be placed to either the right or left. Exact placement of signs should be made by the judge while walking the course along the path that will be taken by the handlers.

Weather conditions should be considered when securing signs to the holders – sometimes a binder clip or tape can help keep the signs in place. Once the signs have been placed and the course set, a copy of the course map should be posted outside the ring for handlers to review. If possible, copies of the course map will be given to exhibitors prior to the walkthrough for the class.

- **#210 - Send to Jump**: The sign will be placed at least 10 feet before the jump and three feet away from the path to the jump. The handler must remain at least three feet away from the jump and may not pass the jump until the dog has returned. The subsequent sign will be set at least three feet away from the path after the jump.

- **#298 – Sit Stay:** The judge will designate placement of the leash and must inform the handlers during the Excellent walkthrough. Immediately following the Finish sign the handler and dog will go to the Sit Stay sign. The dog must sit; the handler may command and/or signal the dog to stay. The handler will then walk forward at least fifteen (15) feet to get the leash and return to heel position by walking around behind the dog. The judge will order “Exercise Finished,” at which time the judging of the Sit Stay sign will be complete. The handler will then attach the leash and exit the ring. The Sit Stay is not considered to be one of the stationary signs on the course.

Jumps

The Advanced and higher-level Rally classes will include at least one jump. There are three jumps that can be use in the rally ring:

- Broad Jump
- Bar Jump
- High Jump

One jump must be used for the Advanced Class, two jumps must be used for the Excellent Class, and one jump is used in the Masters Class. Judges may use any of the above listed jumps for the Advanced and higher classes, and four-foot-wide jumps may be used in place of five-foot-wide jumps. Jumps may not be used consecutively on the course or as the last sign on the course.

In Rally, the **Broad Jump** consists of three telescoping hurdles, each approximately eight inches wide. The largest hurdle will measure about four feet, 10 inches long (if from a five-foot set) and about five inches at the highest point. In the ring, Broad Jump hurdles will be arranged in order of size from smallest to largest. They will be evenly spaced, covering a distance equal to twice the height of the High or Bar Jump requirement set for each dog. Three boards will be used for a jump of 32 inches, two boards for a jump of 16 or 24 inches, and one board will be used for a jump of eight inches. When decreasing the number of hurdles in the jump, the highest will be removed first.

The **High Jump** consists of two uprights and solid boards of varying heights that combine to make each dog’s required jump height. The High Jump will be five feet wide (if from a five-foot set) and built to be set at a height of four inches and adjustable in increments of four inches up to 16 inches. The uprights of the High Jump will be four feet high. In addition, two eight-inch boards and one four-inch board should be available for use. The height of each board will be indicated in black two-inch numbers. A four-inch High Jump board will be supplied for dogs that have a height at the withers of less than 10 inches. This jump height will be constructed so the maximum height does not exceed four inches, with a half-inch tolerance. This can be a separate board or support system placed between the two standard uprights.

The **Bar Jump** has two uprights that are constructed to support only a striped bar, which is set at the dog’s required jump height. The Bar Jump will consist of a bar that is between two- and two and one-half inches square with the edges rounded to remove any sharpness. The bar will be black and white in alternate sections each about three inches wide. The bar will have the weight of wood. It will be supported by two unconnected four-foot upright posts about five feet apart (if

from a five-foot set) and built to be set at a height of four inches and adjustable in increments of four inches up to 16 inches. The Bar Jump may be used in the same way as the High Jump. However, if the Bar Jump is to be used as a jump in both directions, the uprights must be offset to allow the bar to be knocked off from either direction without affecting the uprights.

Jump Heights

All dogs MUST be able to jump their required height in Rally. There are no classes with lower jump heights for veteran dogs. However, the Rally jump heights are lower than those required for Obedience classes. The maximum jump height in Rally for the High and Bar Jump is 16” and 32” for the Broad Jump. All jump heights will conform with current (as of January 2022 rules and regulations) AKC Rally height and Broad Jump recommendations. The standard AKC jump requirements for Rally are as follows:

HEIGHT OF DOG AT WITHERS	HIGH OR BAR JUMP HEIGHT TO BE JUMPED	BROAD JUMP DISTANCE TO BE JUMPED
Less than 10 inches	4 inches	8 inches (1 board)
10 inches to less than 15 inches	8 inches	16 inches (2 boards)
15 inches to less than 20 inches	12 inches	24 inches (2 boards)
20 inches and over	16 inches	32 inches (3 boards)

Other Equipment

At least 12 **cones** are needed for the various cone signs. One cone should be distinctly marked so it can be used for Send Away signs (306, 307 and 308). Also, the Cloverleaf sign requires four cones which must be numbered 1-4.

The Figure Eight sign may require use of **Distractions**. Distractions can be dog safe toys or securely covered containers with tempting dog treats. The sign requires two Distractions which are placed within the path of the Figure Eight.

Familiarization Time - The Walk-Through

Prior to the start of each class, a 15-minute walk-through (longer if the judge allows) is allowed for handlers, without their dogs. The judge must be available in the ring during this period to answer any questions the handlers might have. The judge may also choose to brief the handlers on the course during this period. The judge may also allow walk throughs for handlers that were scheduled in other rings at the time of the normal walk-through.

Leashes and Collars

Allowed collars in Rally classes include flat or rolled leather with buckle or snap closure, flat or rolled nylon collars with buckle or snap closure, metal choke chain. No halties, gentle leaders,

harnesses, or pinch collars will be allowed in the show ring. Collars and leads must be two separate pieces. Slip leads are not allowed. No dog tags can be on the dog when showing in the ring. This includes name tags, rabies tag, or anything else that hangs from the dog's collar. It is very important that your dog always wear tags except when in the show ring.

4-H Rally Classes

As mentioned previously, all 4-H Rally classes are patterned after the latest AKC Obedience guidelines whenever possible, except that dog registry with AKC is not required. Some levels, exercises, and scoring rules may have been adapted from AKC to better serve our youth exhibitors. One key difference when judging 4-H Rally is that all exhibitors will receive an actual numerical score regardless of whether they committed serious faults that would have resulted in an NQ in the AKC ring. This helps our young handlers to understand their mistakes and to continue working to improve their skills. The Rally classes in 4-H are:

- Rally Novice A/B
- Rally Intermediate A/B
- Rally Advanced A/B
- Rally Excellent AB
- Rally Advanced-Excellent A/B
- Rally Masters A/B

If a dog and handler team earns an equivalent Rally title from a national dog association (AKC, UKC, etc.) MORE than four months prior to the State Fair 4-H Dog Trials, they are disqualified from competing in that same Rally level at State Fair. They may still compete at that level if the title is received LESS than four months prior to State Fair.

Counties have discretion for class placement and may elect to use qualifying scores from either County Fair OR State Fair as the criteria for class progression. However, State 4-H Dog Trial Rules will govern eligibility for State Fair 4-H Dog Trial entries. Exhibitor and dog teams earning a qualifying score in a Rally class at County Fair are strongly encouraged to move up to the next higher Division the following year, regardless of whether they attend State Fair. Once a team obtains a qualifying score at the State Fair 4-H Dog Trials, that exhibitor is no longer eligible to compete in that same Division with the same dog in subsequent years at State Fair. For example, once a handler receives a qualifying score in the Novice Rally Division (either the A or the B level), at State Fair, they need to advance to the Intermediate Rally Division in order to compete at Fair the following year.

Rally Novice Division

All exercises are judged on leash, and all dogs must enter and leave the ring on leash. The leash must be made of fabric or leather and needs to be long enough to provide adequate slack. The Rally Novice course must have between 10 – 15 stations excluding the Start and Finish with a minimum of three and a maximum of five stationary exercises per class. For the Rally Novice A class (first year youth handlers), fewer stationary stations are recommended in order to keep the teams moving through the course. Handlers may enter more than one dog in this class.

- Rally Novice A – This class is only open to exhibitors in their first year of Rally Novice

training with no prior experience in Rally Novice dog training. Any handler with prior Rally training experience who is starting a new dog should enter the Rally Novice B class. Exhibitors may only compete in Rally Novice A for one year. If they receive a qualifying score, the team MUST move to Rally Intermediate or higher Division to be eligible for State 4-H Dog Trials. If no qualifying score is received, the team moves to Rally Novice B until they earn a qualifying score.

- Rally Novice B – This class is open to exhibitors and dogs who did not earn a qualifying score in Rally Novice A. Handlers with prior Rally experience who are starting a new dog, or new handlers starting Rally with an experienced dog should also enter the B class. Exhibitor and dog teams may stay in this class until they receive a qualifying score. Once a team has received a qualifying score, they MUST move to Rally Intermediate or higher Division to be eligible for State 4-H Dog Trials.

Rally Intermediate Division

All exercises are judged on leash. All dogs must enter and leave the ring on leash. Rally Rally Intermediate must have 12 to 17 signs (Start and Finish not included) with a minimum of three and a maximum of seven stationary signs. Intermediate courses will have a minimum of three Advanced level signs. There are no jumps in this class.

- Rally Intermediate A – This class is open to exhibitors in their first year of Rally Intermediate training with no prior experience in Rally Intermediate dog training. Exhibitors may only compete in Rally Intermediate A for one year. If they receive a qualifying score, the team MUST move to Rally Advanced or higher Division to be eligible for State 4-H Dog Trials. If no qualifying score is received, the team moves to Rally Intermediate B until they earn a qualifying score.
- Rally Intermediate B – This class is open to exhibitors and dogs who did not earn a qualifying score in Rally Intermediate A. Handlers with prior Rally experience who are starting a new dog, or new handlers starting Rally with an experienced dog should also enter the B class. Exhibitor and dog teams may stay in this class until they receive a qualifying score. Once a team has received a qualifying score, they MUST move to Rally Advanced or higher Division to be eligible for State 4-H Dog Trials.

Rally Advanced Division

All signs are judged with the dog off leash. Rally Advanced A and B must have 12 to 17 signs (Start and Finish not included) with a minimum of three and a maximum of seven stationary signs. A dog is required to jump once in the Advanced class. Courses will have a minimum of three Advanced level signs plus the one required jump.

- Rally Advanced A – This class is open to exhibitors in their first year of Rally Advanced training with no prior experience in Rally Advanced dog training. Exhibitors may only compete in Rally Advanced A for one year. If they receive a qualifying score, the team MUST move to Rally Excellent or higher Division to be eligible for State 4-H Dog Trials. If no qualifying score is received, the team moves to Rally Advanced B until they earn a qualifying score.
- Rally Advanced B – This class is open to exhibitors and dogs who did not earn a qualifying score in Rally Advanced A. Handlers with prior Rally experience who are starting a new dog, or new handlers starting Rally with an experienced dog should also

enter the B class. Exhibitor and dog teams may stay in this class until they receive a qualifying score. Once a team has received a qualifying score, they MUST move to Rally Excellent or higher Division to be eligible for State 4-H Dog Trials.

Rally Excellent Division

All signs are judged with the dog off leash. Rally Excellent A and B must have 15 to 20 signs (Start, Finish and Call marker not included), with a minimum of three and a maximum of seven stationary signs. The dog is required to jump twice utilizing one or two jumps. Courses will have a minimum of two Advanced level signs and a minimum of three Excellent level signs, plus the two required jumps and the Sit Stay sign. Unlike in the Rally Novice, Intermediate and Advanced classes, in Rally Excellent, handlers are not allowed to pat their legs or clap their hands to encourage the dog. Verbal encouragement, multiple commands, and/or inaudible signals using one or both arms and hands are allowed; the handler's arms need not be maintained in any particular position at any time. Handlers may not touch their dog or make any physical corrections without penalty.

- Rally Excellent A – This class is open to exhibitors in their first year of Rally Excellent training with no prior experience in Rally Excellent dog training. Exhibitors may only compete in Rally Excellent A for one year. If they receive a qualifying score, the team MUST move to Rally Advanced-Excellent or higher Division to be eligible for State 4-H Dog Trials. If no qualifying score is received, the team moves to Rally Excellent B until they earn a qualifying score.
- Rally Excellent B – This class is open to exhibitors and dogs who did not earn a qualifying score in Rally Excellent A. Handlers with prior Rally experience who are starting a new dog, or new handlers starting Rally with an experienced dog should also enter the B class. Exhibitor and dog teams may stay in this class until they receive a qualifying score. Once a team has received a qualifying score, they MUST move to Rally Advanced-Excellent or higher Division to be eligible for State 4-H Dog Trials.

Rally Advanced-Excellent Division

This class will be judged as a combined score from both the regular Advanced B pattern and the regular Excellent B pattern. There is no separate requirement for signs or jumps for the Advanced-Excellent class. Members will perform both patterns during the same contest. The scoresheets will then be combined, adding both scores from the patterns and the times run on each pattern. The highest combined score will be the highest class placement, and the combined times will break any ties. Qualifying scores are required for both the Advanced and the Excellent portion of this class in order to receive a qualifying score in Rally Advanced-Excellent.

- Rally Advanced-Excellent A – This class is open to exhibitors in their first year of Rally Advanced-Excellent (RAE) training with no prior experience in Rally Advanced-Excellent (RAE) dog training. Exhibitors may only compete in Rally Advanced-Excellent (RAE) A for one year. If they receive a qualifying score, the team MUST move to Rally Masters Division to be eligible for State 4-H Dog Trials. If no qualifying score is received, the team moves to Rally Advanced-Excellent B until they earn a qualifying score.
- Rally Advanced-Excellent B – This class is open to exhibitors and dogs who did not earn a qualifying score in Rally Advanced-Excellent A. Handlers with prior Rally experience

who are starting a new dog, or new handlers starting Rally with an experienced dog should also enter the B class. Exhibitor and dog teams may stay in this class until they receive a qualifying score. Once a team has received a qualifying score, they **MUST** move to Rally Masters Division to be eligible for State 4-H Dog Trials.

Rally Masters Division

All signs are judged with the dog off leash. The Masters class must have 15 to 20 signs (Start and Finish not included) with a minimum of three and a maximum of seven stationary signs. Courses will have a minimum of four Master level signs plus the one required jump (301, 302 or 303), a minimum of three Excellent level signs and a minimum of three Advanced level signs. There are no retries for any of the signs on the Rally Master course. Unlike in the Rally Novice, Intermediate and Advanced classes, in the Rally Master class handlers are not allowed to pat their legs or clap their hands to encourage the dog without penalty. Verbal encouragement, multiple commands, and/or inaudible signals using one or both arms and hands are allowed; the handler's arms need not be maintained in any particular position at any time. Handlers may not touch their dog or make any physical corrections without penalty.

- Rally Masters A – This class is open to exhibitors in their first year of Rally Masters training with no prior experience in Rally Master dog training. Exhibitors may only compete in Rally Master A for one year. After their first year the team **MUST** move to Rally Master B to be eligible for State 4-H Dog Trials. Once shown in Rally Master, exhibitors can no longer compete in any lower Rally classes with the same dog.
- Rally Masters B – This class is open to exhibitors or dogs with previous experience in Rally Masters training OR exhibitors and dogs who did not earn a qualifying score in Rally Masters A. Exhibitors may continue to compete in this class for the remainder of their 4-H years with the same dog, regardless of whether a qualifying score is earned or an equivalent title is received from a national dog association.

Judging and Scoring

When judging a Rally competition, the judges' orders will be, "Are you ready?" followed by, "Forward." In the Excellent and Masters classes, the judge will also say "Exercise Finished" following completion so the Sit-Stay sign #299. No other orders are necessary.

All dogs will be timed. Times will be recorded on the scoresheet but not posted. Times will be used only to break ties for Champion and Reserve Champion awards. Timing will begin when the Judge gives the order, "Forward," and will end when dog and handler cross the finish line. In the case of tie scores, the dog and handler completing the course in the least amount of time will receive the higher placement and a plus (+) after the score. The original scores will not be changed. In the event that both the score and time are the same, the dog and handler teams will repeat the course and be judged and timed again.

Scoring for all levels is based on a maximum score of 100 points. To qualify, the dog and handler team must receive a minimum score of 70 points. In Rally Advanced-Excellent, the dog and handler must score 70 or above in each class to receive a qualifying score. Handlers should refer to the AKC Sign Directions or other training resources for the correct performance for each sign (Attachment 1).

The following deductions shall apply on a scale from 1 to 15:

Minor Deduction (1-2 points) for each of the following:

- Tight leash
- Dog interfering with handler
- Poor sits
- Slow or delay or resistance to respond
- Touching or ticking a jump or pylon
- Knocking over a sign or holder
- Touching the handler
- Out of position

Minor or Substantial Deduction (1-10 points) for each of the following:

- Retry of a sign – only one (1) retry of each sign will be allowed unless otherwise stated. Retry of a sign is an automatic three-point deduction.
- Pylon knocked over on Figure Eight, Spiral, Serpentine or Cloverleaf
- Lack of control
- Lack of teamwork
- Lack of briskness
- Handler error
- Loud command or intimidating signal
- Excessive barking
- Hitting the jump
- Patting/clapping in Excellent and Master – per occurrence

Substantial Deduction (6-10 points) for each of the following:

- Incorrectly performed sign (IP) (Automatic 10-point deduction)
- Failure to complete the Sit Stay (IP) – no retries allowed
- Failure of the dog to clear the jump properly on the first attempt (IP) – no retries allowed
- Knocking over the jump or upright or knocking a bar off (IP) – no retries allowed
- Luring/pleading with the dog
- Lack of natural manner

Maximum Deduction (15 points) will be given for:

- Minimum requirements not met
- Dog unmanageable
- Uncontrolled barking
- Consistently tight lead
- Dog that eliminates while in the ring for judging
- Handler error
- Dog leaving the ring
- Sign not attempted by handler (A sign will be considered not attempted if the handler completely passes the sign – cannot be retried, or the handler approaches sign but does not attempt it – cannot be retried)

For the safety of all, a dog that snaps, bites, or attempts to bite will be excused from the ring.

Steward Guidelines

Introduction

Volunteers assisting the judges at a dog show are called Stewards. Stewarding functions in the Rally ring can be broken down into four duties: Gate Steward, Table Steward, Ring Steward, and Time Steward. In Rally Novice and Rally Intermediate, you will need three stewards, as one person can serve as both the Ring Steward and the Time Steward. Each steward's functions are described below. Additionally, it is essential that all stewards be at ringside at least 30 minutes prior to the scheduled start of judging to receive any specific instructions from the judge and to assist in setting up the Rally ring as directed by the judge.

Gate Steward

The primary responsibility of the Gate Steward is to manage the "Go Board" (the list of armband entries posted ringside on the board) and most importantly, to ensure that the next dog to be judged is immediately available when the judge indicates that he/she is ready. As soon as the judge begins judging the dog in the ring, this steward calls the next dog and ensures the handler is ringside before the dog in the ring has completed the Rally exercises. Dogs may not enter the ring until the judge invites them in. It is the responsibility of the Gate Steward to ensure that the class judging is not delayed because the judge is waiting for dogs. If the dog listed next on the "Go Board" is not at ringside, the steward should not hesitate to call the next dog in order. Stewards are not required to seek out handlers. It is the 4-H member's responsibility to be present and ready when they are called. The steward should report any absences to the judge at the end of the class. The judge will decide if the 4-H'er is to be marked absent. This procedure should be followed even if the 4-H'er has checked in. It is also normally the duty of the Gate Steward to check in exhibitors. The steward should ask the exhibitor's name and the name of the dog or their armband number, and then check the "Go Board". The Gate Steward can mark the armband number on the board with a slash to denote the handlers who have checked in, and then cross the number off once they have gone into the ring. Exhibitors may make requests for special consideration, such as asking to be judged out of order or disabled 4-H'ers may have an attendant help them. If any changes are made to the exhibitor order, the steward must notify the judge and the Table Steward, so they can confirm the correct scoresheet for the handler. The Gate Steward is also charged with noting and checking the jump heights for each dog.

Table Steward

The Table Steward must receive specific instructions from the judge as to what will be required. Usually, the judge will ask the Table Steward to prepare and have the scoresheet ready for the next dog. The Table Steward should ensure that the class, proper armband number, and breed of dog are entered correctly on the sheet. The Table Steward should also communicate with the Gate Steward to confirm that the next scoresheet matches the handler planning to enter the ring. The Table Steward must double-check to see that the scores on completed scoresheets have been added correctly. If an error is detected, the steward should bring it to the attention of the judge.

Ring Steward

It is particularly important for the Ring Steward to report to the ring at least 30 minutes prior to judging to assist in setting up the rally course and to receive specific instructions from the judge.

The duties of ring stewards should include:

- Assisting in setting up the initial rally course and changing the course from class to class as needed.
- Being aware of any problems with the dogs on the course and ready to follow instructions given by the judge.
- Making sure the ring is clear of debris or other distractions (dog fur, paper, etc.)
- Making sure that jumps in the Rally Advanced and higher classes are set at the correct jump height for each dog entered in the classes.
- Assisting with the leash in the Rally Advanced and higher classes, making sure that the leash is returned to the handler or that the dog is on leash before leaving the ring.
- Performing any other duties as assigned by the judge.

Time Steward

As previously stated, in the Rally Novice and Intermediate classes, the Ring Steward and the Time Steward may be the same person, but in the Rally Advanced and higher classes, it is best to have two separate stewards for these functions. The Time Steward can use a stopwatch or cell phone for timing. Timing begins when the judge gives the command, "Forward," and timing stops when the dog crosses the Finish sign. The Time Steward shares the time with the judge and Table Steward so it can be entered on the scoresheet. In the event of a timer malfunction, the Steward should do their best to restart the timing as soon as possible, and then notify the judge of the malfunction. Oftentimes, the judge or the table steward can also time the run to serve as a back-up.

Glossary of Terms

Brisk, briskly – Keenly alive, alert, energetic.

Incorrectly Performed Station (IP) – One or more principal parts of a station not performed or performed incorrectly.

Lame – Irregularity or impairment of the function of locomotion in the dog, irrespective of the cause or how slight or severe.

Luring – The appearance of having a reward in hand, e.g. holding the thumb and first two fingers together as if holding a treat. No treat need be present.

Natural Manner – Not artificial, free of affectation; What is customarily expected in the home or public places.

Pause – A complete stop of forward motion by the handler.

Pivot – Turning in the circle occupied by the handler before they started the turn, a turn in place.

Pleading – Repeated urgent commands and/or signals to elicit the proper behavior from the dog while the dog remains unresponsive to handler's commands and/or signals.

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

Station Not Attempted by The Handler – A station skipped/missed by the handler before attempting the next station.