Number of Current stations

Class	Stationary	Moving	Jumps	Total
Novice	13	17		30
Advanced	12	1	1	14
Excellent	4	2	2	6
Master	6	1		7

Stations currently required

Class	Total stations required	Stationary	Jumps	Advanced	Excellent	Master
Novice	10 - 15	No more than 5				
Advanced	12 - 17	3 to10	1	At least 4 including 1 jump		
Excellent	15 - 20	3 to 10	2	At least 6 including 2 jumps	At least 4	
Master	18 - 24	No more than 10			At least 4	At least 3

(NSW)

New Adv # Figure 8 no distractions (14.20) (Note SA 16.1 – Figure 8 as new Novice station)

Move #39 Offset Figure 8 with distractions to Excellent (14.36)

(TAS)

New Adv # Halt - 90° Pivot Right – Halt

Move #43 Halt - 180° Pivot Right – Halt to Excellent (14.25)

(TAS)

New Adv # Halt - 90° Pivot Left – Halt

Move #44 Halt - 180° Pivot Left – Halt to Excellent (14.28)

(SA)

Move #59 Halt – Leave Dog – Call to Heel from Master to Excellent (21.5)

New Master # Change to moving sit instead of halt.(14.47)

16.1 (SA) Figure 8 (2 pylons, no distractions)

17.1 (VIC) 4 moving stations, about turn, travel a metre, another about turn (note left about turn is the pivot turn)

(a) U turn, left about turn

(b) Left about turn, U turn

(c) U turn right, left about turn

(d) Left about turn, right U turn

17.2 (VIC) Call front, handler reverses three steps, finish (moving station, no halt)

17.3 (TAS) Leave dog – About turn – Return to Dog. About 3 metres. (Stationary)

20.1 (SA) Send dog around pylon/cone to right (Dog goes around cone left to right. Handler does right about turn to collect dog at heel) (Moving)

20.2 (SA) Send dog around pylon/cone to the left (Dog goes around cone right to left. Handler does left about turn to collect dog at heel) (Moving)

20.3 (SA) Halt – Leave Dog – Recall (Same as Advanced, but leave 3 metres instead of 5 metres) (Stationary)

20.4 (SA) Dog to pass through tunnel while Handler passes by. (Moving) (proposed replacement for jump #46)

20.5 (SA) Dog to pass through hoop while Handler passes by. (Moving) (proposed replacement for jump #46)

20.6 (SA) Double Left U turn. (Moving) (Approx 2 metres apart)

20.7 (SA) Double Right U turn. (Moving) (Approx 2 metres apart)

18.1 (VIC) 180° Turn Left – Heel on right – 180° Turn Right. (Dog heels on right for minimum 3 steps) (Moving)

18.2 (TAS)

(a) Leave dog – About Turn – Recall Dog – Finish Right. (Stationary)

(b) Leave dog – About Turn – Recall Dog – Finish Left. (Stationary)

(cf #50, handler returns to dog)

21.1 (SA) Send dog around pylon/cone to right **from approx. 2 metres distance** (Dog goes around cone left to right. Handler does right about turn to collect dog at heel) (Moving)

21.2 (SA) Send dog around pylon/cone to the left **from approx. 2 metres distance** (Dog goes around cone right to left. Handler does left about turn to collect dog at heel) (Moving)

21.3 (SA) Dog to pass through tunnel while Handler passes by, **tunnel 2 metres to left of path**. (Moving) (proposed replacement for jump #46)

21.4 (SA) Dog to pass through hoop while Handler passes by, **hoop 2 metres to left of path** (Moving) (proposed replacement for jump #46)

21.5 (SA)

59. Halt – Leave Dog - Call To Heel (Stationary) – move from Master to Excellent (Change Master sign to moving sit)

21.6 (SA) Halt – Dog circles handler – Forward. (Moving – dog does not pause or sit)

21.6 (SA) Double U Turn Left / Right. (Left U Turn, 2 metres, Right U turn).

21.7 (SA) Double U Turn Right / Left. (Right U Turn, 2 metres, Left U turn).

18.2 (TAS) Double left about turn (i.e. double left about handler pivot, 3 metres between) (Moving)

18.2 (TAS) Moving stand – Pivot left – Forward. (Handler halts) (Stationary)

18.2 (TAS) Moving right – Pivot left – Forward. (Handler halts) (Stationary)

19.1 (VIC) Call Front – Circle Spin Right – Finish Left (Handler keeps moving back while dog spins) (Moving)

22.1 (SA) Back Away 3 steps

22.2 (SA) Dog to pass through tunnel while Handler passes by, **tunnel 3 metres to left of path**. (Moving) (proposed replacement for jump #46)

22.3 (SA) Dog to pass through hoop while Handler passes by, **hoop 3 metres to left of path** (Moving) (proposed replacement for jump #46)

22.4 (SA) Send dog around pylon/cone to right **from approx. 3 metres distance** (Dog goes around cone left to right. Handler does right about turn to collect dog at heel) (Moving)

22.5 (SA) Send dog around pylon/cone to the left **from approx. 3 metres distance** (Dog goes around cone right to left. Handler does left about turn to collect dog at heel) (Moving)

22.6 (SA) Circle Spin Right at Heel. (Dog to complete a circle of the Handler to the right hand side) (Moving)

22.7 (SA) Serpentine as Handler Passes By (Moving) (Serpentine means 4 cones?)

DELVE
CHANGES TO CLASSES

Novice

4.1 (TAS) Novice – increase to 5 qualifying scores required at least three judges

5.10 (VIC) Restrict Novice and Advanced to dogs which don't have titles at those levels (but not Excellent or Masters) (relates to deleting B classes)

Advanced

4.2 (TAS) Advanced – increase to 6 qualifying scores required, at least three judges

5.11 (SA) Advanced – increase number of Advanced stations needed to 6 including the jump

5.10 (VIC) Restrict Novice and Advanced to dogs which don't have titles at those levels (but not Excellent or Masters) (relates to deleting B classes)

Excellent

4.3 (TAS) Excellent – increase to 8 qualifying scores required, at least three judges

5.13 (WA) Excellent – reduce number of advanced level stations to 3 (from 6)

5.16 (SA) Excellent – increase to minimum 5 Excellent level stations

Master

4.4 (TAS) Master – increase to 10 qualifying scores required, at least four judges

5.18 (SA) Master – Increase to minimum 5 Excellent and 5 Master class stations

Multipliers

4.3 (TAS) Allow multipliers in Excellent until **competed** in Masters

4.4 (TAS) Allow multipliers in Masters

RAE

4.7 (TAS) Delete RAE (and B classes)

4.13 (VIC) Delete RAE

4.8 (QLD) Increase number of dual qualifications to 7

5.17 (SA) Delete RAE title

A and B classes

4.9 (NSW) delete A and B classes. Retain RAE

5.6 – 5.7 (QLD) Delete B classes Retain RAE

5.9 (VIC) Delete B classes. Delete RAE

Rally Obedience Champion

4.6 (TAS) – increase points to at least 95, at least 4 judges

Rally Obedience Grand Champion

4.12 (SA) RO Gr CH: After RO CH, further **ten** (10) qualifying scores of 90 or more points in the **Masters** under at least **three** (3) different Judges which must include a **minimum of 5 first placings**.

4.14 (VIC) RO Gr CH: After RO CH, further **fifteen** (15) qualifying scores of 90 or more points in the **Rally Champion Class** under a minimum of **four** (4) different Judges.

PROPOSED CLASSES

Novice B

5.5 (WA) Add Novice B Class – Off lead, otherwise Novice, for dogs that have qualified for the Rally Novice (RN) Title but are not eligible for the Rally Advanced (RA) Title

Intermediate

5.1, 5.4 (NT) Add Intermediate Class (RI) Add intermediate class, off lead, otherwise same as Novice, dogs with RN but not **competed** in RA

Rally Champion Class

5.19 (VIC) R.CH class – for dogs which have qualified for R.CH. No jumps. 20 – 26 stations, min 5 excellent and all master stations. (Leads to RO Gr Ch)