American Kennel Club
AKC Rally® Virtual Program Guidebook

Updated 6/2026

The AKC Rally® Virtual Program has been made a permanent sport feature with AKC.

Responsible dog ownership includes training your dog to be a well-mannered and happy companion. Training for participation in AKC Rally events is the foundation for all the fun activities and performance sports available to you and your dog. The American Kennel Club's AKC Rally® Virtual Program provides an opportunity for exhibitors to train their dogs, evaluate their skill and teamwork, and stay engaged in the sport of Rally when they are not able to attend events in person.

The performance area, known as the ring, may be set up outside or inside and on any surface. Instructions are provided to assist you in properly setting up the course and positioning the camera. Once the online entry form and fee are received, you will receive a confirmation email and your video will be assigned to an approved AKC Rally® judge for review. AKC will notify you of the preliminary scoring results via email. All eligible qualifying scores will be recorded on your dog's AKC record and applied towards the relevant title.

You and your dog are judged the same as you would be at a regular trial. The main difference is that you are responsible for setting up the course according to the course map, capturing a clear video performance, and submitting the entry correctly.

The information contained within this guidebook pertains to the AKC Rally® Virtual Program and is published as an aid for the virtual exhibitor. Please be sure to read through this before submitting an entry. If, after reading this information, you have questions about the virtual program you may email Rally-VRE@akc.org.

Registration

Your dog must be at least six months old and be registered with the American Kennel Club or recorded through the AKC Purebred Alternative Listing Program (PAL) or Canine Partners Program.

- AKC Registration
- Purebred Alternative Listing (PAL) Program
- Canine Partners Program
- Foreign Registration
- Dogs with a foreign registration number may enter and show for 30 days using the dog's Foreign number. To be eligible beyond the 30 days, the dog must be registered/recorded with AKC. A title certificate will not be issued until the dog is AKC registered/recorded.

Class Eligibility & Titling Information

Dogs who meet the specific eligibility requirements for each titling class are eligible to enter the "B" level for that class. The only purpose for having the "A" and "B" classes at in-person events is for purposes of titling class placements; there are no placements with virtual entries so there is no need for separate levels in a given titling class.

Participating in the Virtual Rally "B" titling class does not affect you or your dog's eligibility to enter the "A" classes at in-person events, provided you and your dog meet the "A" class requirements as stated in the *AKC Rally® Regulations*. The qualifying scores and titles earned virtually are the same as those earned at in-person events. You may earn a title by qualifying at either or both types of events. The RAE class is not offered in this virtual program.

- **Rally Novice B Class**: A dog may be entered in this class until a qualifying score in the Rally Advanced class is earned. The owner or any other person may handle dogs in this class. The letters RN may be added to the name of each dog that has been certified to have received three qualifying scores, performing three different courses. A Rally Novice title certificate will be sent from the AKC.
- **Rally Intermediate Class:** To be eligible for entry in this class, the dog must have earned the Rally Novice (RN) title at an in-person or AKC Virtual Rally event but may not have earned the Rally Advanced title prior

to submitting an entry for this class. The owner or any other person may handle dogs in this class. The letters RI may be added to the name of each dog that has been certified to have received three qualifying scores, performing three different courses. A Rally Intermediate title certificate will be sent from the AKC.

- **Rally Advanced B Class:** To be eligible for entry in this class, the dog must have earned the Rally Novice (RN) title at an in-person or AKC Virtual Rally event and may have earned the Rally Intermediate title prior to submitting an entry for this class. The owner or any other person may handle dogs in this class. The letters RA may be added to the name of each dog that has been certified to have received three qualifying scores, performing three different courses. A Rally Advanced title certificate will be sent from the AKC.
- **Rally Excellent B Class:** To be eligible for entry in this class, the dog must have earned the Rally Advanced (RA) title at an in-person or AKC Virtual Rally event. The owner or any other person may handle dogs in this class. The letters RE may be added to the name of each dog that has been certified to have received three qualifying scores, performing three different courses. A Rally Excellent title certificate will be sent from the AKC.

Physically Challenged Handlers

Specific requirements may be modified so that physically challenged handlers may compete. Such handlers must be able to move around the ring without physical assistance or guidance. However, for a blind handler, someone may read the signs and communicate to the handler the dog's performance at each sign.

Dogs handled by physically challenged handlers will be required to perform all parts of all signs as described and will be penalized for failure to perform any part of a sign.

Handlers who submit an entry, and/or handlers with specific questions, should send an email to Rally-VRE@akc.org to provide modification information.

Junior Handlers

There is no minimum age for a child to be entered in AKC Rally® events. AKC has a wonderful Juniors program where the junior can earn points and work towards college scholarships. For more information click here: Junior Handler Companion Events

Parents may request a Junior Handler Number for their child by completing this form and submitting it to AKC Junior Handler Number Request. Remember to include the Junior's name and number on the entry form.

Assignment Conflicts

To avoid judge assignment conflicts, the following owners/exhibitors should send an email stating the conflict and entry information to Rally-VRE@akc.org as soon as the entry is submitted.

- If the exhibitor has participated in a training session with one of the virtual rally judges within ten (10) days of submitting the entry.
- If the exhibitor resides in the same household as one of the virtual rally judges.
- If the dog is owned or being exhibited by one of the virtual rally judges or by a member of the same household.
- If a dog has been owned, sold, held under lease, or handled in the ring within six months by a virtual rally judge or by any person residing in the same household as the judge.

Dogs that May Enter

The following dogs may enter Virtual Rally events:

- Deaf dogs.
- One-eyed dogs.
- Any dog that has been surgically altered to correct a congenital or hereditary defect, provided the dog has been spayed or neutered.
- Spayed bitches or castrated dogs, and dogs with disqualifying conformation faults.
- Tripod dogs may compete in the Novice B and Intermediate classes.

Dogs that May Not Enter

- A dog that is under six months of age.
- A dog that is disqualified from AKC events.
- A dog that is blind, as in without useful vision. One-eyed dogs are considered to have useful vision.
- A dog that demonstrates sickness, discomfort, or pain while performing; such a dog is considered unfit to compete.
- A dog that is taped, stitched, or bandaged in any way or that has anything attached to it for medical or corrective purposes.
- A dog that appears to be dyed or colored in any way.
- A dog that has anything attached to it for protection or adornment, except in the case of dogs whose hair surrounds the dog's eyes or beard; for such dogs, elastic bands or small plain barrettes may be used to tie the hair back.
- Females in season.

Collars, Leashes, and Training Aids

The dog must wear a properly fitted collar, not too tight and not too loose. No harnesses or special training collars, such as electronic or prong collars, will be permitted. Nothing may be hanging from the dog's collar or leash.

- The leash must be made of material other than chain and be long enough to provide adequate slack.
- Martingale and slip collars, flat or rolled leather collars, and chain, fabric, and nylon collars are all acceptable.
- In all exercises where a leash is required, it must be clipped to the collar. During the performance, the leash may be held in either hand or both hands but must not be used to aid or guide the dog.
    - NOTE: In classes where the performance is off-leash (Advanced and Excellent), the dog must still wear an acceptable collar and must enter and exit the ring on an acceptable leash.
- Incorrect equipment will be penalized up to and including a non-qualifying score.
- Handlers who carry or offer food or toys while on the course, or who verbally or physically discipline their dogs, will receive a non-qualifying (NQ) score.
- Handlers who carry or wear such things as waist packs/pouches/cell phones while on the course, or any item that, in the judge's opinion, appears to be a training device or aid, will be penalized up to and including a non-qualifying (NQ) score.

Performance Area: Ring Size, Set Up, and Equipment

The performance area is referred to as a ring. In general, there is not a required ring size or specific spacing between signs for virtual rally participation. However, if the performance area is too small the signs will end up close together; this may make it difficult for you and the dog to perform the signs correctly.

The course may be set up inside or outside on any surface. The owner/exhibitor is responsible for following all local/state mandates and ordinances.

- Set up the course according to the course map.
- Avoid having obstacles in the course that may obstruct the judge's view of the performance. This could result in handler error penalties, as the judge must be able to see you and the dog throughout the entire performance.
- Signs must be used. The judge must be able to see (not read) each sign as you and your dog perform it. Check your video before you submit it. If the judge can't see the sign you are performing, points will be deducted as a handler error.
- The signs may be handwritten, and must be placed upright (not laying on the ground) on sign holders or on cones, buckets, sticks, etc.
- Cones, pots, buckets, or posts of any kind, spaced 6-8 feet apart, may be used for the signs with cones.

Sign Placement

- Signs must be placed to the handler's right, except signs that require the handler to change direction; these are to be placed in front of the handler's path.
- Signs that require the handler and dog to sidestep to the right are to be placed in the initial path of the team.
- Cone signs may be placed on the first cone.
- Duplicate signs may be placed on the backside of the original sign for #206 - 209.
- The sign for #103 Send over Jump – Handler Passes By may be placed on either side of the jump.
- The sign for #210 Send to Jump is to be placed at least 10 feet before the jump and 3 feet away from the path.

Jumps

- In classes that require a jump to be used, you may use an obedience type high, bar, or broad jump, an agility jump, or props such as buckets, cans etc. to hold a pole/stick for the dog to jump. When jumps are used on a hard surface, rubber or similar non-slip mat material may be used on either or both sides of the jump to provide firm footing for the dog.
    - The jump must be set no lower than the required jump height for the dog.
    - In all classes with jumps, the handler must state the height of the dog at its withers (in inches) and the height the jump is set to (in inches). (See additional information under Filming below)
    - **Jump Heights**

Height of dog at withers	High/Bar Jump Height	Broad Jump Distance	Number of Hurdles
Less than 10 inches	4 inches	8"	1
10 inches to less than 15 inches	8 inches	16"	2
15 inches to less than 20 inches	12 inches	24"	2
20 inches and over	16 inches	32"	3

Camera Position and Filming

The video must be clear, not blurry. In all classes where the dog is required to perform on leash, the leash must be visible to the judge throughout the entire performance. Lighting must be considered; avoid filming directly into the sun and be careful of sun glares where portions of the dog and leash disappear. Heavily shaded areas may cause the video to be too dark.

- Minimum resolution to view videos is **720p HD**. Check the camera settings before filming and set the video to the highest resolution.
- Filming must be done in landscape (horizontal) mode. Do not use the selfie mode as this will put the dog on the wrong side of the handler.
- Filming must be done from the location shown on the map. The camera should remain in a stationary position.
- A second person may do the filming to pan and zoom, provided a tripod is used and the person remains outside the ring. If a person is filming, they must do so from outside the ring, and they must remain silent once the performance begins and until the team crosses the finish sign.
- The camera should be elevated to approximately eye level. The team must be in full view of the judge throughout the performance.
- The video must contain audio. The judge must be able to hear the sounds closest to the camera. Background noises are expected but should not be so loud as to drown out the handler's commands, particularly when near the camera. Do not add music to the performance.
- Prior to beginning the performance, the handler must be near the camera to (1) state the dog's call name and breed, (2) verbally confirm that they will not have any food or toys with them while performing, and (3) physically show the dog's collar and leash clearly and directly to the camera. In all

classes with jumps, the handler must also (4) state the height of the dog at its withers (in inches) and (5) state the height the jump is set to (in inches).
- Once the handler begins at the Start sign, the video must be continuous, with no pauses and no edits.
- To avoid cutting out portions of the performance, start recording at least 5 seconds before starting and do not stop recording until 5 seconds after the team crosses the finish sign and exits the ring (read Performance and Scoring below).
- To avoid delays in judging, review the video on a device other than the one you used to film it to ensure that it is a working link and meets the requirements outlined in this Guidebook.

Uploading videos

- First, create a YouTube channel. You must have a Google Account to create and manage your personal YouTube channel. If you don't have a Google Account, you can create one through YouTube. Sign in to YouTube and choose "Create a New Channel."
- You upload videos through your YouTube channel. At the top of the screen and to the right of the search bar is an icon that looks like a video camera; that is the "Create" button. CLICK the "Create" button, then CLICK "Upload Video." It may take a few minutes for the video to upload, and to finish "processing." The faster your internet is, the faster the entire process will be. (If you attempt to upload the video directly from your phone, using cell service, you may run into some glitches.)
- Once the video finishes uploading, you must set the level of visibility. CLICK "Unlisted" or "Public," then CLICK "Publish." Unlisted means the video will not appear in your YouTube channel and cannot be searched for. However, anyone with a link to the video can view it. Do not set the video to private; the judge will not be able to view it.
- To enter the video link into the entry form, have the entry form opened in one window and your YouTube channel opened in a second window. Start the video playback, then pause it. Locate the share button; it is just below the video playback screen. CLICK it. Another screen will pop up with a copy option; CLICK "Copy." Return to the entry form window and right click to "Paste" the link into the link field. You must use the YouTube link, do not rename, or alter the link in any way.

Performance and Scoring

Rally participation demonstrates that the dog has been trained to work with its handler, and to perform basic good-dog behavior skills. The dog and handler proceed at a brisk pace through a course with several sequentially numbered instructional signs. Each sign provides a summary of instructions regarding the skills the dog and handler are required to perform. To understand the proper performance of each sign, it is important to read the complete sign description, and to watch the AKC Rally Sign videos. Find these links here: AKC Rally® Virtual Program.

There are five predesigned Rally courses for you to choose from for each class. For each entry you submit you must use a different course, unless you receive a non-qualifying (NQ) score on the course; then you may reuse that course, with a different video link, again.

The dog and handler must enter and exit the ring with the dog on leash and under control without jumping, pulling, or tugging on the leash. The Novice and Intermediate classes are performed with the dog on leash; the Advanced and Excellent classes are performed with the leash removed after the team enters the ring. The leash may be placed on a chair, bucket, or post of any type. While placing the leash, the handler may have the dog wait at the start sign or may gently guide the dog by the collar. In the Advanced class, after the team crosses the finish sign, the handler may gently guide the dog by the collar to get the leash and attach it to the collar. In the Excellent class, after the team crosses the finish sign, they will proceed directly to the Sit Stay sign.

The performance of each sign must be near the designated sign unless stated otherwise in the sign description or these guidelines. The dog and handler move continuously throughout the course with the dog under control at the handler's left side; this is known as heel position (see below). There is a clear sense of teamwork between the dog and handler both during and between the numbered signs.

The handler's arms need not be maintained in any particular position, provided the handler is not giving the impression of luring. Luring is defined as appearing to have a reward to tempt the dog along into position; no reward needs to be present for luring to occur. The handler must move in a natural manner without adapting to the dog. Adapting to the dog will be penalized as a lack of briskness.

In the Novice, Intermediate and Advanced classes, handlers are permitted to talk, praise, encourage, give additional commands and/or signals using one or both arms, clap their hands, pat their legs and/or use any verbal means of encouragement. In the Excellent class, handlers are not allowed to pat their legs, clap their hands or use other audible signals without penalty; however, handlers are permitted to talk, praise, encourage, and give additional commands and/or signals using one or both arms. At any time during the performance, loud or harsh commands, intimidating signals, touching the dog (unless otherwise specified by the sign description), or any verbal or physical correction will be penalized accordingly, up to and including a non-qualifying (NQ) score.

A qualifying score will not be awarded to a dog whose performance did not meet the minimum requirements, to a dog that is uncontrollable or demonstrates uncontrolled/excessive barking, whining, or vocalizing, or to a dog that relieves itself while performing. The handler will be penalized for picking up or carrying the dog in the performance area. There will be no penalty of less than one point.

Handlers who carry or offer food in the performance area, on the course, or discipline their dogs must receive a non-qualifying (NQ) score. Any attempts to control the dog by someone other than the handler, or to assist the handler, must be penalized substantially, up to and including a non-qualifying (NQ) score.

Rally Heel Position: The dog is at your left side, facing the same direction as you, close to your left hip without crowding or interfering with you. The judge must be able to see each of the signs in relation to the dog's performance of that sign.

Excellent Class - Sit Stay: Immediately after crossing the finish sign, the team will proceed 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 15 feet to get the leash, return to heel position by walking around behind the dog to heel position, and pause. Immediately following the pause, the Sit Stay sign is complete. The handler will then attach the leash to the dog's collar and exit the ring with the dog under control.

Scoring: A perfect score in Rally is 100 points; the minimum qualifying score is 70 points. The dog and handler are being judged from the start of the recording, including 5 seconds leading into the performance and the 5 seconds after crossing the finish sign.

The maximum number of points that can be deducted for any sign is 10, except for a non-qualifying (NQ) performance.

An incorrectly performed sign is an automatic 10-point penalty. An incorrectly performed (IP) sign occurs when a team attempts a sign and fails to perform the **principal parts** of the sign as described on the first attempt, and/or the dog or handler adds behaviors/movements to the performance that are not permitted in accordance with the sign description. Except for all jumps and the Sit Stay, the handler may choose to retry the sign once, for a correct performance, accepting the mandatory 3-point deduction for the retry of the sign. The sign is considered an IP if the handler chooses not to retry or fails to perform the sign correctly on the second attempt.

Handler errors may be assessed from 1 to 10 points up to and including non-qualifying. Handler errors can be assessed at any sign or during movement between signs on a course. Once a handler has stopped on any halt sign, the handler cannot move their feet to assist a dog without incurring a handler error (unless otherwise specified by the sign description).

Misbehavior: The handler is required to enter and exit the ring with the dog under control and without jumping, pulling, or tugging on the leash. Any display of fear or nervousness by the dog must be penalized according to the seriousness of the misbehavior, whether it occurs during or between a sign or before or after judging. The penalty for misbehavior will be deducted from the total score. If a dog is working smartly and continuously but goes outside a ring boundary while performing (as opposed to a dog that bolts out of the ring), the penalty, if any, is left to the discretion of the judge.

Deductions: Penalties are assessed each time the error occurs. Minor deductions (1-2 points) are assessed each time the error occurs. Substantial deductions (3 or more points) are assessed each time the error occurs, and are based on the degree, extent, and duration of the error. The following deductions will apply on a scale from 1 to 10:

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

- Barking, whining, or vocalizing
- Cone knocked over in Figure Eight, Spiral, or Serpentine
- Fear or nervousness (dog)
- Handler error
- Hitting the jump
- Interfering with/crowding the handler
- Knocking over a sign or holder
- Lack of briskness
- Lack of control
- Lack of natural manner (handler)
- Lack of teamwork
- Loud or harsh command or intimidating signal
- Luring/pleading with the dog
- Out of position
- Patting/clapping in Excellent
- Poor sit
- Slow or delay or resistance to respond
- Tight leash
- Touching or ticking a jump or cone
- Touching the handler

Substantial Deduction (3 or more points) for each occurrence of the following:

- Handler error
- Failure of the dog to clear the jump in the proper direction, at the required jump height, on the first attempt (IP) (automatic 10-point deduction) - no retries allowed
- Failure to complete the Sit Stay (IP) (automatic 10-point deduction) - no retries allowed
- Incorrectly performed sign (IP) (automatic 10-point deduction)
- Knocking over the jump or upright or knocking a bar off (IP) (automatic 10-point deduction) - no retries allowed
- Retry of a sign - only one (1) retry of a sign is allowed unless otherwise stated (automatic 3-point deduction)

Non-qualifying (NQ) scores will be given for:

- Consistently tight lead
- Dog that eliminates while in the ring for judging
- Dog uncontrollable/out of control
- Uncontrolled or excessive barking, whining, or vocalizing
- Handler error (including but not limited to the following)
  - Disciplining or correcting the dog
  - Using a special training collar or harness
  - No collar (dogs must wear a properly fitted collar)
  - No leash (you will remove the leash for the performance in Advanced and Excellent, but must enter and exit on leash)
- Minimum requirements not met
- Sign not attempted by handler (handler approaches and/or passes the sign but does not attempt it)

NOTE: Retries are not allowed for non-qualifying errors

Miscellaneous errors related to the virtual program in general will also be penalized, such as but not limited to: incomplete or missing introduction, incorrect course layout, signs on the ground, signs not in view of the camera, dog and/or handler not in view of the camera, persons other than the handler in the ring, items (e.g., tags, bandanas) attached to the dog, the dog's collar, or leash or the person, etc.

The Judge's Decisions

The decision of the judge will be final in all matters concerning the performance and scoring of the team.

Process and Results

When your entry is received, a record is created based on the dog's AKC# and name, and your email address. If any of this information is incorrect, there will be delays in processing and notifications. The normal turnaround time for an entry to be processed, sent out to be judged, and have results sent to the exhibitor is 14-21 days from the time the entry is received, provided the video link works and the course number is correct. The scoring information is then forwarded for official processing. If you have verification that your dog has three qualifying scores in a class, from either in-person and/or virtual events, you may then enter the next class level.

Some Helpful Reminders

- Remember, no food in your hands or pockets, no bait bags, and don't feed your dog at the start sign!
- Use a properly fitted collar with nothing hanging from the collar or attached to the dog or you. No tags on the collar, etc. You may not use a harness or any special training collars (e-collars, prongs, etc.).
- Keep the leash loose. Show the teamwork you have developed with your dog.
- Know the requirements of the sign you are performing. Read the complete sign description and watch the videos.
- Absolutely do not correct your dog with the leash, your hands, your feet, or your voice.
- Please be sure to read the helpful material available to you before you film and submit an entry.
- Take your time filling out the online entry form, and double check that all the information on the form is correct **before** you click submit.
- Check that you have entered your dog's AKC # correctly without spaces between letters and numbers. Include all letters that appear in your dog's number.
- You may submit multiple entries on the same day.
- Do not submit entries for the next level class until you have been notified that your dog has three qualifying scores in the previous required class.
- If there are issues with your entry form, payment, or video, you will be notified. These problems will delay the processing of your entry and results.
- We encourage you to attend in-person trials when you can do so. Dogs shows are a fun and exciting place to meet like-minded new friends. But remember, if you have only exhibited virtually, in a comfortable, low-key environment like your own yard, it is likely going to take time to acclimate your dog to the high energy dog show world. Please be fair, and take the time to socialize your dog positively and properly before the two of you enter in-person trials.
- Thank you for supporting the AKC Virtual® Rally Program!

Glossary

Brisk, briskly – active and energetic; the handler and dog are expected to move briskly through the course without running or slowing down unless a specific change of pace is called for

Command – verbal order from handler to dog

Course map - a map indicating the numbered path and signs the team is to perform; must be legible and clear

Crooked sit - the dog is not sitting straight when in heel position by the handler's side or when in front of the handler

Deductions:

Minor deduction – 1 to 2 points for each occurrence

Substantial deduction – 3 or more points for each occurrence (up to and including an NQ)

- Retries of a sign are an automatic 3-point deduction (retries are not permitted for jumps or for the Sit Stay)
- Incorrectly Performed (IP) signs are an automatic 10-point deduction

Directly – immediately, without deviation or hesitation

Down – the dog's body is on the ground; the dog's weight is off the feet and legs

Fast Pace - the dog and handler move forward at a noticeably accelerated speed

Finish – the dog moves directly from a place in front of the handler or facing the handler to heel position

Front – the dog sits in front of the handler, close enough that the handler could touch the dog's head without excessive bending, stretching, or moving either foot

Functional movement - a dog moving with no signs of physical discomfort or pain

Guiding gently by the collar – control of the dog by holding any part of the collar with minimal pressure on the dog's neck

Handler returns to heel position – the handler must return to heel position by walking around behind the dog (unless otherwise stated in these Regulations)

Heel Position – the dog is at the handler's left side, facing the same direction the handler is facing; the dog's body is within the area of the handler's left hip; and the dog is close to, but not crowding, its handler so that the handler has freedom of motion at all times

Heelwork - dog and handler heeling together

Incorrectly Performed Sign (IP) – one or more principal parts of a sign not performed or performed incorrectly

Intimidating signal - a signal to the dog (movement, motion, or gesture made by the handler) that appears threatening or frightening or indicates correction

Lack of Briskness – a handler moving slowly through the course; a handler pausing and/or walking slowly to accommodate and/or adapt to their dog

Lack of control – when the dog is not working under the handler's control; examples include jumping up and down while heeling or performing individual signs, grabbing at the leash or handler's clothing, or carrying the leash in its mouth

Lack of teamwork – when the dog and handler are not working harmoniously together. When the dog is not interested in working with the handler or participating in the performance; examples include sniffing the ground, stopping to scratch, and wandering away from the handler. When the handler is using roughness, loud or harsh commands, intimidating signals, or is physically guiding or touching the dog (unless allowed).

Loud or harsh command – a command that is given in an excessively loud or harsh tone; shouting

Luring – the appearance of having a reward to tempt the dog along or into position; no reward needs to be present

Natural Manner – moving easily through the course and while working with the dog; moving without unnecessary or forced exaggeration; moving in a way that is natural and customary when at home or out in public

Out of Position – a dog that is forging, lagging, wide, crowding, or not facing the same direction the handler is facing

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 together
Pleading – repeated urgent commands and/or signals to elicit the proper behavior from an unresponsive dog
Poor sit - not straight; a sit that is crooked
Retry a Sign – a sign that is redone in its entirety, including the approach, before beginning the next sign
Signal – nonverbal direction from the handler to dog
Sign – Not Attempted by The Handler – a sign skipped/missed by the handler before attempting the next sign
Sit – the dog has its rear and/or hocks on the ground
Slow pace - dog and handler move forward at a noticeably reduced speed
Smartly – quickly, vigorously
Teamwork – The dog and handler are working harmoniously together. The dog is actively engaged and responsive to the handler; is under control and working without fear or nervousness; responds promptly to cues without hesitation; while heeling, the dog is attentive, close by, and within reach of the handler. The handler is working with the dog in a natural manner free from roughness, military precision, and unnecessary or forced exaggeration; is not using discipline, loud or harsh commands, or intimidating signals; is not physically guiding or touching the dog (unless allowed).
Tight leash – a leash without slack; pulling, guiding, or positioning the dog with the leash
Tight turn - a controlled and compact turn by dog and handler
Turn in Place – turning in a circle that was occupied by the handler before they started to turn; a pivot
Uncontrollable, uncontrolled behavior – When the dog is not under the handler's control. Examples include bolting from the ring; running away from the handler; barking, whining, or vocalizing excessively, disruptively, and uncontrollably; repeatedly jumping and climbing on the handler and/or disrupting the signs; refusing to move or work with the handler ("shutting down"); and showing a complete lack of teamwork and willingness to participate.
Unfit to compete – a dog that demonstrates sickness, discomfort, or pain
Withers – highest point of the dog's shoulder

Links

The informational links you need to start your virtual journey into the wonderful world of AKC Rally® Virtual Program can be found at AKC Rally® Virtual Program

We hope you enjoy the virtual Rally opportunity. Enjoy your dogs and remember, good sportsmanship is when people who are playing or watching a sport treat each other with respect. This includes players, coaches, and officials.

Scoring Abbreviations:

T = touch	IT = dog interfering with handler
B = barking	LT = lack of teamwork
LP = luring / pleading	LB = lack of briskness, adapting
OP = out of position	LC = lack of control
SR = slow response	RT = retry of a sign -3 points
TL = tight lead	IP = incorrectly performed sign -10 points
PS = poor sit	NQ = non-qualifying
HE = handler error	MRNM = minimum requirements not met