

# CYBER RALLY-O GAMES DIVISION



## CLUSTERS (3/25/25)

### ELIGIBILITY

Dogs must be registered with Cyber Rally-O to participate. The Registration Form is on the CRO website [www.cyberrally-o.com](http://www.cyberrally-o.com)

### CRO RULES AND GUIDELINES

If you are new to CRO, please read the [CRO Rules and Guidelines](#). Except as stated otherwise in this document, all the CRO rules and guidelines apply and entries will be judged accordingly. Please be especially aware of the dog equipment and tight leash rules. All entries may be done on or off leash. Leashes may be put on or taken off during the run to accommodate distance exercises.

### TITLES

In each Track (Performance and Traditional) there are five levels and five titles, Level 5 also being a Championship title. Each title requires a single qualifying entry. On each track, titles must be earned in order, beginning with Level 1. However, entries for multiple levels may be submitted at the same time.

Performance Track titles will be preceded by "P-" and Traditional Track titles will be preceded by "T-".

CRO-L1(CI)  
CRO-L2(CI)  
CRO-L3(CI)  
CRO-L4(CI)  
CRO-L5(CI) and CRO-CH(CI)

Teams earning a Championship title on both Performance and Traditional tracks will earn a Double Championship title.

CRO-DCH(CI).

### CERTIFICATE AND CLUSTERS CHAMPION RIBBONS

A title certificate will be e-mailed for each qualifying entry. A "Clusters Champion" ribbon will be mailed to teams finishing all five titles. A "Games Double Champion" ribbon will be mailed to teams earning the Double Championship title.

## LOCATION and COURSE LAYOUT

Entries may be done anywhere – at home, in a park, parking lots, training facilities, etc. There is no ring size requirement. Clusters entries can be done in small spaces.

Your course layout will be determined by the exercises you choose, your working space, and your chosen order of exercises. You may wish to draw a map for your own use showing your path through the space.

## CLUSTERS EXERCISE CRITERIA

At all levels of Clusters, you may include exercises from any level of the allowed CRO exercises (see pages 5-7). **Each exercise may be used in only one cluster per entry. If used as a non-cluster exercise (to turn the team in another direction when running out of space, for example), it may be used any number of times in an entry.**

Entries in the Performance Track must include at least one transition and at least one other exercise performed entirely in the new side. In all levels, the team may transition any number of times in an entry.

## ENTRIES

Each entry must include the required number of “clusters”. Clusters are sets of rally exercises that start and end in the same spot (the "Cluster Area") and are performed in succession in the Cluster Area. The Cluster Area will be approximately 4-5 feet in diameter for most teams. It could be larger for a giant breed or handlers or dogs with mobility or balance issues, or using a wheelchair.

Not all exercises are allowed for Clusters entries. **A list of the CRO exercises allowed for Clusters entries is provided on pages 5-7.** If you use a Call Front exercise in a cluster, the dog must move from Heel or Side to Front position without the handler taking steps forward or backwards unless the Call Front is the first exercise of the cluster, in which case the handler may take several steps back when calling the dog to Front. **(NOTE: Where the team stops in Front position will be the Cluster Area.)** Trick exercises and Transitions must start and end in the Cluster Area. Turn exercises (Right/Left, 180s, 270s, 360s, Triple About Turns, etc.) must be performed within the Cluster Area. If a turn exercise is the last exercise in a cluster, complete the turn and move out of the Cluster Area without pausing after the turn. When you design your courses, if you are not sure whether a cluster meets criteria, post it to the [Cyber Rally-O public facebook group](#) and you will get an answer from one of the judges.

Each cluster must include a sufficient number of exercises. The requirements for each level are as follows:

Level 1	at least 6 clusters with at least 2 exercises per cluster
Level 2	at least 5 clusters with at least 3 exercises per cluster
Level 3	at least 4 clusters with at least 4 exercises per cluster
Level 4	at least 4 clusters with at least 5 exercises per cluster
Level 5	at least 3 clusters with at least 6 exercises per cluster

Entries may include non-cluster exercises, as needed, to link the clusters together. Performance Track entries must include at least one Transition exercise which may be part of a cluster or not.

**In your entry, please be sure to take a couple steps between clusters so the clusters are separated from each other.**

Each entry must also include a pdf of a list of the exercises (correctly named and with the CRO level and exercise number), in order, grouping the clustered exercises, so the judges can verify that the criteria are met and can easily follow the team through the course. The entry form has a box for uploading the pdf. A Sample Level 1 Exercise List and Demonstration Video are on page 4.

## **QUALIFYING AND SCORING**

A score of 70 or higher is required for the run to qualify. See the [CRO Rules and Guidelines](#) (pages 10-1, 11-1, 15-1) for details about scoring, deductions, and NQs. Up to 10 bonus points may be awarded for entries with more than 15 exercises.

## **ENTERING AND ENTRY FEES**

Entry fees and retry fees are the same as for other CRO entries. See the [CRO Rules and Guidelines](#) for details, including the multiple entry discount. Use the Entry Form on the CRO website [www.cyberrally-o.com](http://www.cyberrally-o.com). Specify “Games Clusters” and either P or T in the section for entries.

## **ENTRY BY VIDEO**

All entries are by video only. The entire team must appear in the video. Wide angle lens attachments are encouraged for small space runs. For large areas, please be sure the video clip shows the team clearly enough for judging. Before videoing the run, take a test video of you walking the perimeter of the course area to be sure you and your team mate will be seen. See the [CRO Rules and Guidelines](#) for more video instructions (page 9-1).

## **DOG EQUIPMENT**

Collars, leashes, and harnesses are optional and not required at any level.

Handlers are encouraged to use a leash when appropriate for safety or comfort, such as when working at a public park or near a busy street. In addition to the run, the entry must include a separate picture or short clip of the dog's equipment, either on or off the dog. Certain equipment is not allowed. Use of any of these will NQ the entry: e-collars, pinch/prong collars, slip ("choke") collars (whether chain or otherwise), and head halters. Harnesses are permitted, either front or rear clip. "Clothing" such as cool wraps, Thundershirts, bandanas, sweaters, etc., are permitted. Tags on collars/harnesses are permitted. If the dog is not wearing equipment, please state that on the entry form or in the video.

## QUESTIONS AND SUPPORT

If questions remain after reading this document and/or the CRO R&Gs, email [info@cyberrally-o.com](mailto:info@cyberrally-o.com) or post in the [Cyber Rally-O public facebook group](#).

**ENJOY YOUR DOG & YOUR TRAINING!**

**WE LOOK FORWARD TO RECEIVING YOUR ENTRY!**



Sample Exercise List (feel free to use this list for your Level 1 entry) and [Sample Demo Video](#)

CRO Clusters, Level 1, Traditional Track

START

**Cluster #1**

- a. 360 Right L1-15
- b. Schutzhund Turn L1-17/18

**Cluster #2**

- a. Call Front. Finish (Loop). Wait. L1-26
- b. Stop. 360 in Place, Dog Outside L2-15

180 Right L1-7/8

**Cluster #3**

- a. Stop. Sit. L1-19
- b. Stop. Down. Walk Around. L1-23

180 Left L1-9/10

**Cluster #4**

- a. Call Front. Dog 360 L2-20
- b. Stop. Sit. Walk Around. L1-22

Schutzhund Turn L1-17/18

**Cluster #5**

- a. Call Front. Finish (Circle). Wait. L1-25
- b. Stop. Down. L1-20

**Cluster #6**

- a. Stop (Stand) L1-44
- b. 180 Left L1-9/10

FINISH

## **CRO Exercises Suitable for Clusters Entries**

The exercises listed below are the only ones allowed in Clusters entries. Each may be used in only one cluster per entry. If used as a non-cluster exercise (to turn the team in another direction when running out of space, for example), it may be used any number of times in an entry. At all levels of Clusters, you may include exercises from any level of the allowed exercises.

Each exercise of a cluster must start and end in the same spot (the Cluster Area). The Cluster Area will be approximately 4-5 feet in diameter for most teams. It could be larger for a giant breed or handlers or dogs with mobility or balance issues or using a wheelchair.

If you use a Call Front exercise as your first exercise in a cluster, you may take a few steps back when calling your dog to Front. Once your team has stopped in Front position, that spot is your Cluster Area for that cluster. If you use a Call Front exercise elsewhere in a cluster, your dog must move from Heel (or Side) position to Front without you moving your feet forward or backward.

Trick exercises and Transitions must start and end in the Cluster Area. Turn exercises (Right/Left, 180s, 270s, 360s, Triple About Turns, etc.) must be performed within the Cluster Area. If a turn exercise is the last exercise in a cluster, complete the turn and move out of the Cluster Area without pausing after the turn.

### **Level I**

3-4. Right Turn

5-6. Left Turn

7-8. 180 Right

9-10. 180 Left

11-12. 270 Right

13-14. 270 Left

15. 360 Right

16. 360 Left

17-18. Schutzhund Turn

19. Stop. Sit.
20. Stop. Down.
21. Stop. Sit. Down.
22. Stop. Sit. Walk Around.
23. Stop. Down. Walk Around.
24. Stop. (Stand) Walk Around.
25. Call Front. Finish (Circle). Wait.
26. Call Front. Finish (Loop). Wait.
40. Call Front. Handler Finishes to Heel/Side.
41. Double Schutzhund Turn
42. 450 Right (360 Right + Right Turn)
43. 450 Left (360 Left + Left Turn)
44. Stop (Stand).

## **Level II**

- 1-2. Transition
- 3-4. Transition 90 Right
- 5-6. Transition 90 Left
- 7-8. Transition 180
11. Stop. Send to Target. Sit. Recall to Heel.
12. Stop. Send to Target. Down. Recall to Side.
13. Stop. Sit. Stand.
14. Stop. Sit. Down. Walk Around.
15. Stop. 360 in Place. Dog Outside.
18. Do Any Trick.
19. Dog 360
20. Call Front. Dog 360
22. Stop. Send to Target. Sit. Recall to Heel/Side.
23. Stop. Send to Target. Down. Recall to Heel/Side.
26. Call Front. Single Weave Finish. Wait.
28. Call Front. Single Weave Transition. Wait.

## **Level III**

1. Pivot Right 90
2. Pivot Left 90
3. Pivot Right 180

4. Pivot Left 180
8. Stop. Dog Circles Handler.
10. Stop. Figure 8 Leg Weave.
11. Stop. Single Weave to Front. Finish (Circle). Wait.
12. Stop. Single Weave to Front. Finish (Loop). Wait.
14. Triple About Turn (Dog Outside)
15. Triple About Turn (Dog Inside)

#### **Level IV**

4. Stop (Stand). Leave Dog (8-10 Steps). Cue Down, Sit, Stand. Return to Dog.
6. Stop. 360 in Place. Dog Inside.
13. Call Front. Side Pass 3 Steps Each Direction.
17. Do 2 Different Tricks.
18. Pivot Right 270
19. Pivot Left 270
22. Double Leg Circles (LL, RR or RR, LL)

#### **Level V**

11. Stop. Side Pass 3 Steps Each Direction
12. Stop. Tandem Turns (360°) Same Direction
13. Stop. Tandem Turns (360°) Opposite Directions
16. Stop. Single Weave to Front. Tandem Turns.
17. Transition with Single Reverse Weave
19. Stop (Stand). Back Around Handler
25. Sit. Stand. Down. Handler Steps Over. (Repeat)