

CYBER RALLY-O GAMES DIVISION



POINTS & POSITIONS (10/13/26)

ELIGIBILITY

Dogs must be registered with Cyber Rally-O to participate. The Registration Form is on the CRO website www.cyberrally-o.com

CRO RULES AND GUIDELINES

If you are new to CRO, please read the Rally Division [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(Po)
CRO-L2(Po)
CRO-L3(Po)
CRO-L4(Po)
CRO-L5(Po) and CRO-CH(Po)

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

CRO-DCH(Po).

CERTIFICATE AND POINTS & POSITIONS CHAMPION RIBBON

A title certificate will be e-mailed for each qualifying entry. A "Points & Positions 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. 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 and the location of any equipment (jumps or additional cones, if space permits).

POINTS & POSITIONS EXERCISE CRITERIA

At all levels of Points & Positions, you may include exercises from any level of the [CRO Rally Exercises](#). **No exercise may be used more than one time in any 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

In each entry, the team must (1) accumulate a minimum number of points and (2) demonstrate a minimum number of moving positions.

Points are accumulated by correctly performing CRO Rally Exercises. An exercise is considered “correctly performed” if a judge would not deduct more than 3 points if scoring it in a CRO Rally Division entry. See the [CRO Rules and Guidelines](#) (pages 10-1, 11-1, 15-1) for details about scoring, deductions, and NQs.

Positions are demonstrated while doing a complete 180 degree turn around a cone or other suitable object (box, chair, etc.). Turns may be done either CW or CCW. An entry may use a combination of CW and CCW turns. These 180 degree turns are called “Position Cone Turns” or “Cone Turns”. The various positions in which the team moves around the cone are called “Positions”. There are twelve Positions available in this game and they are listed on page 6.

The minimum requirements for each level are as follows (teams may do more than the minimum):

Level 1	25 points and 3 different positions
Level 2	30 points and 4 different positions
Level 3	35 points and 5 different positions

Level 4 40 points and 6 different positions
Level 5 45 points and 7 different positions

In your entry, please be sure to take a couple steps away from the cone after the Position Cone Turn so the turn is clearly a complete 180 turn, and so the exercise that follows is clearly separated from the Position performance.

Each entry must also include a pdf list of the exercises (correctly named and with the CRO level and exercise number) and positions, in order, so the judges can verify that the criteria are met and can easily follow the team through the course. (The entry form has a section for uploading the pdf.) Specify which exercises are coupled, if any. A Sample Level 1 Exercise/Position List and Demonstration Video are on page 7.

SEQUENCING YOUR ENTRY

The entry begins and ends with either an exercise or a Position Cone Turn. A Position Cone Turn cannot precede or follow a Position Cone Turn. The exercises may be individual or coupled. There is no limit to the number of exercises that can be coupled.

When performing Position Cone Turns, the team must transition into the Position at any time after completing the preceding exercise but before starting the Cone Turn. The Transition may be coupled with the preceding exercise. The team must transition out of the Position at any time after completing the Cone Turn but before starting the next exercise. The Transition may be coupled with the next exercise. Remember to transition to whichever position (either Heel or Side) you were in before transitioning to the Position. Hand targets may be used to transition into and out of the Position and/or while demonstrating the Position Cone Turn. All couplings must be noted in your HCC to avoid a Course Error deduction (up to 10 points per occurrence).

Once all required Positions have been demonstrated, no more Cone Turns are required. The team will then do only exercises, coupled or not, to accumulate points.

Points accumulate for each correctly performed exercise according to the level of the exercise, as follows:

Level I exercises: 1 point
Level II exercises: 2 points
Level III exercises: 3 points
Level IV exercises: 4 points

Level V exercises: 5 points

QUALIFYING AND SCORING

To qualify, the team needs to (1) accumulate sufficient points and (2) perform the required number of different Position Cone Turns. Performing extra Position Cone Turns is allowed, but the extras will not be judged.

Transitions into and out of Positions are not judged. However, in Performance Division, transition exercises appearing on the entry's exercise list will be judged and may be used to transition into and out of Heel or Side position when those positions are used for a Position Cone Turn. For example, the team does a Front Cross Transition from Heel to Side and performs the Position Cone Turn. The team stays in Side position for the next exercise since that was the ending position of the exercise preceding the Position Cone Turn.

Each exercise and each Position Cone Turn may be retried one time. Retries must be done in the specific way required by the CRO Rules and Guidelines (page 14-1). There are no deductions for retries in this game.

As mentioned above, an exercise is considered "correctly performed" if a judge would not deduct more than 3 points if scoring it in a CRO Rally Division entry.

It is suggested that you plan for and do extra exercises to make up for points that may be lost if one or more exercises are judged as not "correctly performed".

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. Specify "Games Points & Positions" in the appropriate section.

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 or post in the [Cyber Rally-O public facebook group](#).

ENJOY YOUR DOG & YOUR TRAINING!

WE LOOK FORWARD TO RECEIVING YOUR ENTRY!



Positions for CRO Points & Positions Game

Hand targets may be used to transition into and out of a Position and/or while performing a Position Cone Turn.

- 1. Heel** - Dog is at handler's left side, facing same direction as handler.
- 2. Side** - Dog is at handler's right side, facing same direction as handler.
- 3. Come Fore** - Dog and handler face each other as in a standing Front position.
- 4. Head** - Dog is at handler's left side. Dog and handler are facing opposite directions.
- 5. Toe** - Dog is at handler's right side. Dog and handler are facing opposite directions.
- 6. Parallel (Dog in Front)** - Dog is in front of handler. Dog's body is parallel to the line of handler's arms when they are stretched out to the handler's left and right. Dog may be facing handler's right hand or handler's left hand.
- 7. Parallel (Dog in Back)** - Dog is behind handler. Dog's body is parallel to the line of handler's arms when they are stretched out to the handler's left and right. Dog may be facing handler's right hand or handler's left hand.
- 8. Between (Dog and Handler Face Same Direction)** - Dog is between handler's feet, facing same direction as handler.
- 9. Between (Dog and Handler Face Opposite Directions)** - Dog is between handler's feet, facing the direction behind the handler.
- 10. Behind (Dog Facing Handler)** - Dog is behind handler, facing the same direction as handler.
- 11. Behind (Dog Facing Away From Handler)** - Dog is behind handler, facing away from handler. Dog and handler are back to back.
- 12. Face Away (Dog in Front, Facing Away From Handler)** - Dog is in front of handler, facing away from handler. Dog and handler are facing the same direction.

Sample Exercise/Position List (Feel free to use this list for your Level 1 entry) and Demo Video.

CRO Points & Positions, Level 1, Traditional Track

Exercises

(Stations 1 and 2 are coupled)

- | | |
|--|-------|
| 1. Stop. Tandem Turns (360) Same Direction | L5-12 |
| 2. Stop. Tandem Turns (360) Opposite Direction | L5-13 |

Position Cone Turn: Head

- | | |
|----------------------------------|---------|
| 3. Long Call Front (6-10+ Steps) | L3-22 |
| 4. 180 Left | L1-9/10 |

Position Cone Turn: Come Fore

(Stations 4 and 5 are coupled)

- | | |
|------------------------------------|-------|
| 4. Pivot Left 180 | L3-4 |
| 5. Stop. 360 in Place, Dog Outside | L2-15 |

Position Cone Turn: Heel

- | | |
|--------------------------------|----------|
| 6. Schutzhund Turn | L1-17/18 |
| (Stations 7 and 8 are coupled) | |
| 7. Stop. Dog Circles Handler | L3-8 |
| 8. Pivot Right 270 | L4-18 |
| 9. Pivot Left 270 | L4-19 |

Total Points: 31

Positions: 3