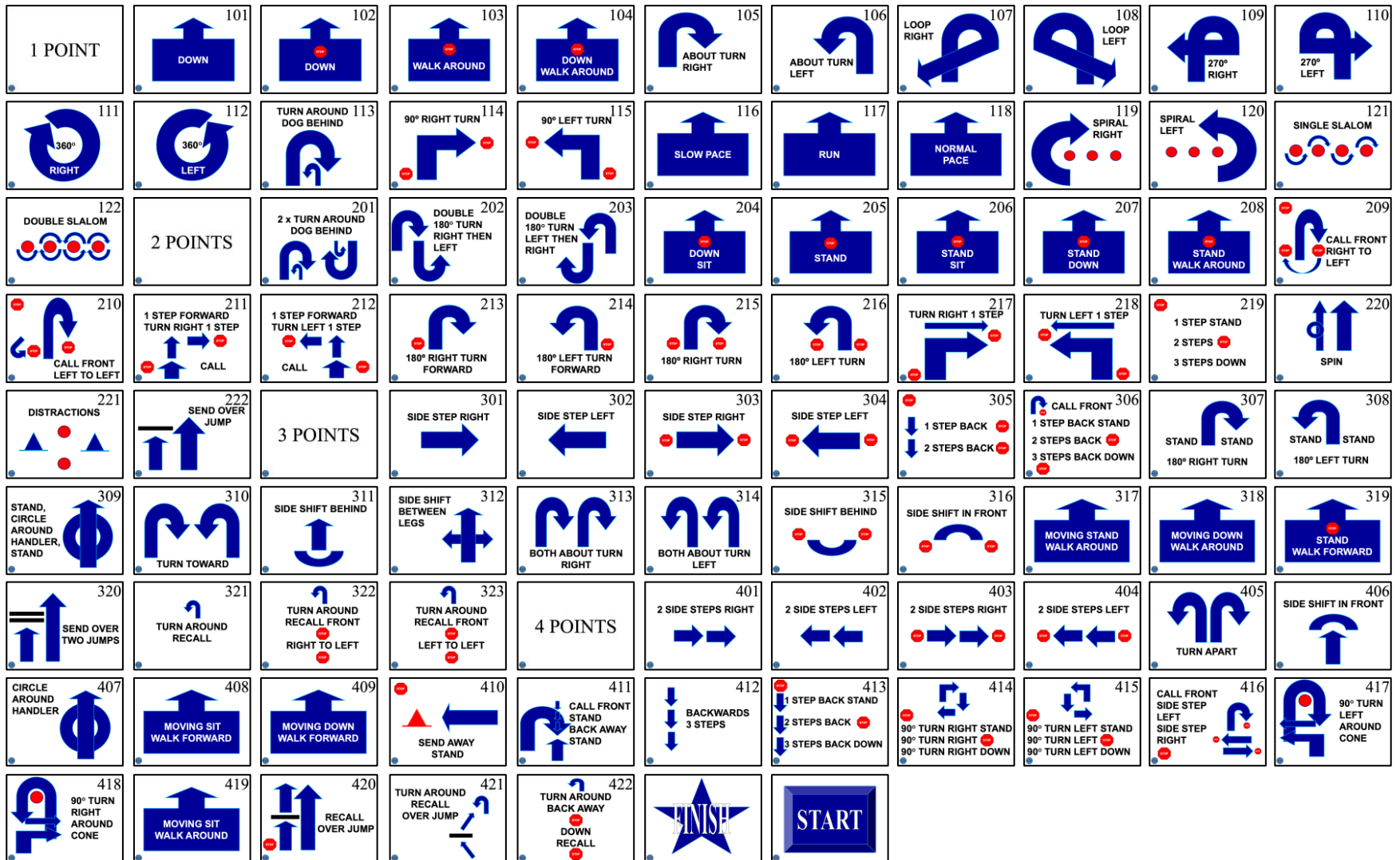


# FEDERATION CYNOLOGIQUE INTERNATIONALE (FCI) (AISBL)

Place Albert 1<sup>er</sup>, 13, B – 6530 Thuin (Belgique), tel : +32.71.59.12.38, fax : +32.71.59.22.29, internet: [www.fci.be](http://www.fci.be)

## Overview of the signs

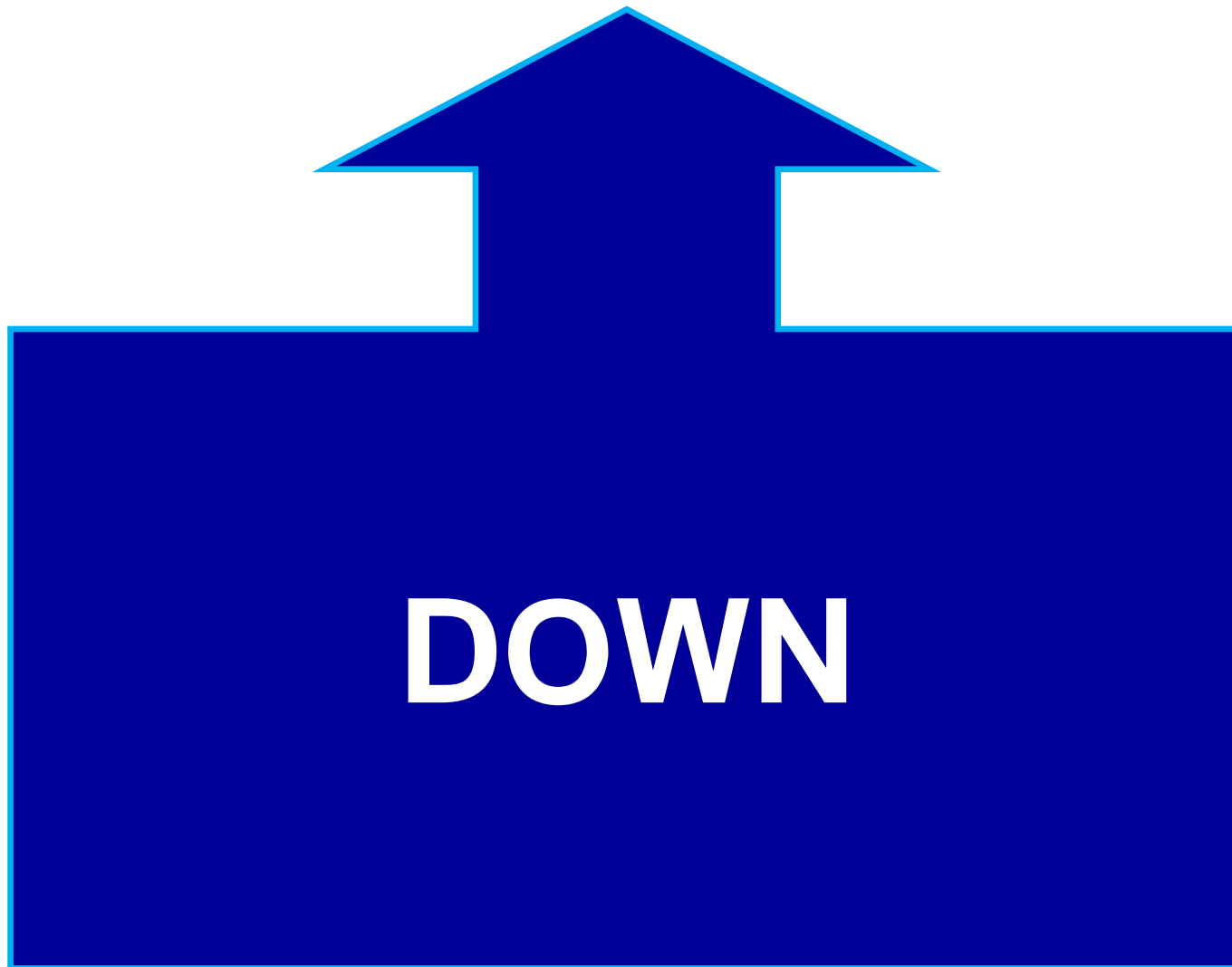


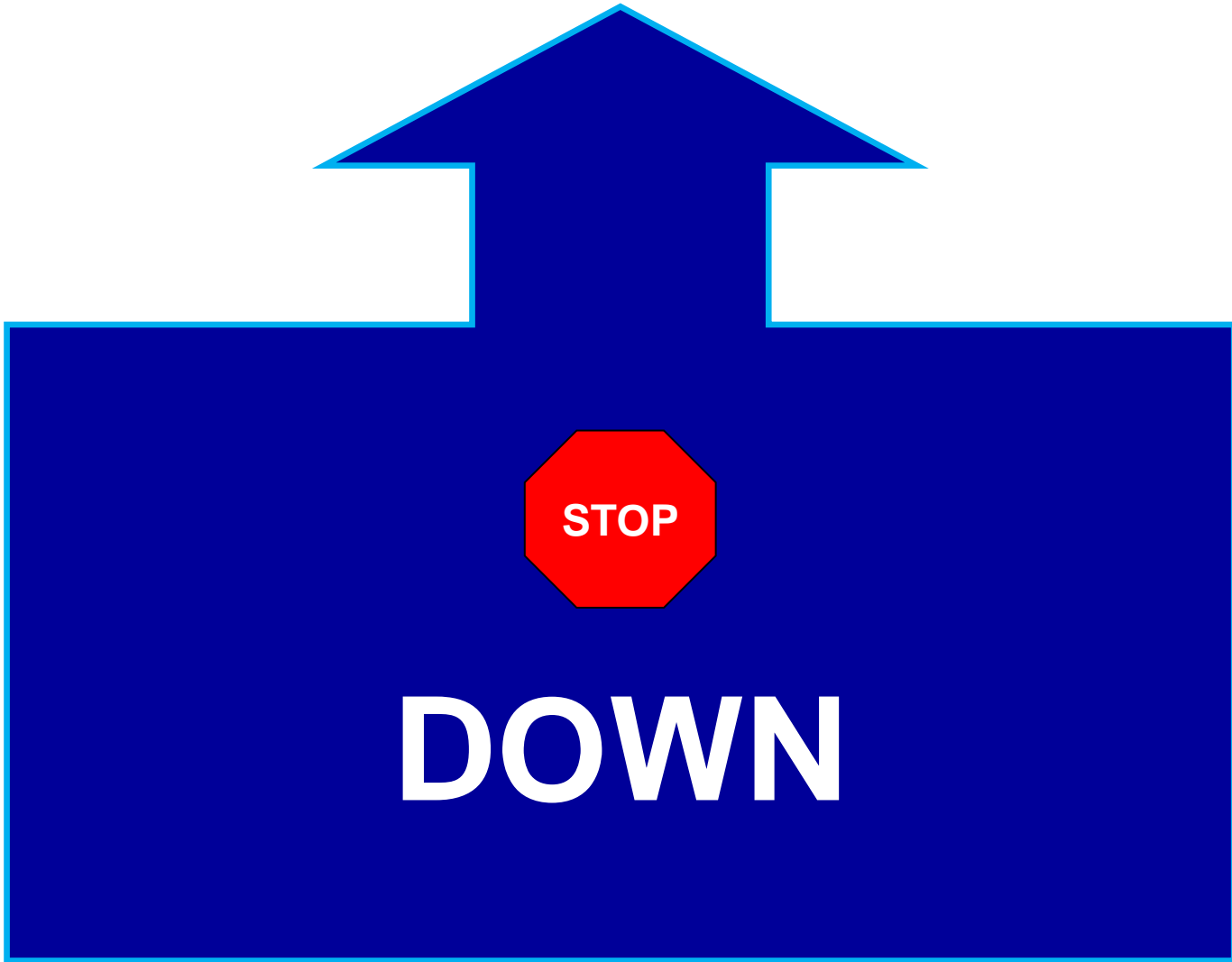
START



FINISH

1 POINT

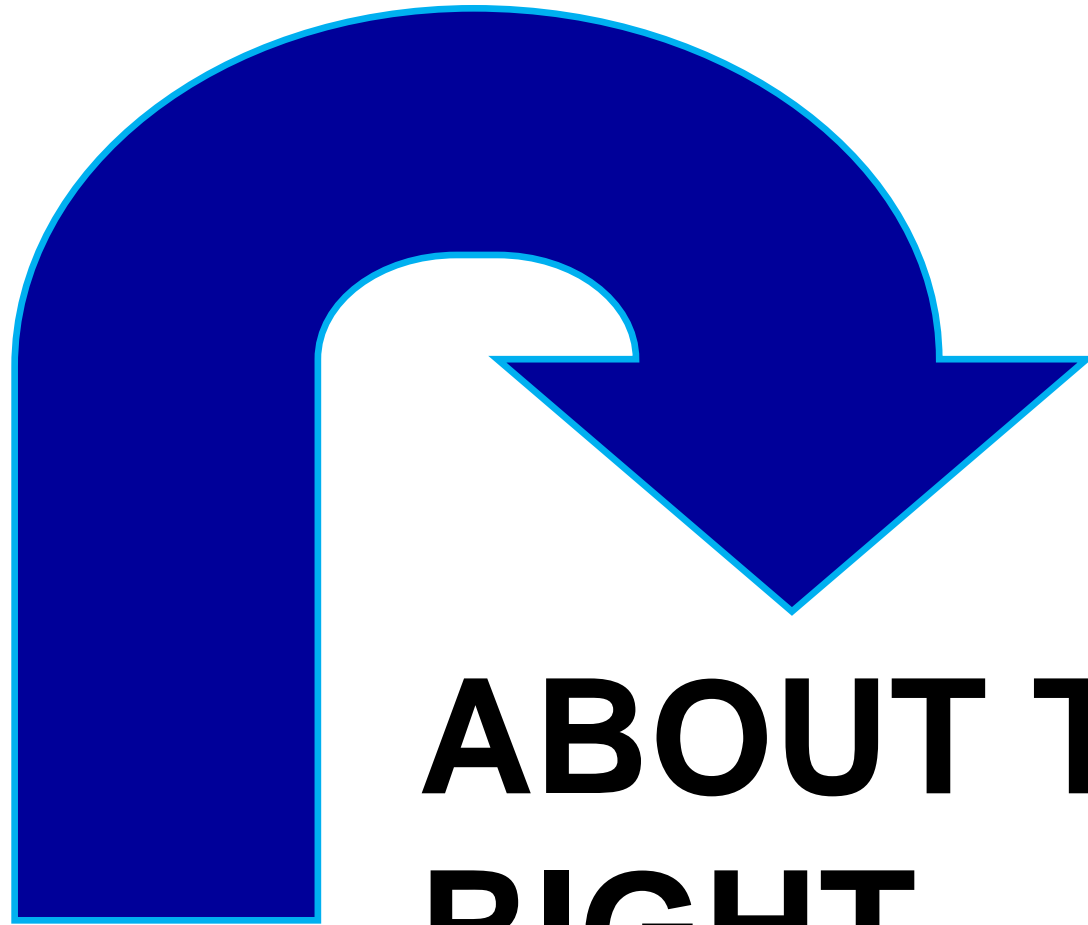




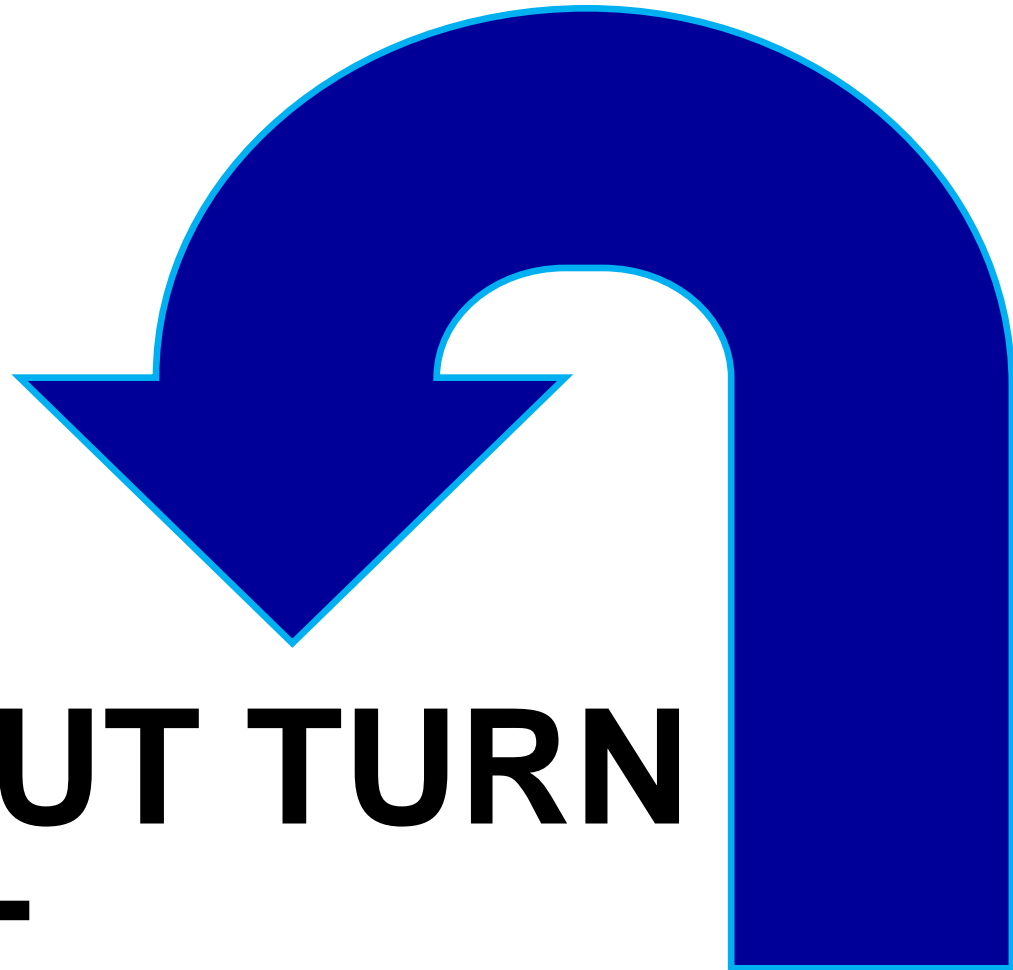








# ABOUT TURN RIGHT



**ABOUT TURN  
LEFT**

**LOOP  
RIGHT**

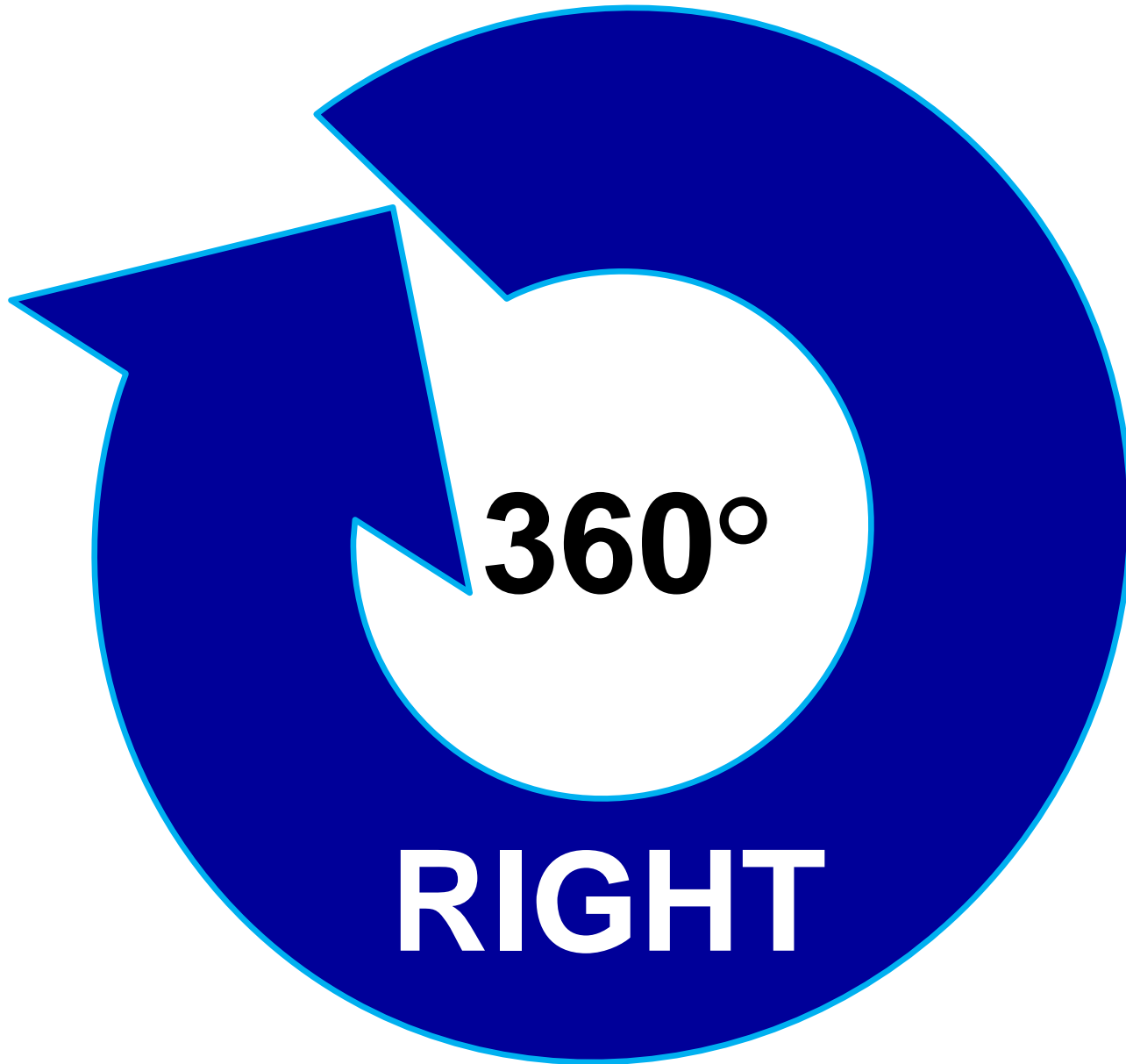


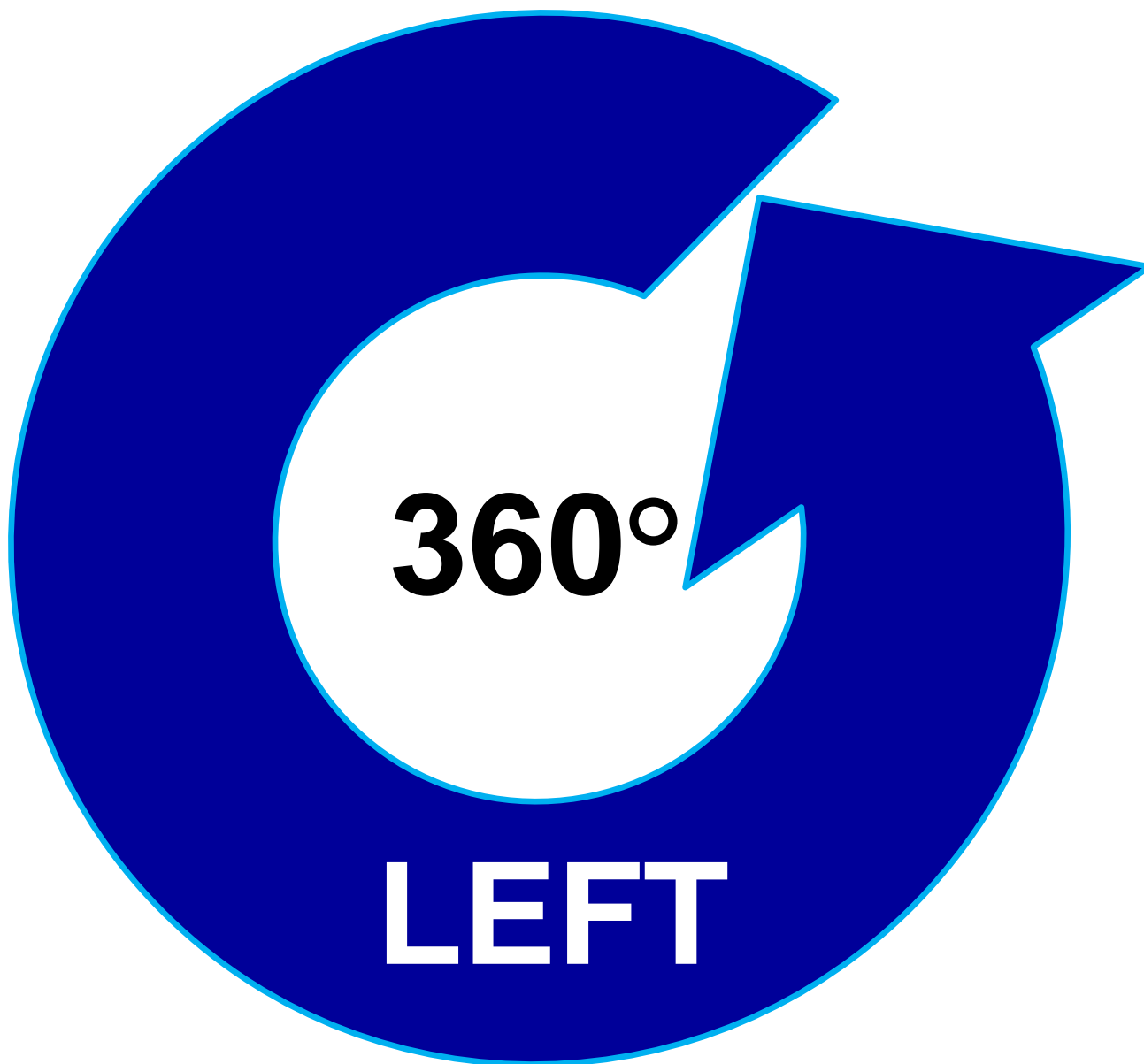
**LOOP  
LEFT**





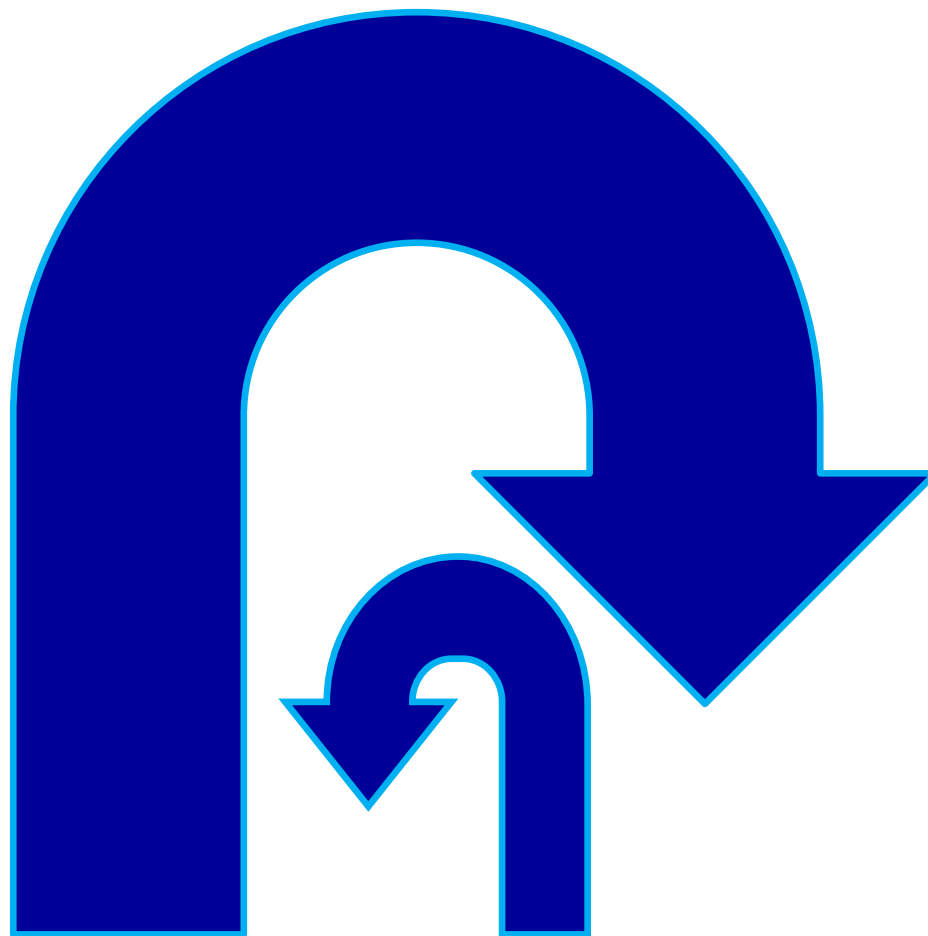




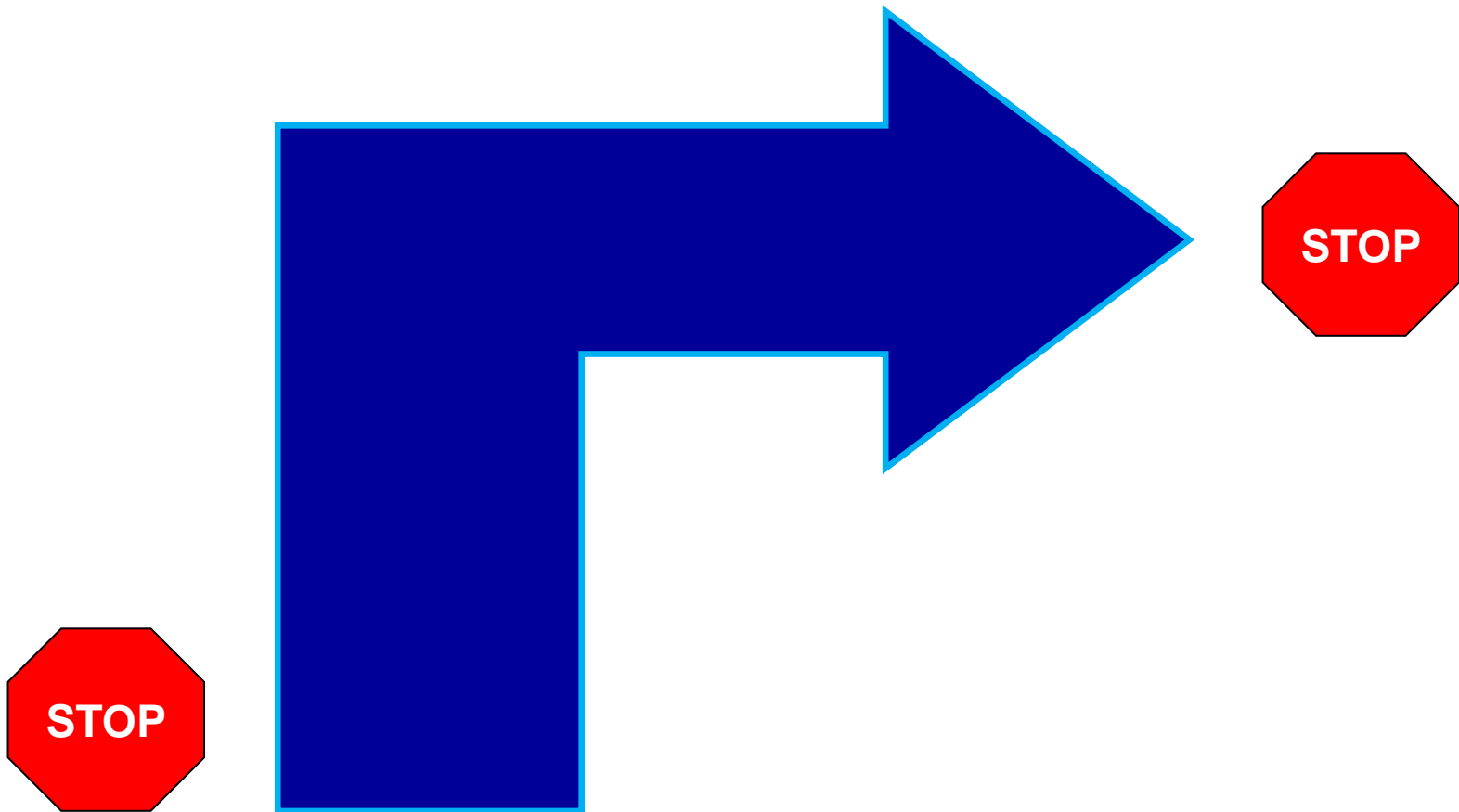




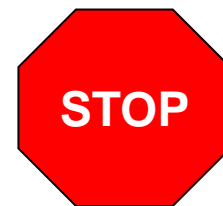
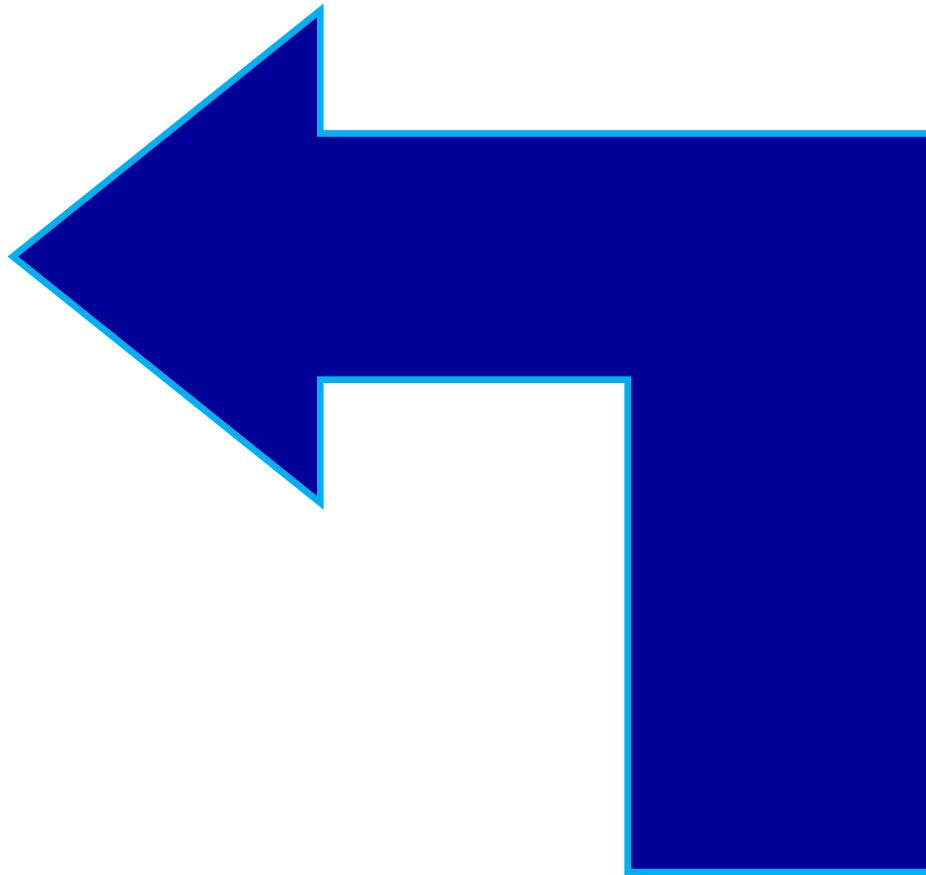
# TURN AROUND DOG BEHIND



# 90° RIGHT TURN



# 90° LEFT TURN





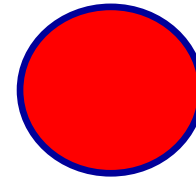
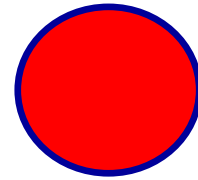
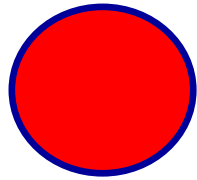
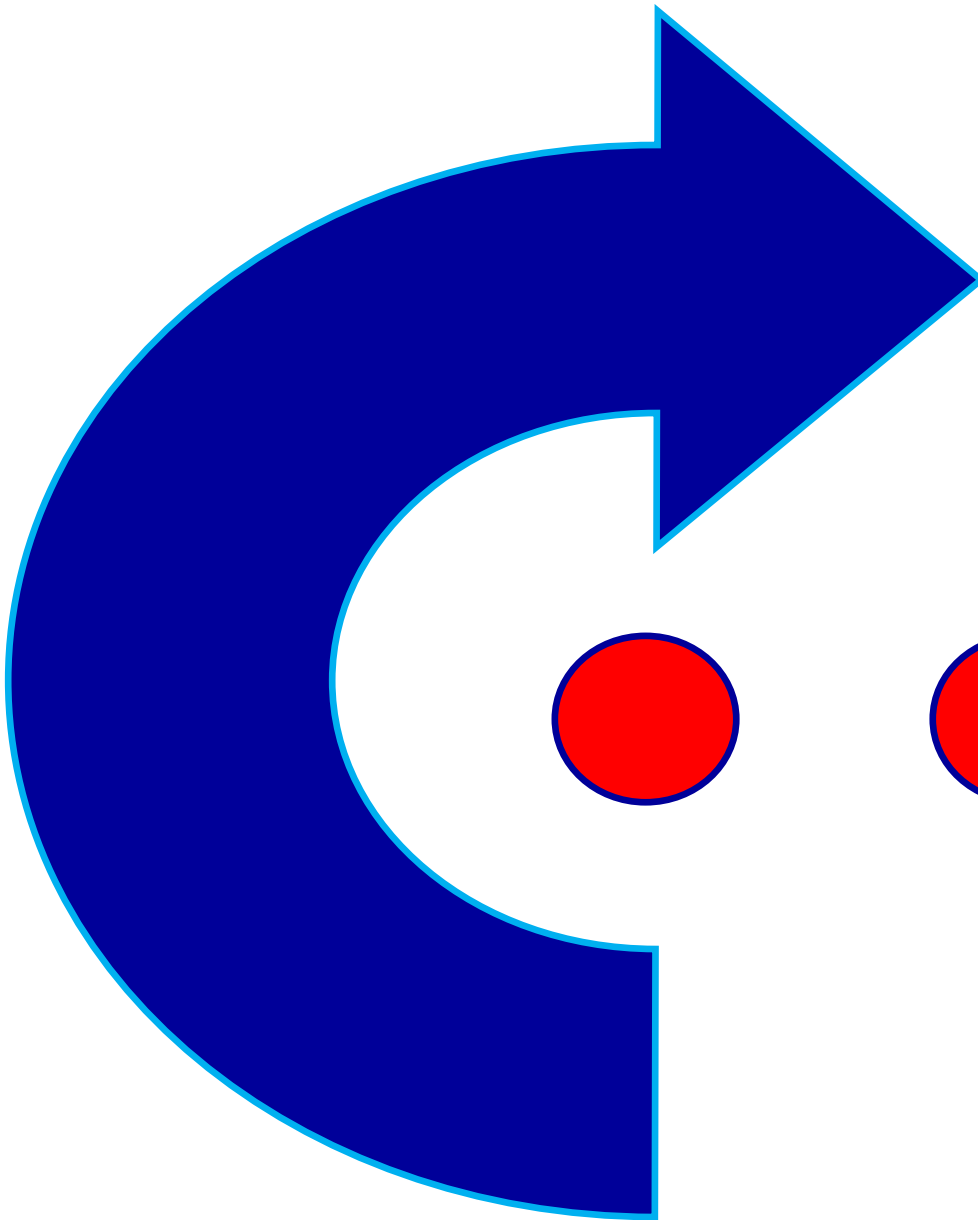
**SLOW PACE**



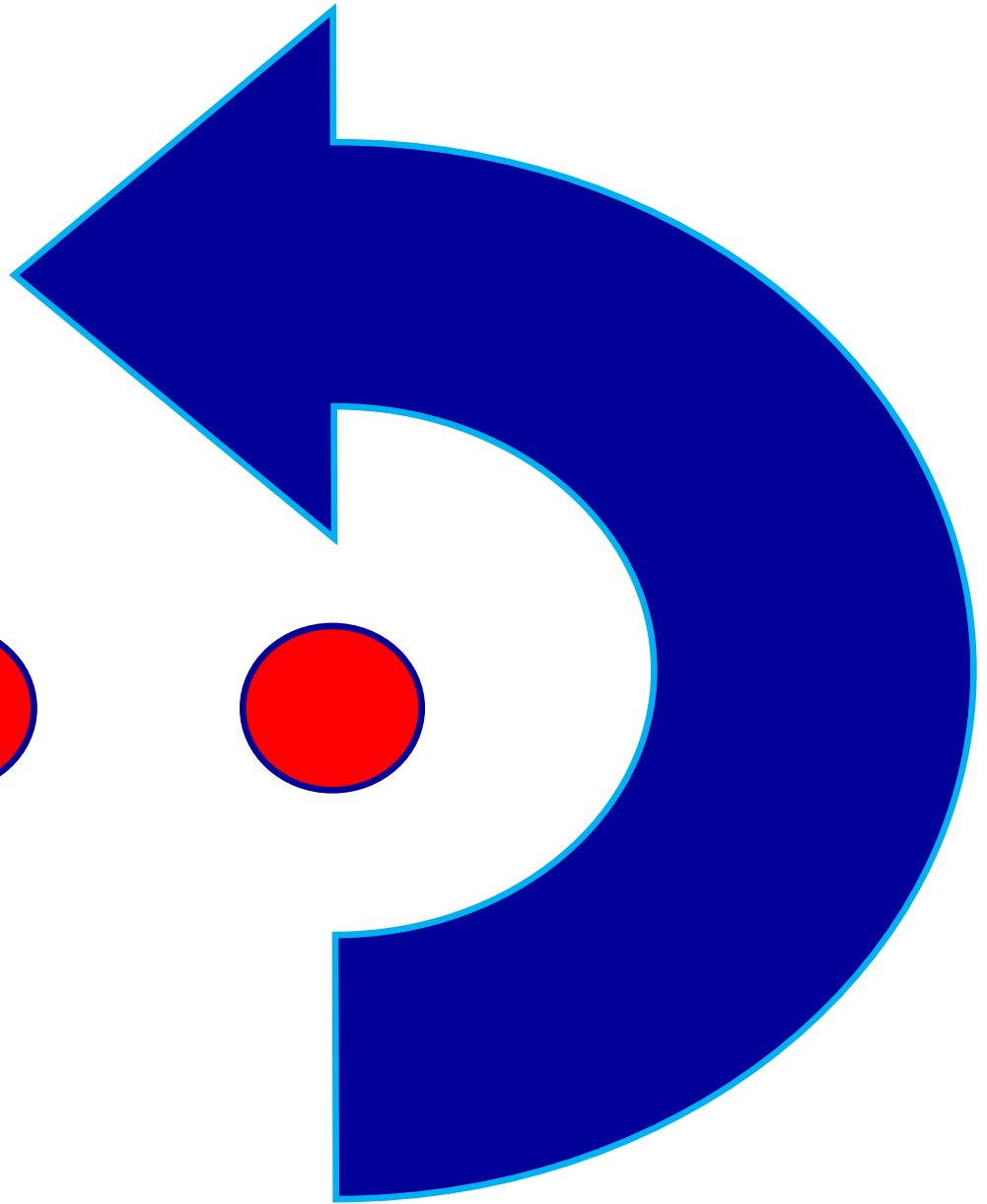
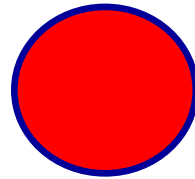
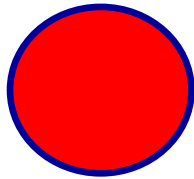
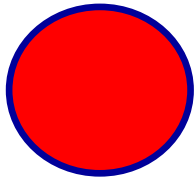


**NORMAL  
PACE**

# SPIRAL RIGHT

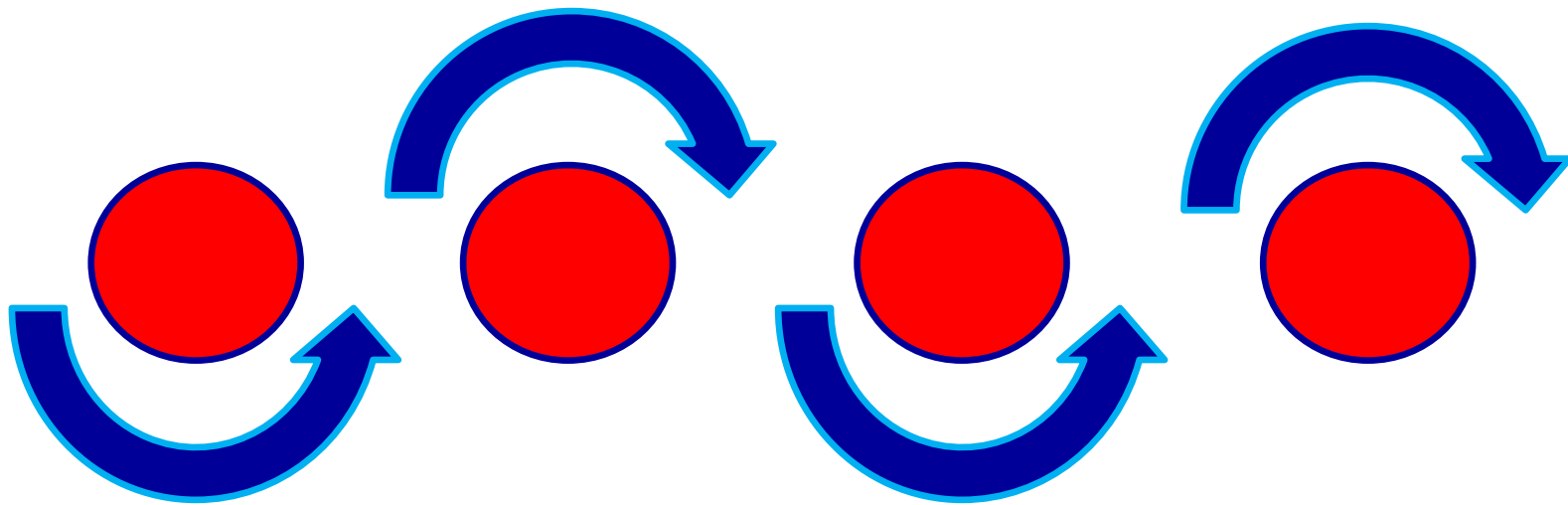


# SPIRAL LEFT

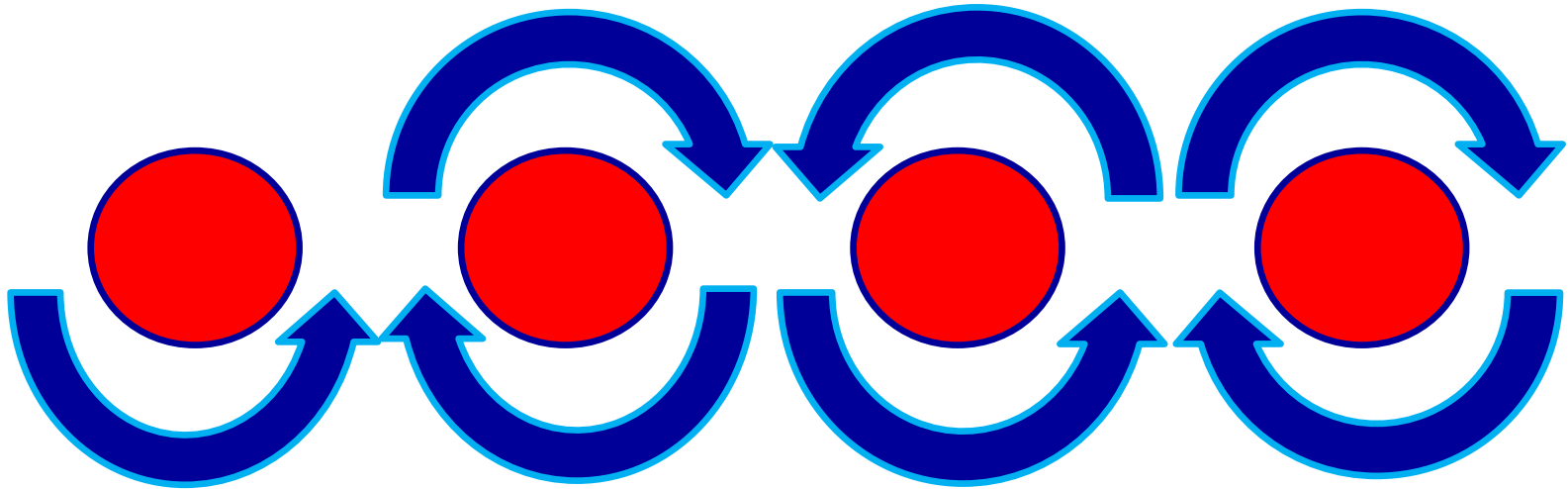




# SINGLE SLALOM

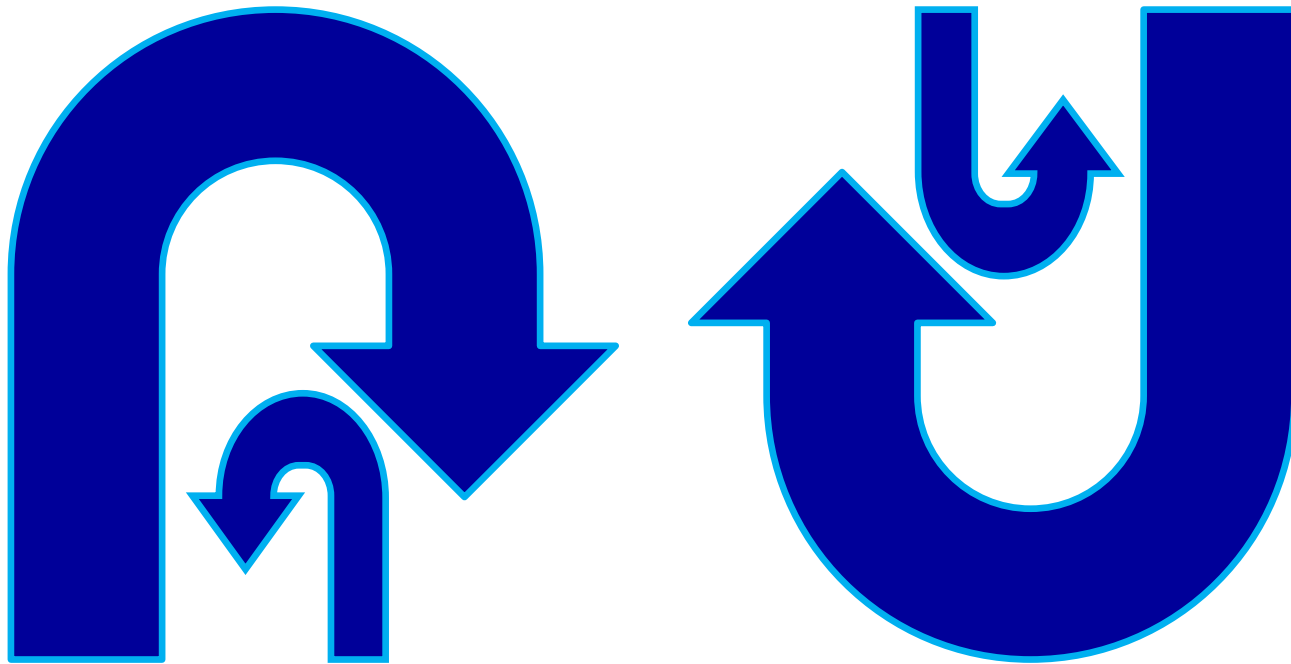


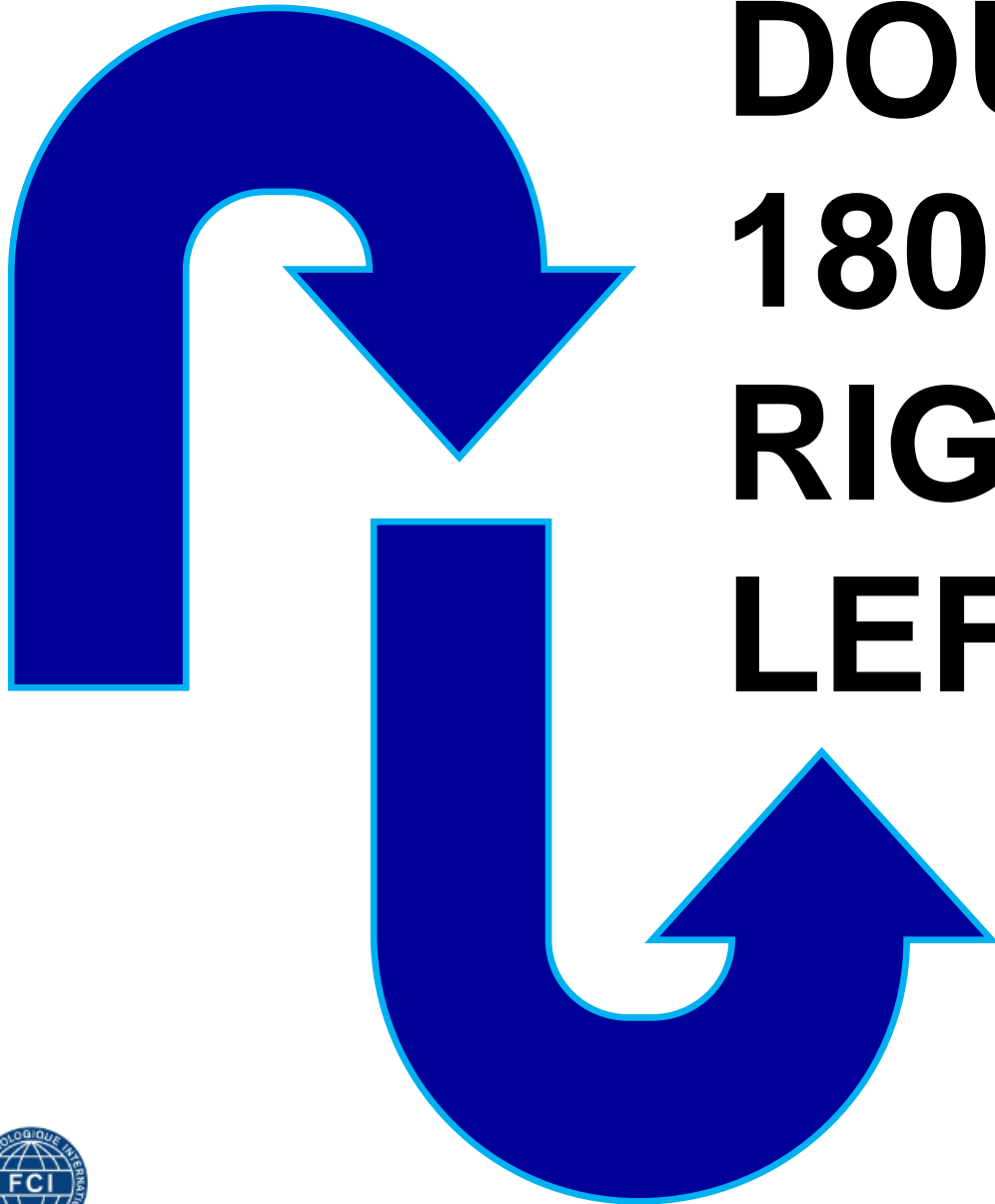
# DOUBLE SLALOM



2 POINTS

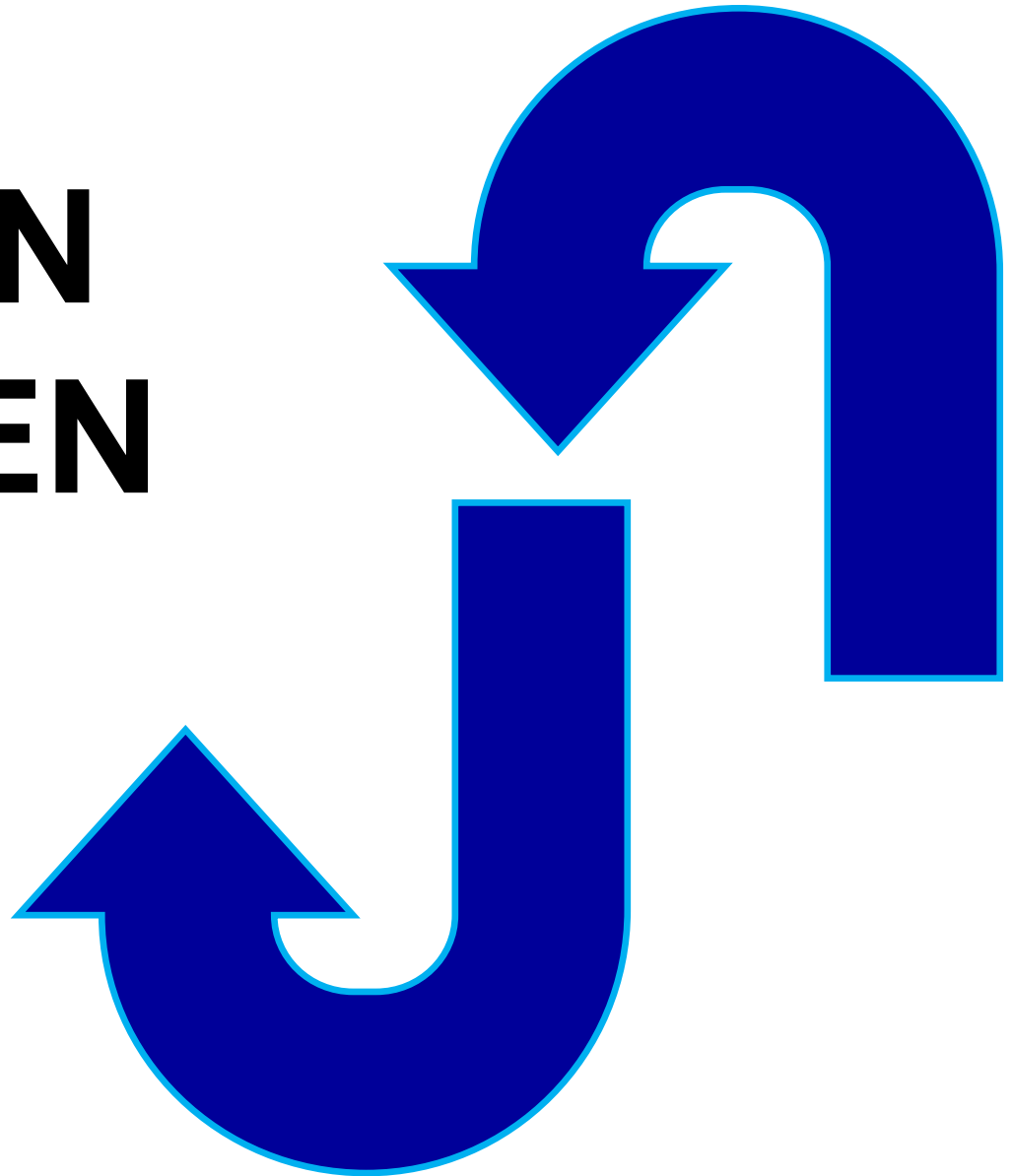
# 2 x TURN AROUND DOG BEHIND

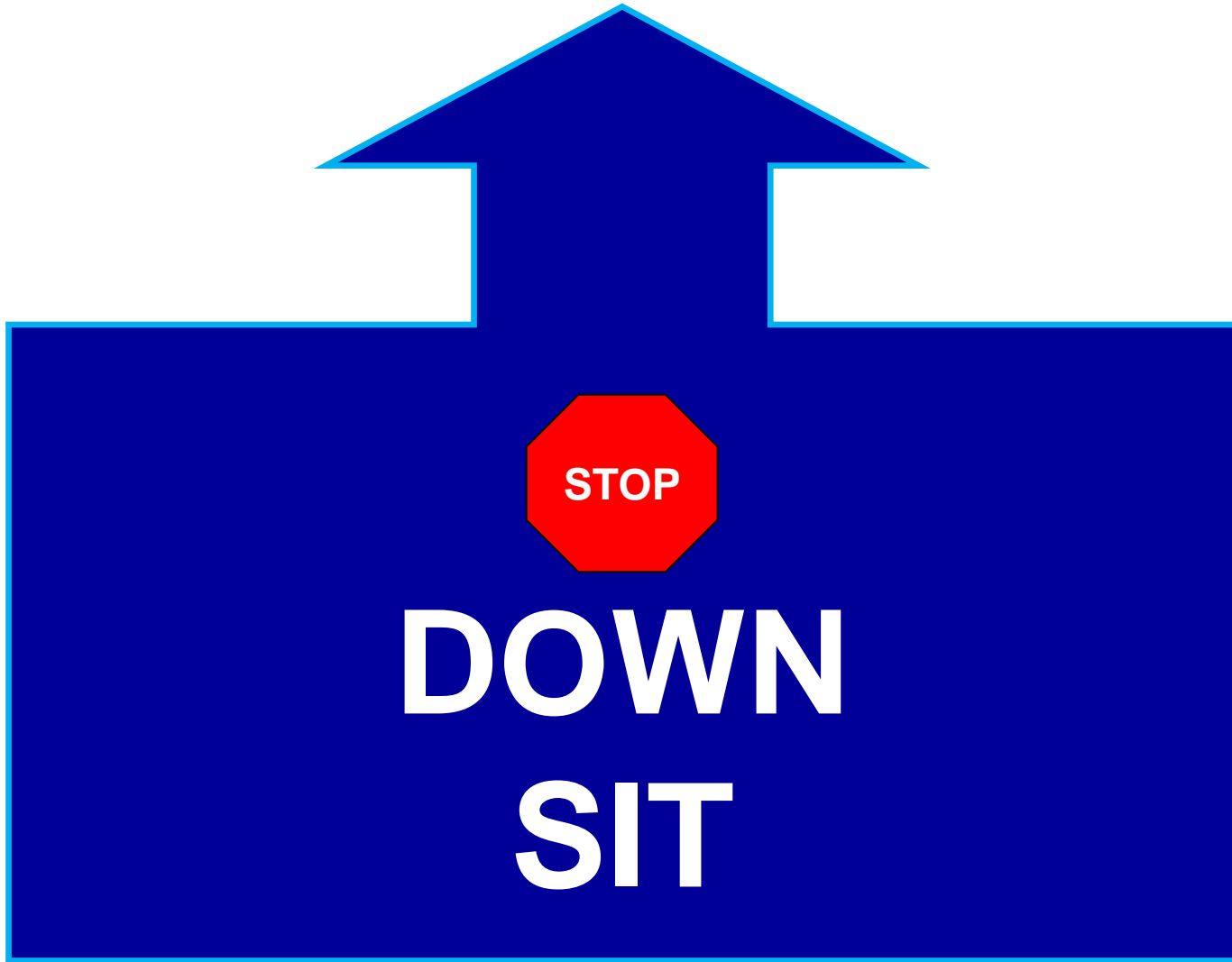


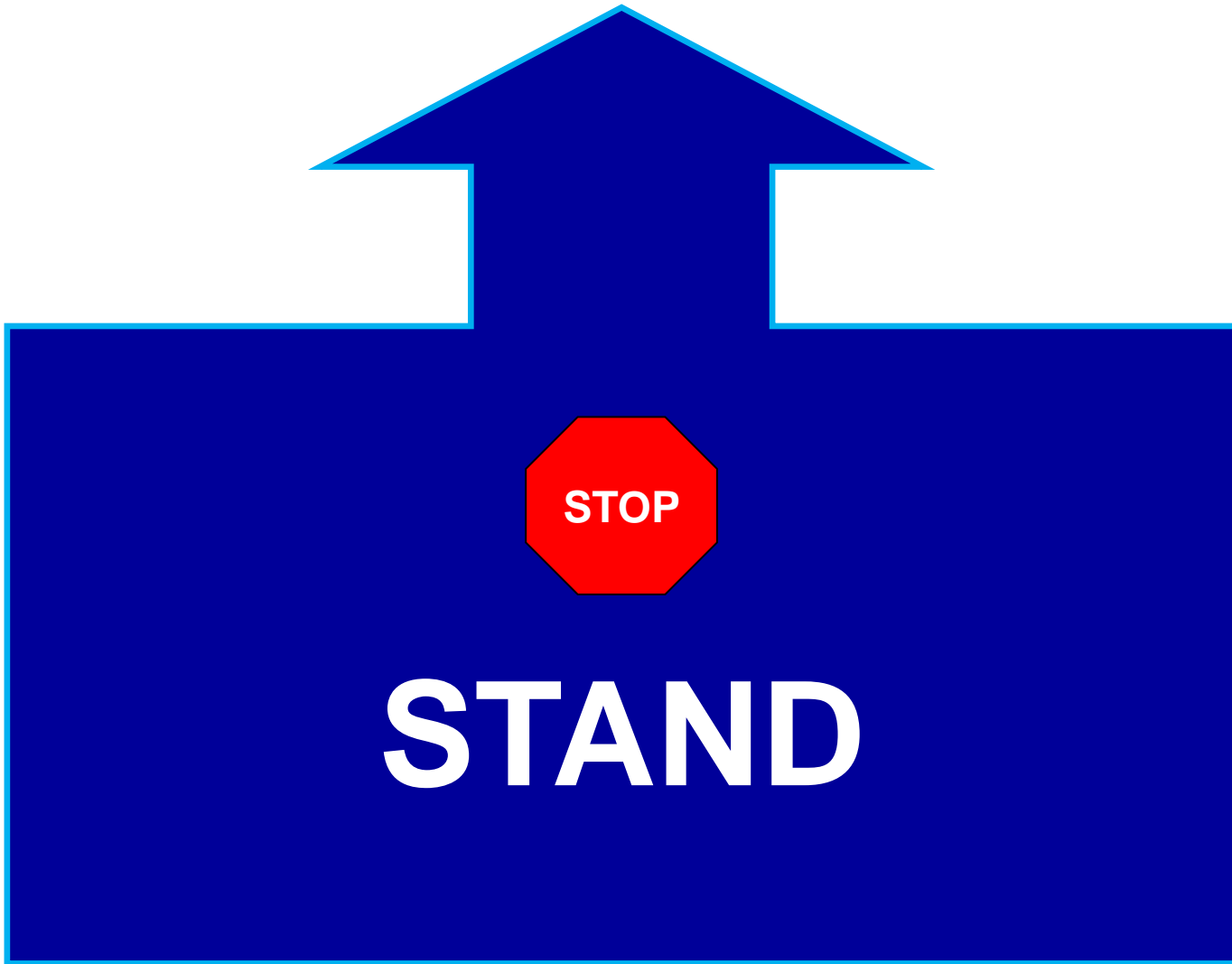


**DOUBLE  
180° TURN  
RIGHT THEN  
LEFT**

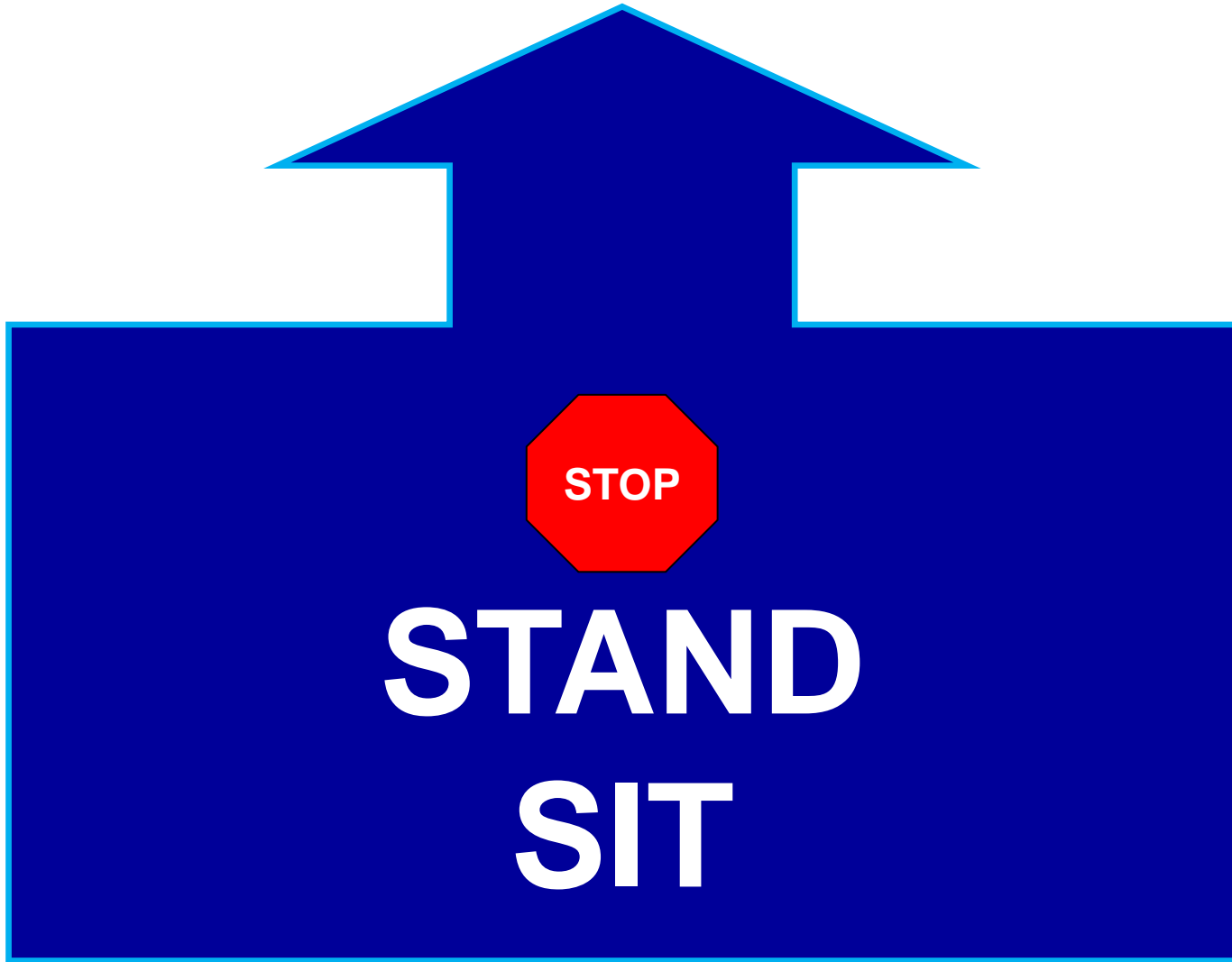
**DOUBLE  
180° TURN  
LEFT THEN  
RIGHT**





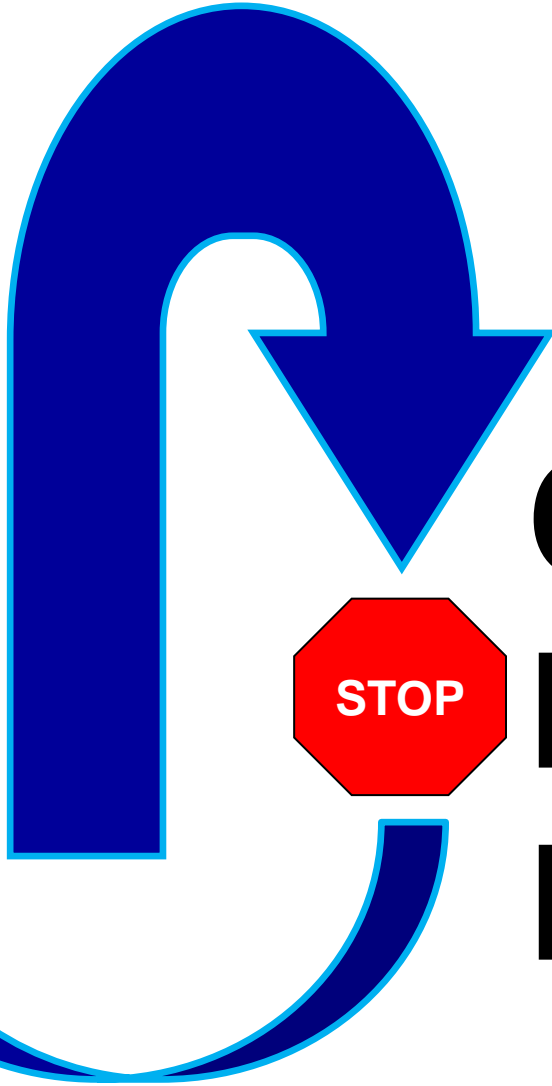




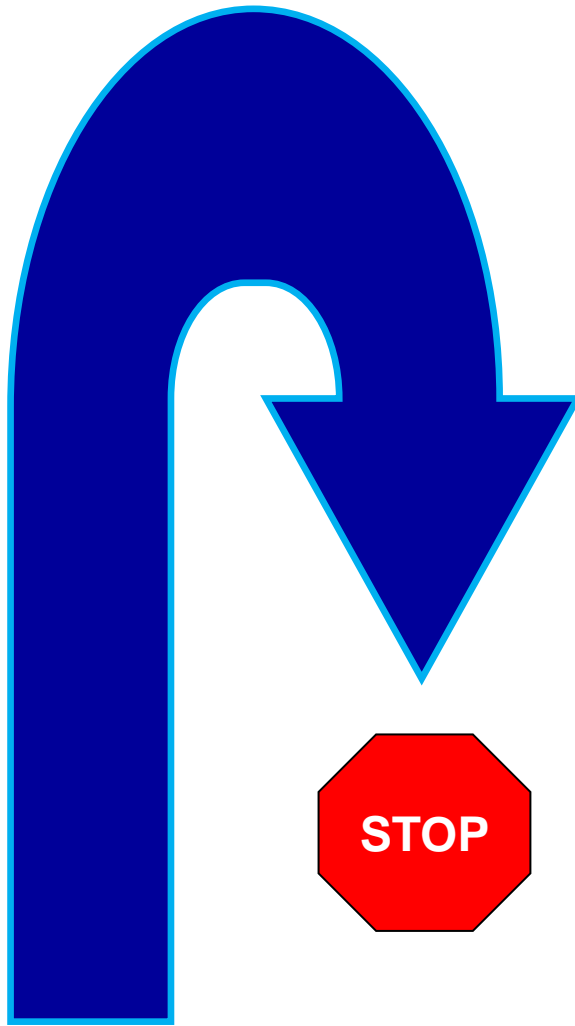
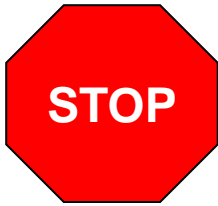






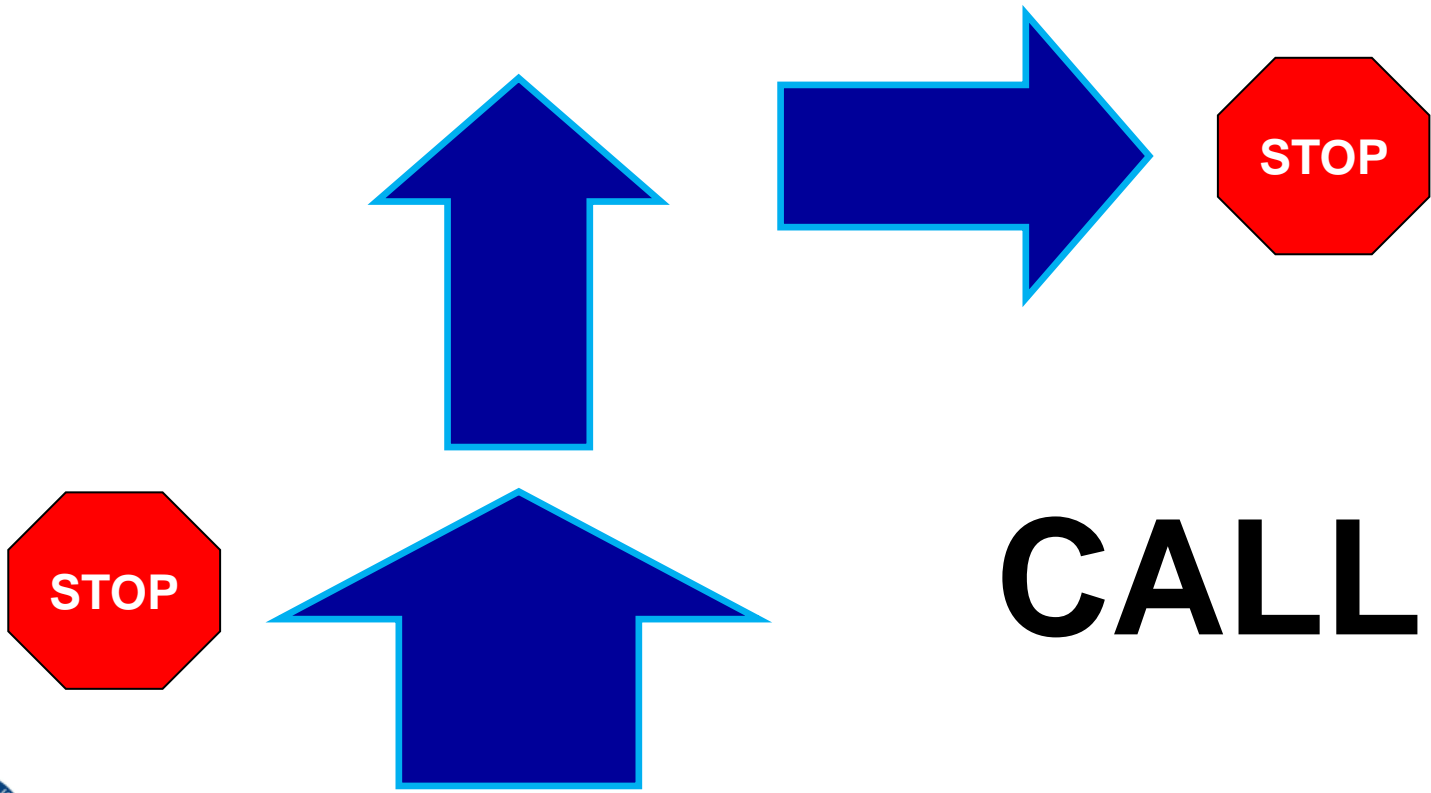


**CALL FRONT  
RIGHT TO  
LEFT**



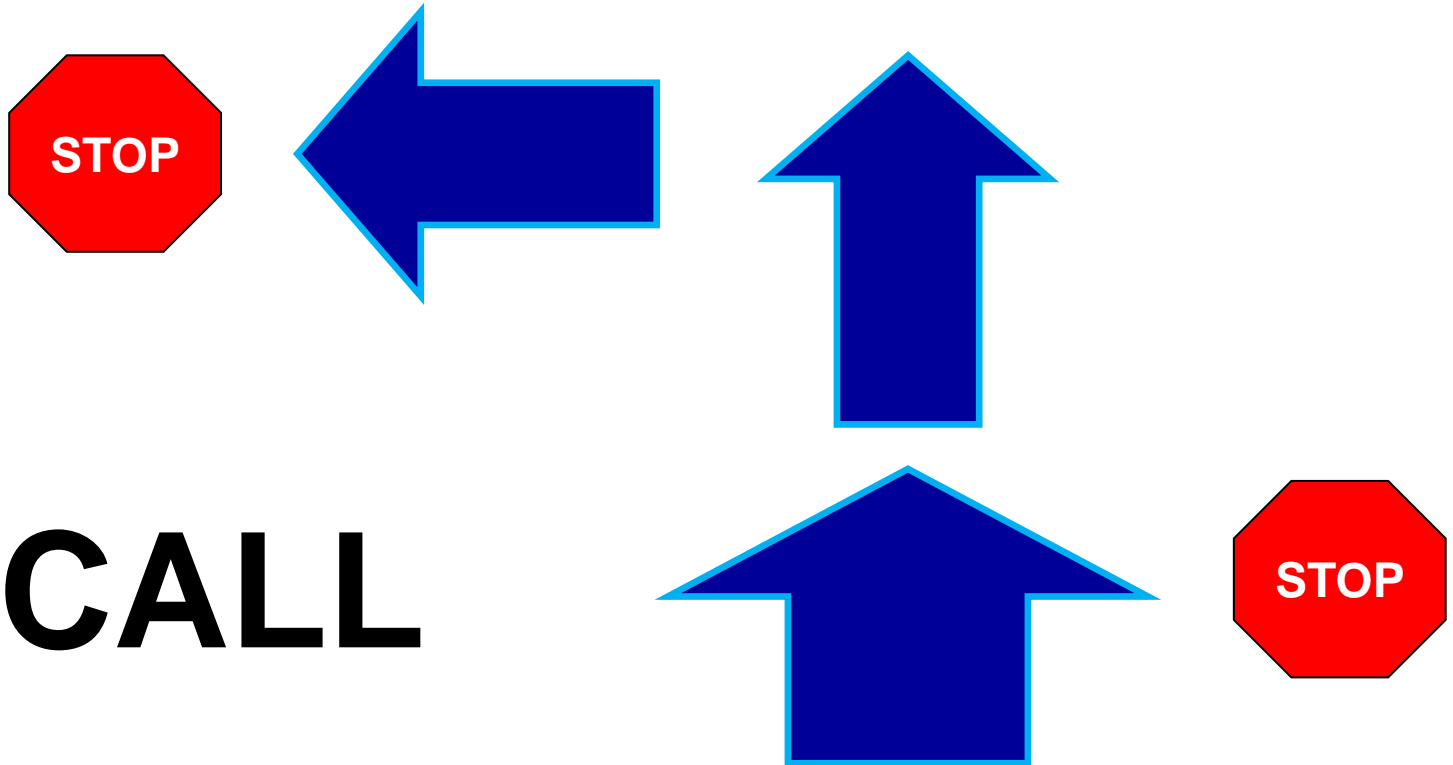
**CALL FRONT  
LEFT TO LEFT**

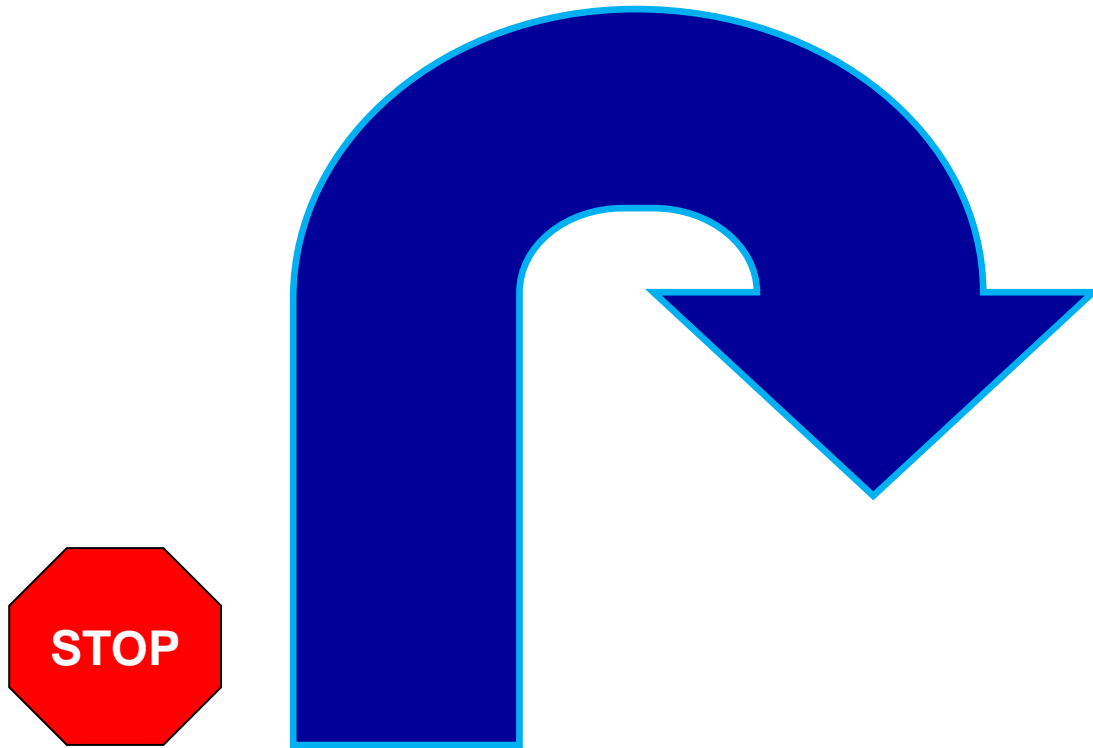
# 1 STEP FORWARD TURN RIGHT 1 STEP



**CALL**

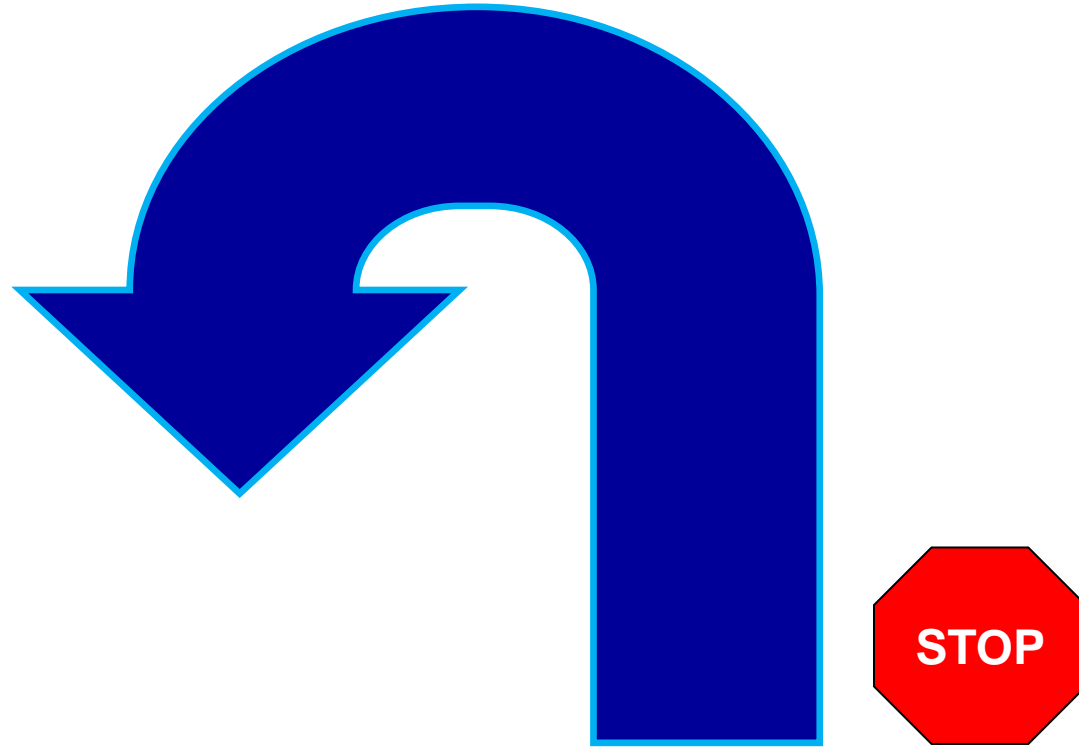
# 1 STEP FORWARD TURN LEFT 1 STEP



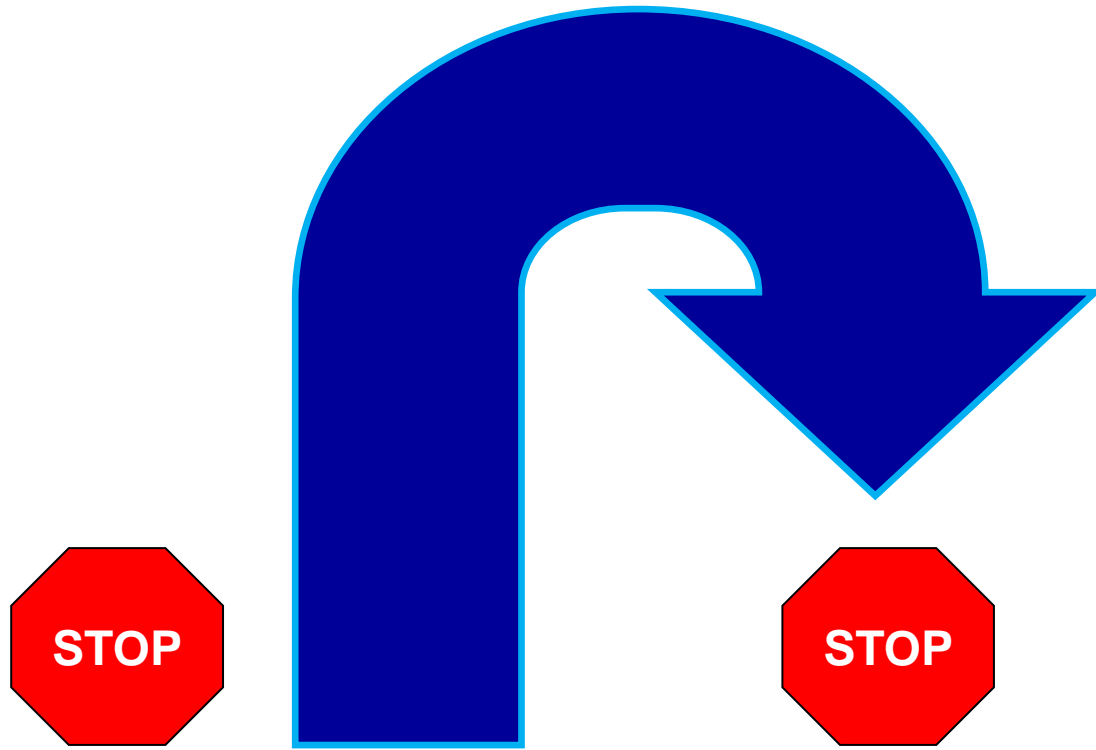


**180° RIGHT TURN  
FORWARD**

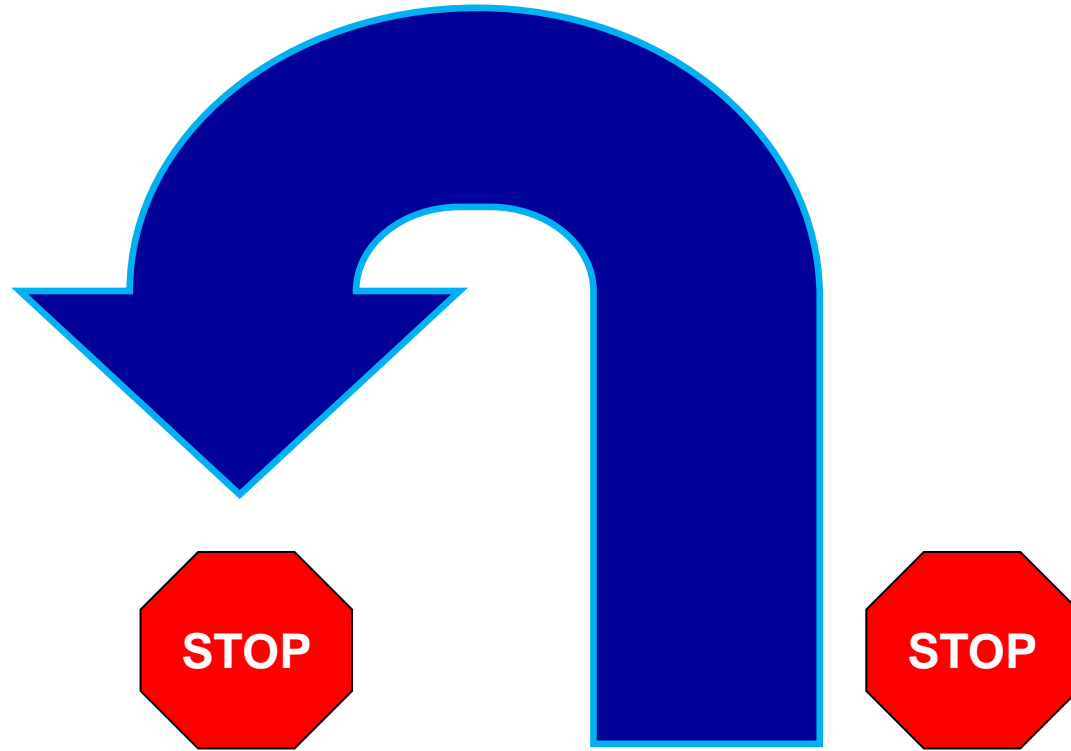




**180° LEFT TURN  
FORWARD**

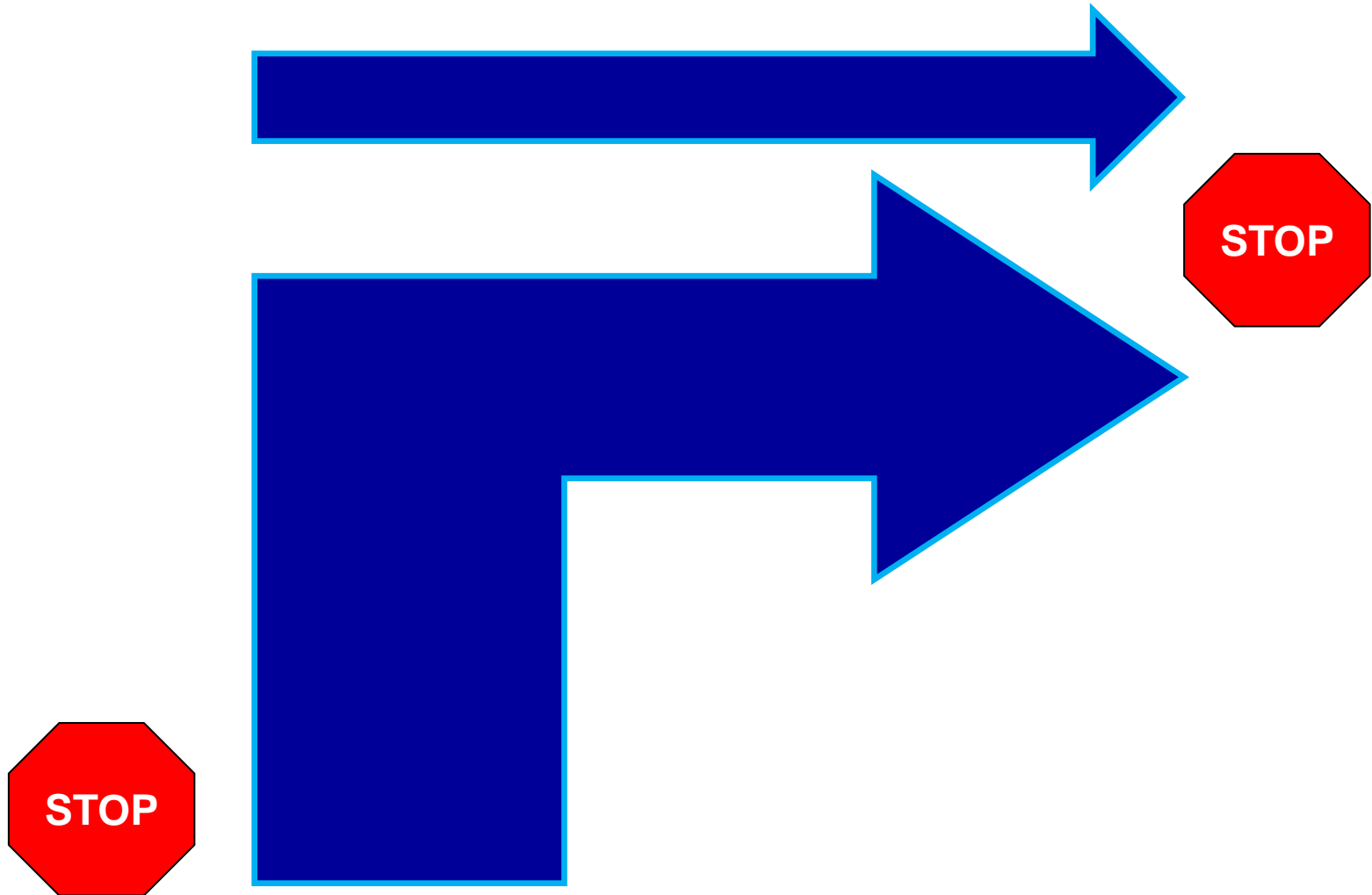


**180° RIGHT TURN**

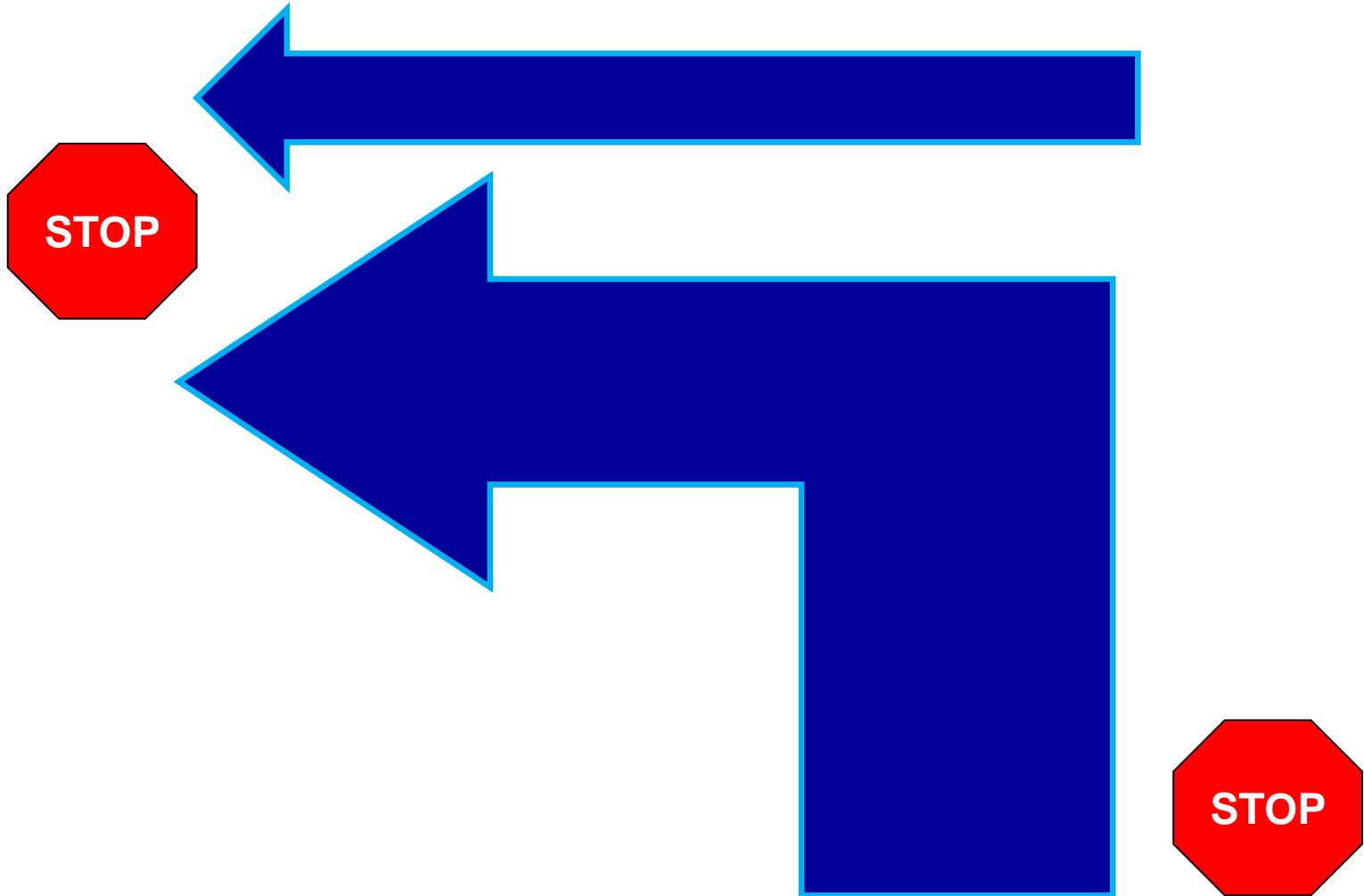


**180° LEFT TURN**

# TURN RIGHT 1 STEP



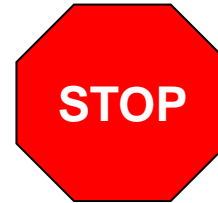
# TURN LEFT 1 STEP



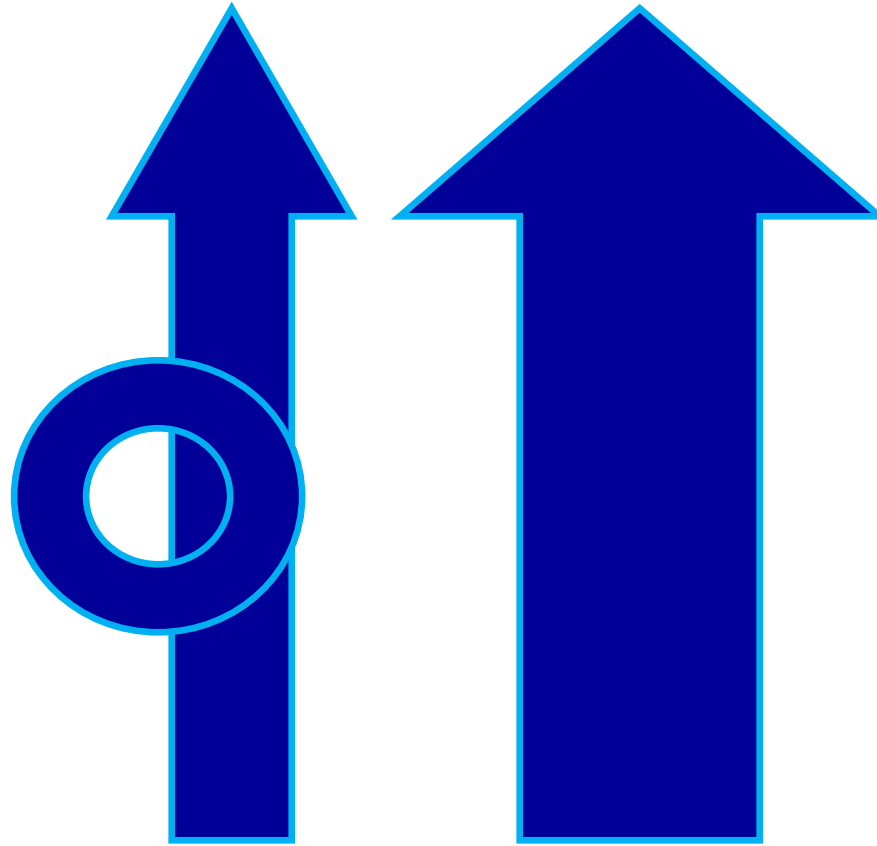


**1 STEP STAND**

**2 STEPS**

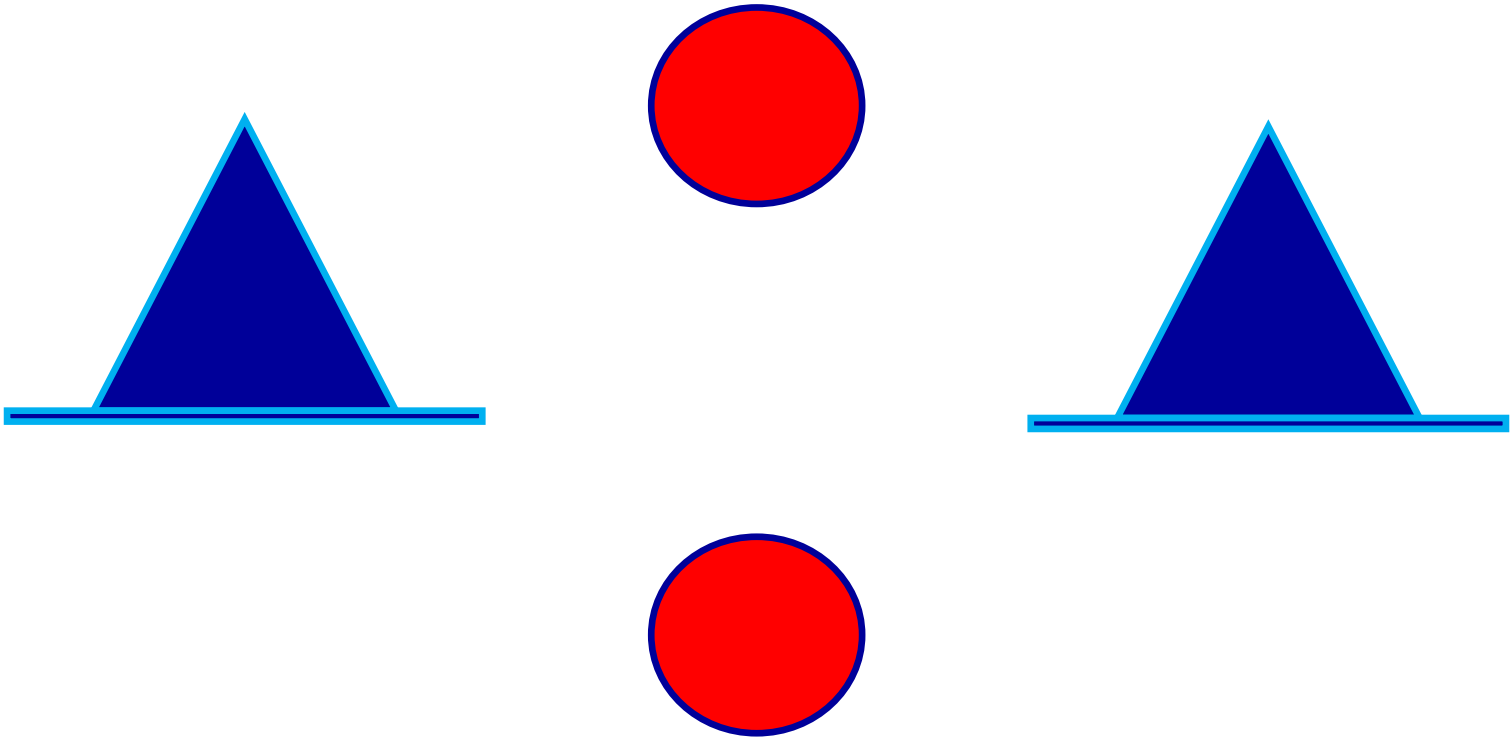


**3 STEPS DOWN**



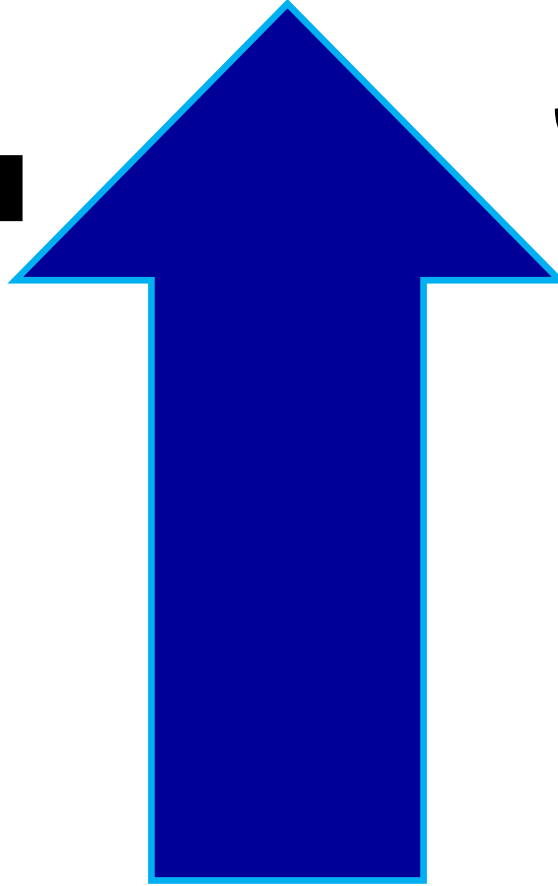
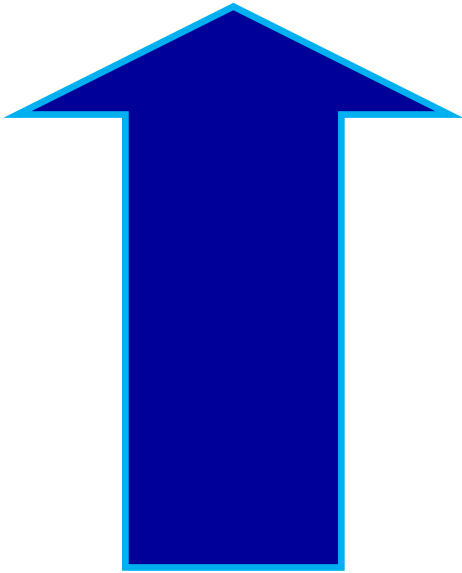
**SPIN**

# DISTRACTIONS



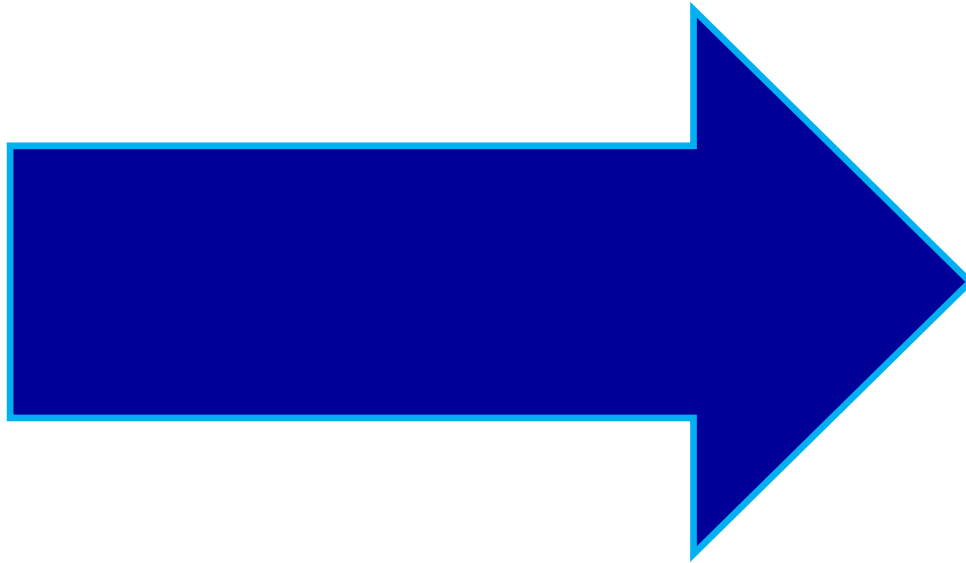


# SEND OVER JUMP

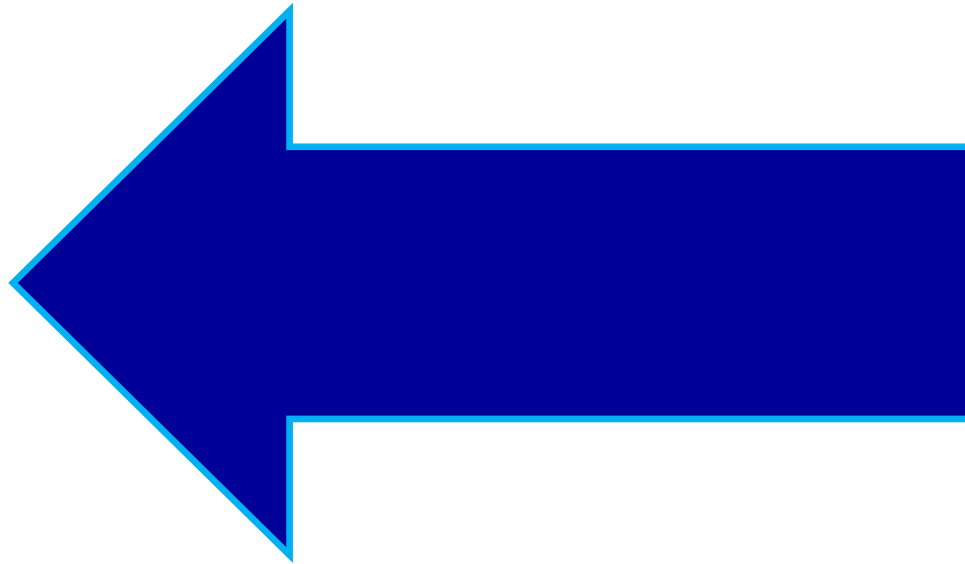


3 POINTS

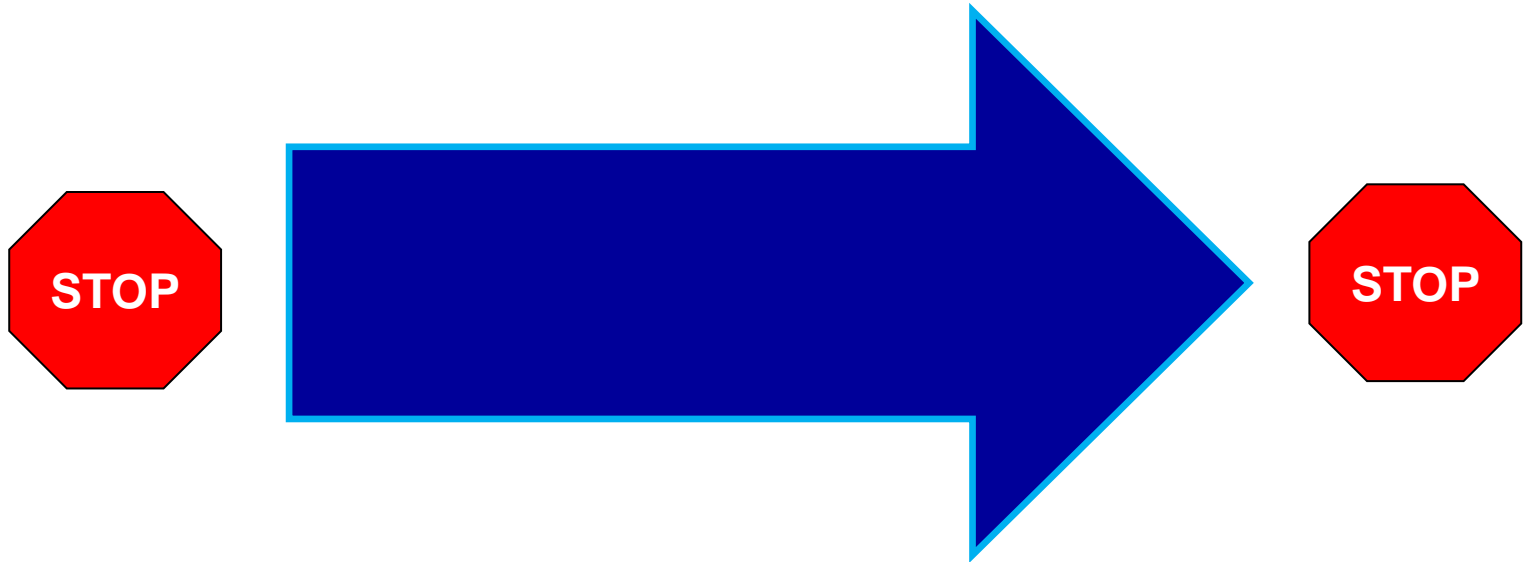
# SIDE STEP RIGHT



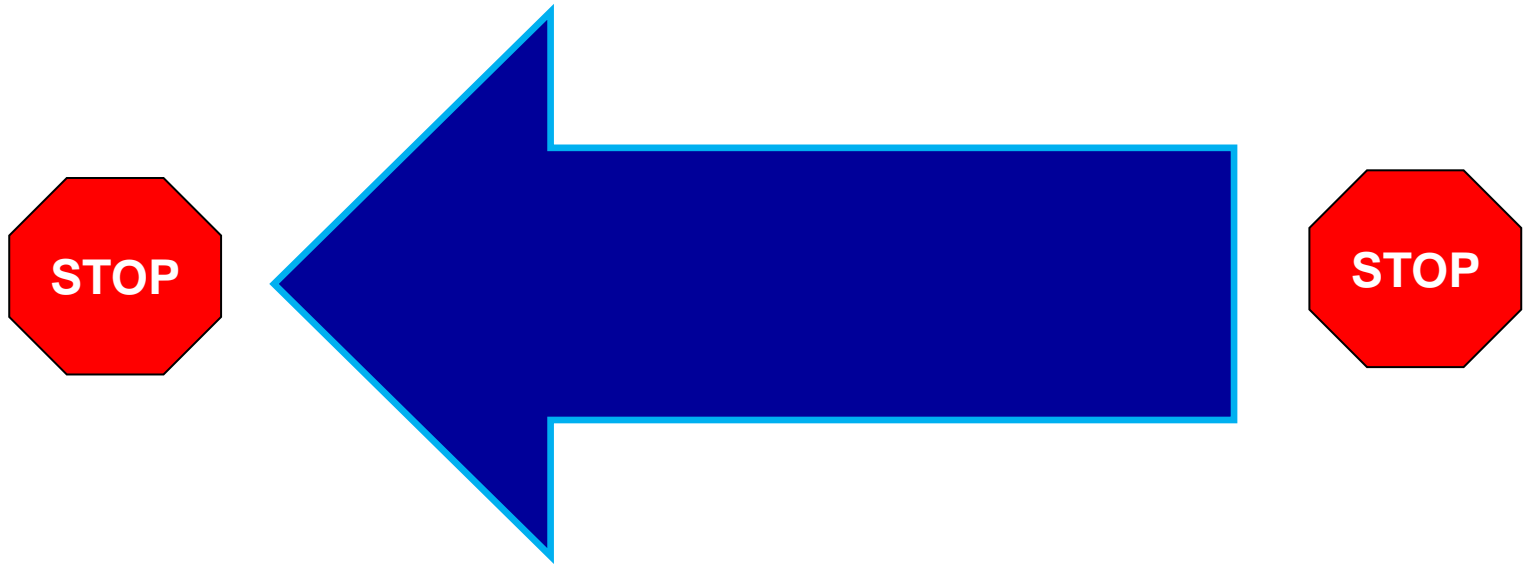
# SIDE STEP LEFT

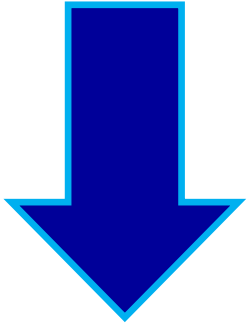


# SIDE STEP RIGHT

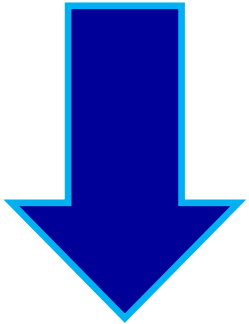


# SIDE STEP LEFT



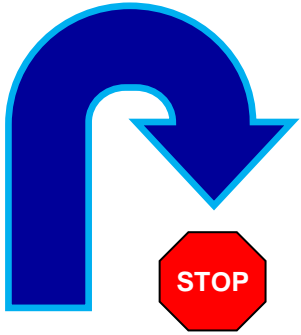


**1 STEP BACK**



**2 STEPS BACK**





# CALL FRONT

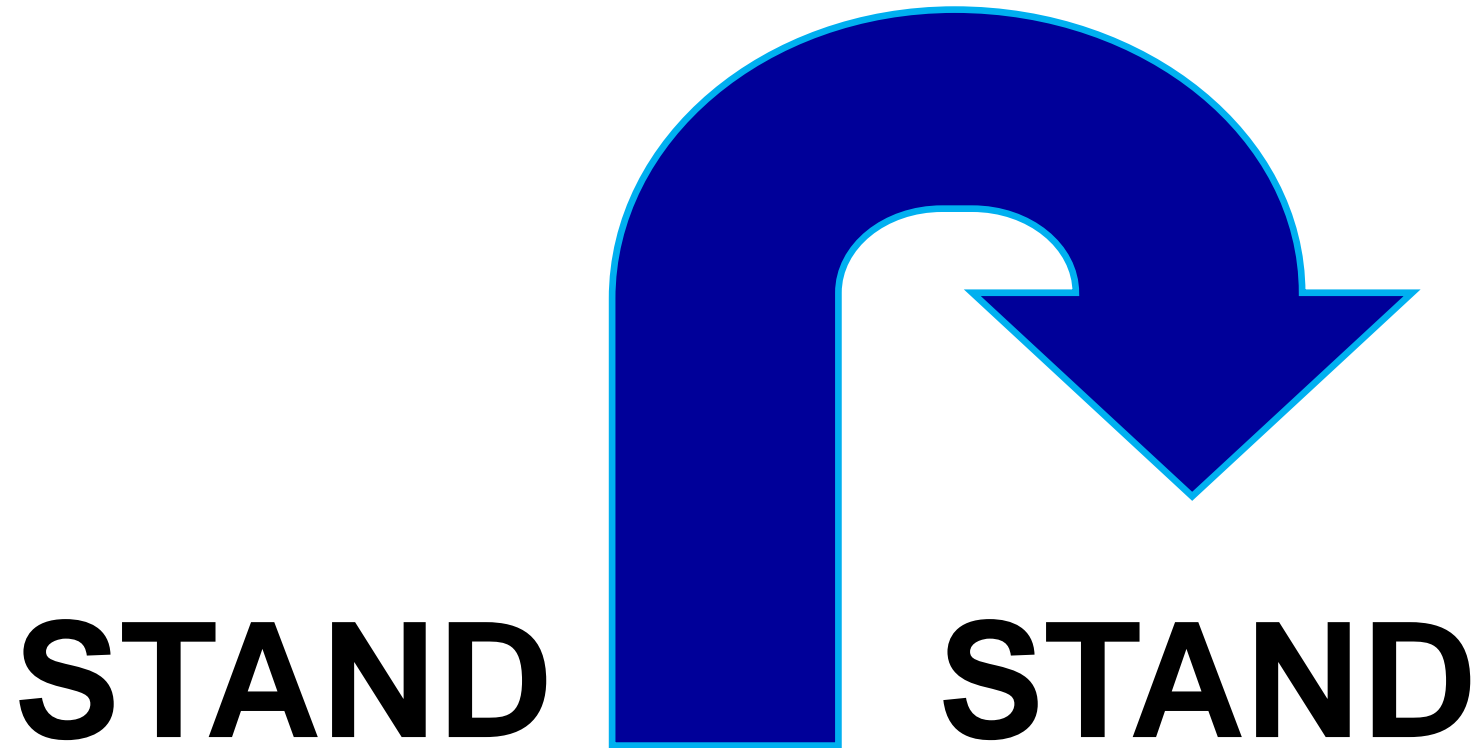
**1 STEP BACK STAND**

**2 STEPS BACK** 

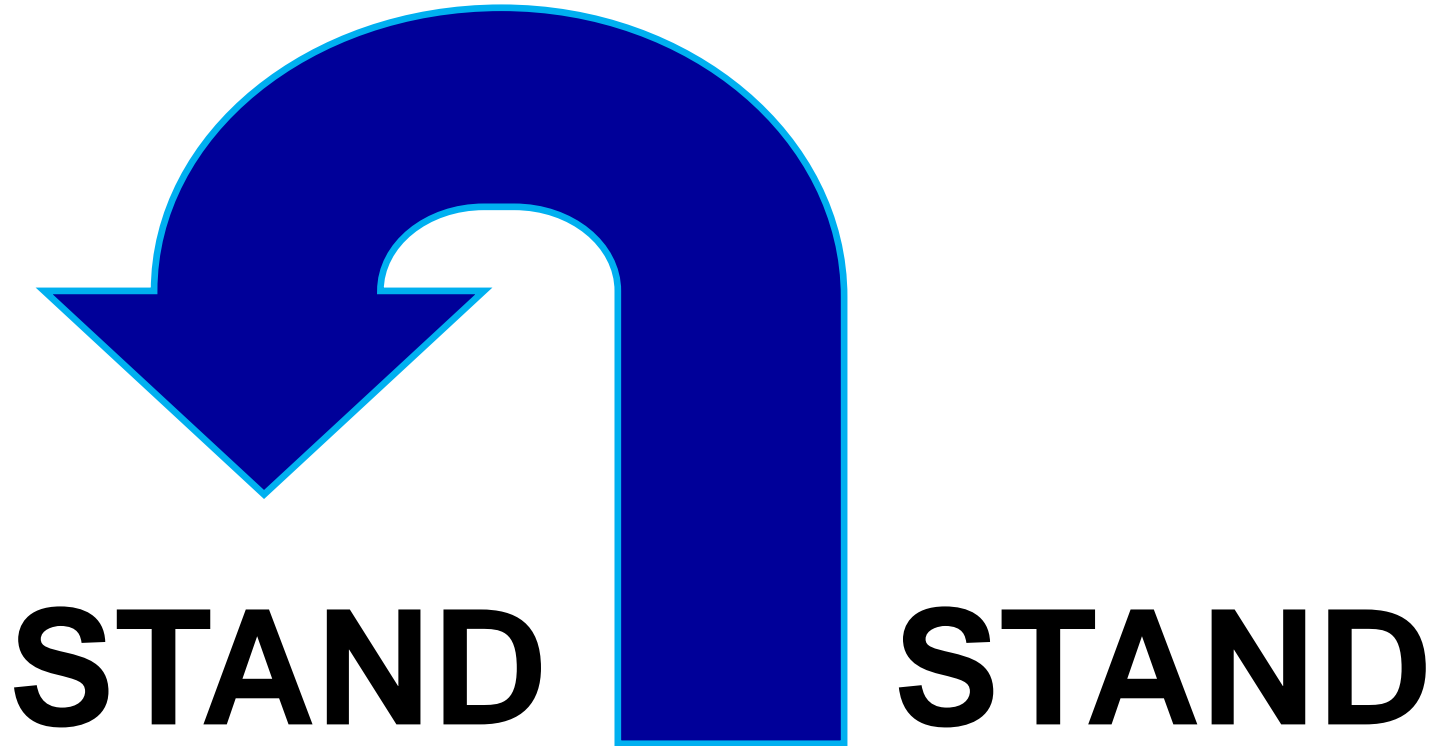
**3 STEPS BACK DOWN**





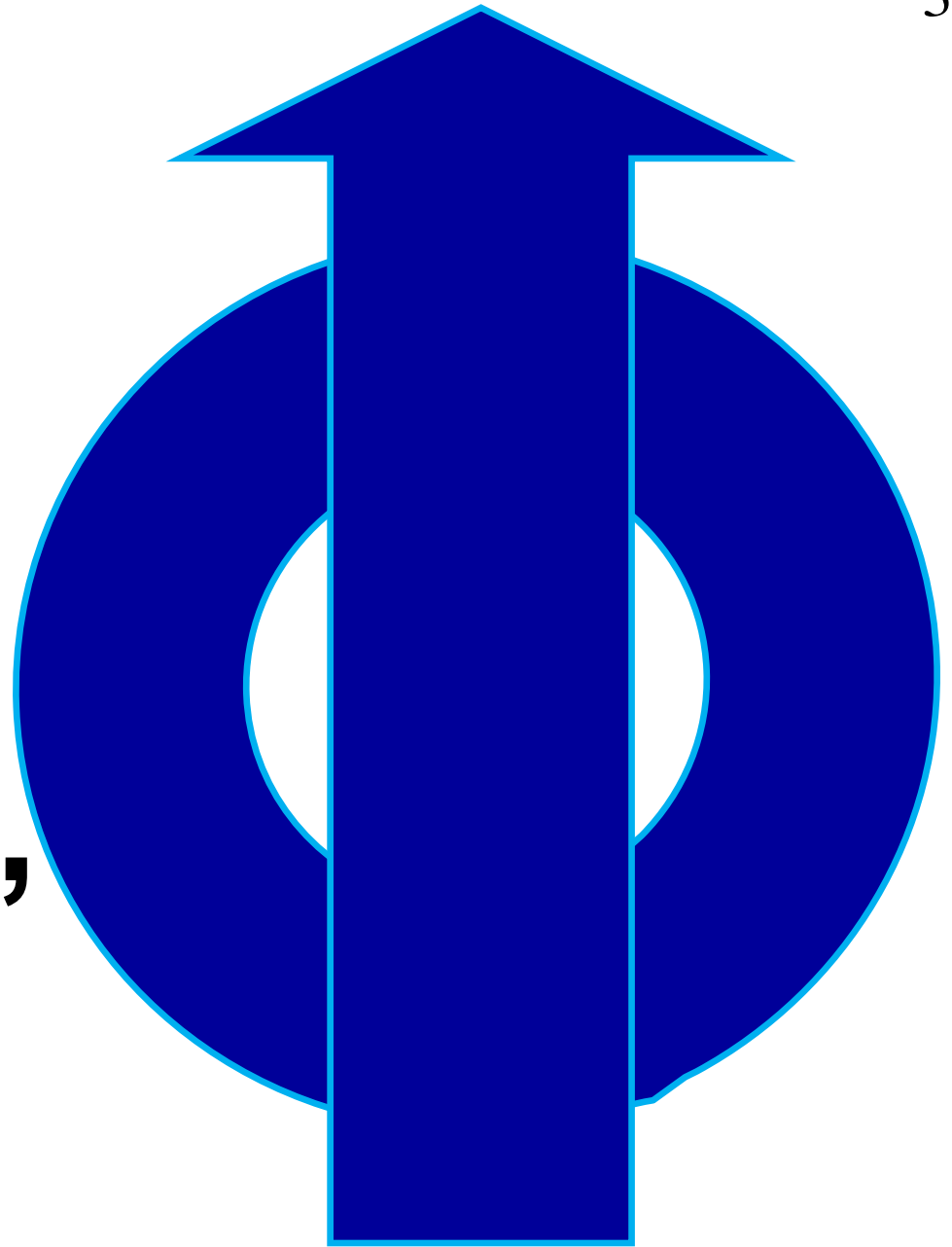


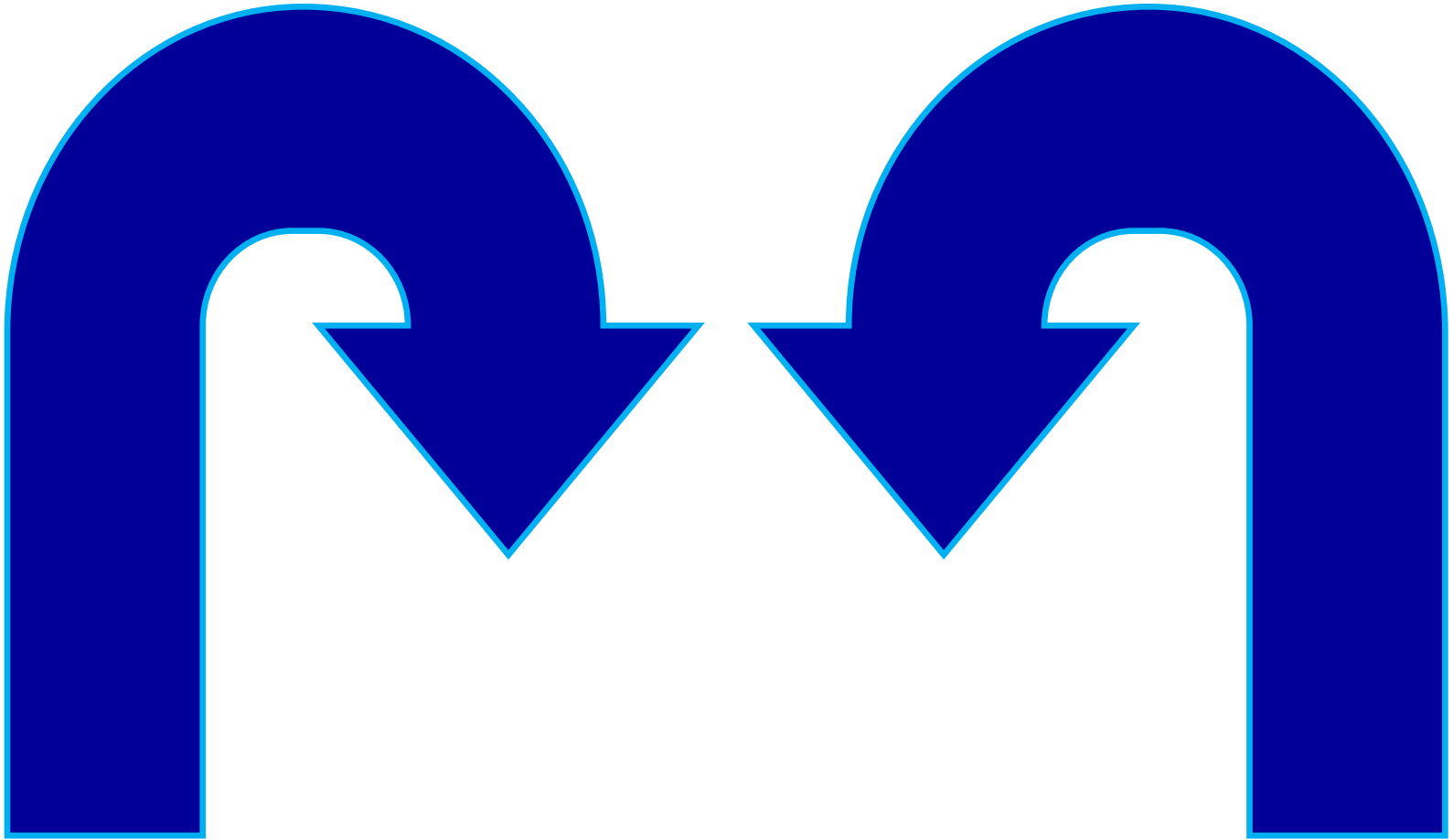
**180° RIGHT TURN**



**180° LEFT TURN**

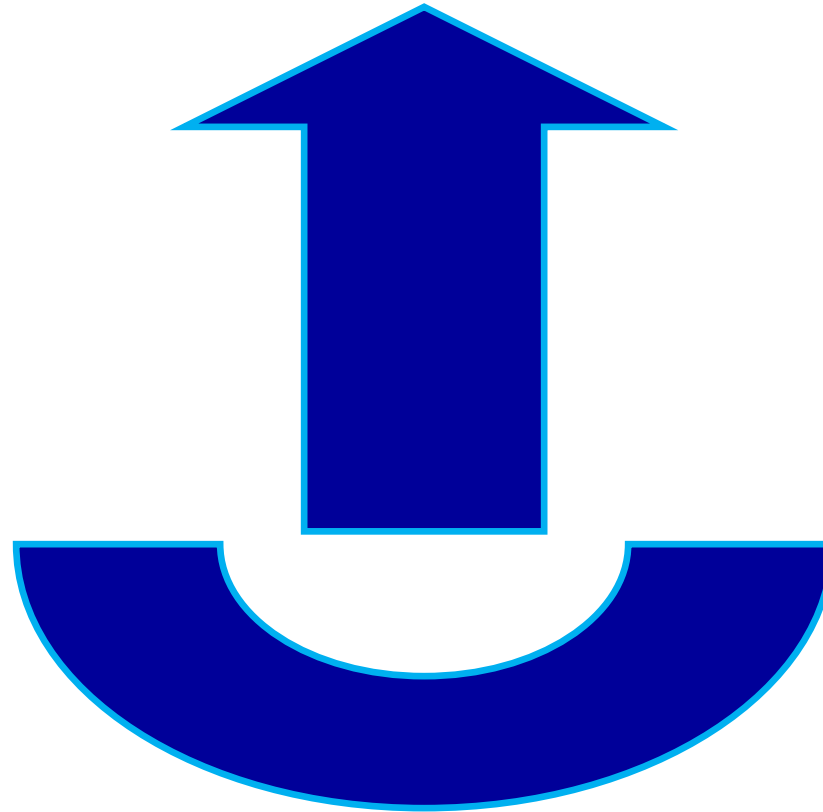
**STAND,  
CIRCLE  
AROUND  
HANDLER,  
STAND**



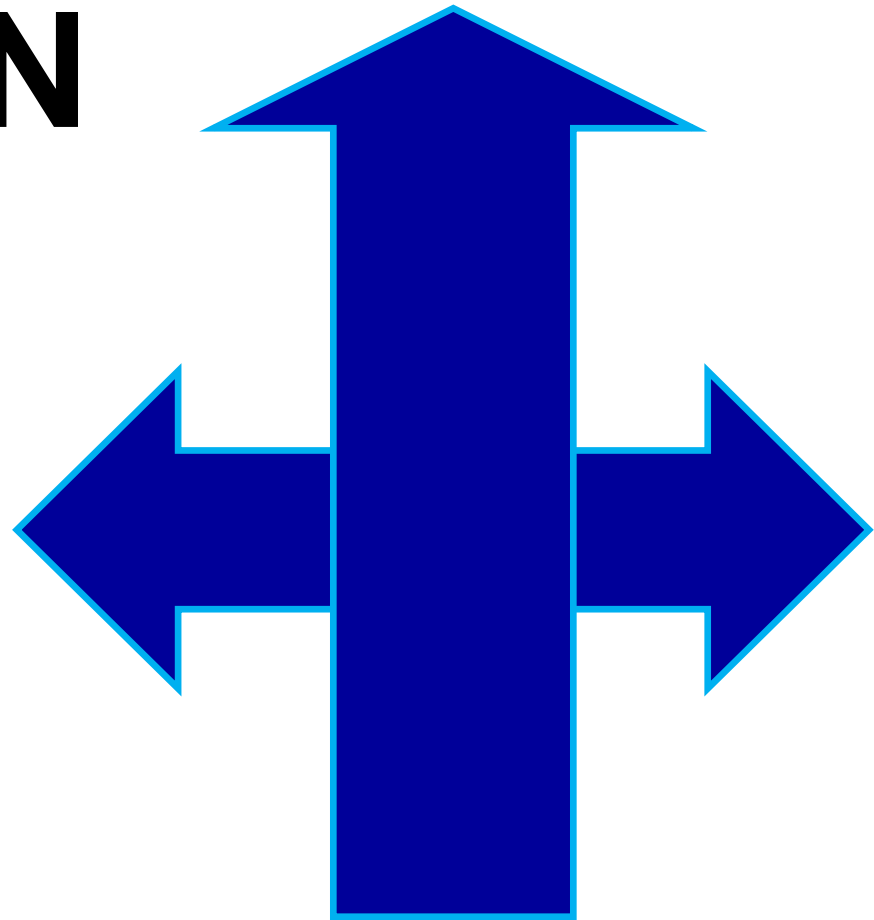


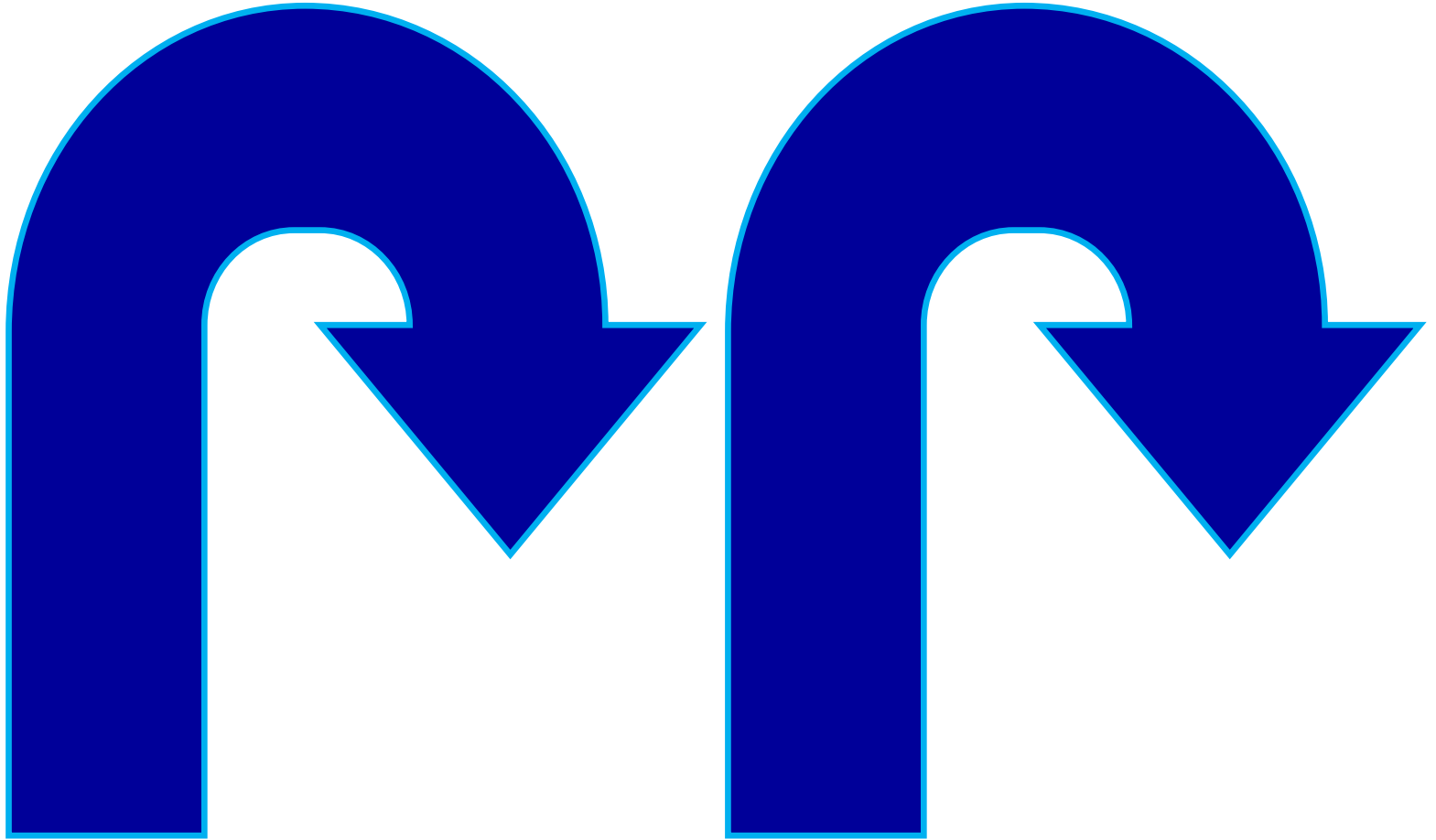
**TURN TOWARD**

# SIDE SHIFT BEHIND

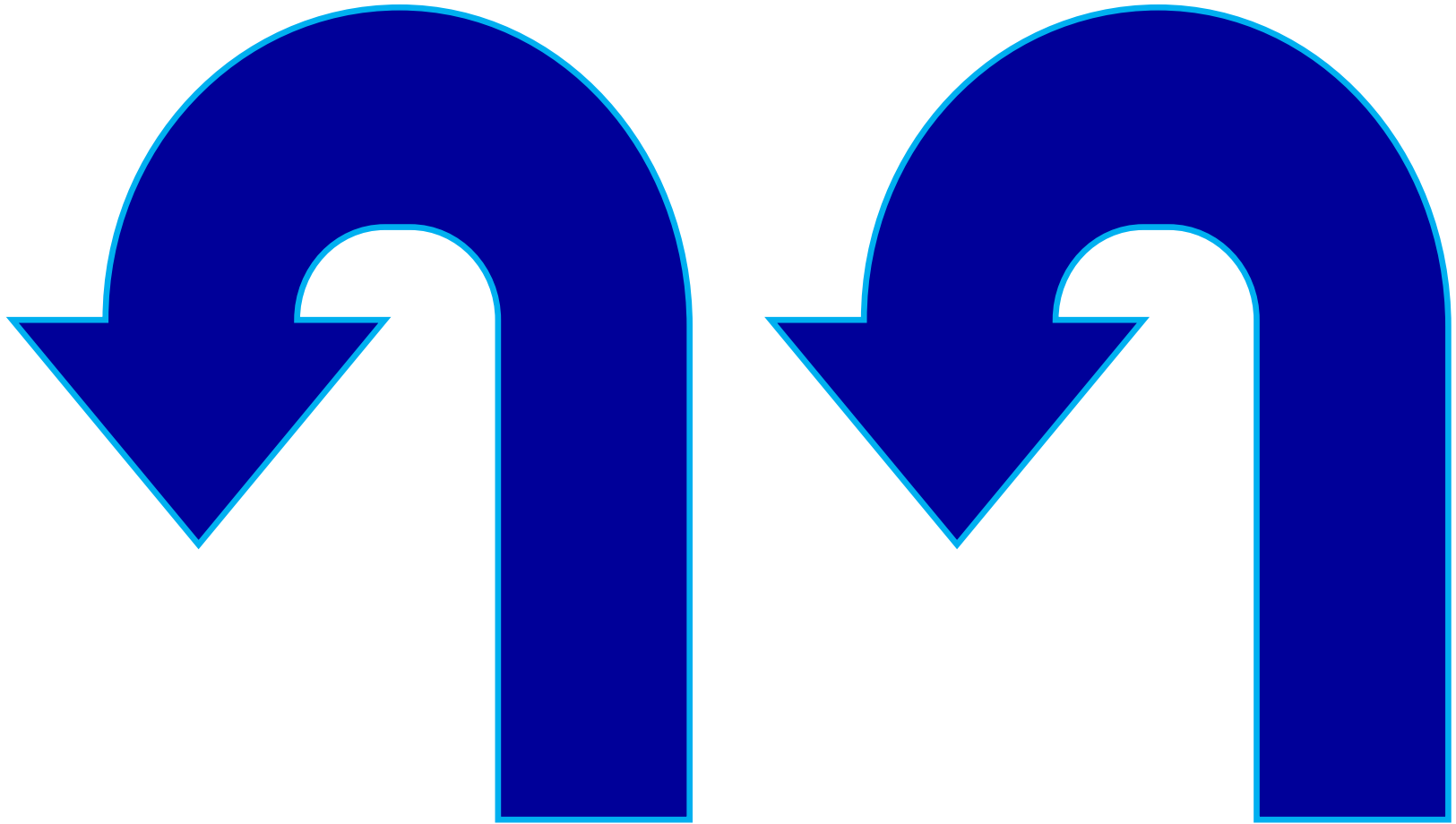


# SIDE SHIFT BETWEEN LEGS





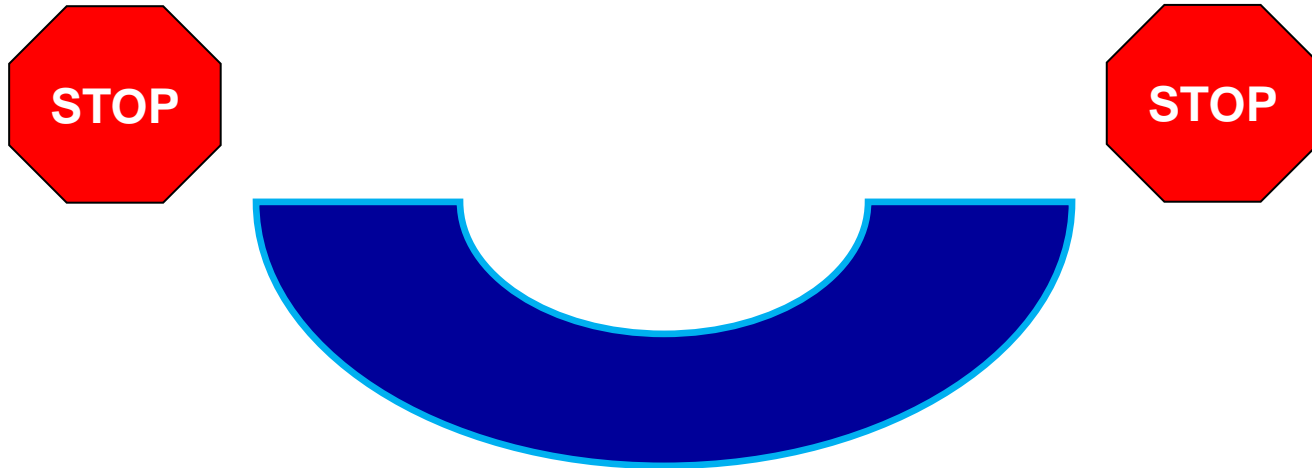
**BOTH ABOUT TURN  
RIGHT**



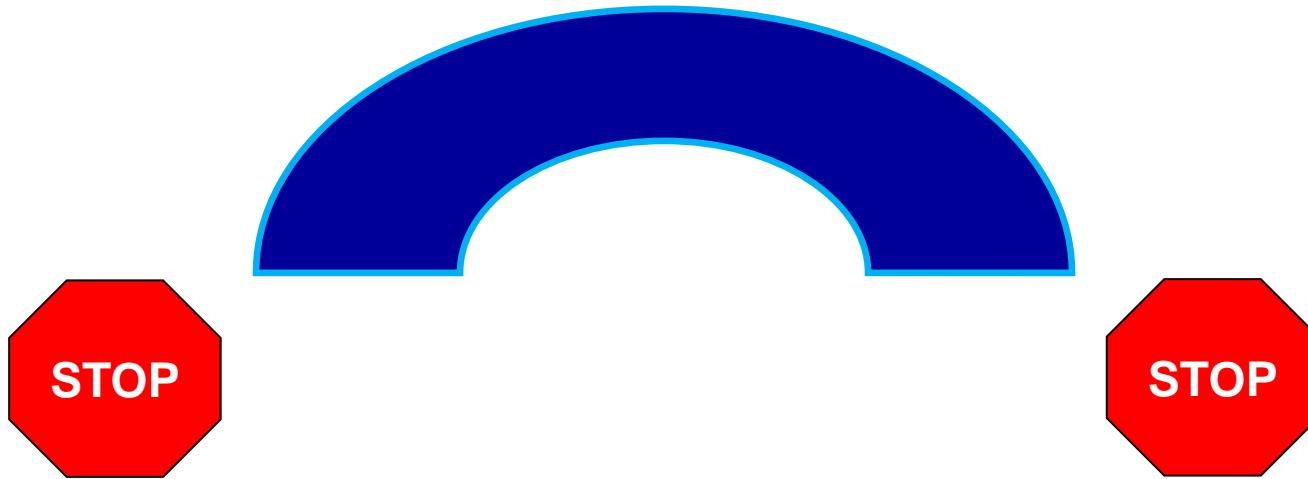
**BOTH ABOUT TURN  
LEFT**



# SIDE SHIFT BEHIND



# SIDE SHIFT IN FRONT



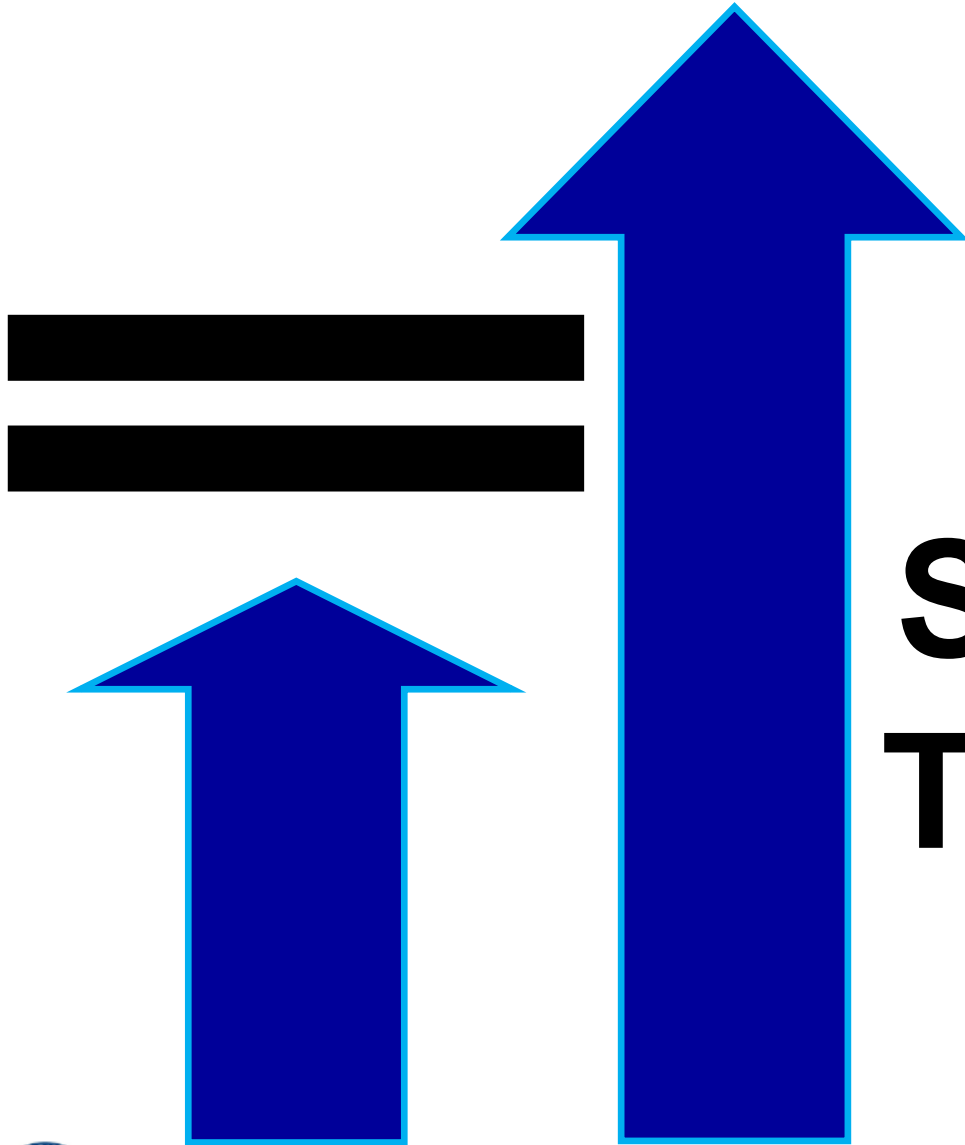


**MOVING STAND  
WALK AROUND**

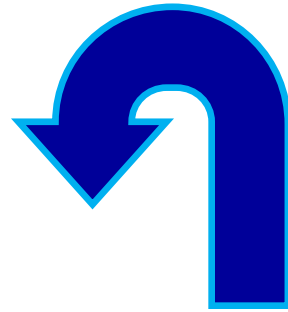


**MOVING DOWN  
WALK AROUND**

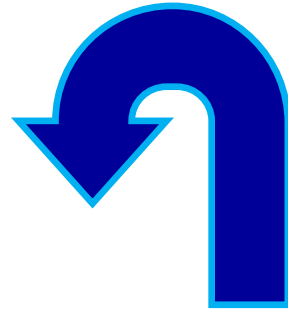




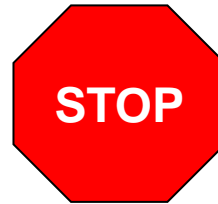
**SEND OVER  
TWO JUMPS**



# **TURN AROUND RECALL**



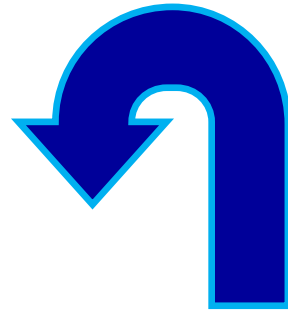
**TURN AROUND  
RECALL FRONT**



**RIGHT TO LEFT**







**TURN AROUND  
RECALL FRONT**

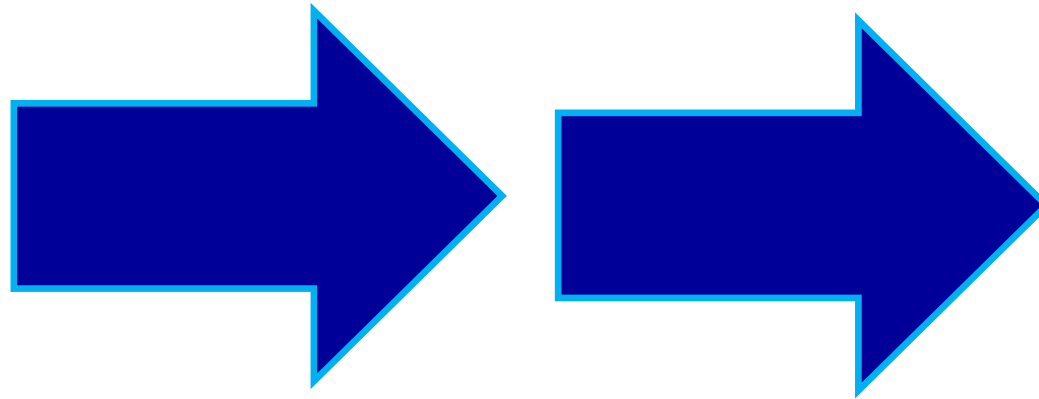


**LEFT TO LEFT**

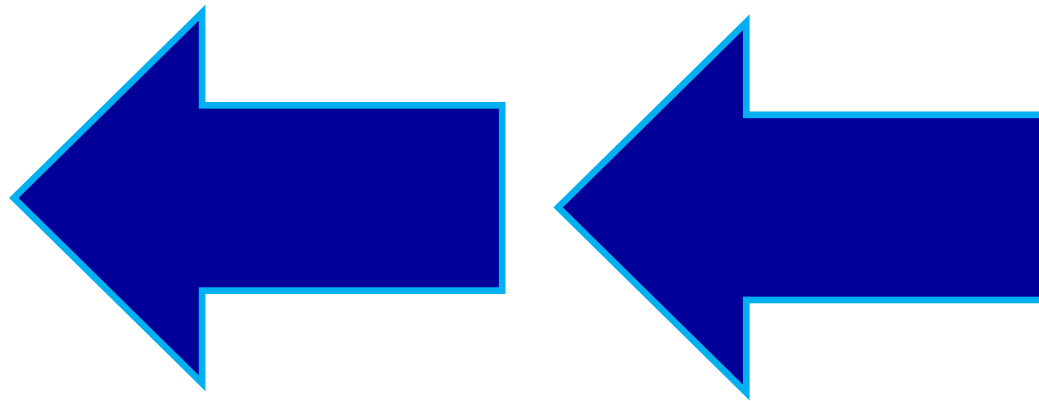


4 POINTS

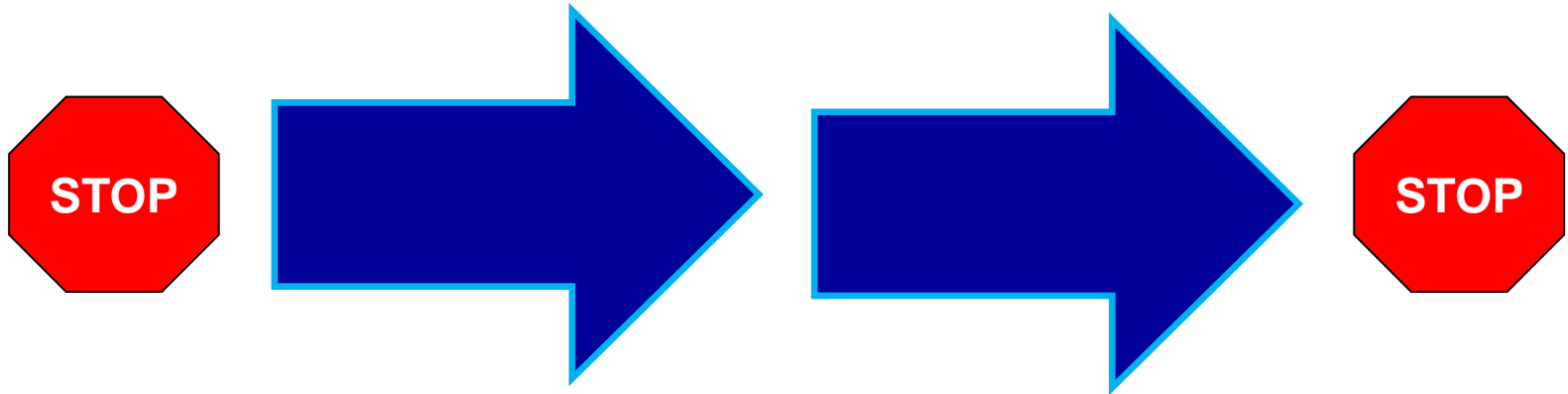
# 2 SIDE STEPS RIGHT



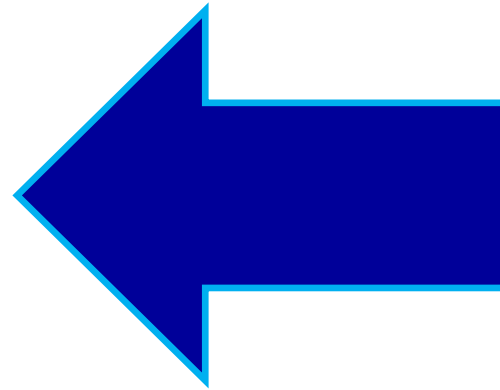
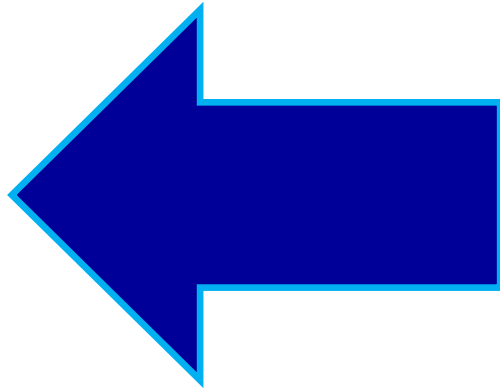
# 2 SIDE STEPS LEFT

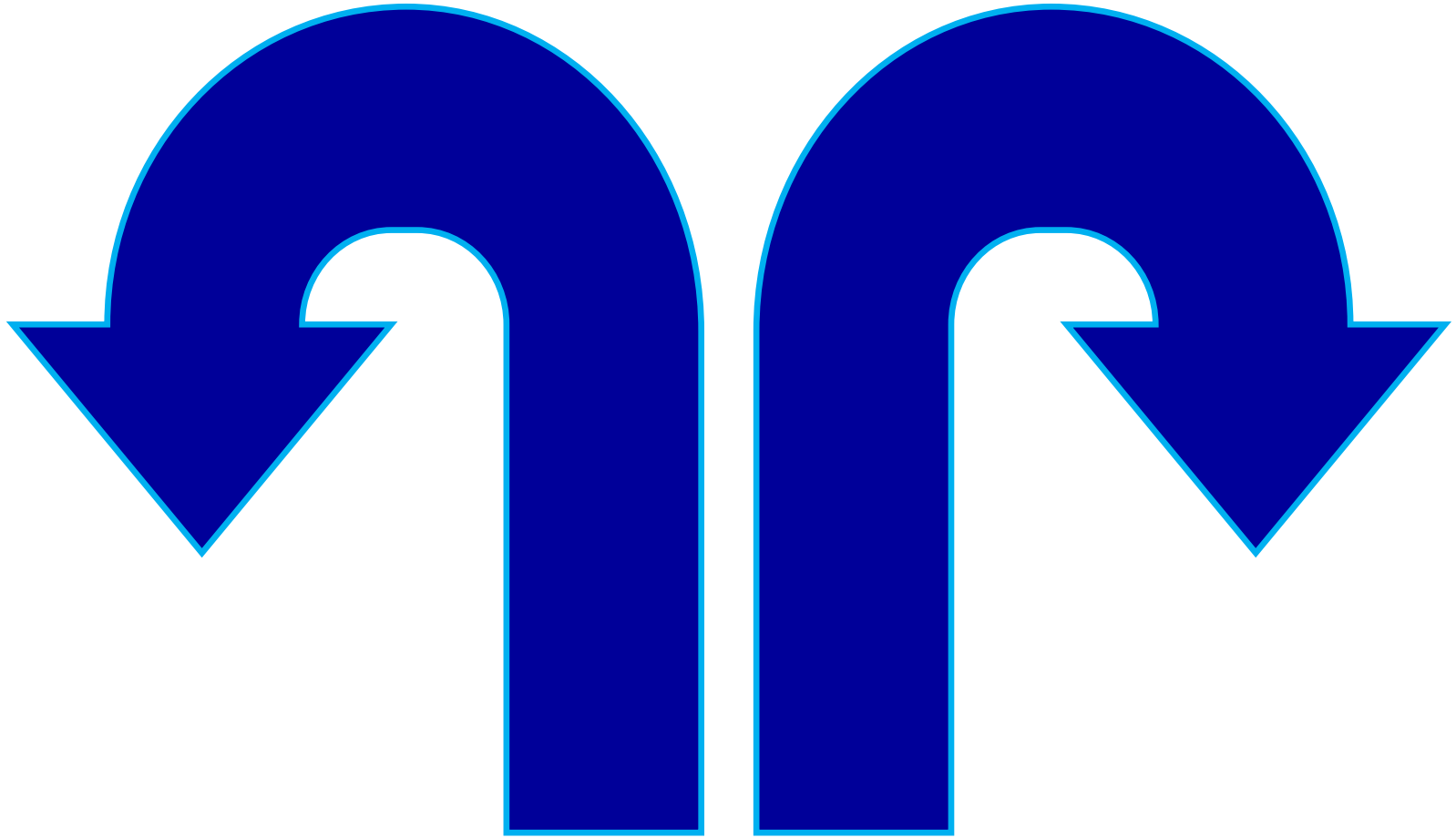


# 2 SIDE STEPS RIGHT



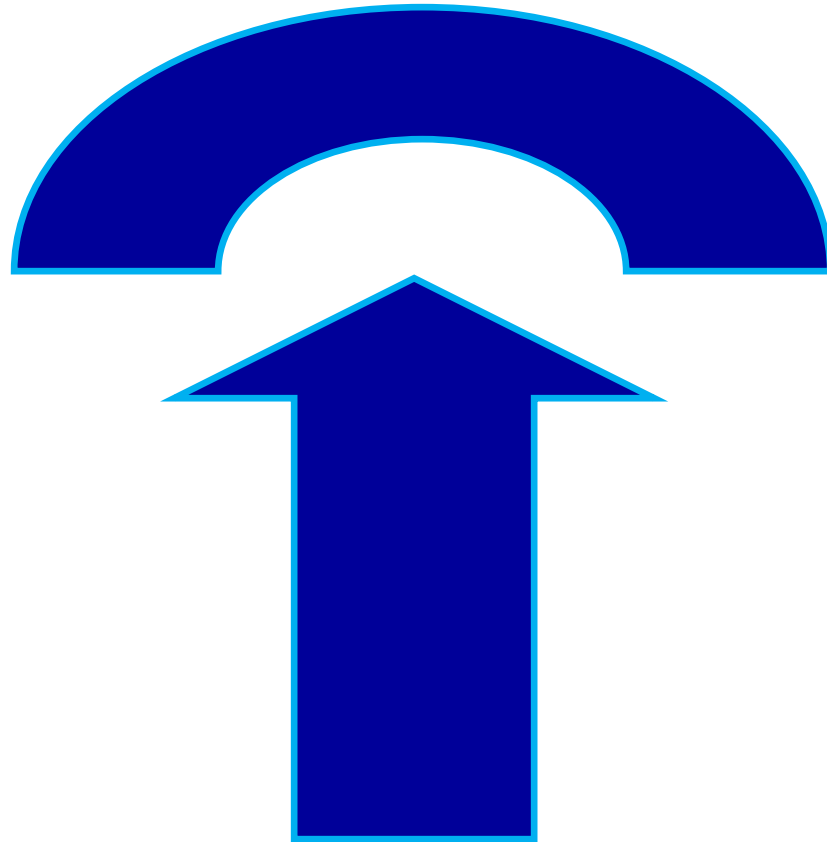
# 2 SIDE STEPS LEFT





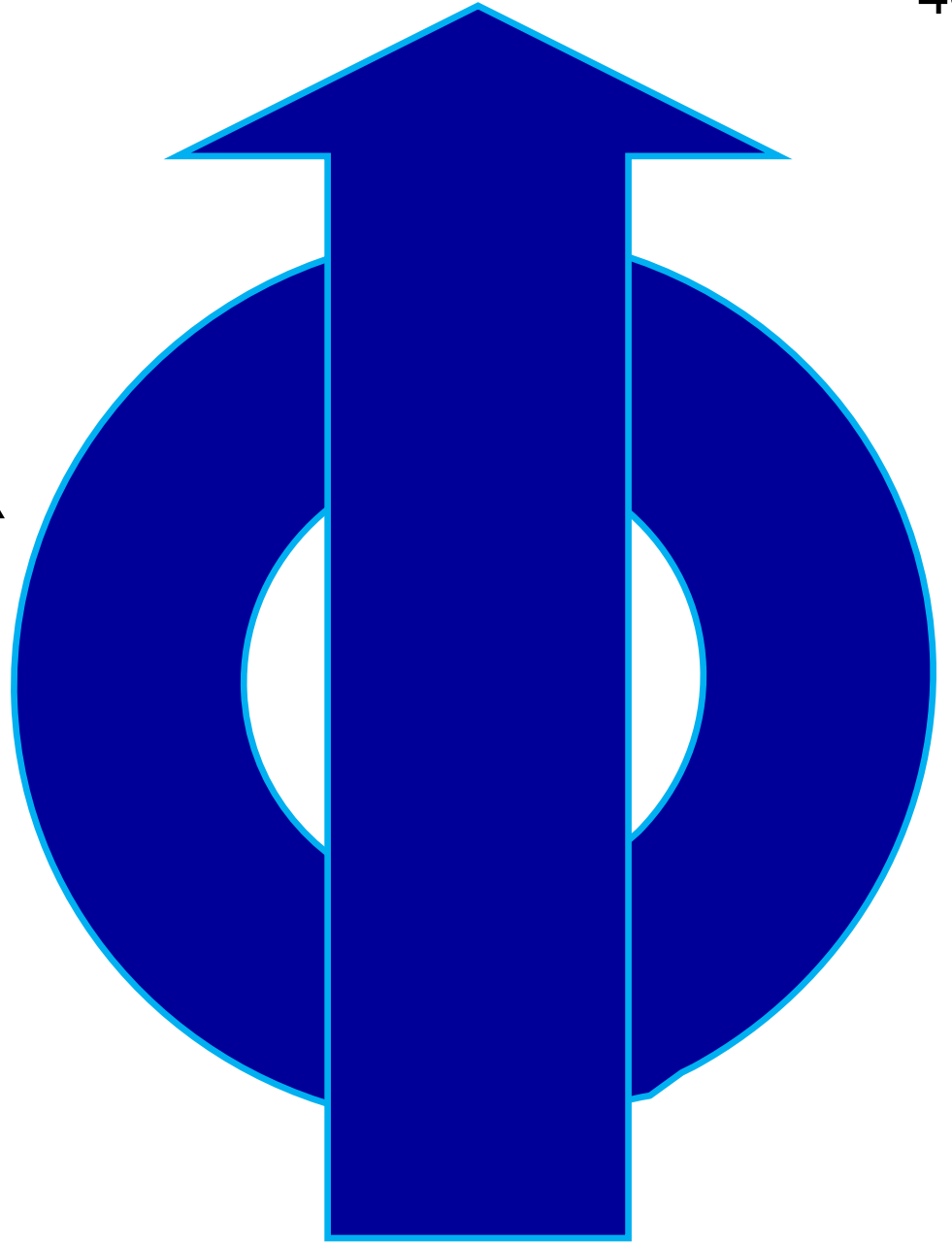
**TURN APART**

# SIDE SHIFT IN FRONT





# CIRCLE AROUND HANDLER

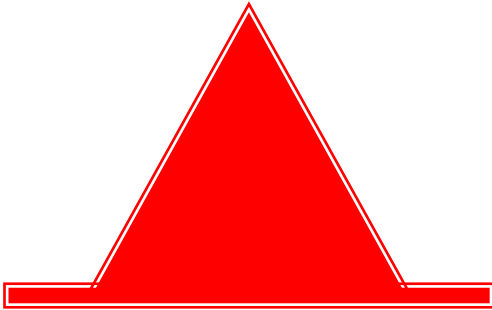




**MOVING SIT  
WALK FORWARD**

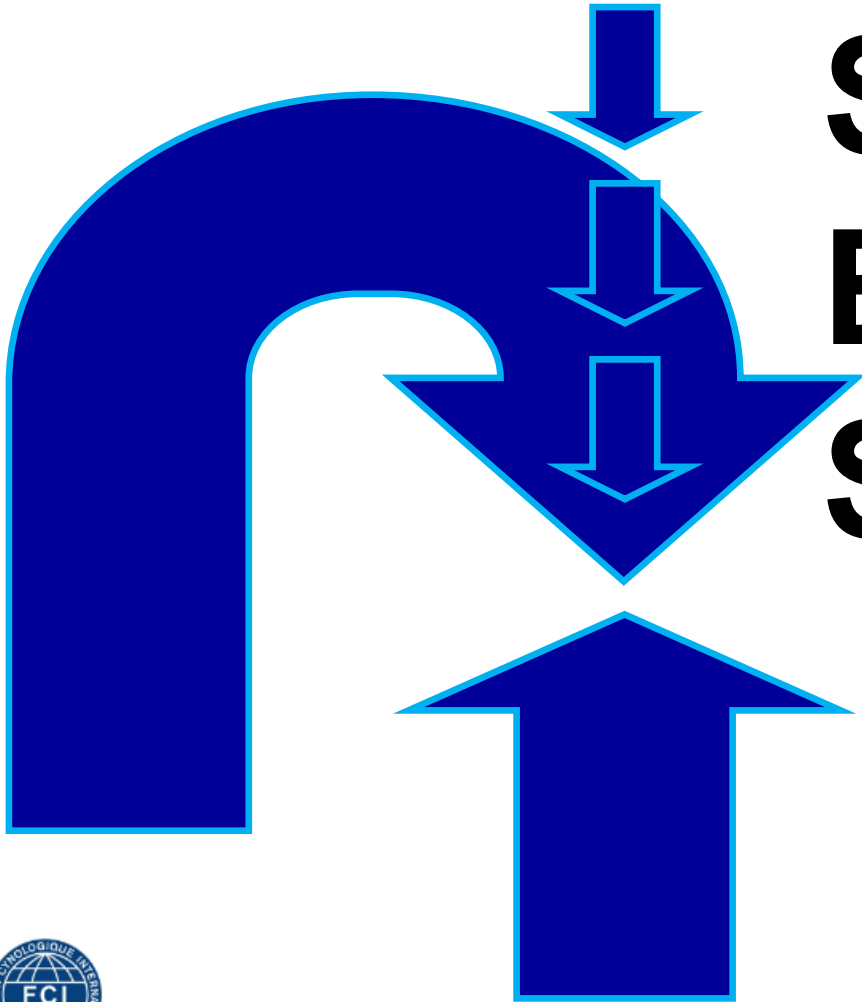


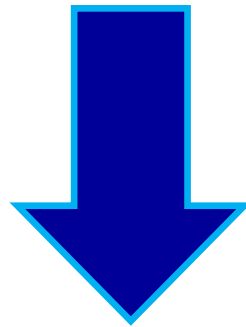
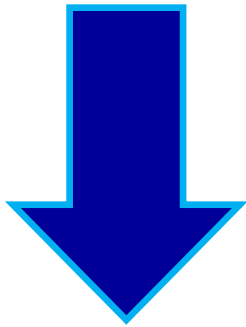
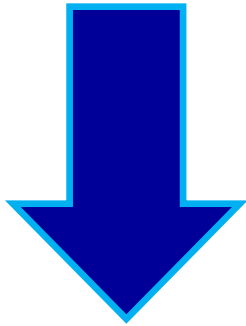
**MOVING DOWN  
WALK FORWARD**



**SEND AWAY  
STAND**

**CALL FRONT  
STAND  
BACK AWAY  
STAND**





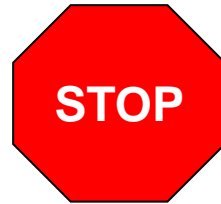
# **BACKWARDS**

## **3 STEPS**

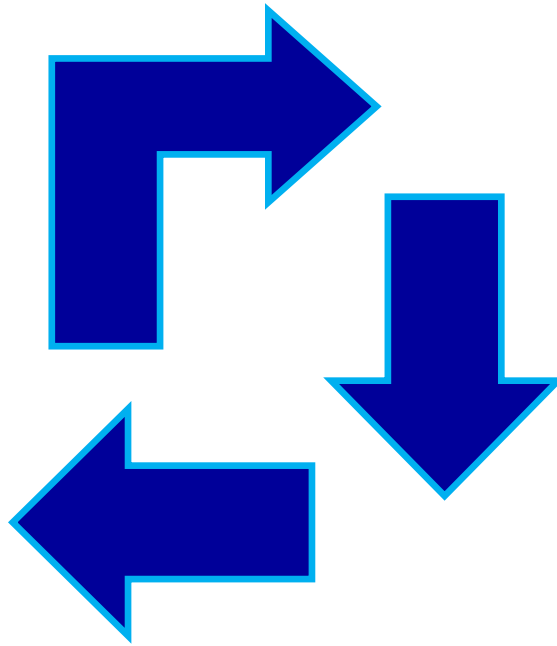


**1 STEP BACK STAND**

**2 STEPS BACK**



**3 STEPS BACK DOWN**

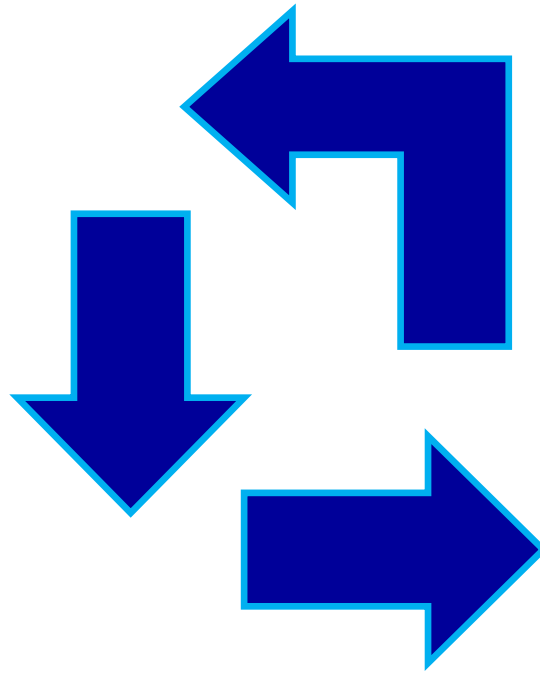


**90° TURN RIGHT STAND**

**90° TURN RIGHT** 

**90° TURN RIGHT DOWN**





**90° TURN LEFT STAND**

**90° TURN LEFT** 

**90° TURN LEFT DOWN**

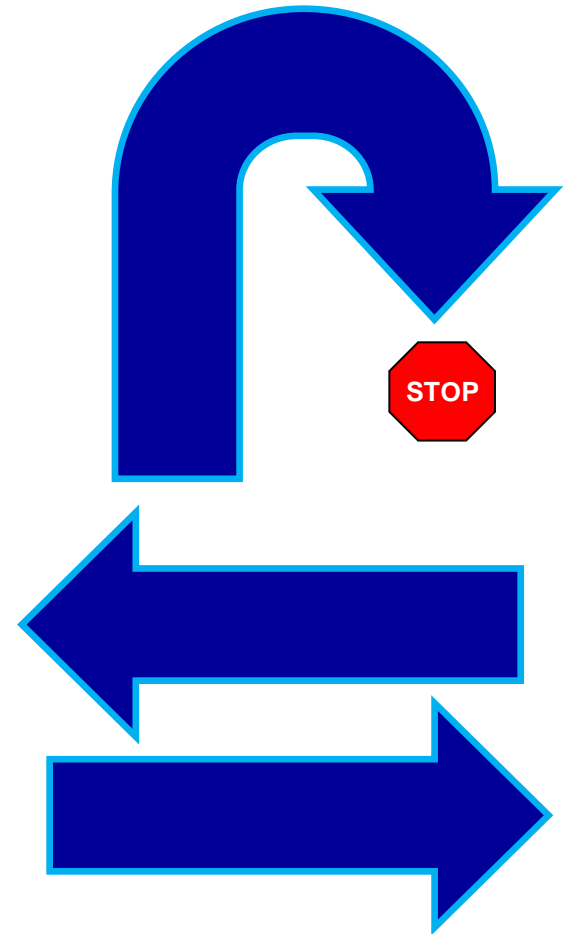
**CALL FRONT**

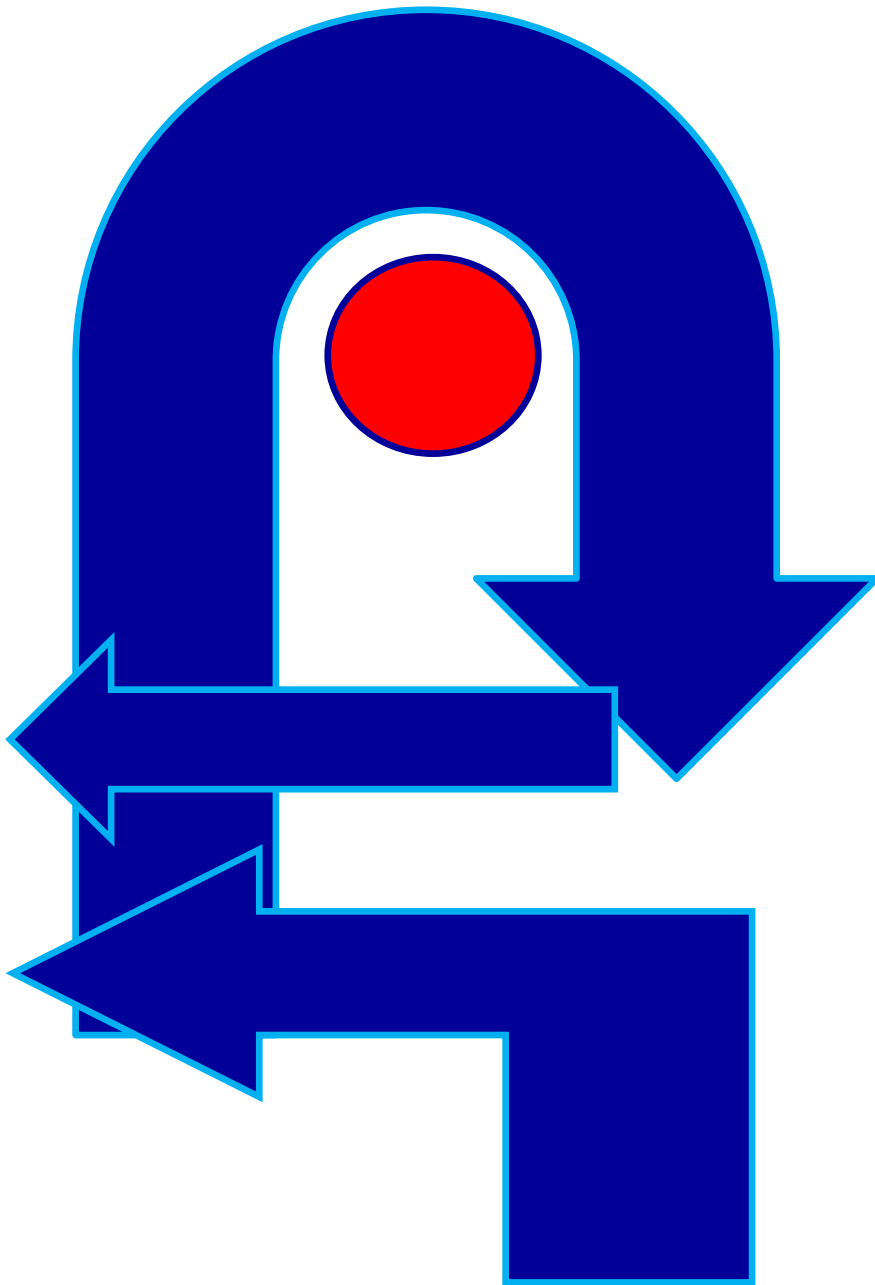
**SIDE STEP**

**LEFT**

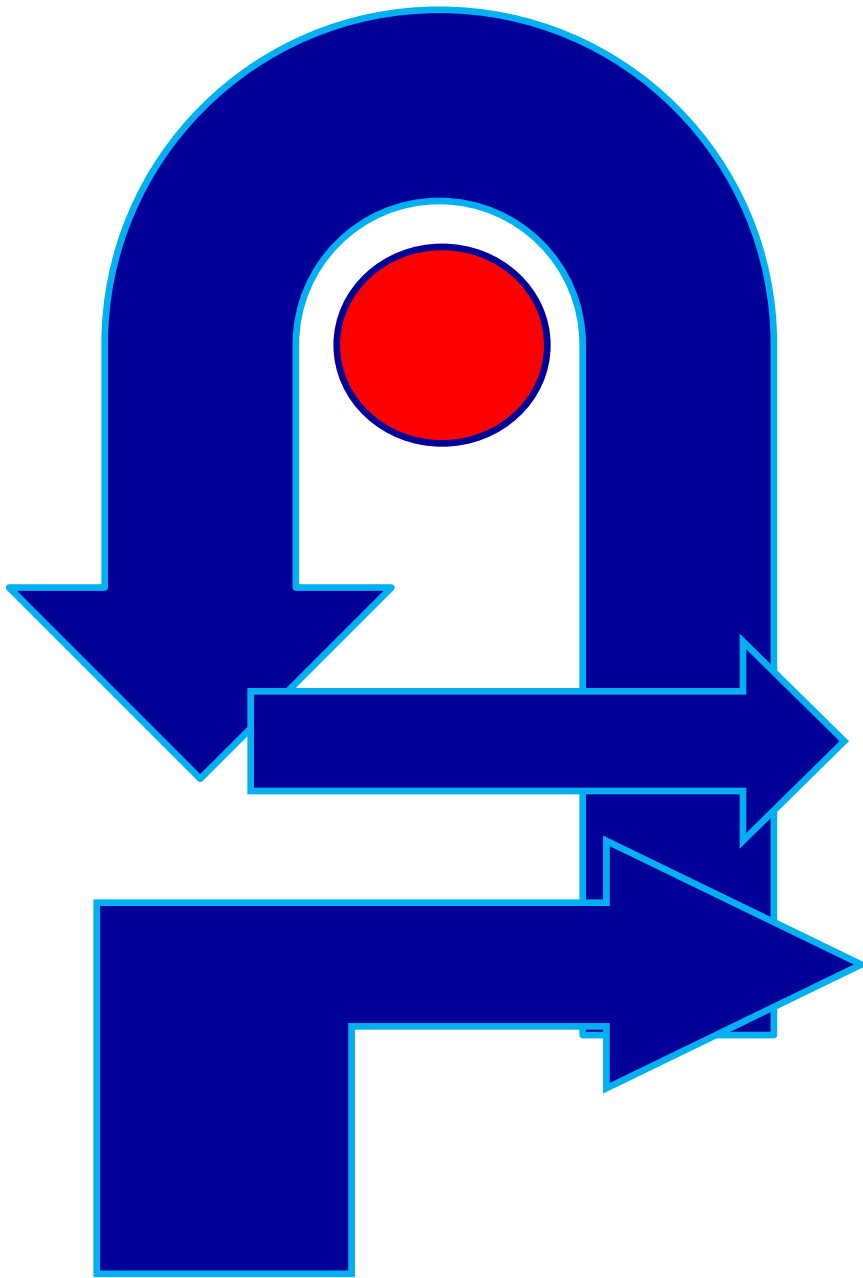
**SIDE STEP**

**RIGHT**





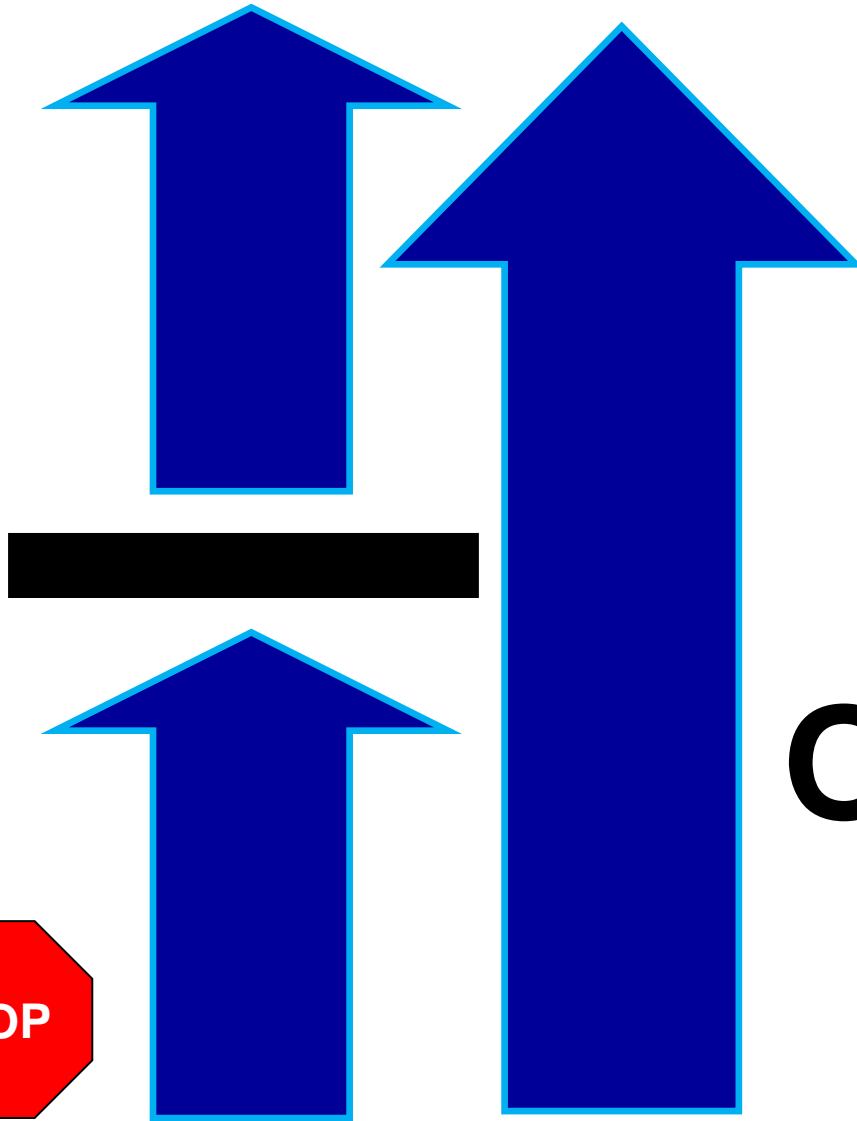
**90° TURN  
LEFT  
AROUND  
CONE**



**90° TURN  
RIGHT  
AROUND  
CONE**

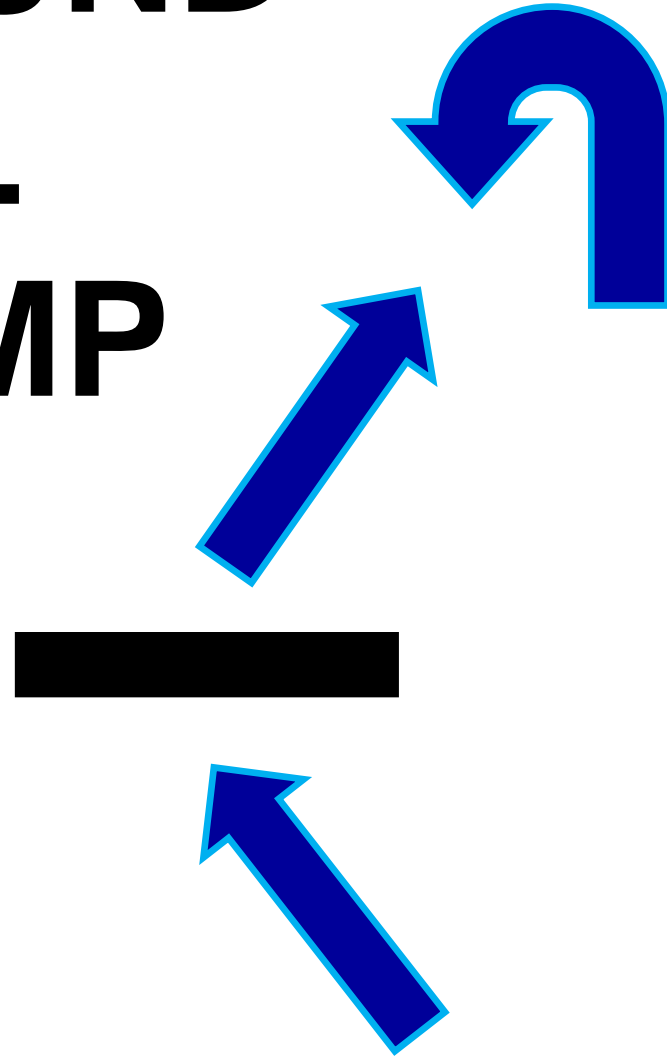


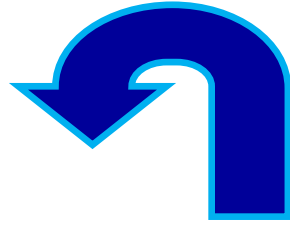
**MOVING SIT  
WALK AROUND**



**RECALL  
OVER JUMP**

# TURN AROUND RECALL OVER JUMP





**TURN AROUND  
BACK AWAY**



**DOWN  
RECALL**

