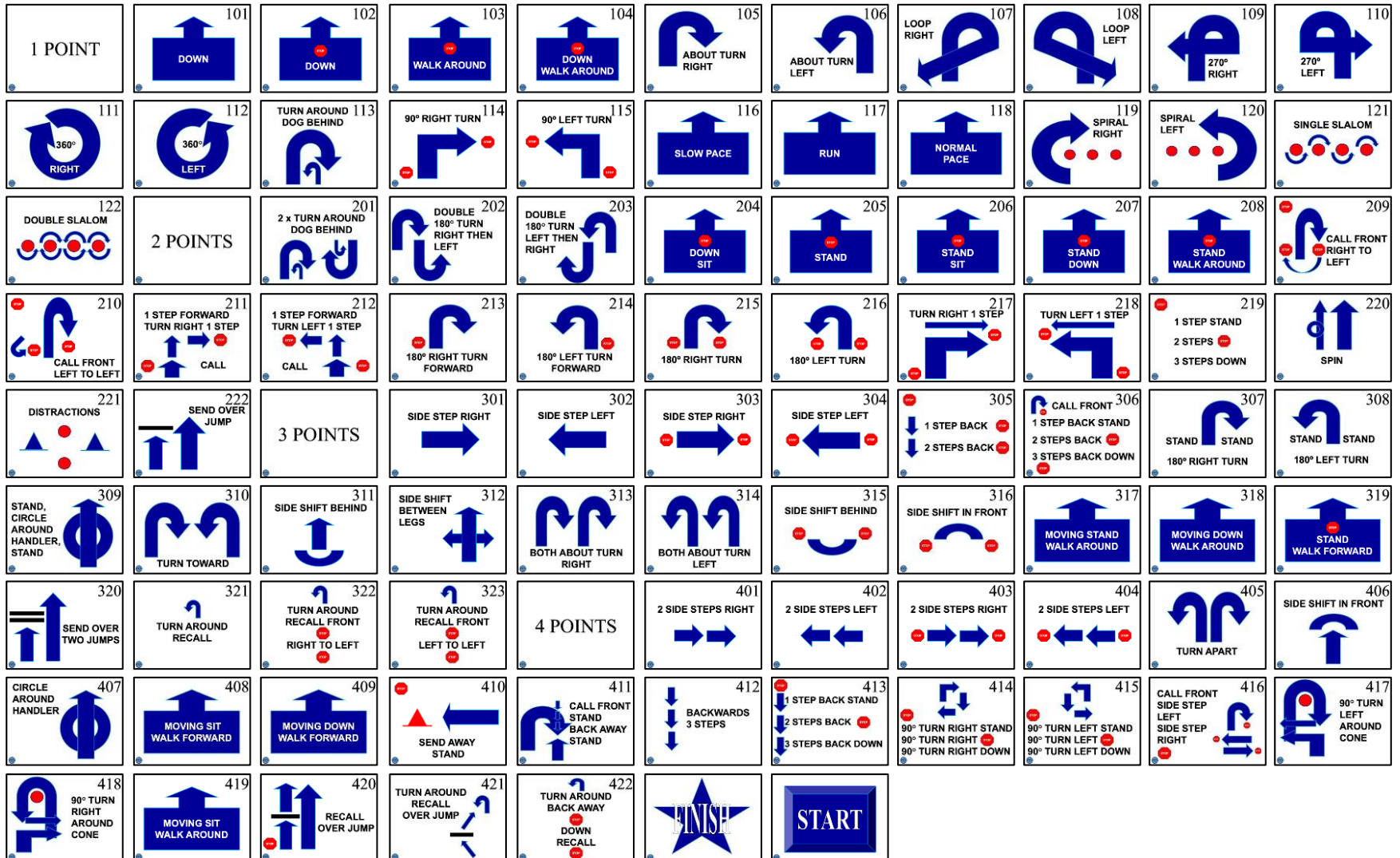


# FEDERATION CYNOLOGIQUE INTERNATIONALE (FCI) (AISBL)

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

## Overview of the signs

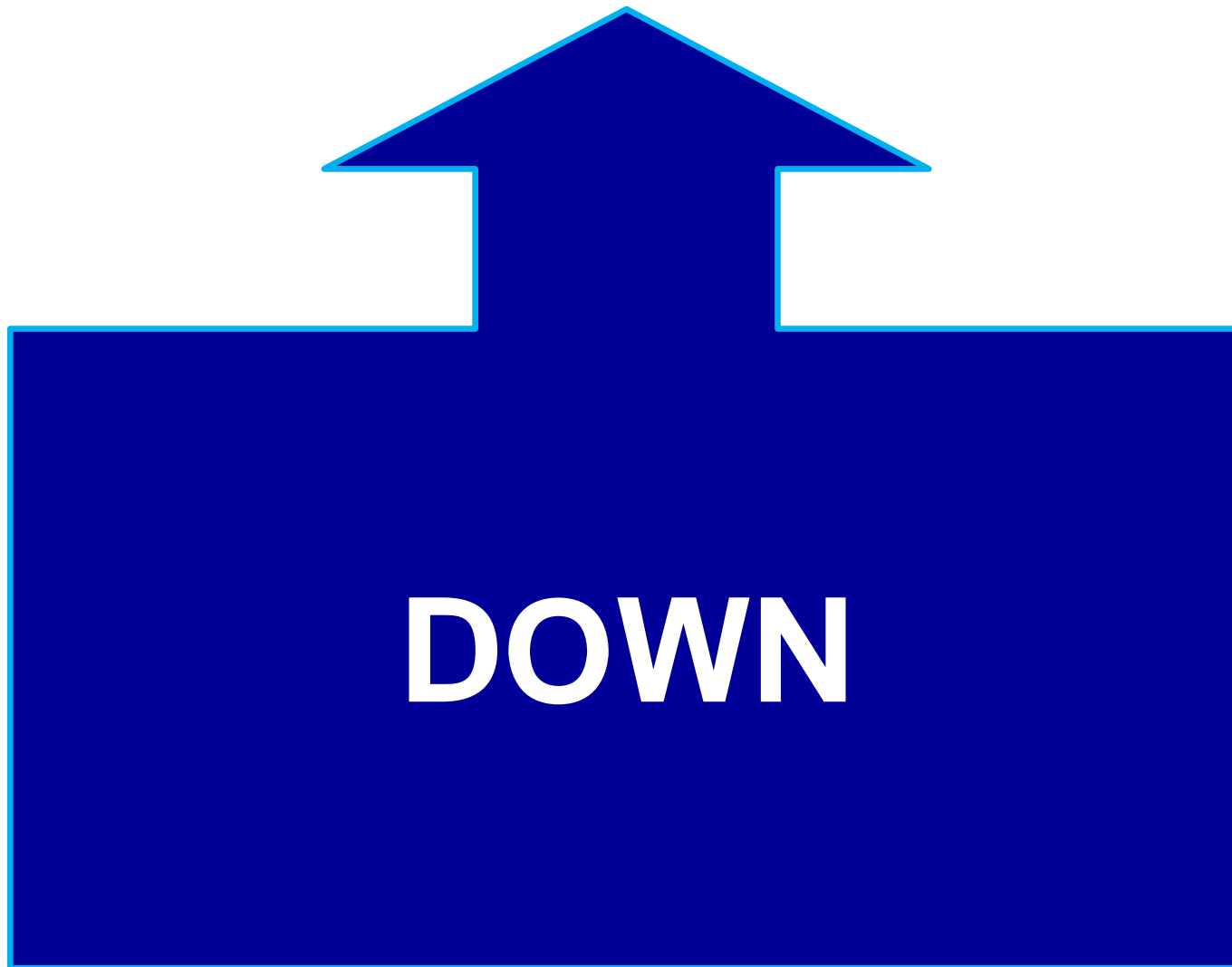


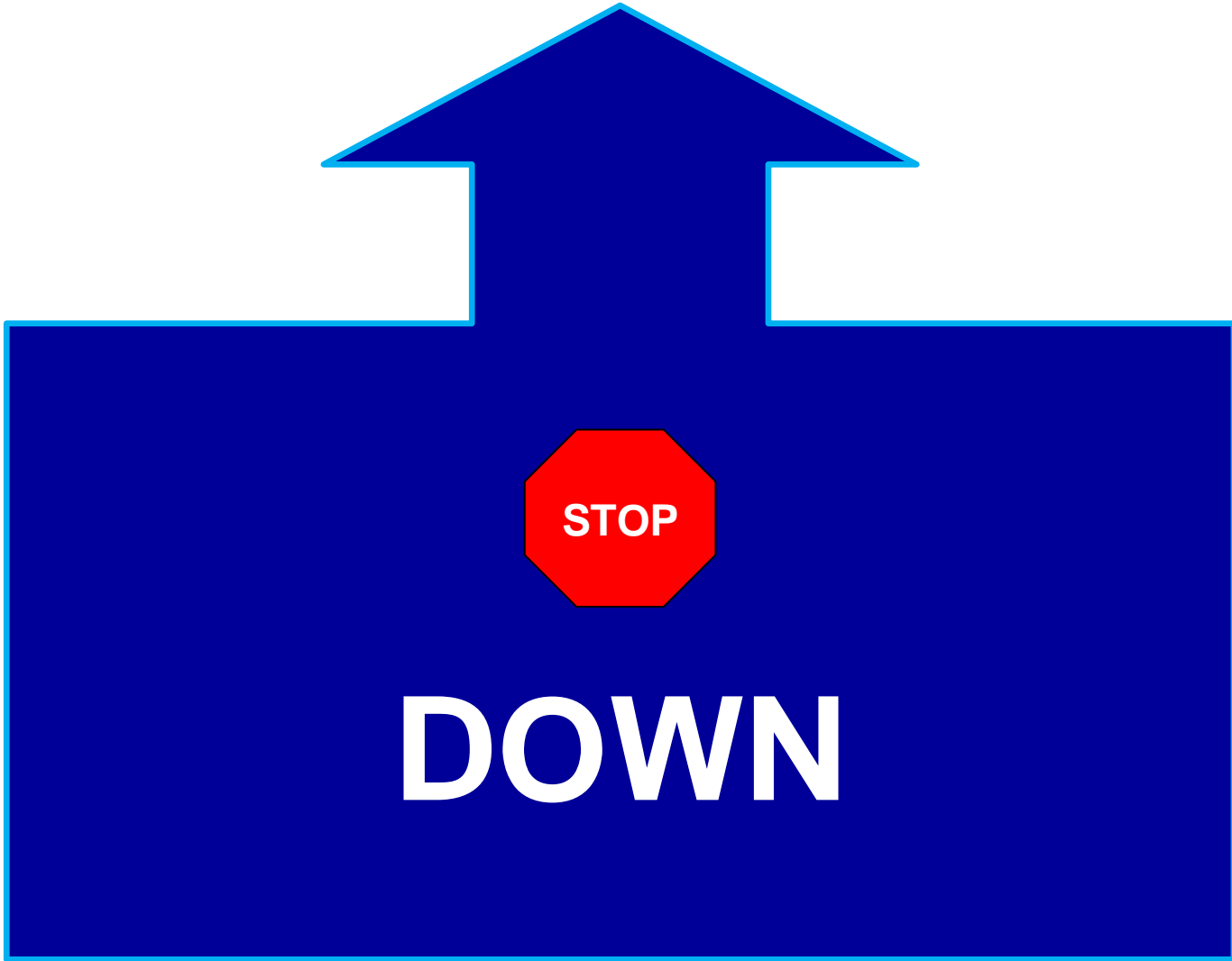
Effective 1/01/2024

START



1 POINT

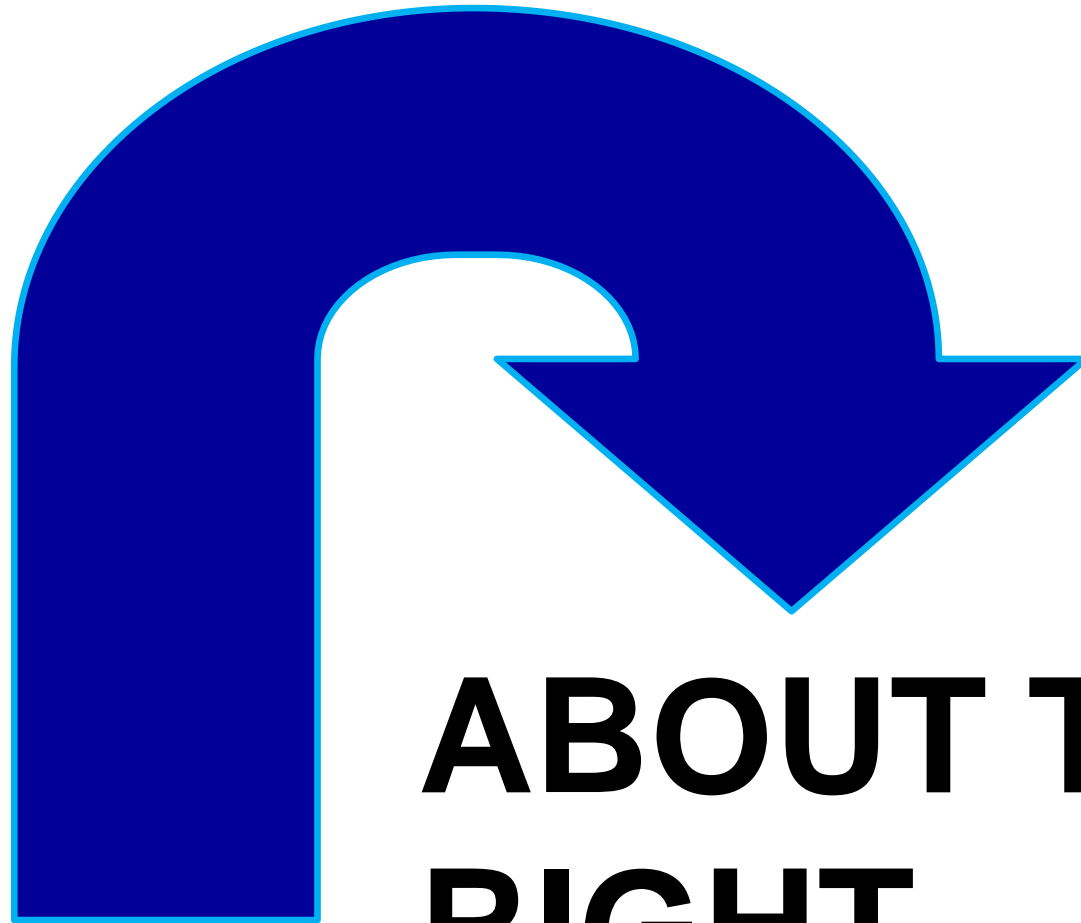




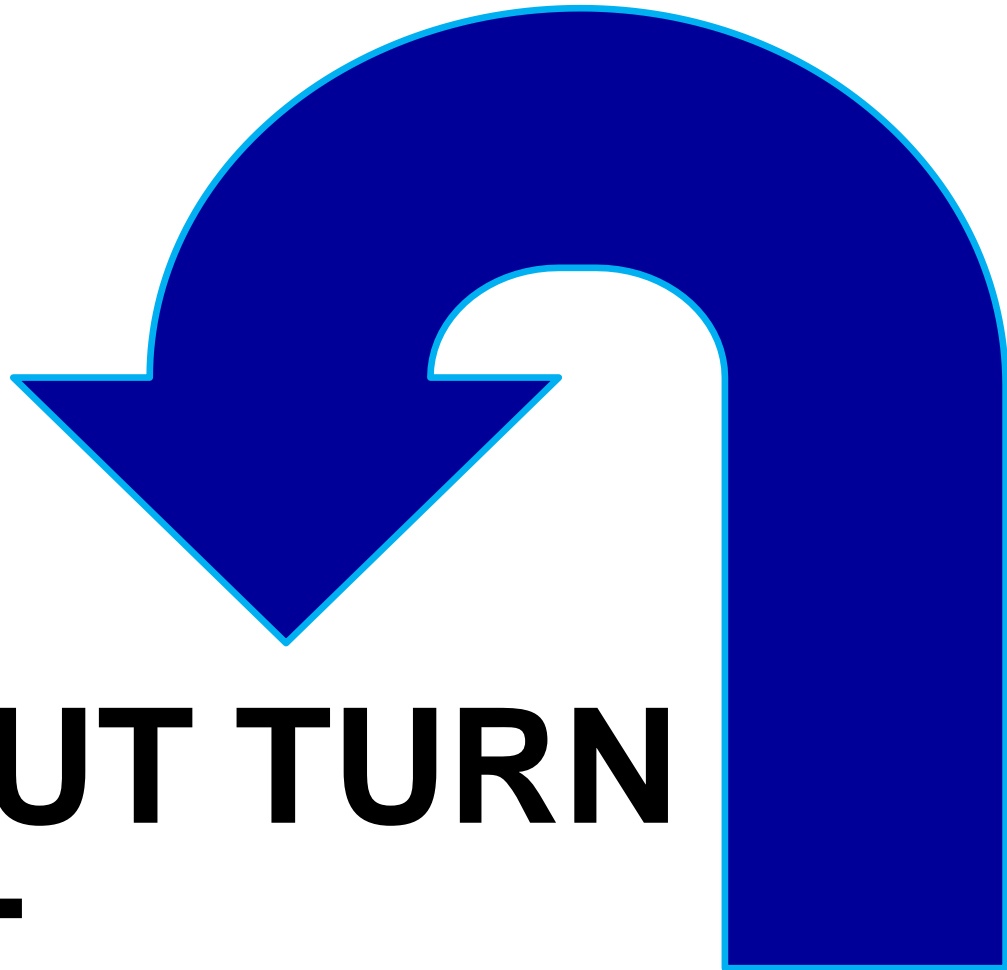








**ABOUT TURN  
RIGHT**



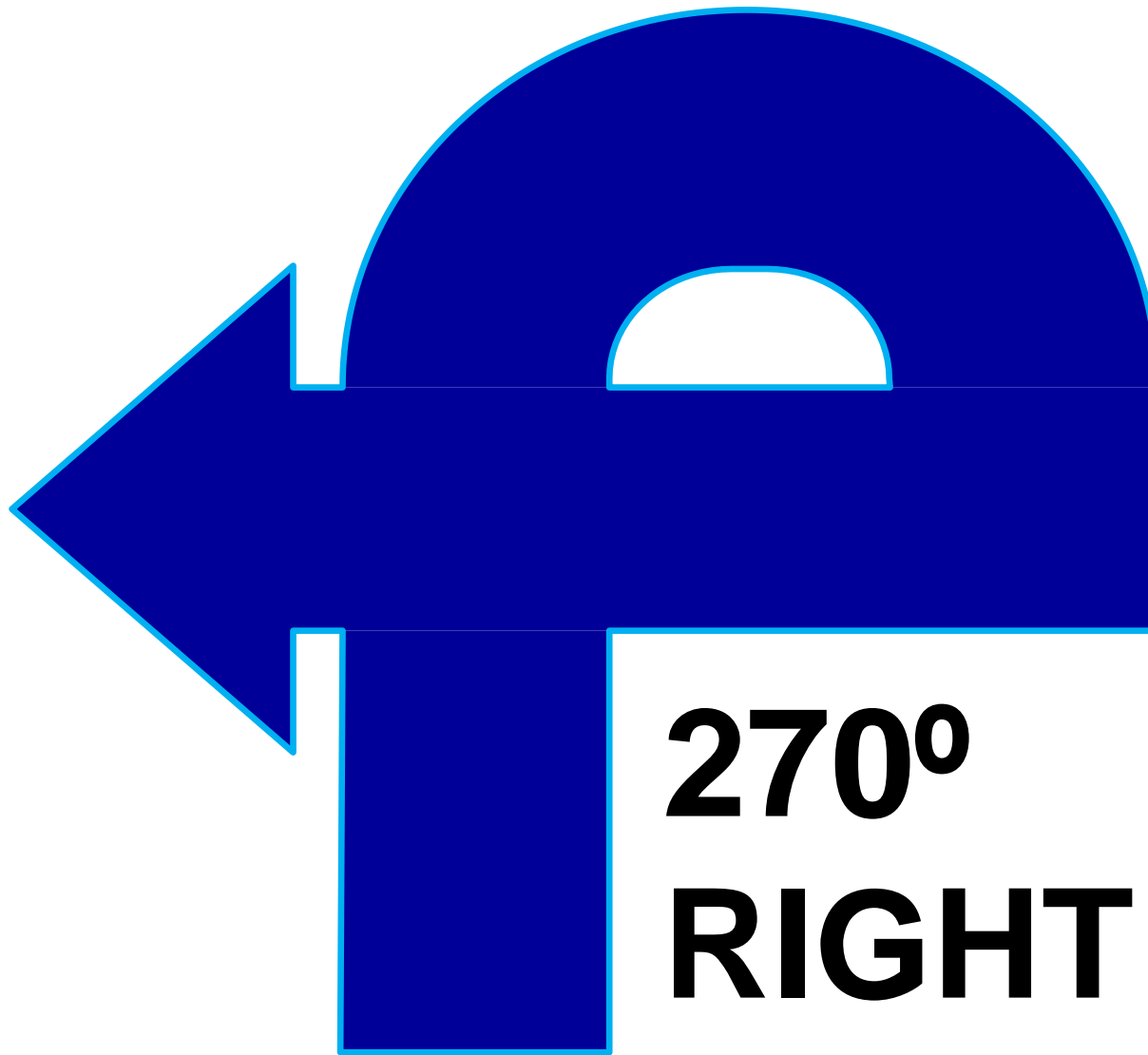
**ABOUT TURN  
LEFT**

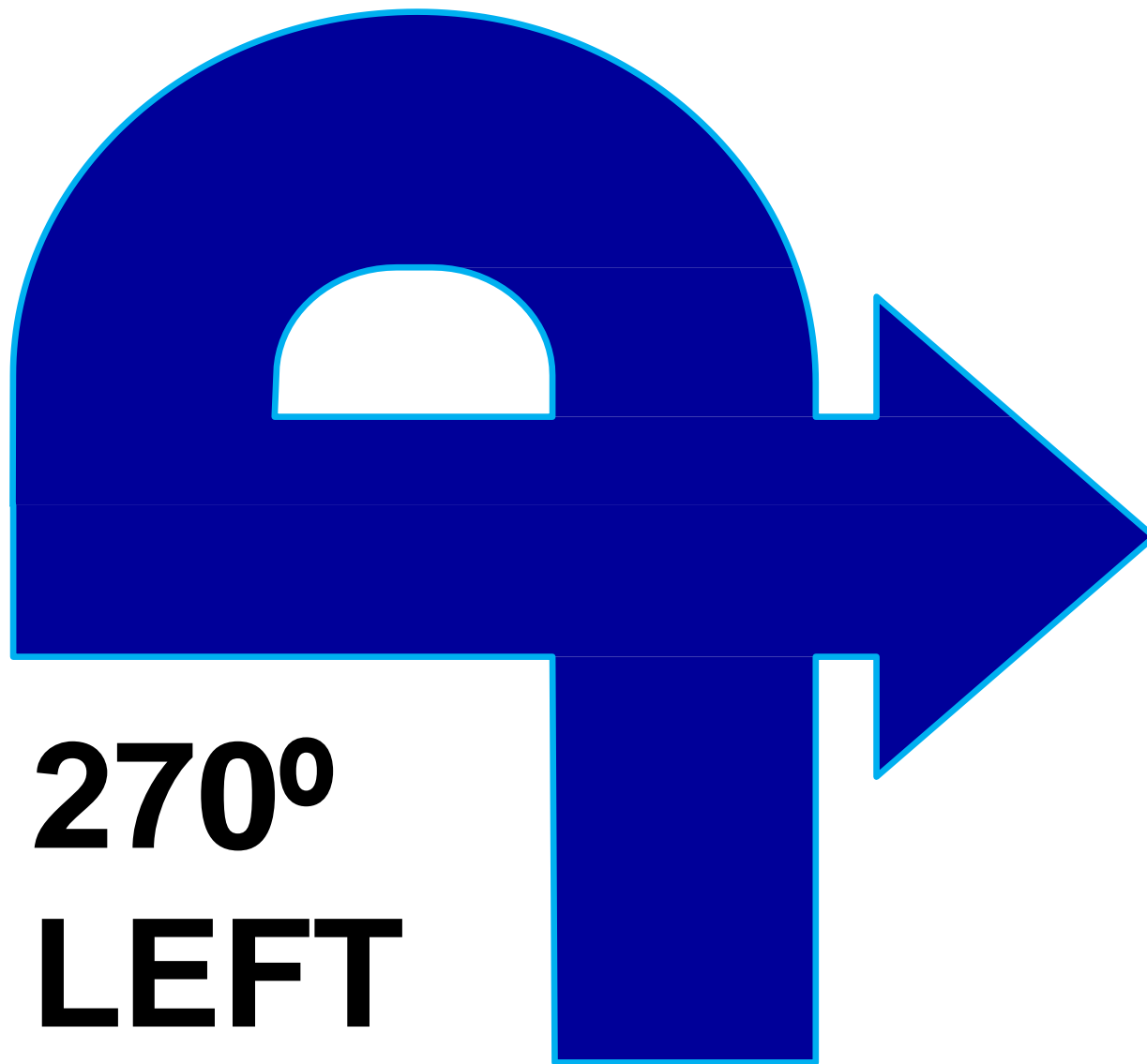
**LOOP  
RIGHT**

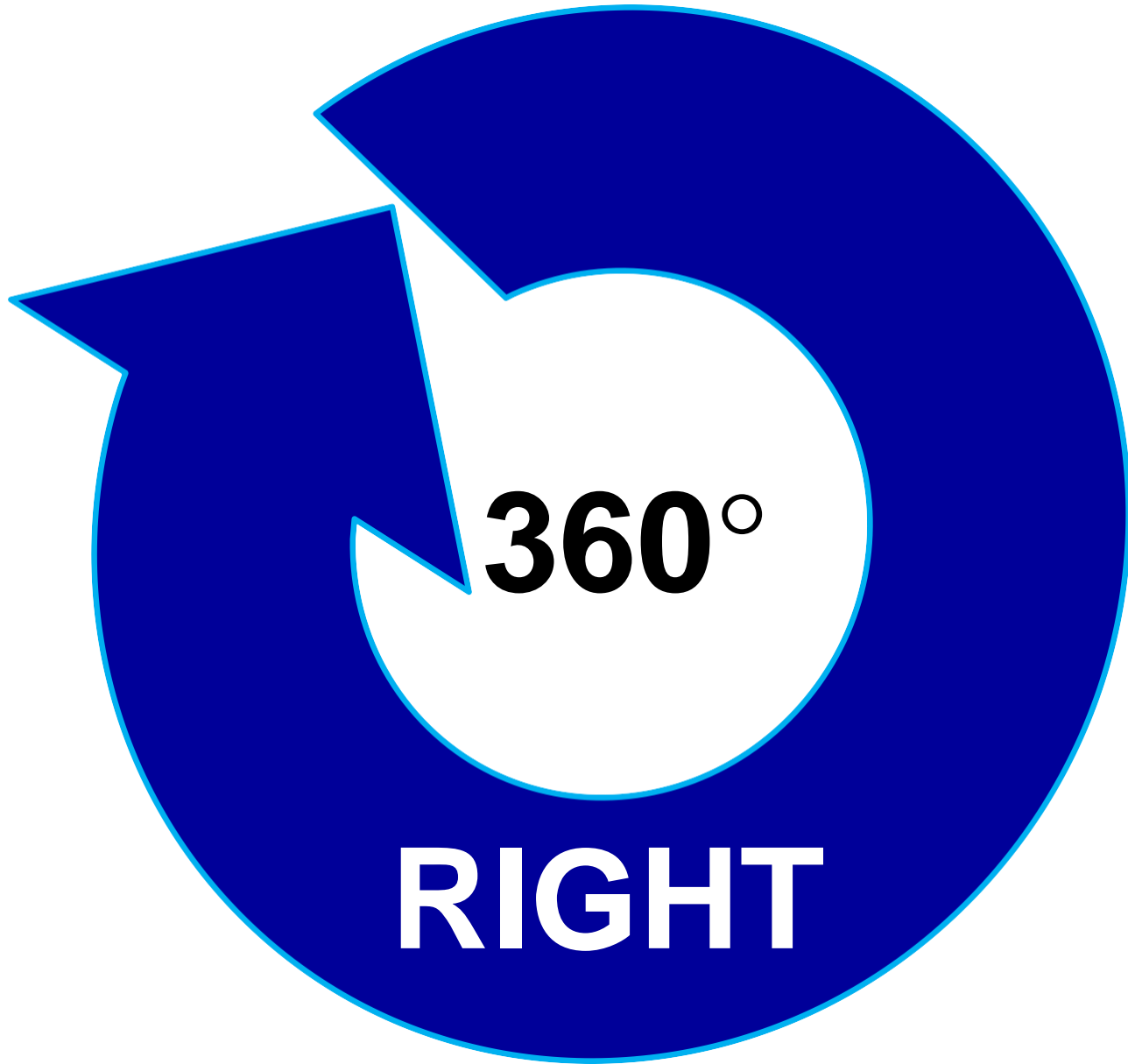


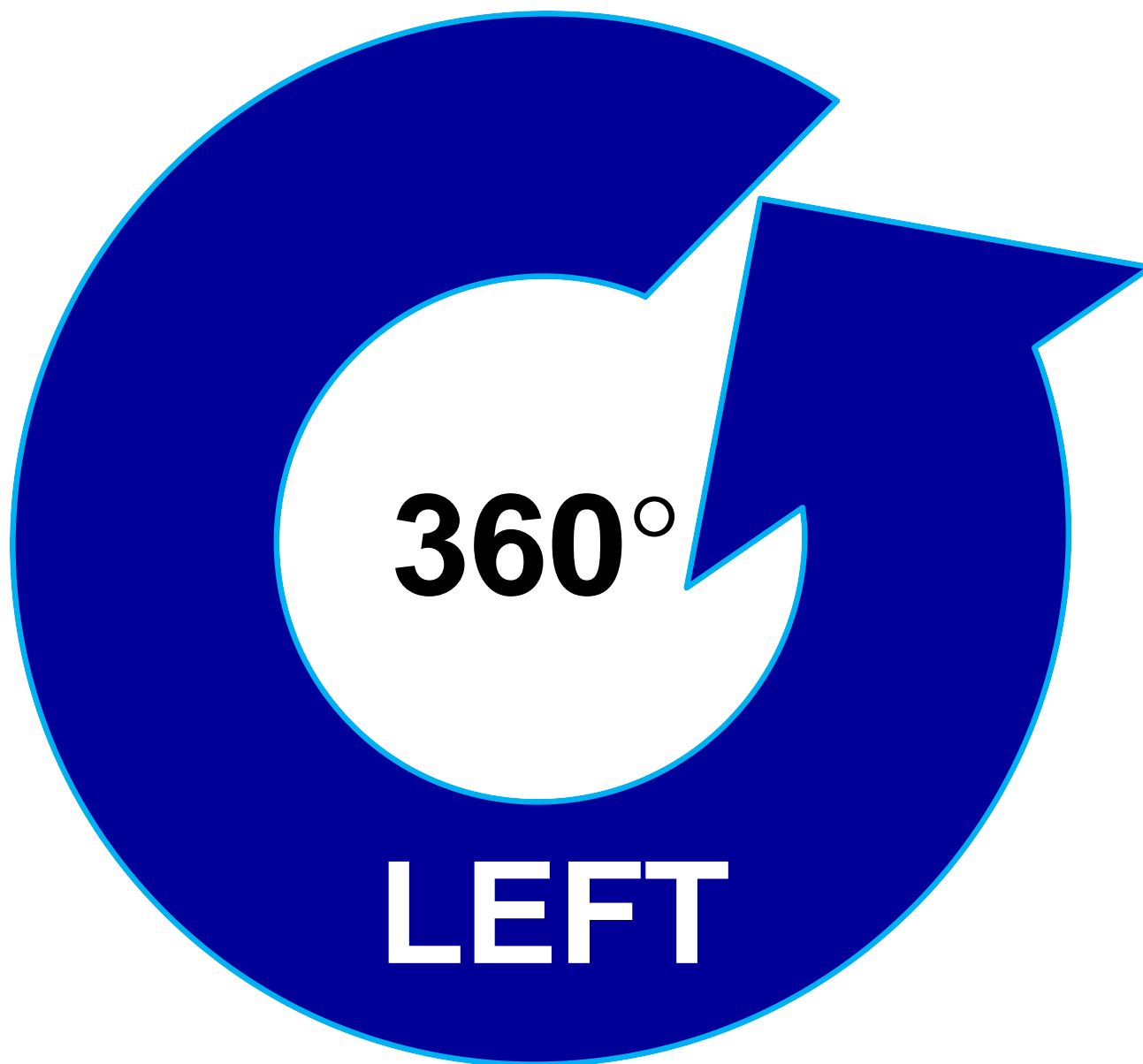
**LOOP  
LEFT**





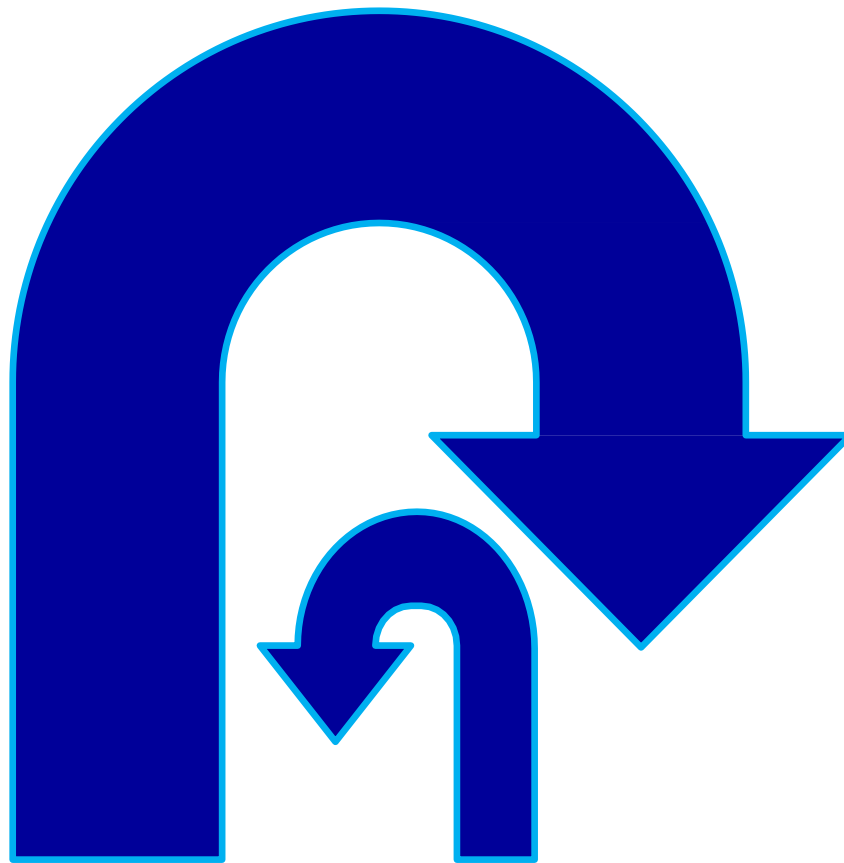




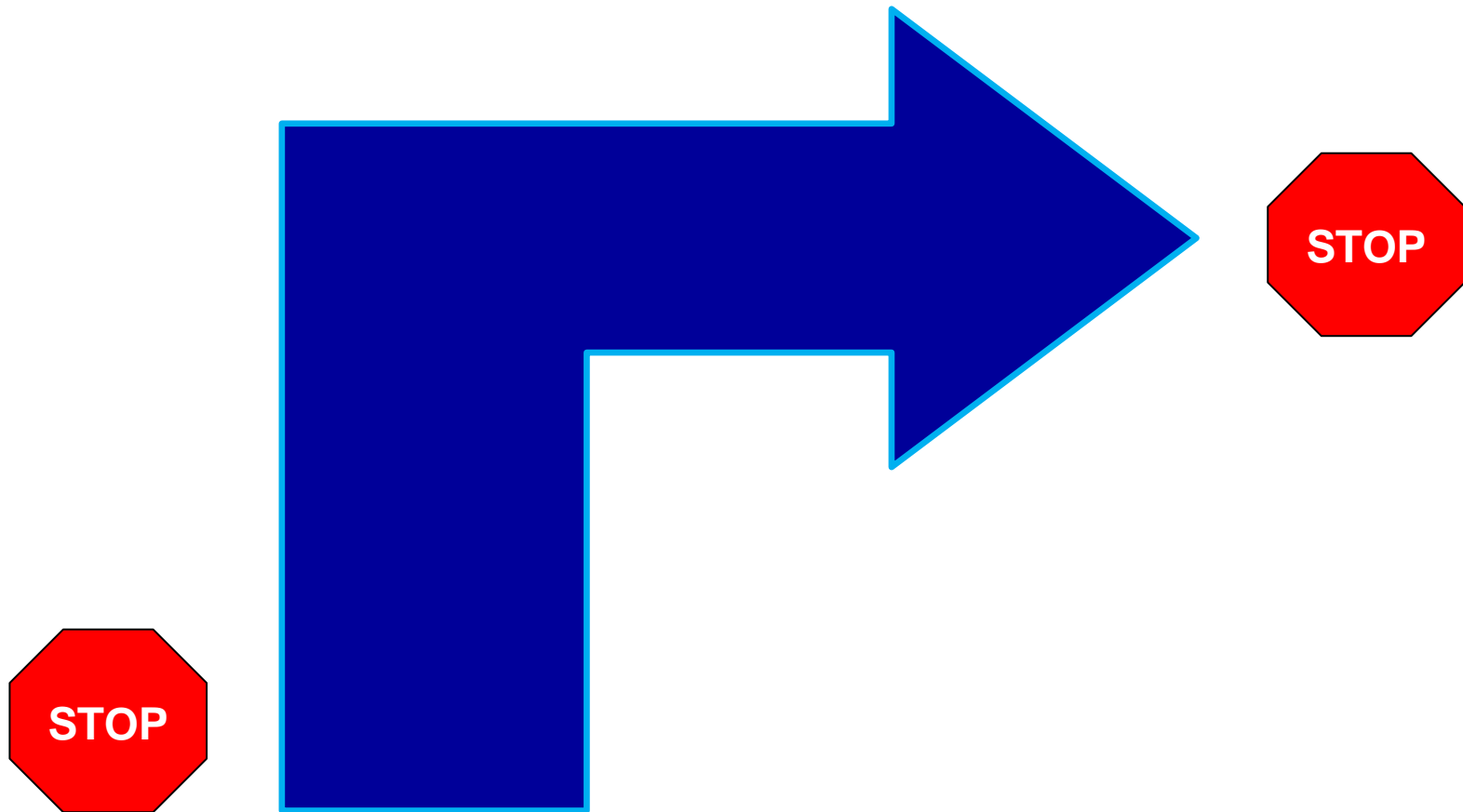




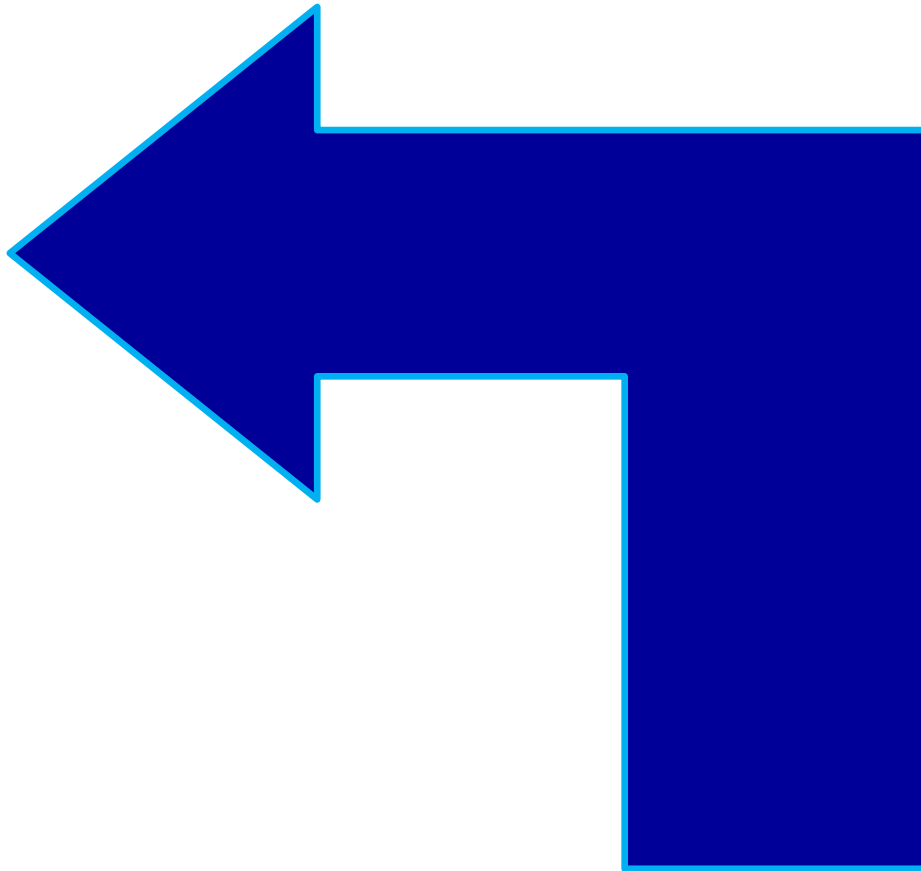
# TURN AROUND DOG BEHIND



# 90° RIGHT TURN

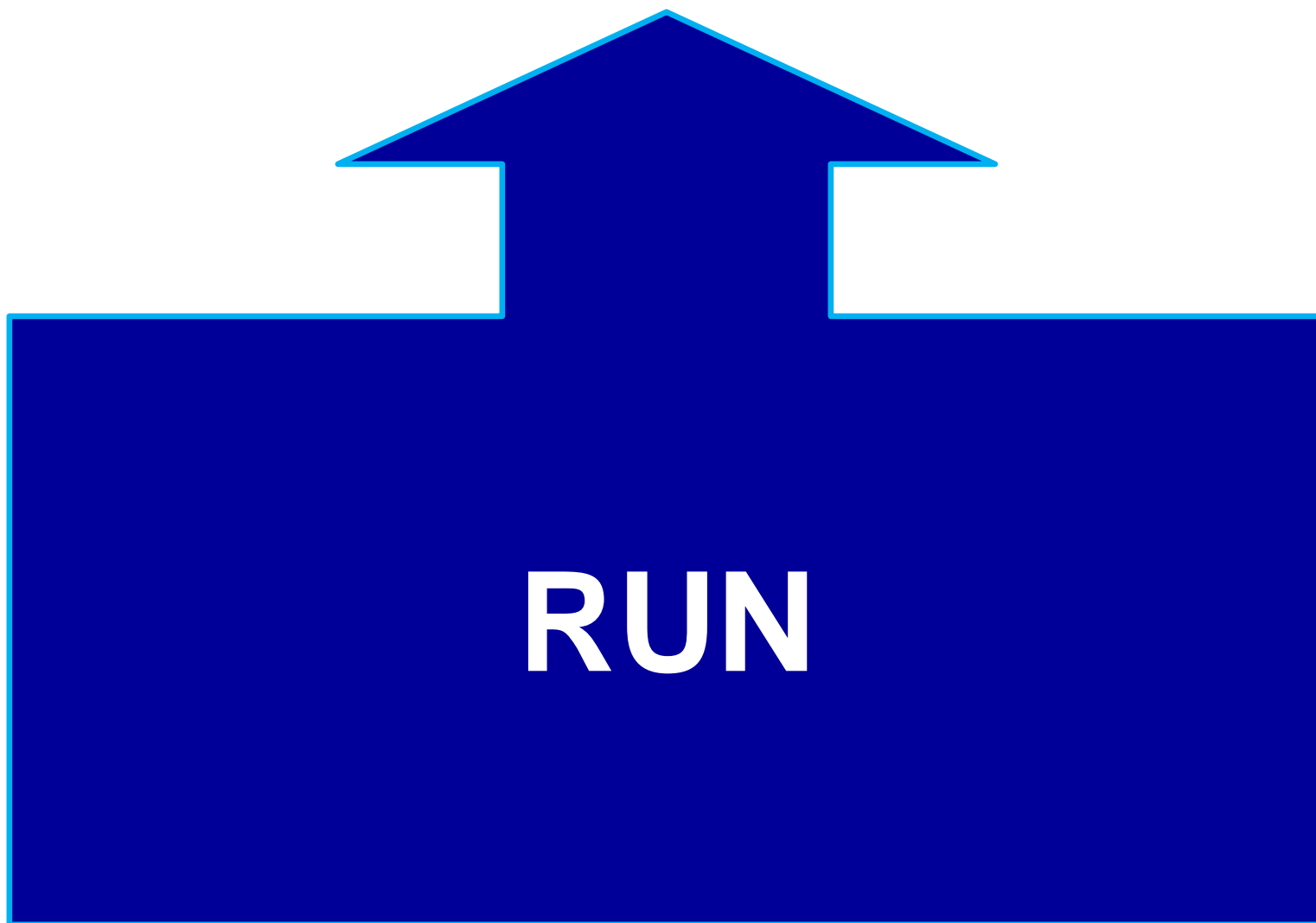


# 90° LEFT TURN





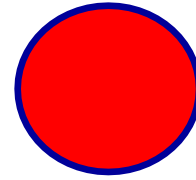
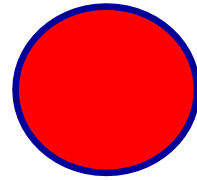
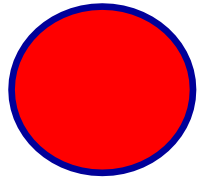
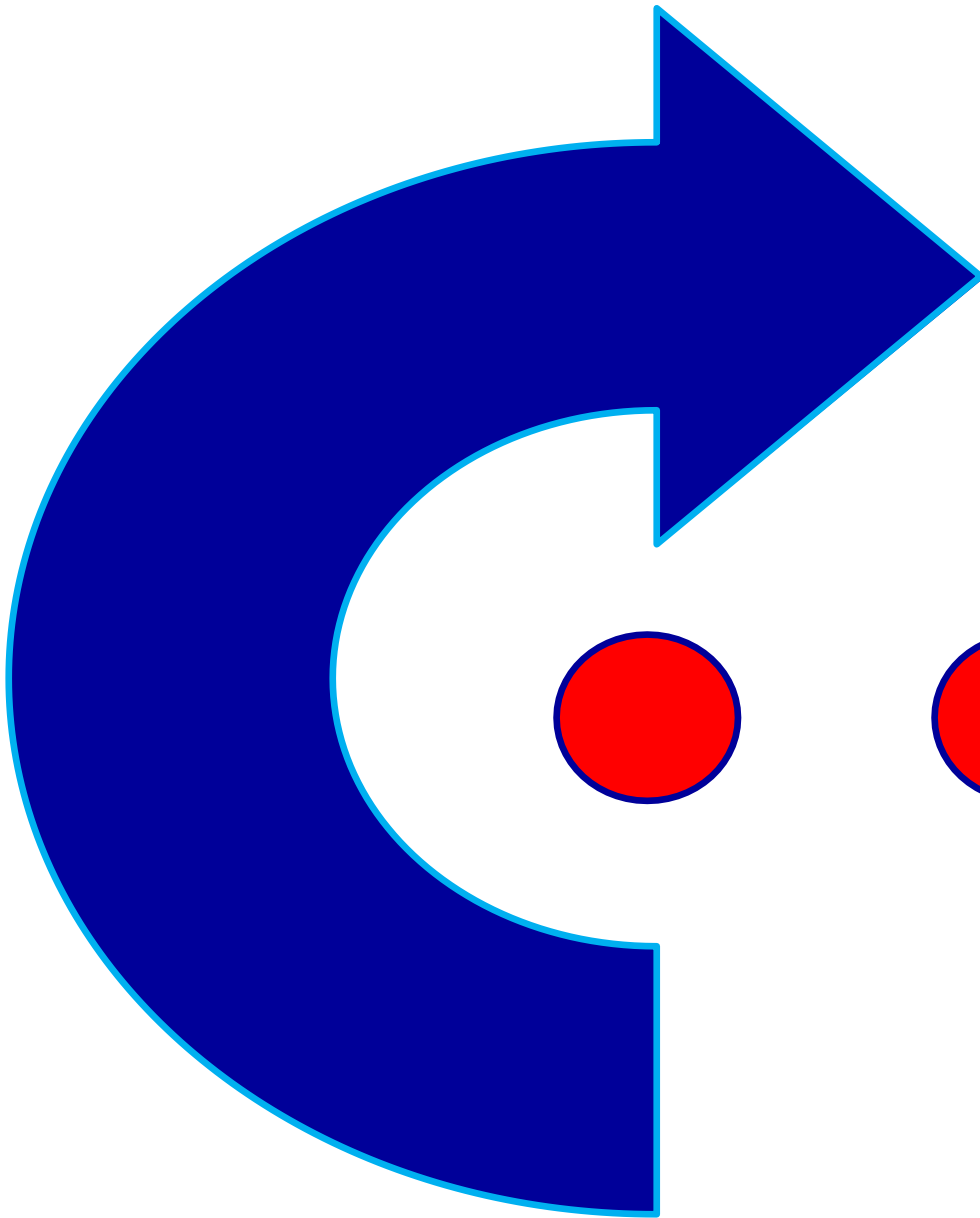
**SLOW PACE**



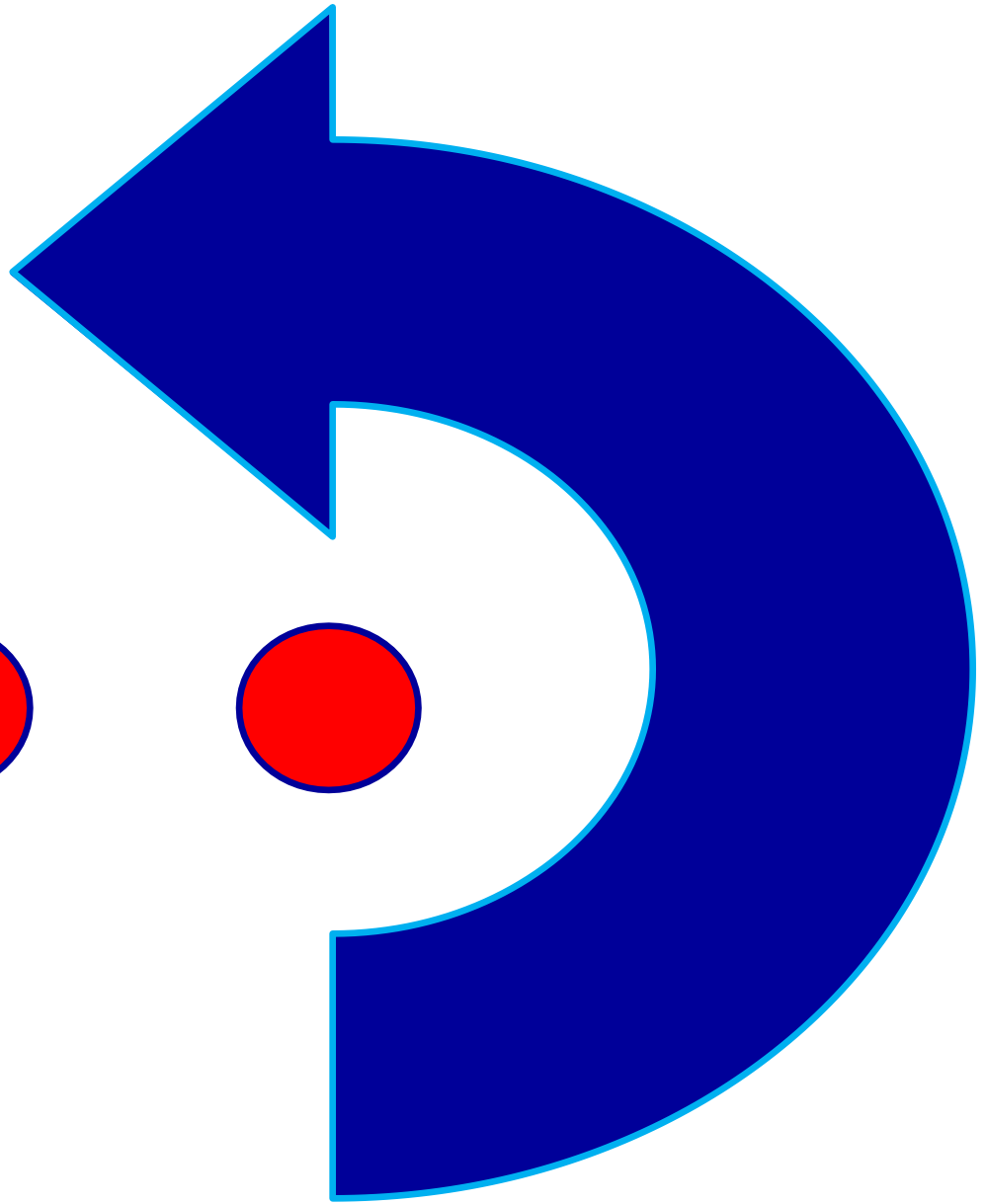
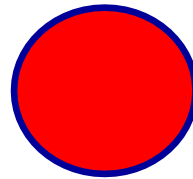
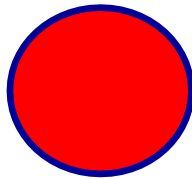
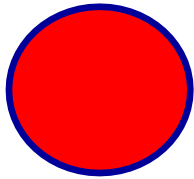


**NORMAL  
PACE**

# SPIRAL RIGHT

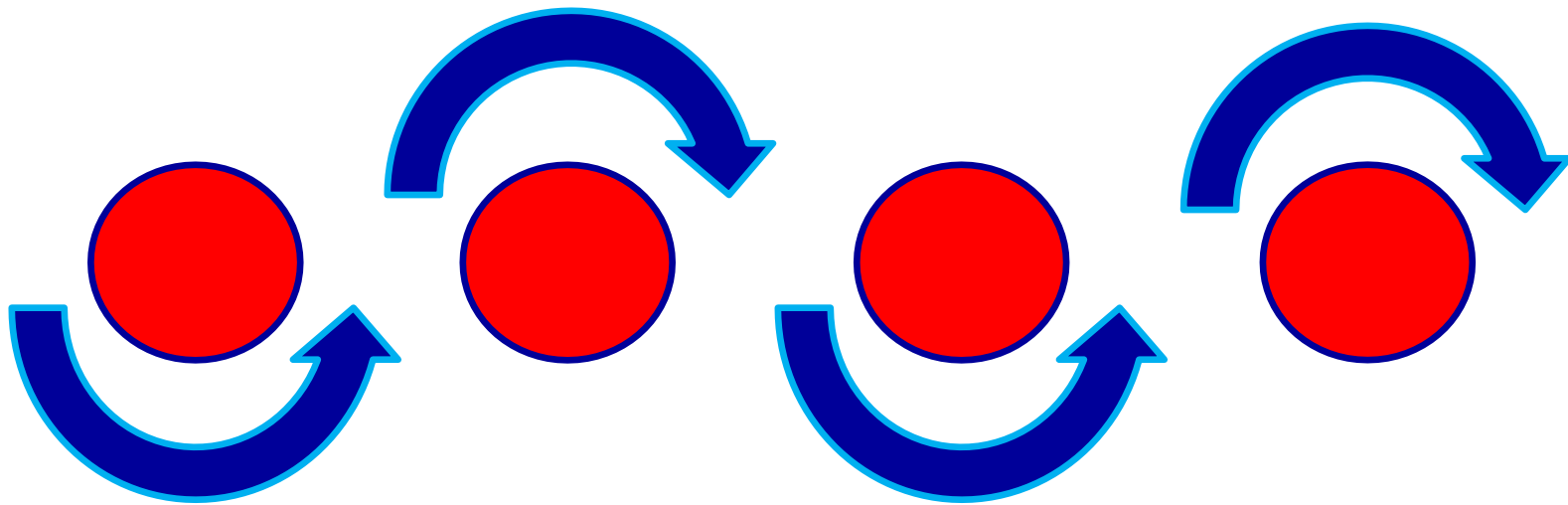


# SPIRAL LEFT

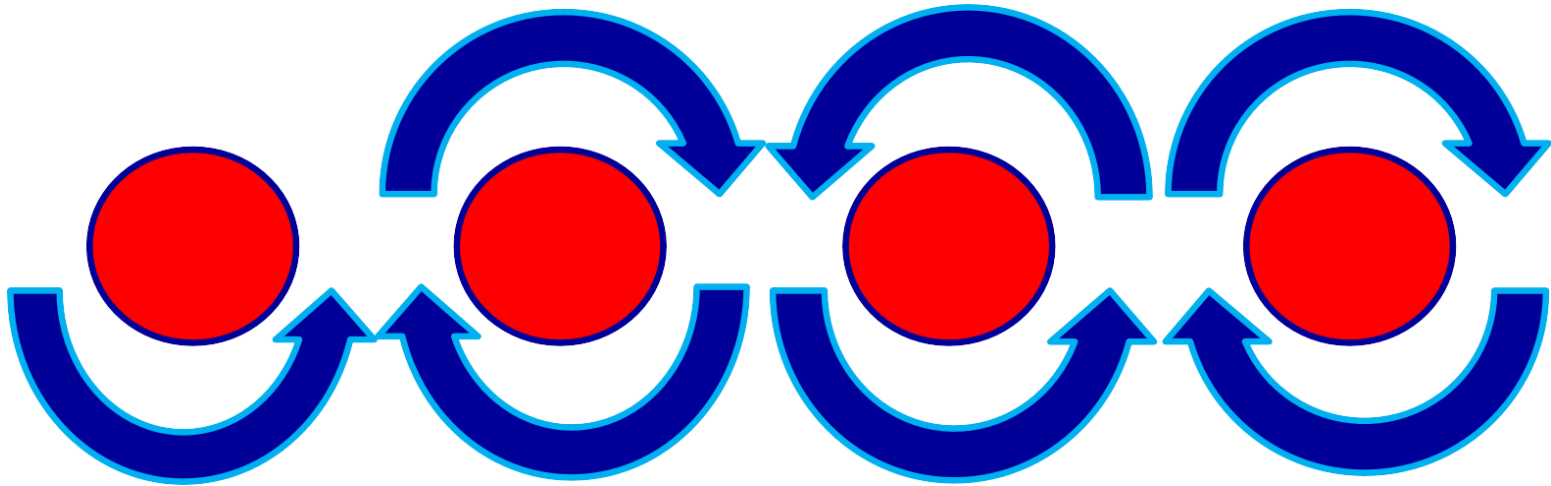




# SINGLE SLALOM

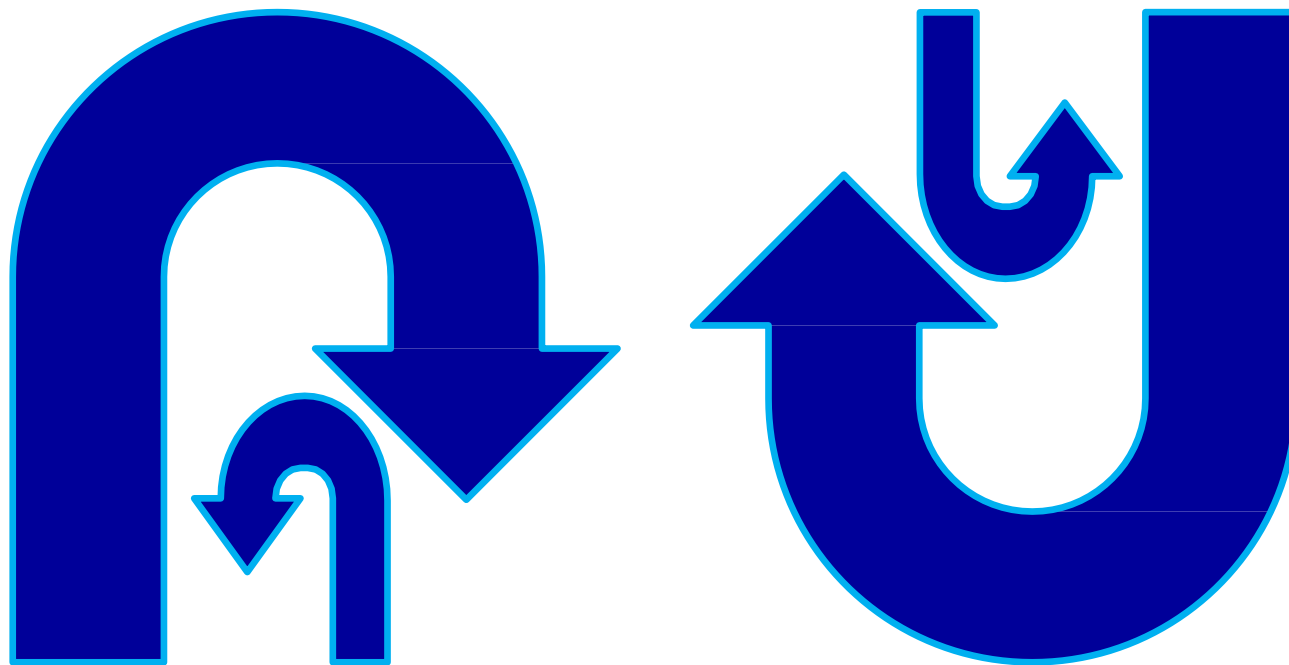


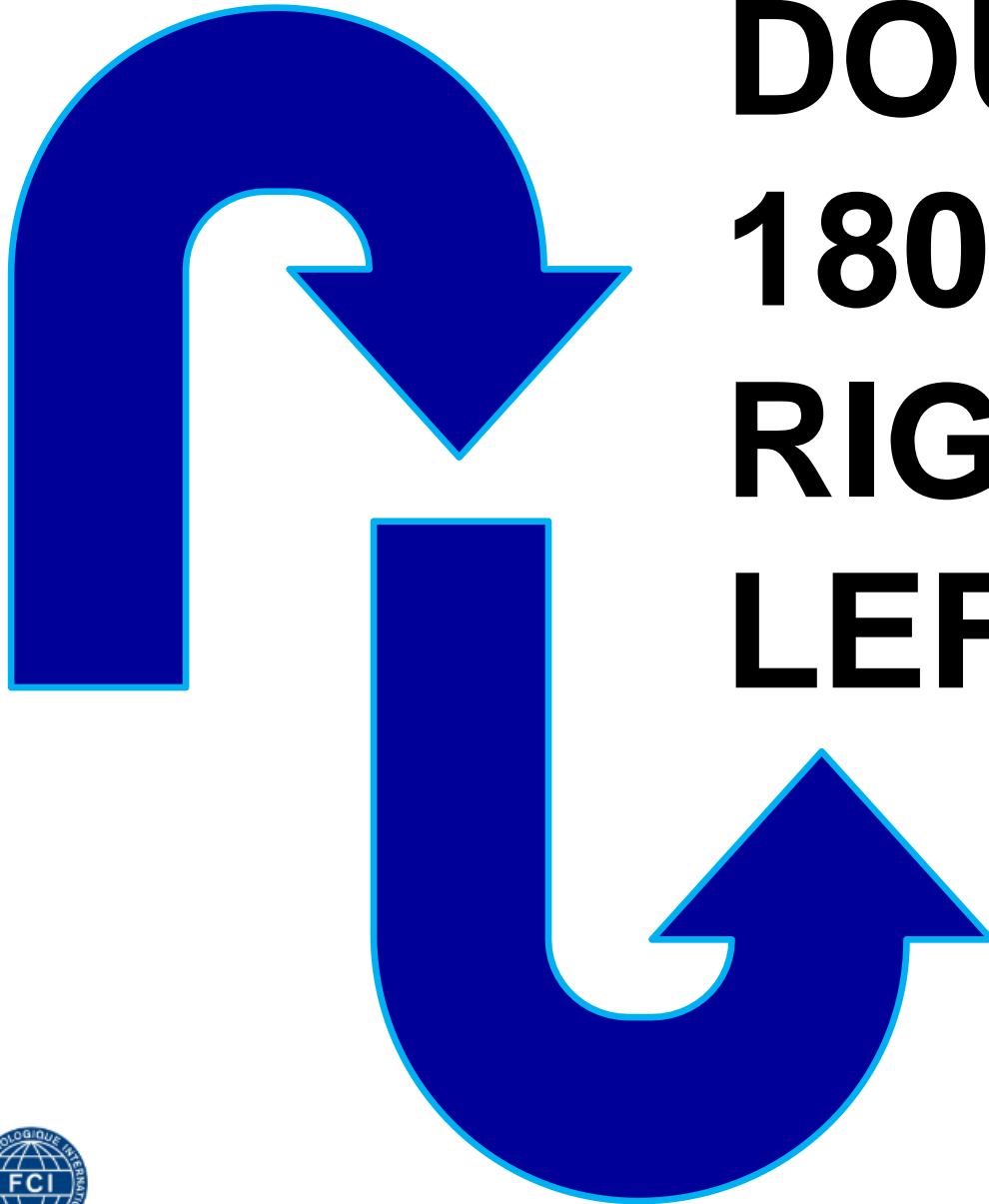
# DOUBLE SLALOM



2 POINTS

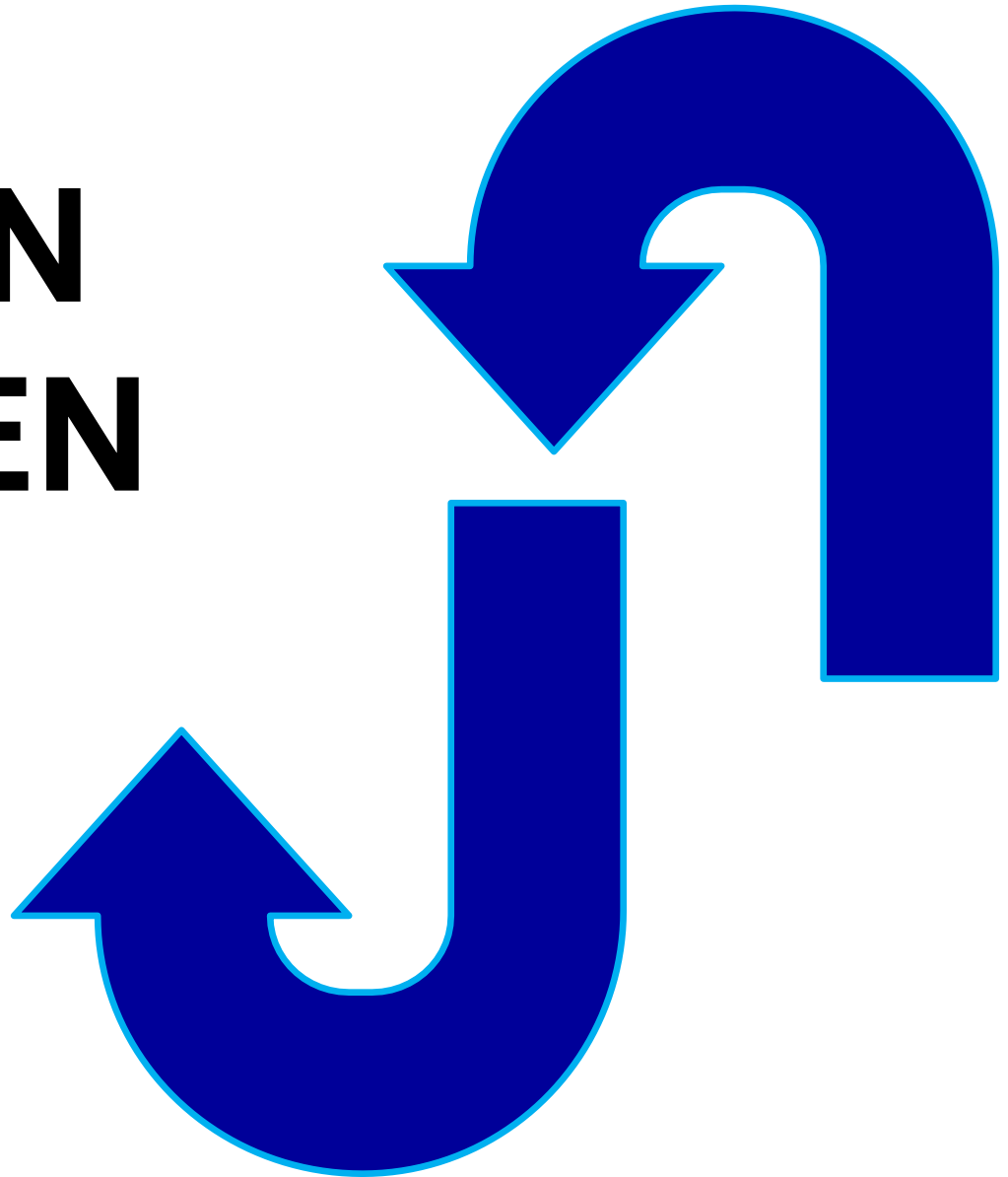
# 2 x TURN AROUND DOG BEHIND

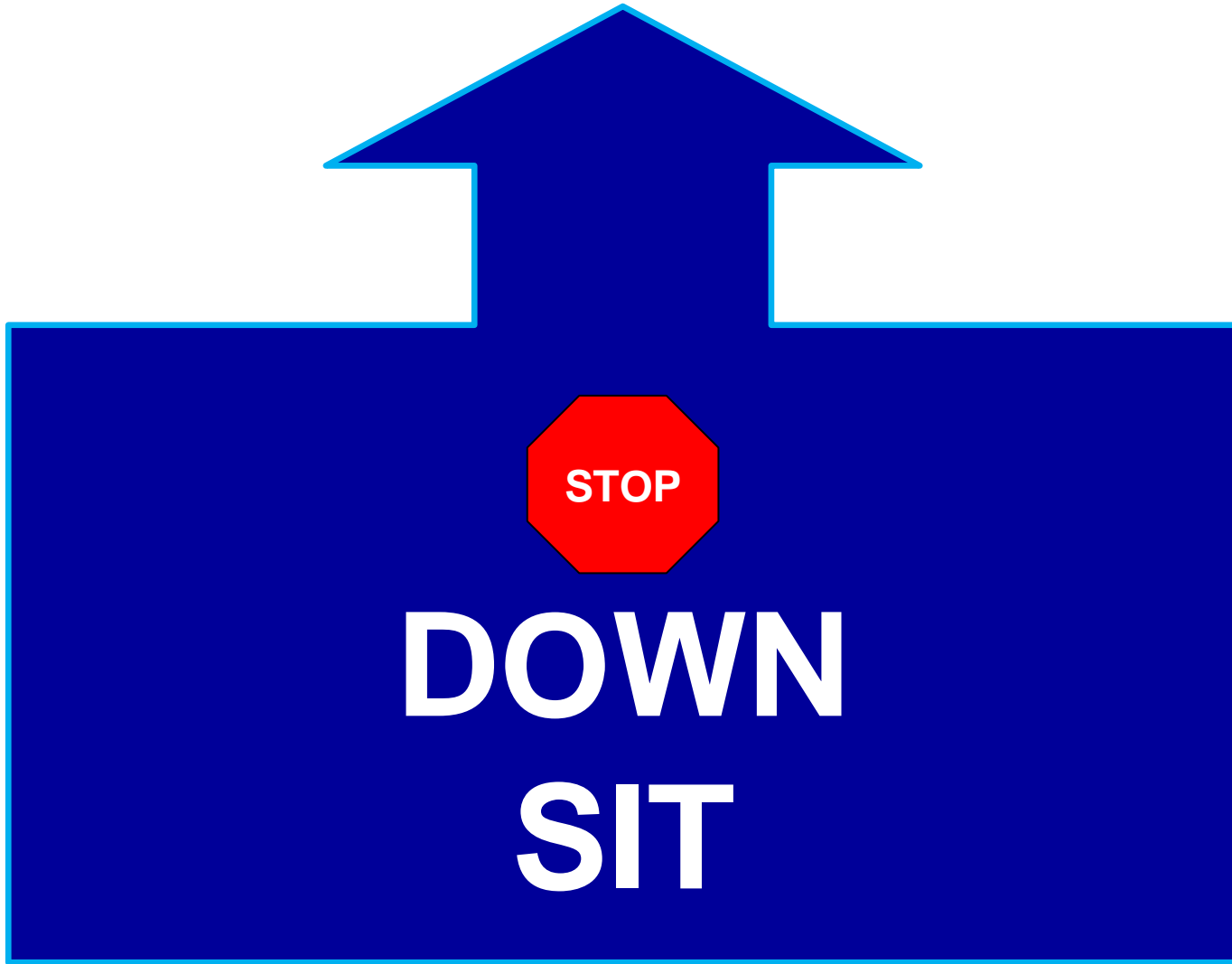


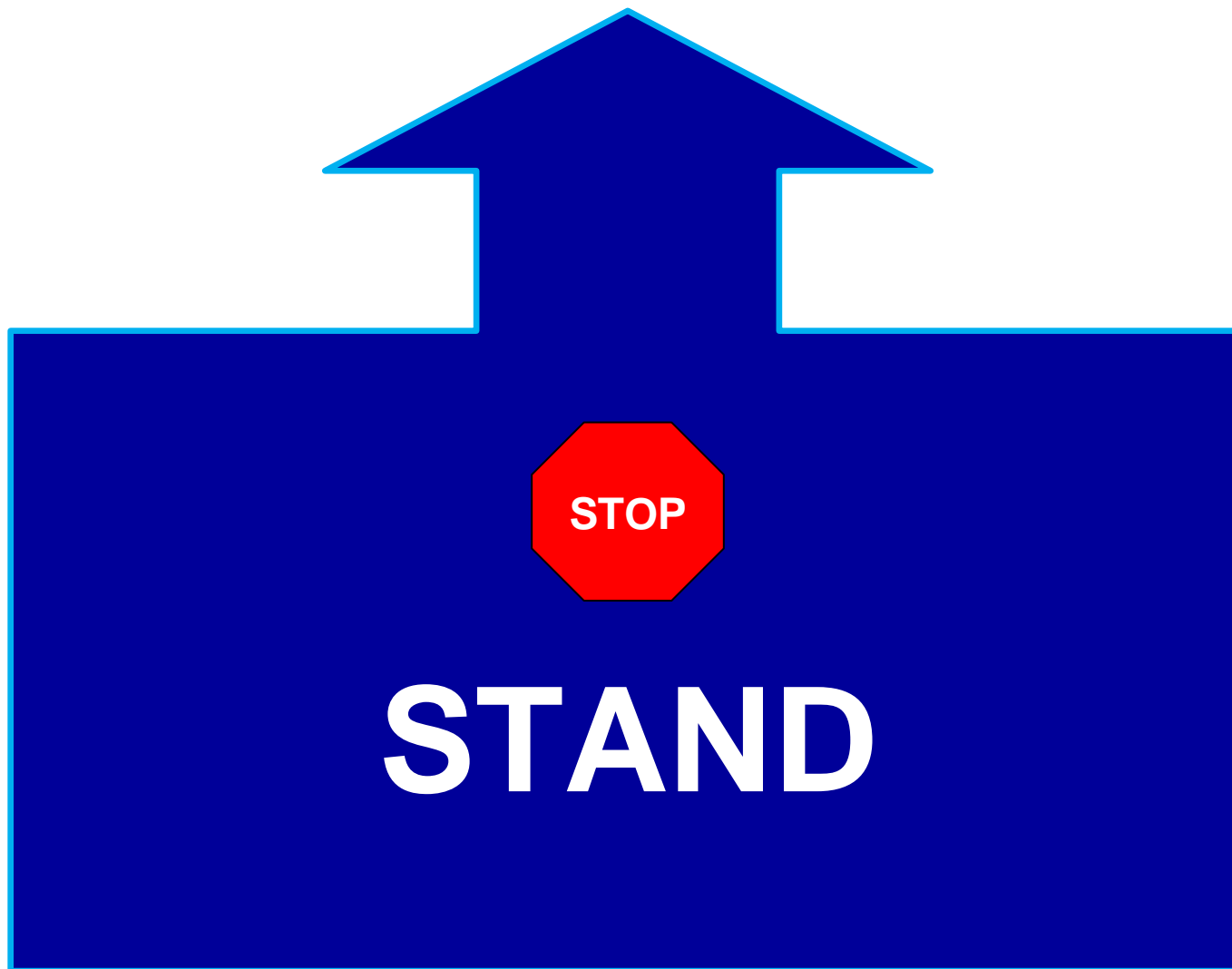


**DOUBLE  
180° TURN  
RIGHT THEN  
LEFT**

**DOUBLE  
180° TURN  
LEFT THEN  
RIGHT**





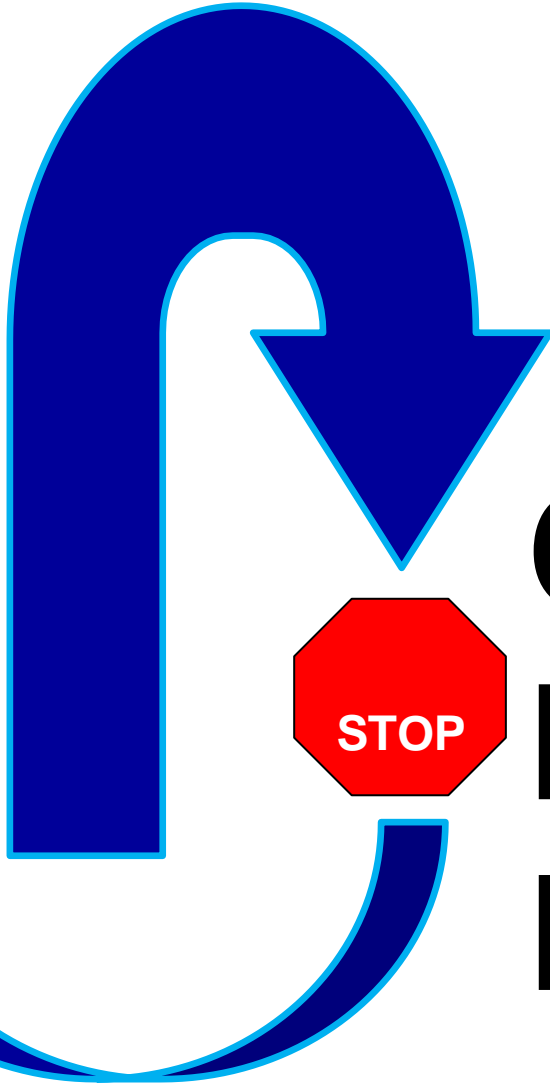
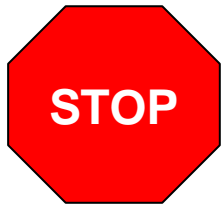




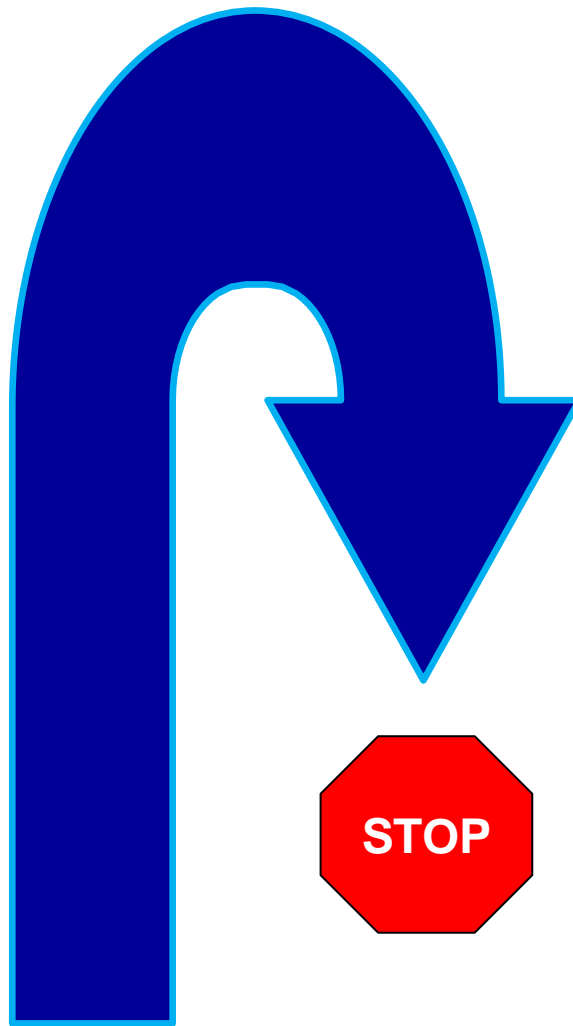






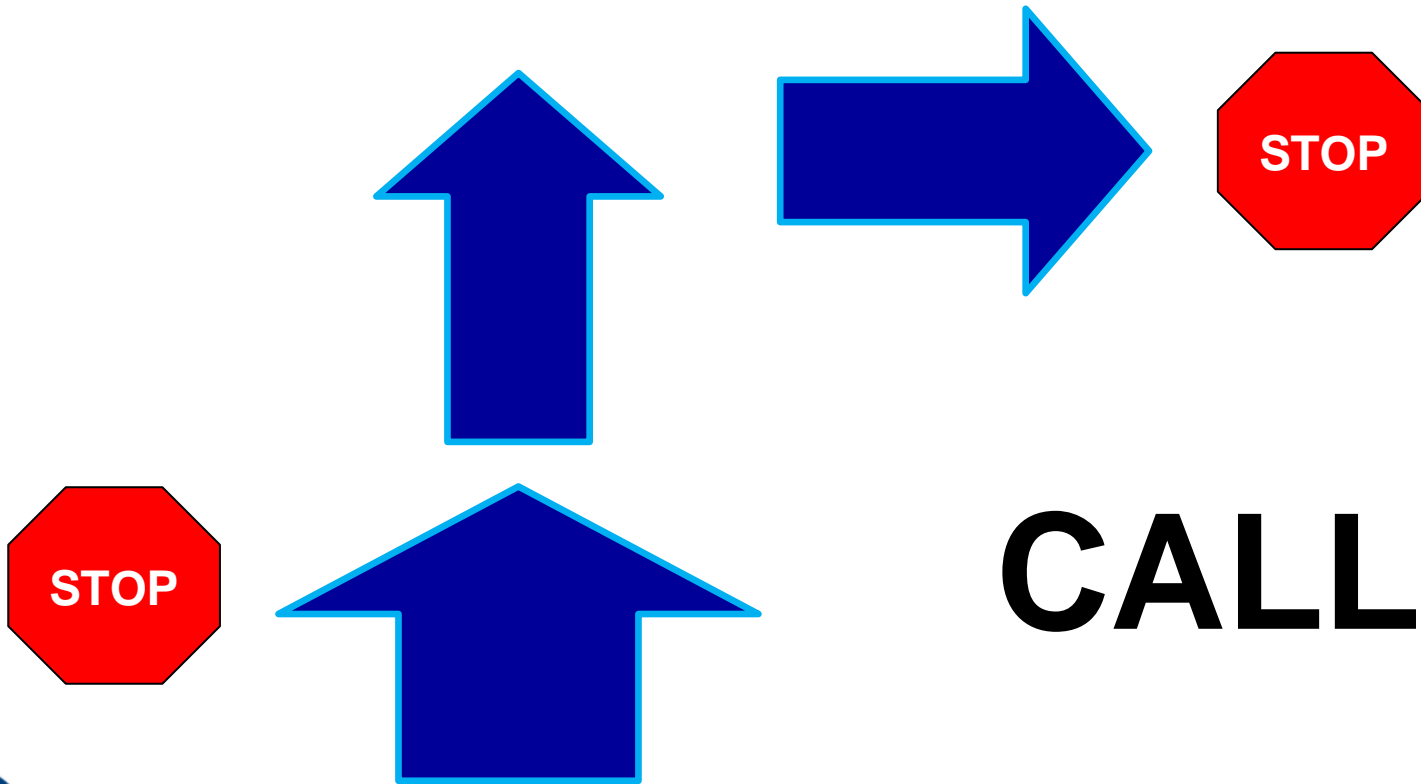


**CALL FRONT  
RIGHT TO  
LEFT**



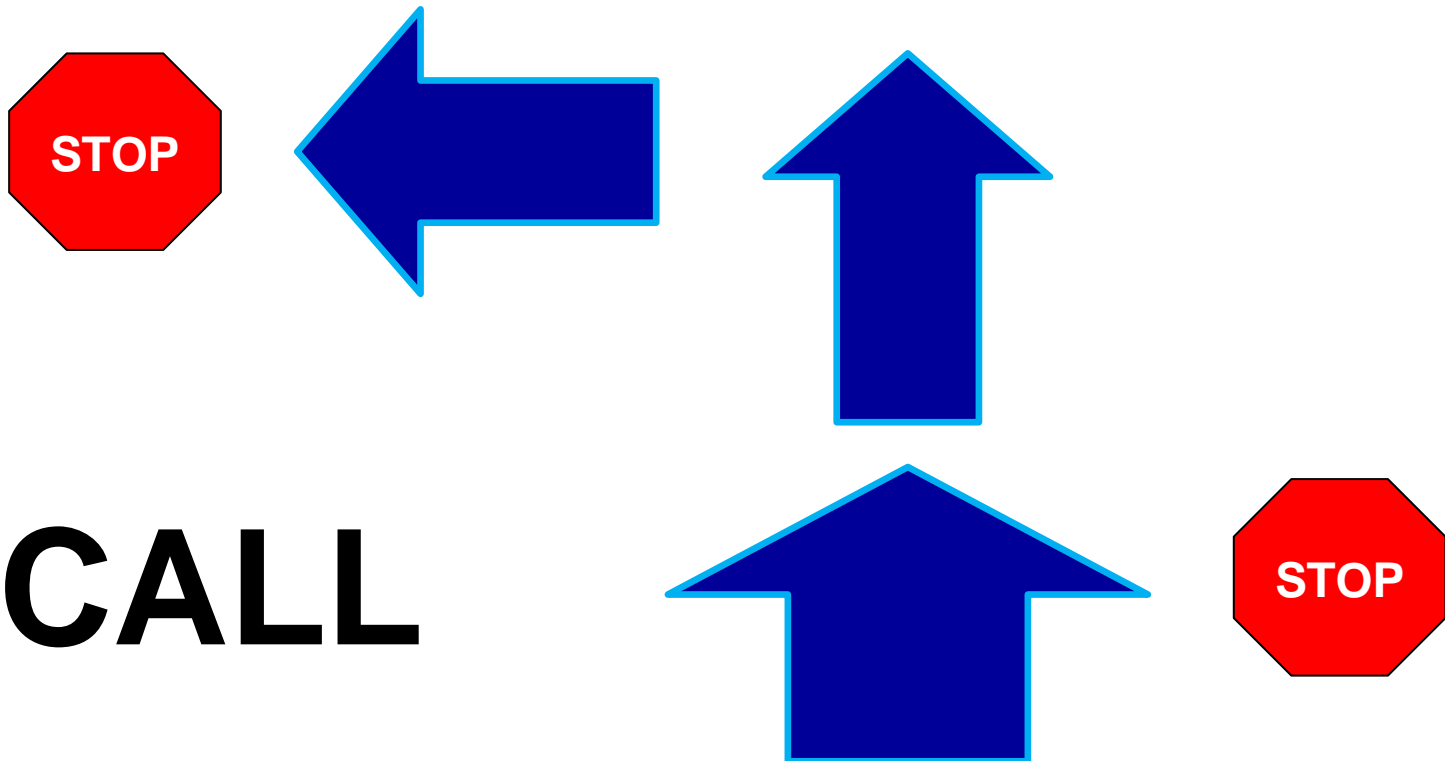
**CALL FRONT  
LEFT TO LEFT**

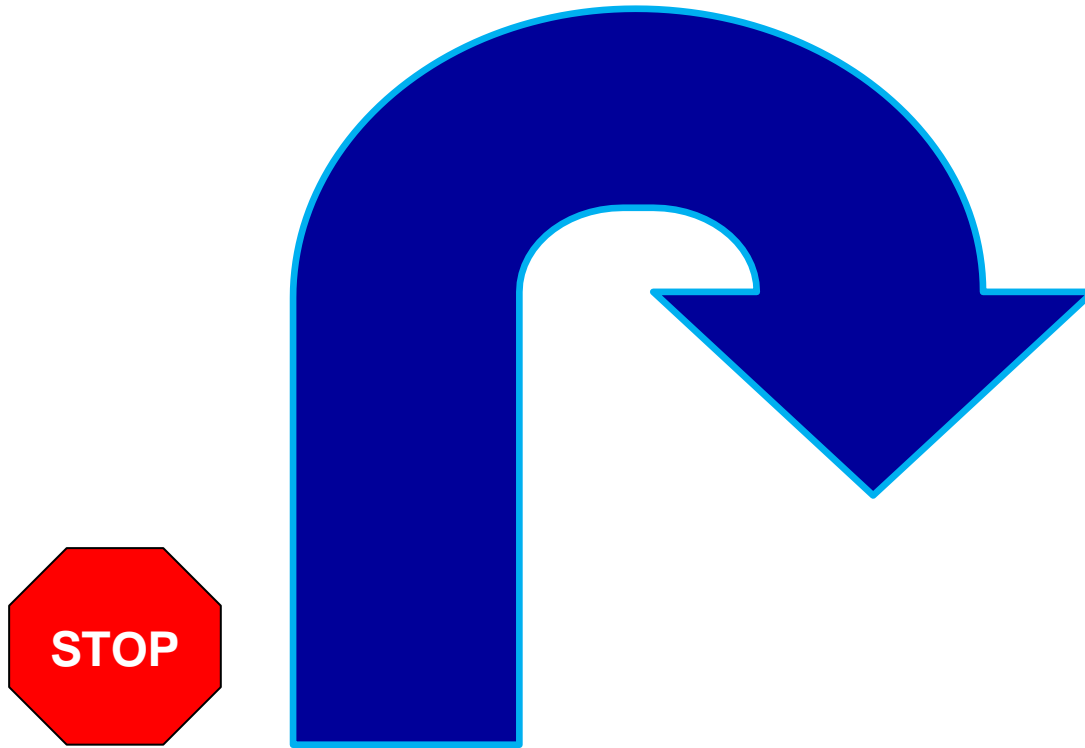
# 1 STEP FORWARD TURN RIGHT 1 STEP



## CALL

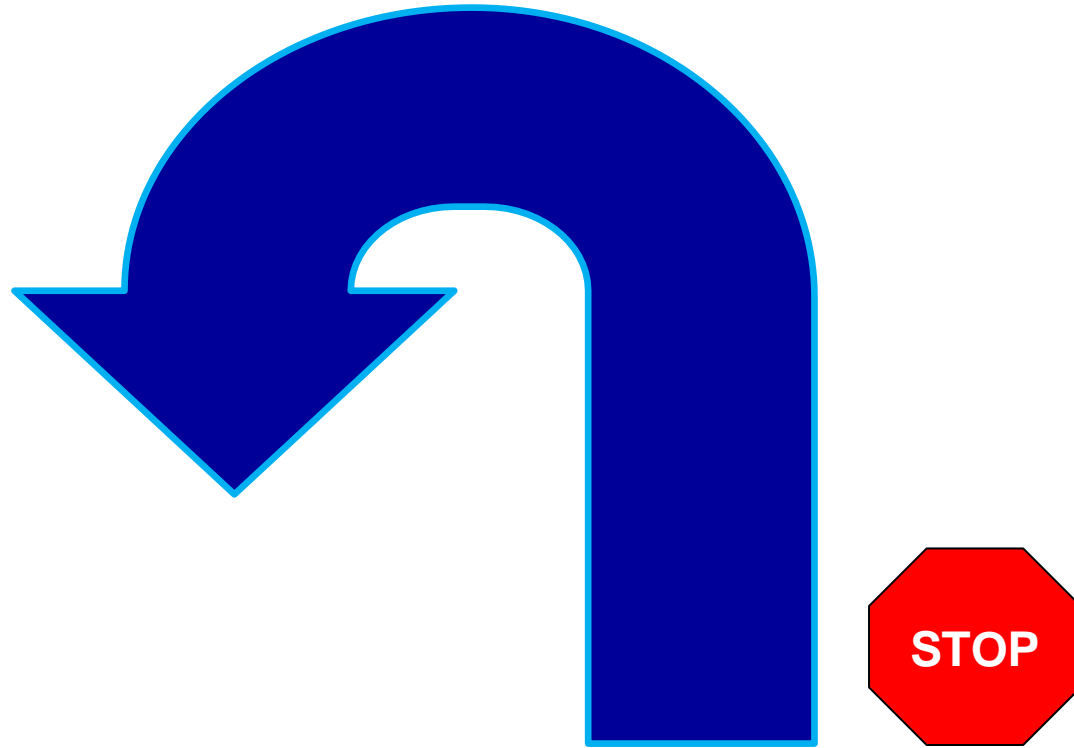
# 1 STEP FORWARD TURN LEFT 1 STEP



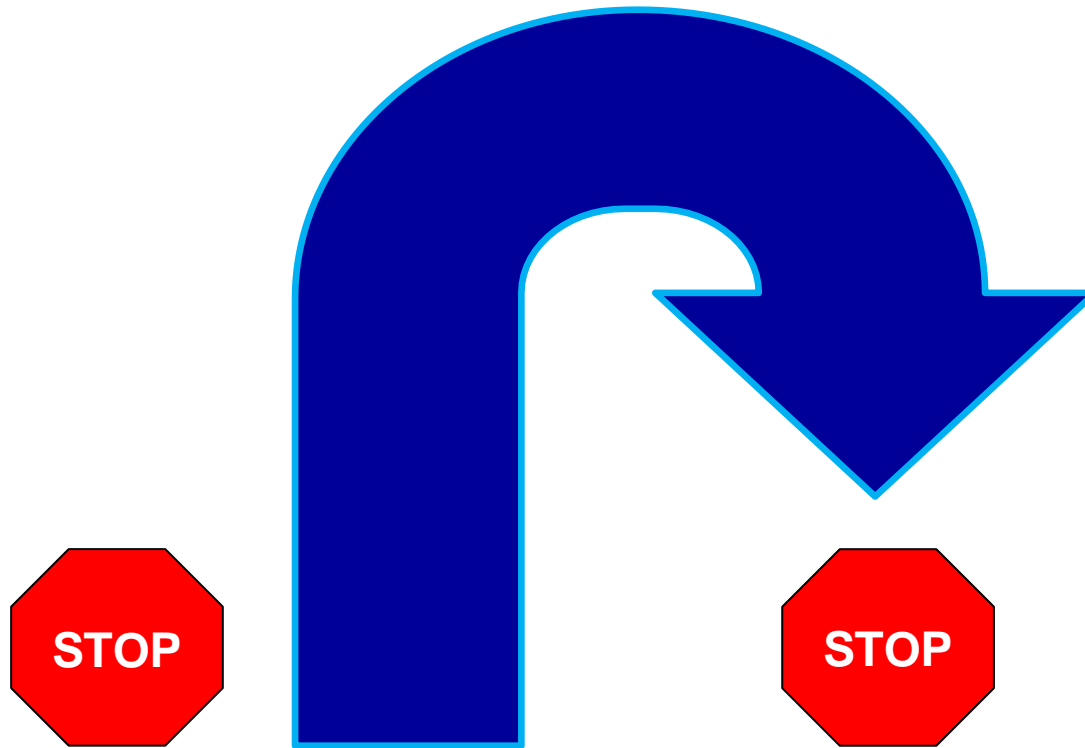


**180° RIGHT TURN  
FORWARD**

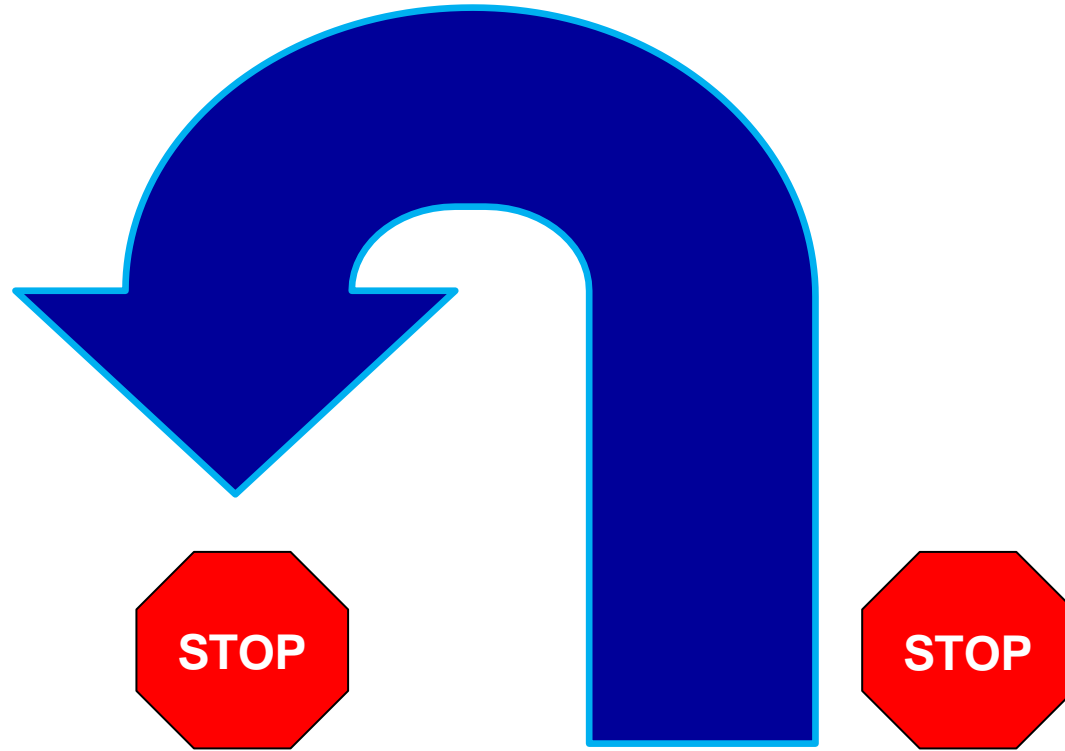




**180° LEFT TURN  
FORWARD**

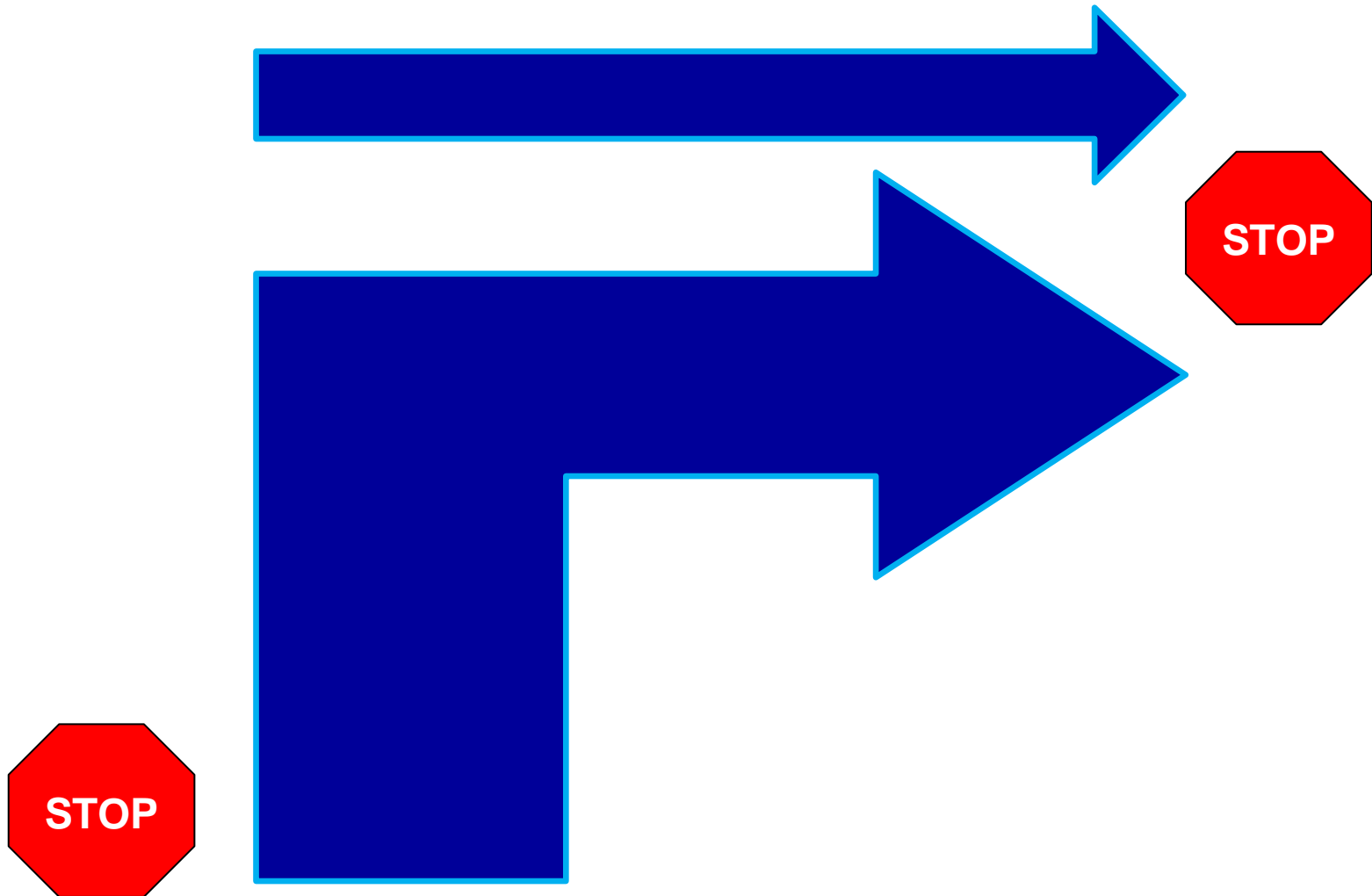


**180° RIGHT TURN**

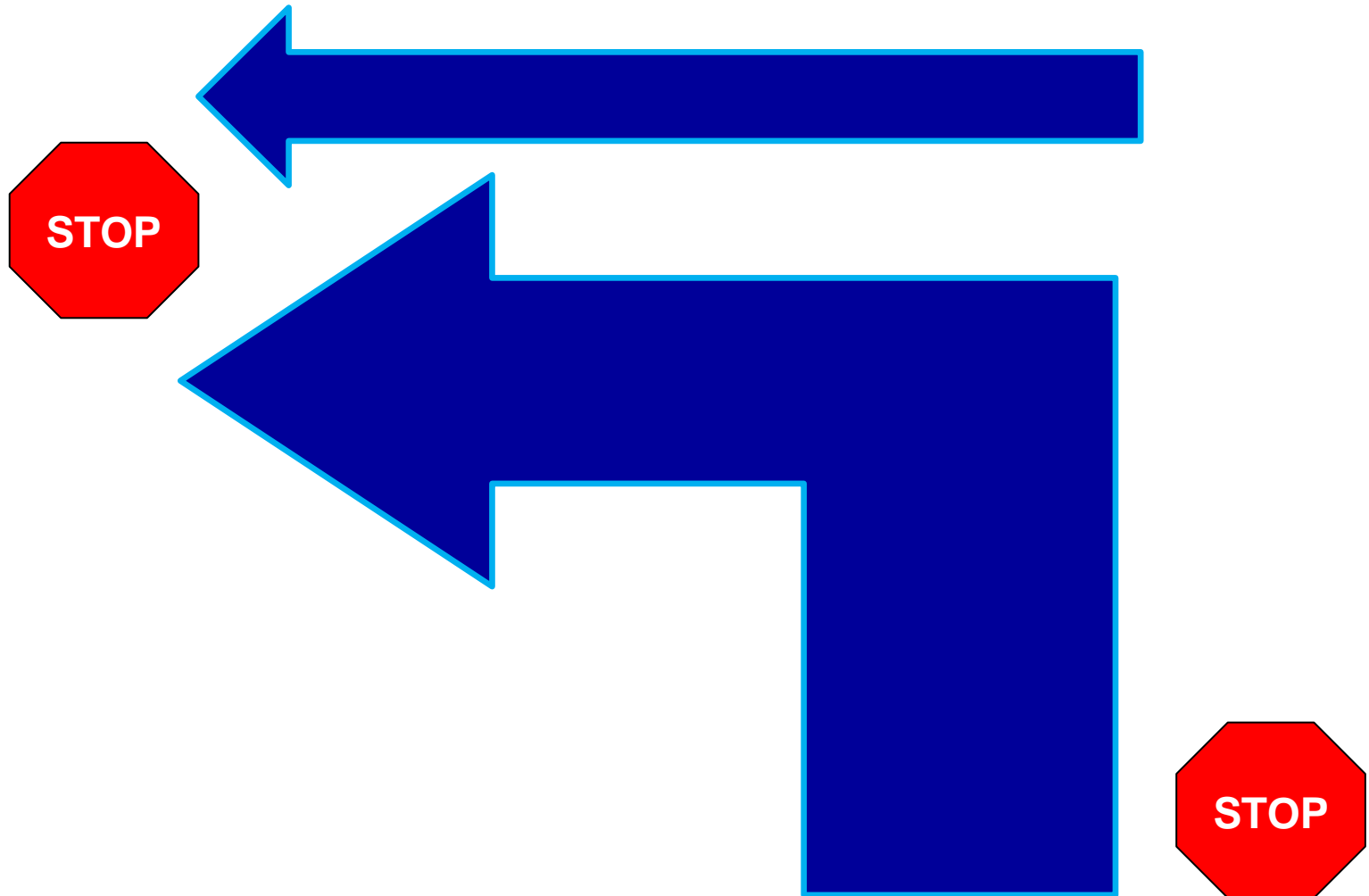


**180° LEFT TURN**

# TURN RIGHT 1 STEP



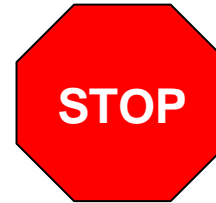
# TURN LEFT 1 STEP



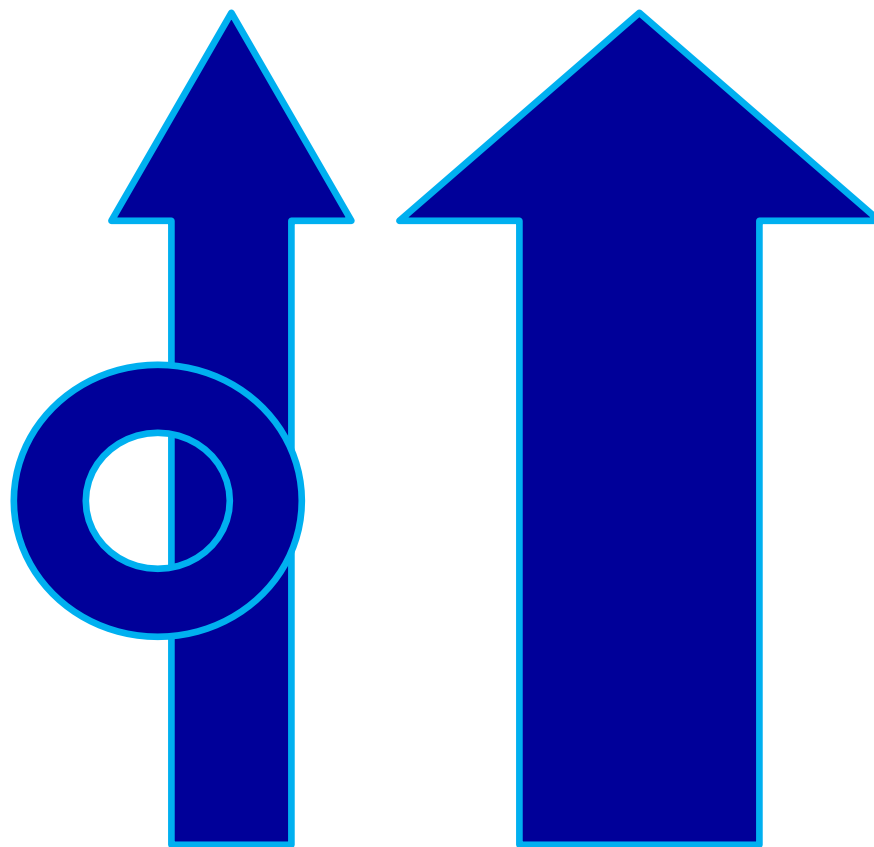


**1 STEP STAND**

**2 STEPS**

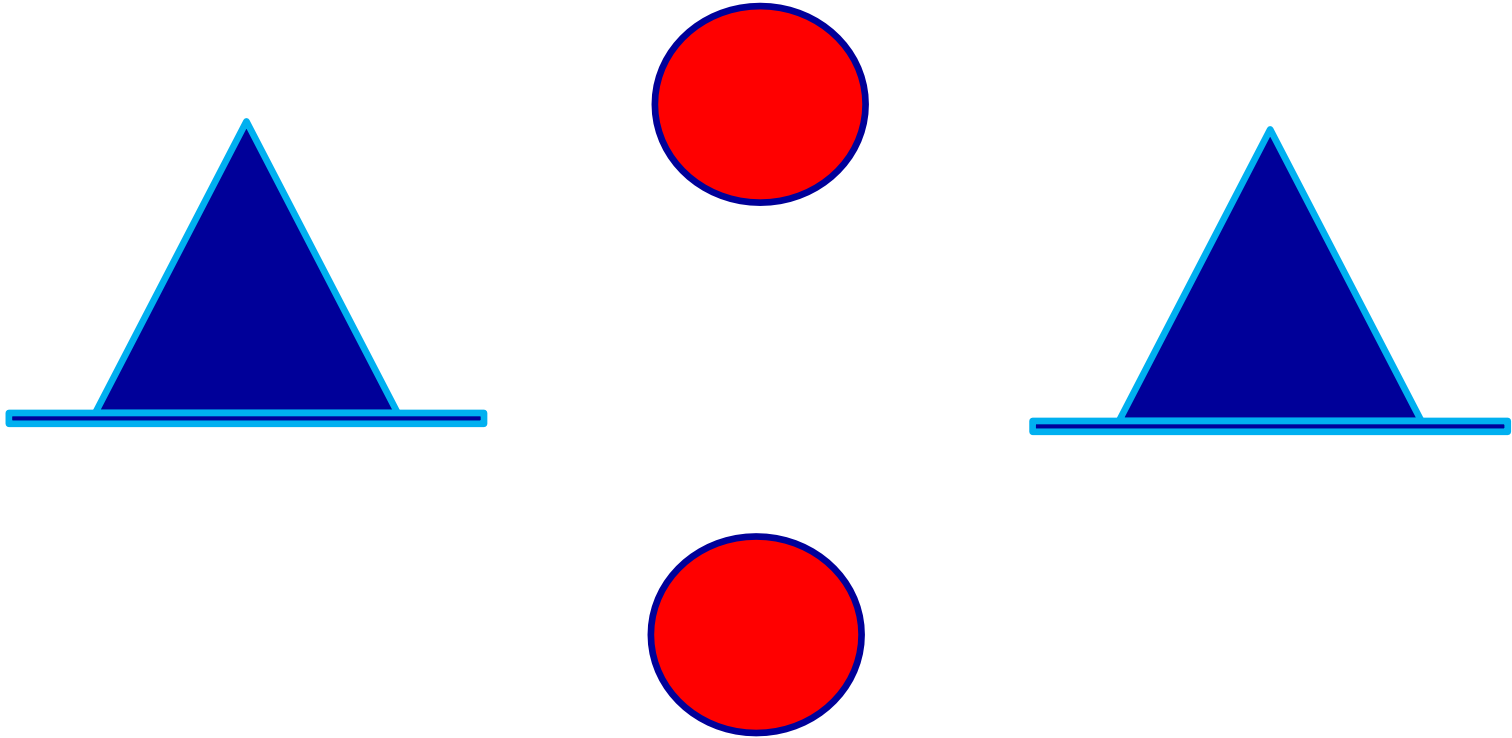


**3 STEPS DOWN**



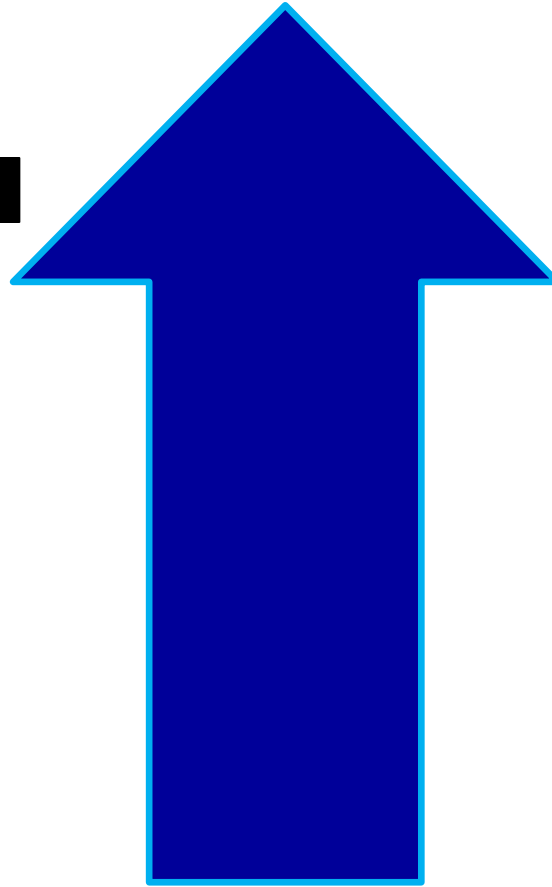
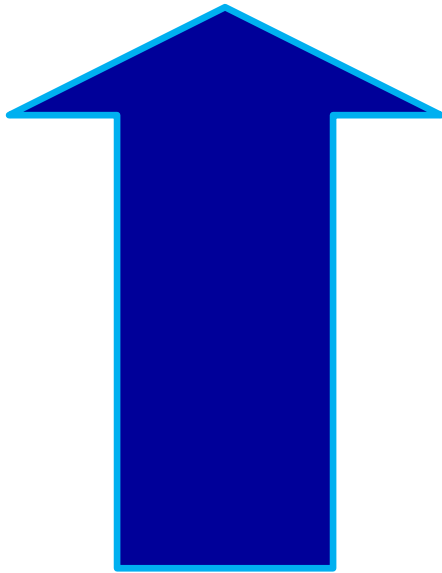
**SPIN**

# DISTRACTIONS



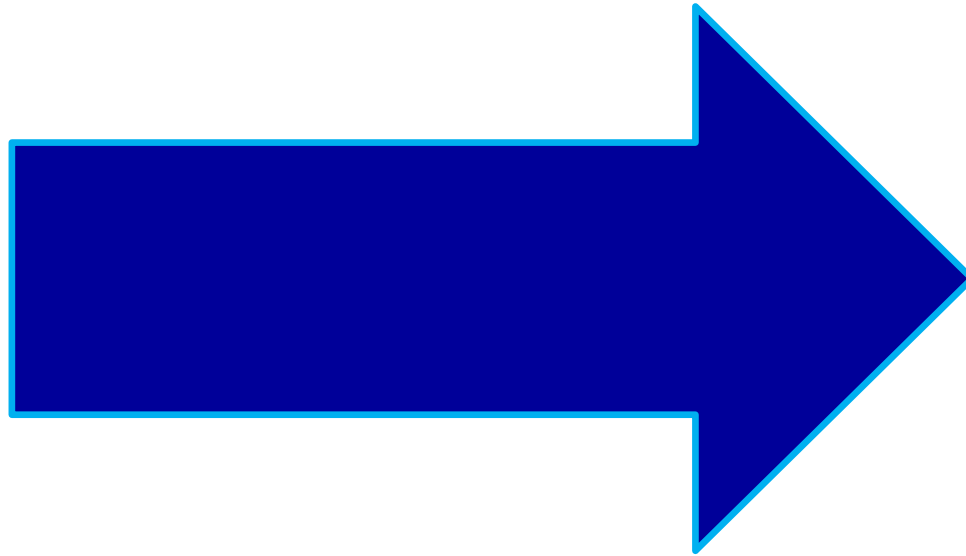


# SEND OVER JUMP

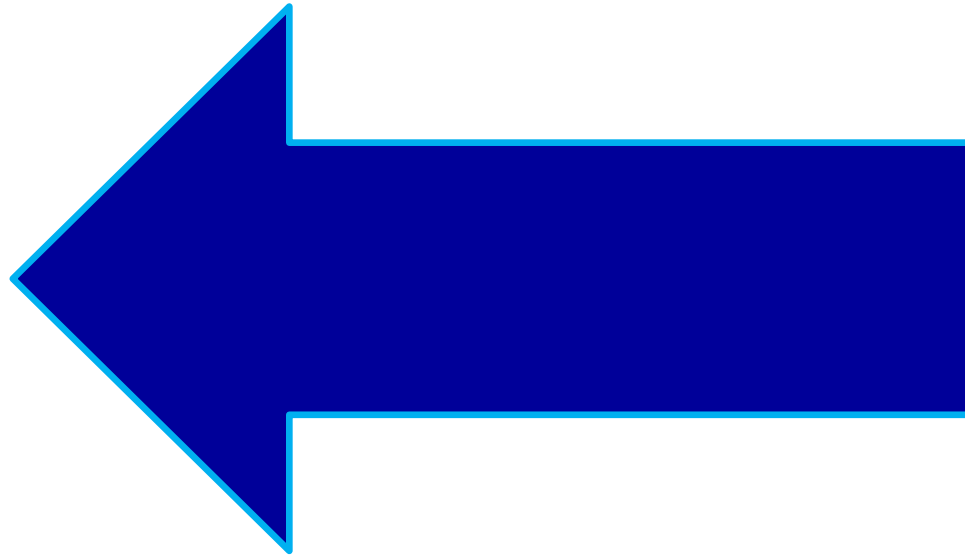


3 POINTS

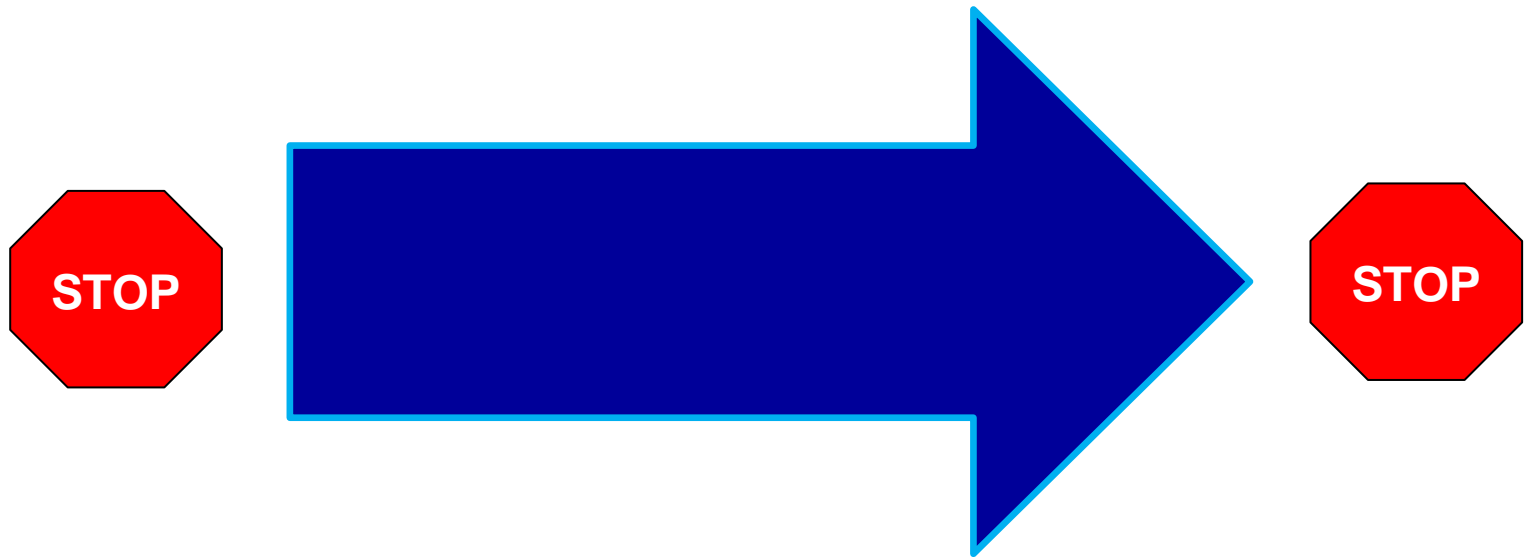
# SIDE STEP RIGHT



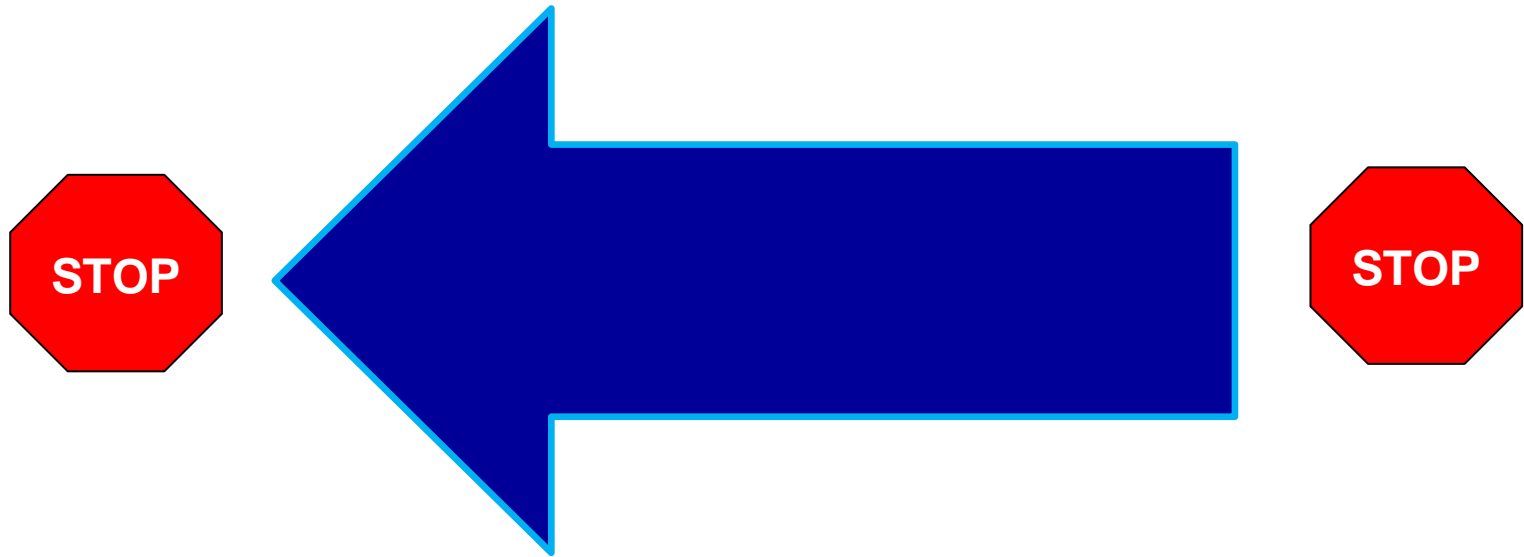
# SIDE STEP LEFT

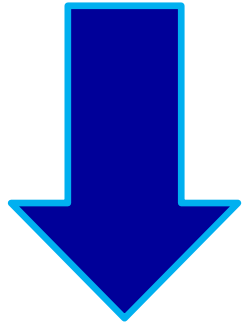


# SIDE STEP RIGHT

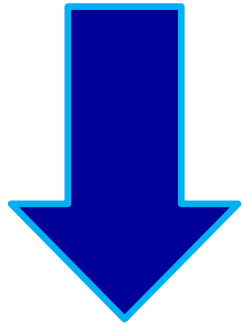


# SIDE STEP LEFT



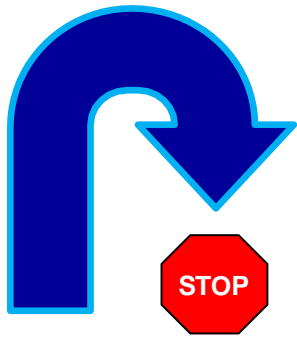


**1 STEP BACK**



**2 STEPS BACK**

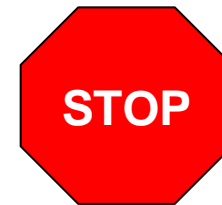




# CALL FRONT

**1 STEP BACK STAND**

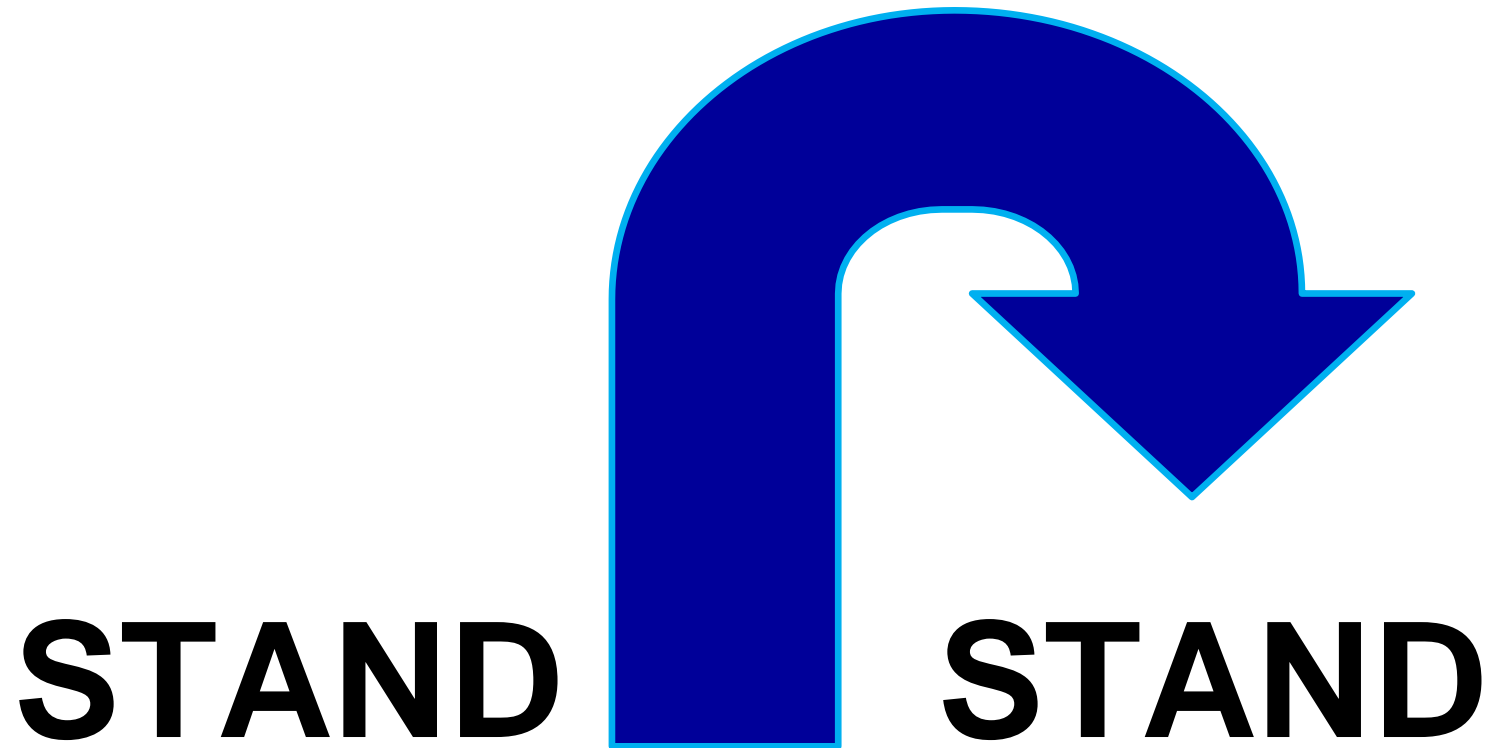
**2 STEPS BACK**



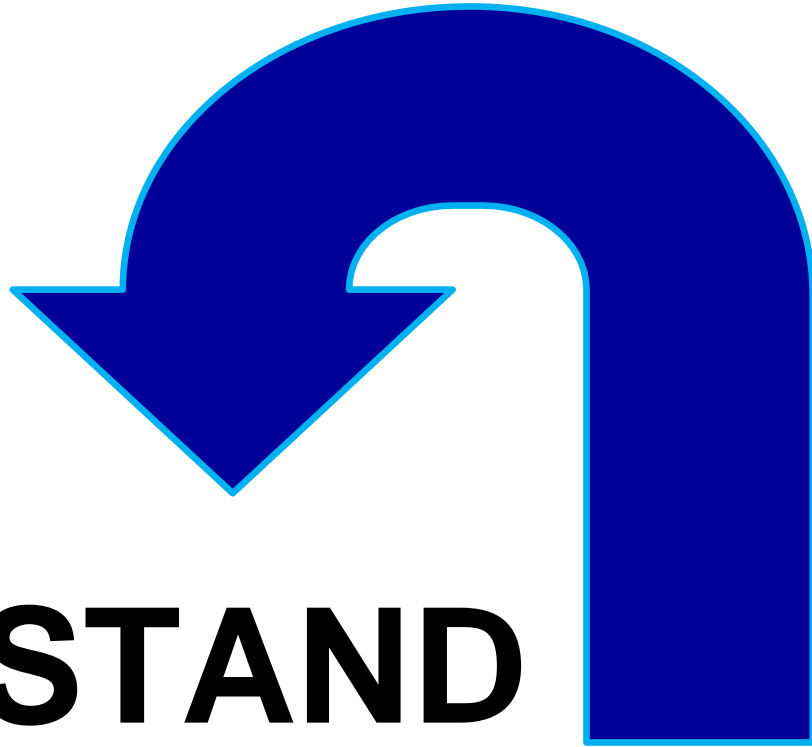
**3 STEPS BACK DOWN**







**180° RIGHT TURN**

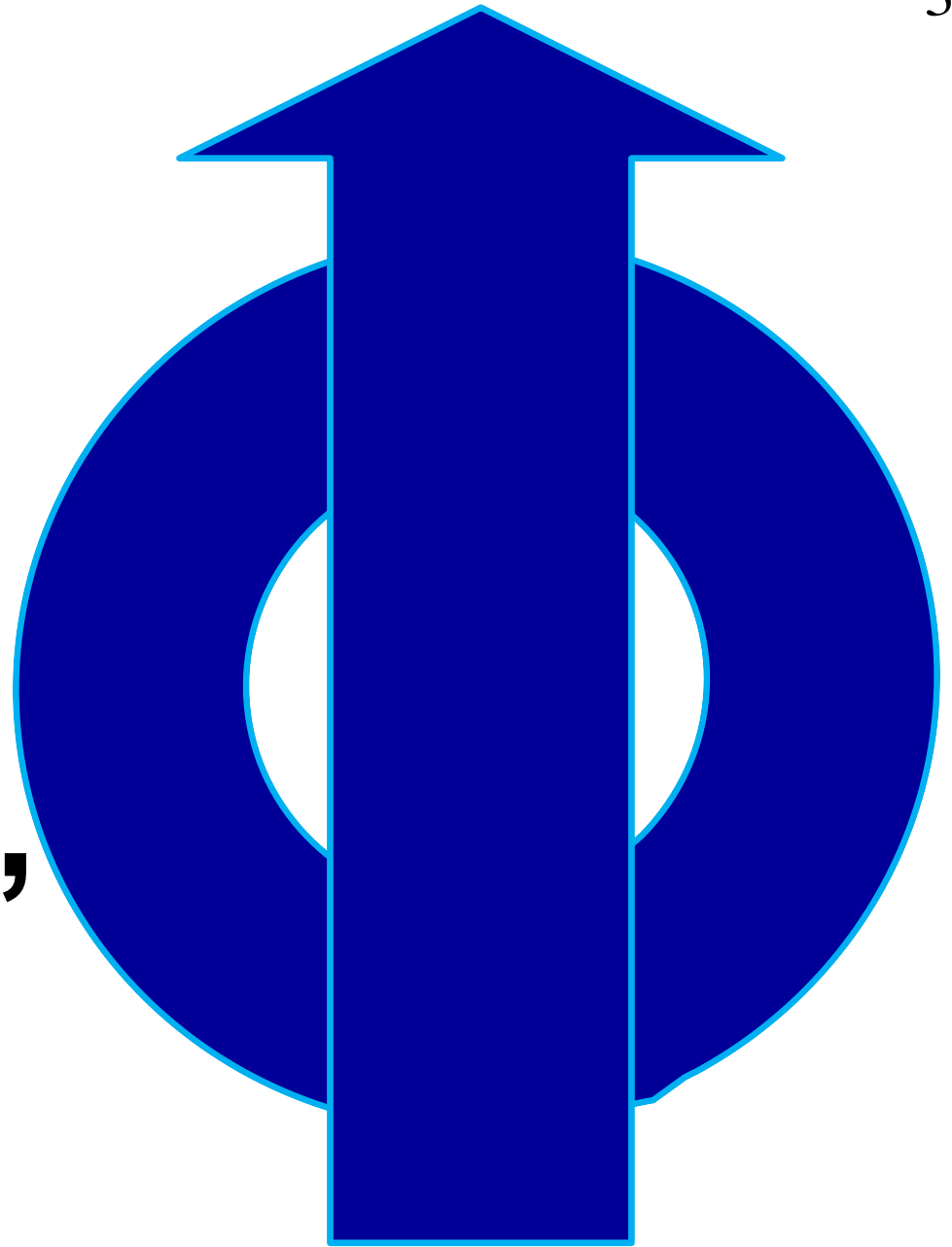


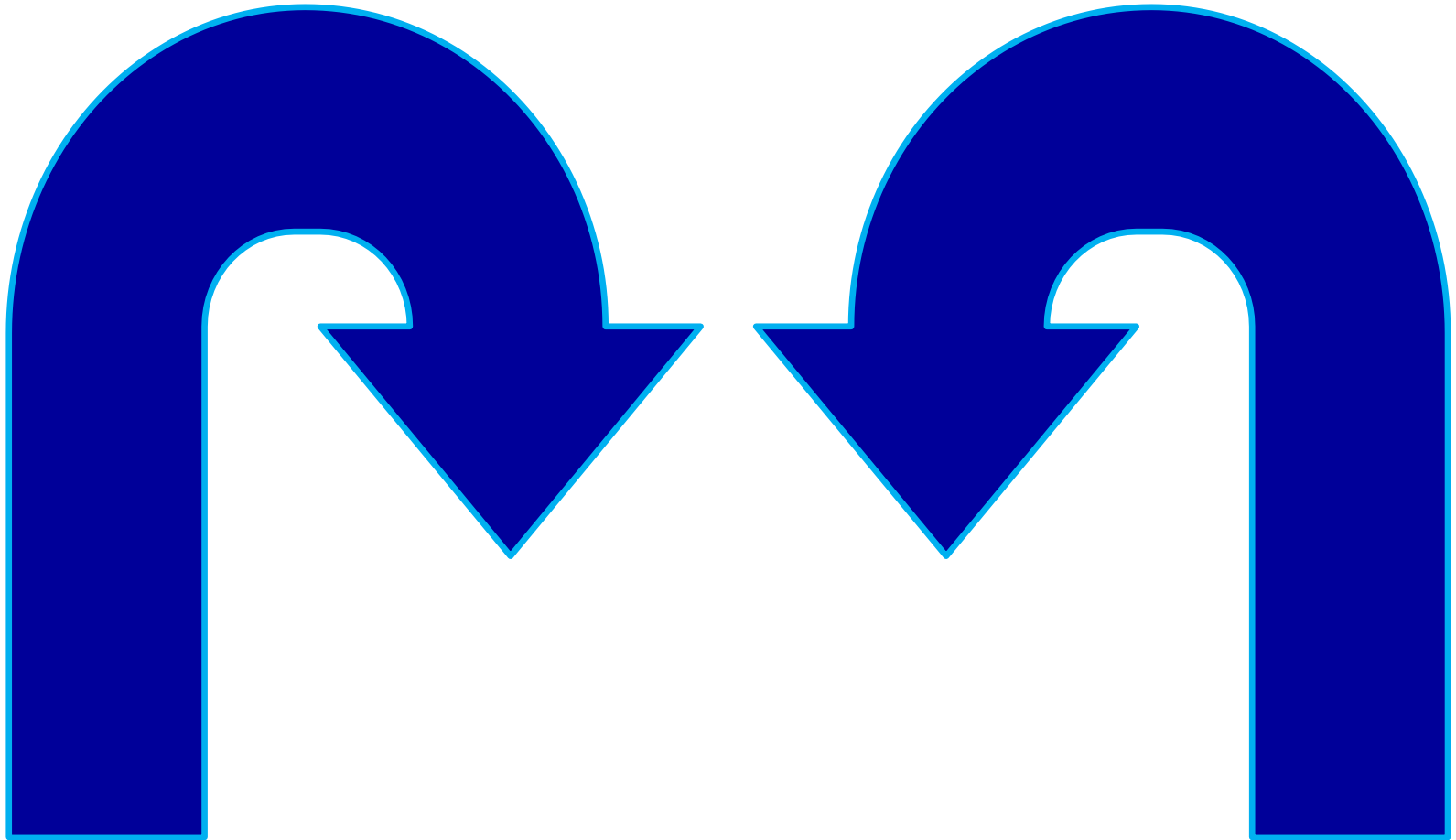
**STAND**

**STAND**

**180° LEFT TURN**

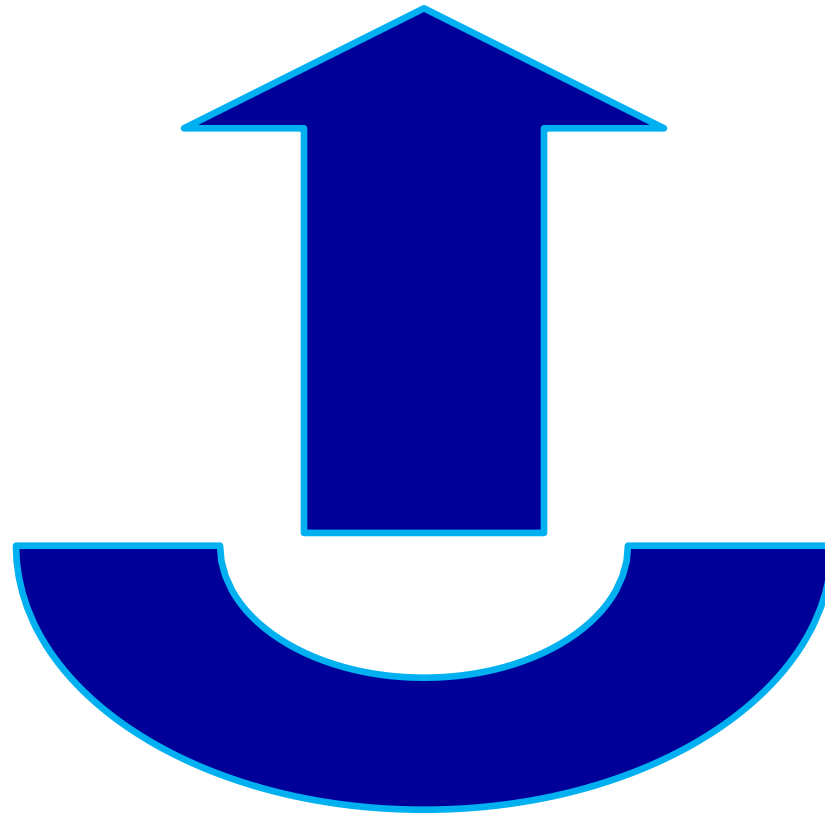
**STAND,  
CIRCLE  
AROUND  
HANDLER,  
STAND**



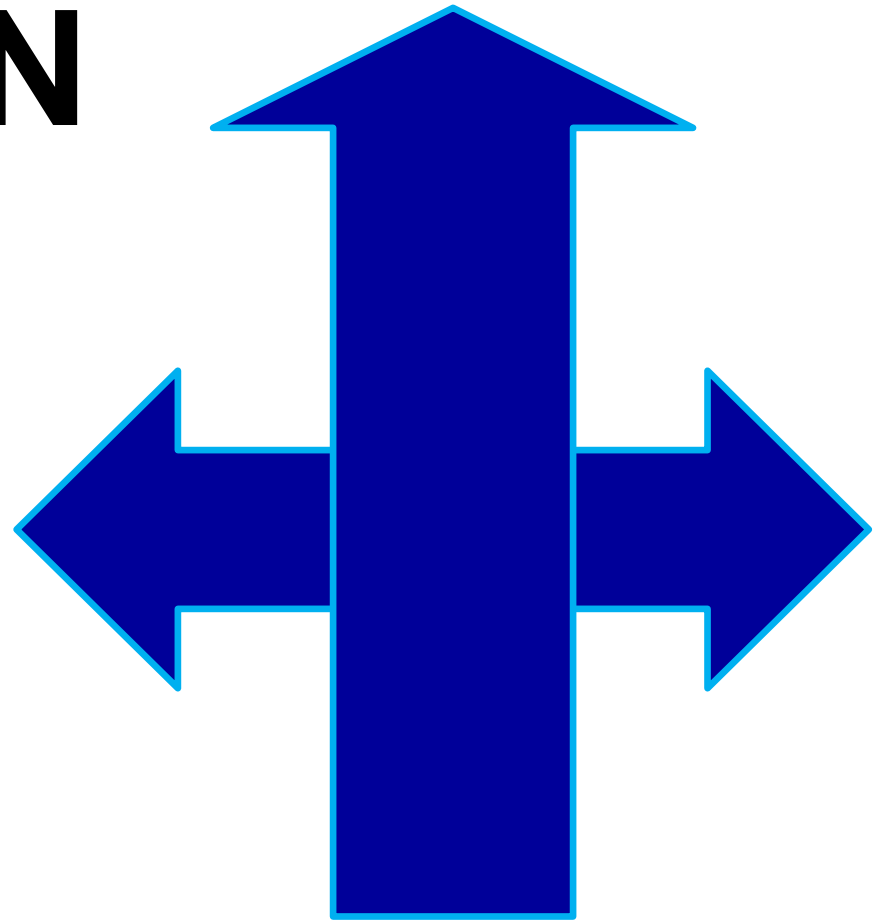


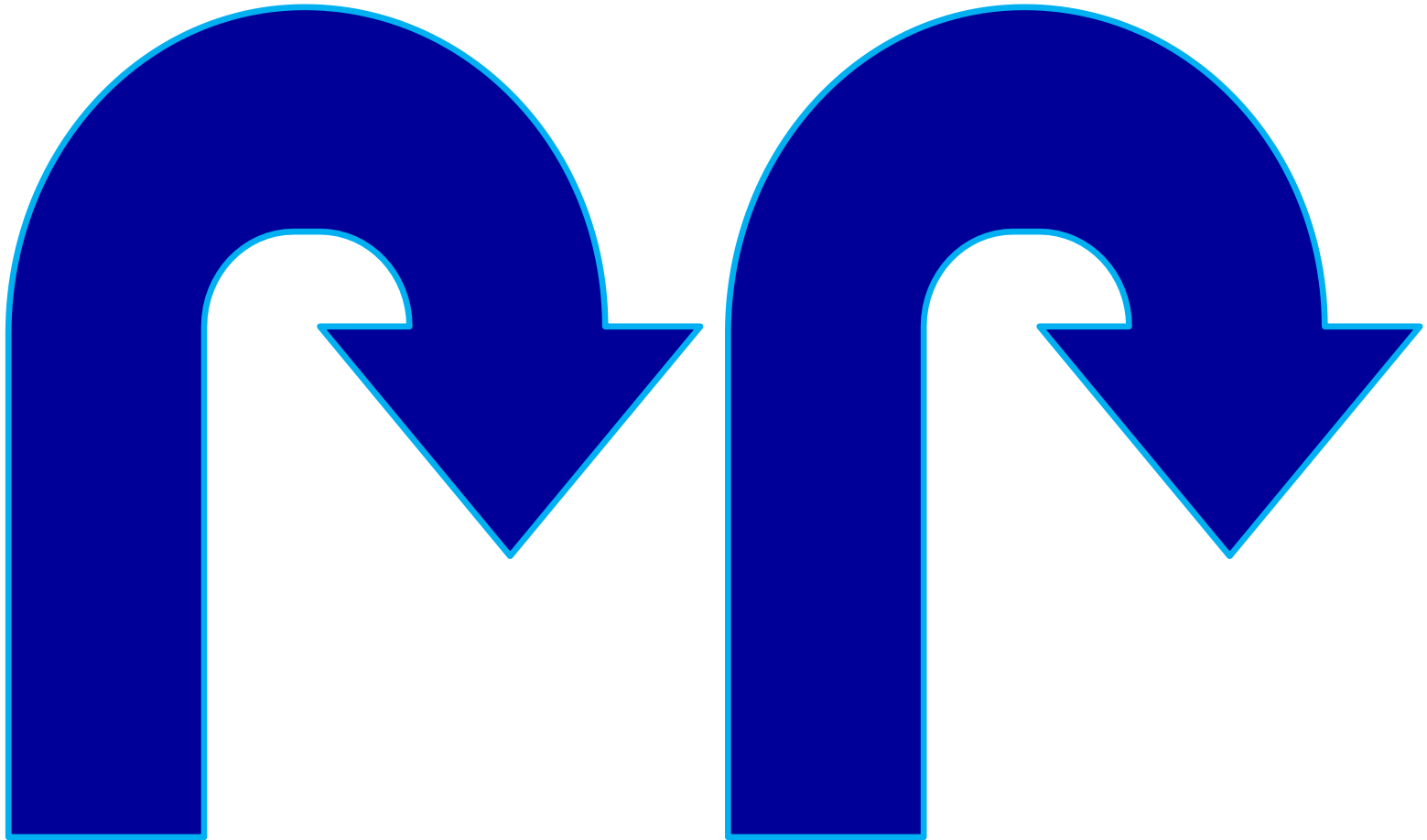
**TURN TOWARD**

# SIDE SHIFT BEHIND

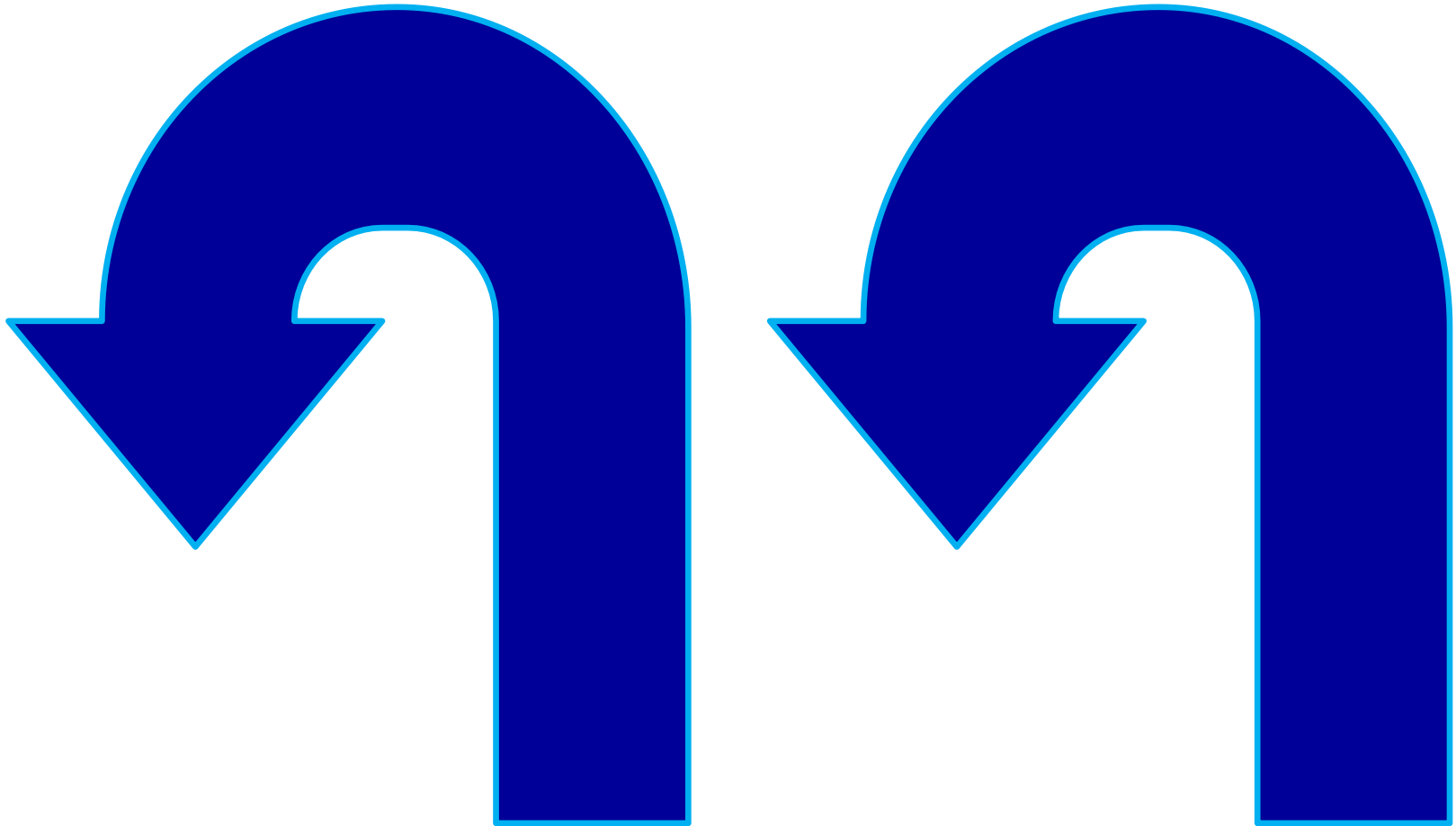


# SIDE SHIFT BETWEEN LEGS





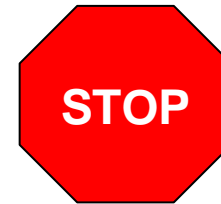
**BOTH ABOUT TURN  
RIGHT**



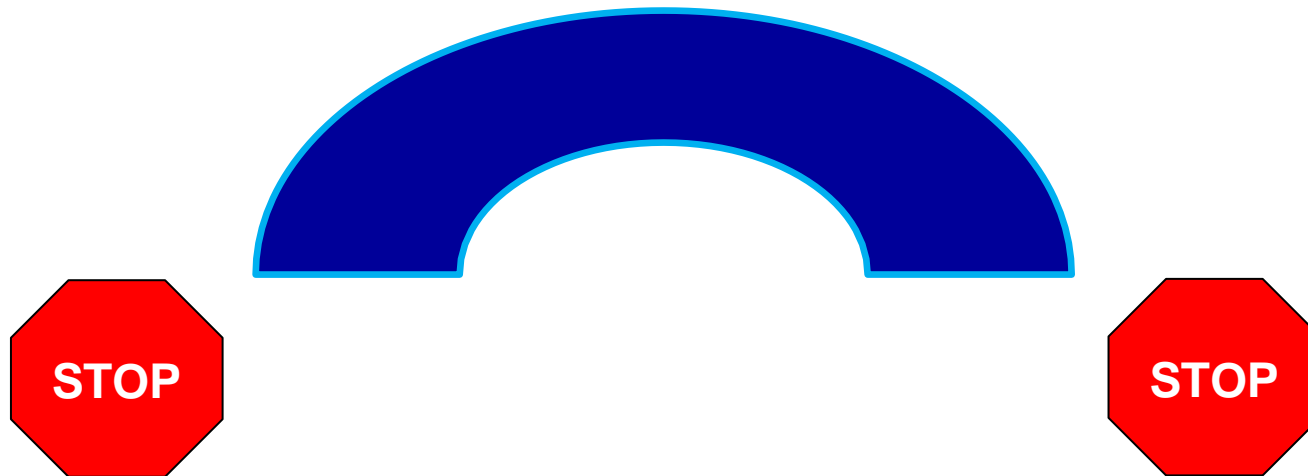
**BOTH ABOUT TURN  
LEFT**



# SIDE SHIFT BEHIND



# SIDE SHIFT IN FRONT



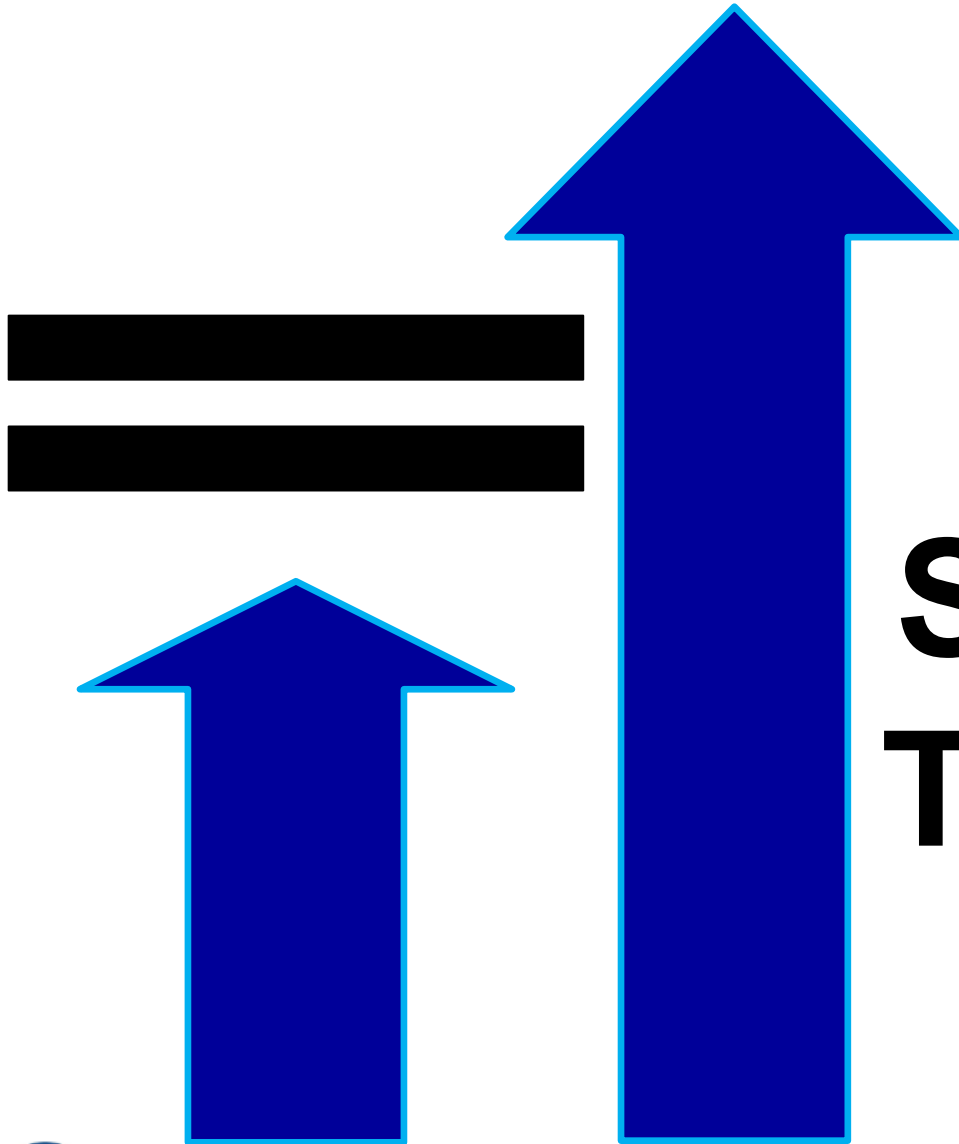


**MOVING STAND  
WALK AROUND**

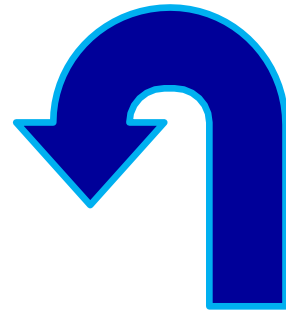


**MOVING DOWN  
WALK AROUND**

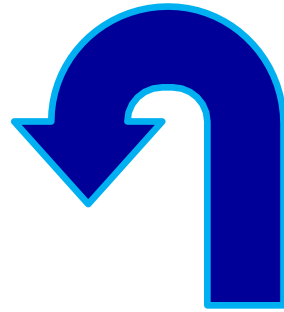




**SEND OVER  
TWO JUMPS**



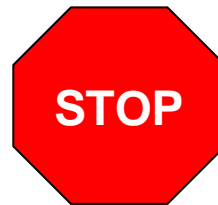
# **TURN AROUND RECALL**



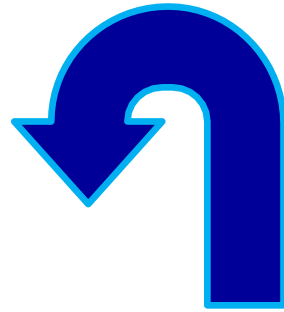
**TURN AROUND  
RECALL FRONT**



**RIGHT TO LEFT**







**TURN AROUND  
RECALL FRONT**

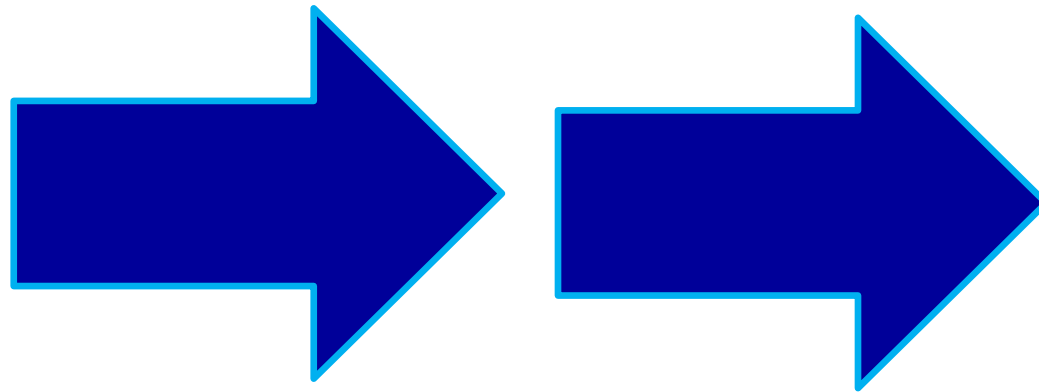


**LEFT TO LEFT**

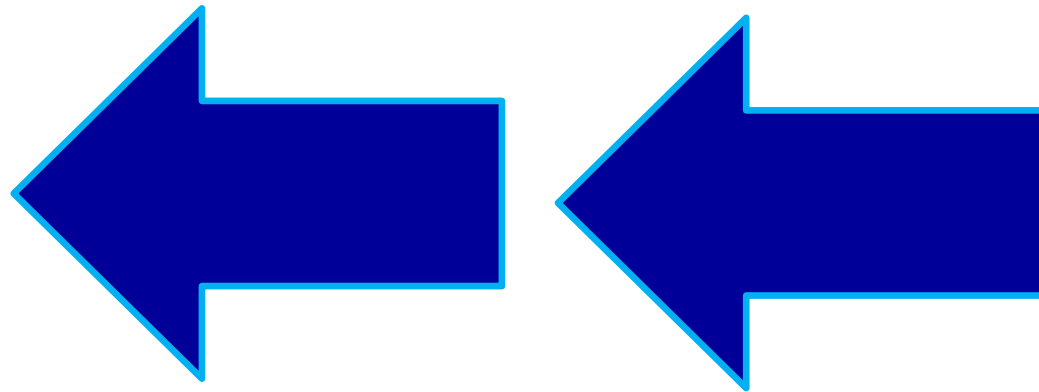


4 POINTS

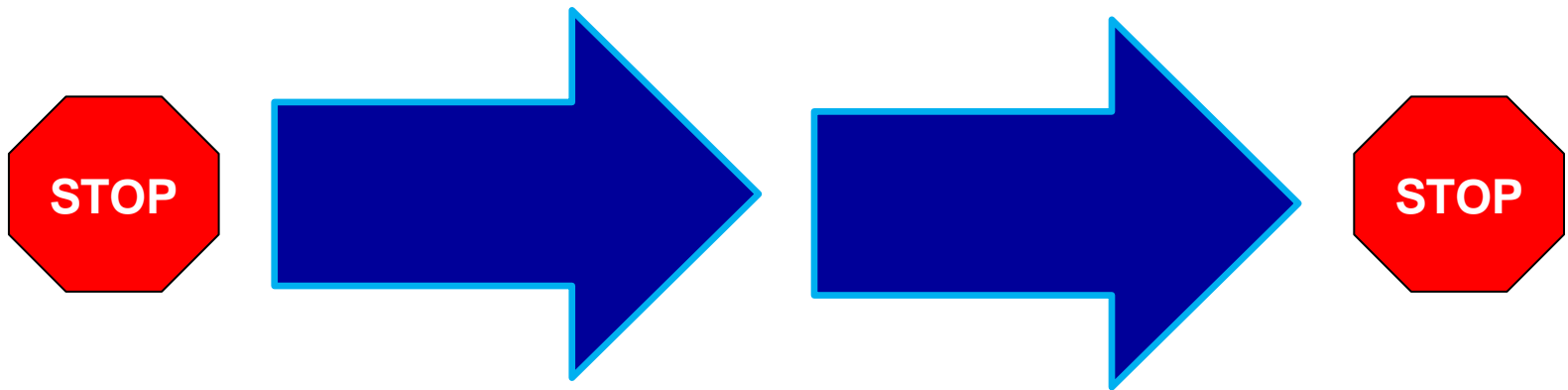
# 2 SIDE STEPS RIGHT



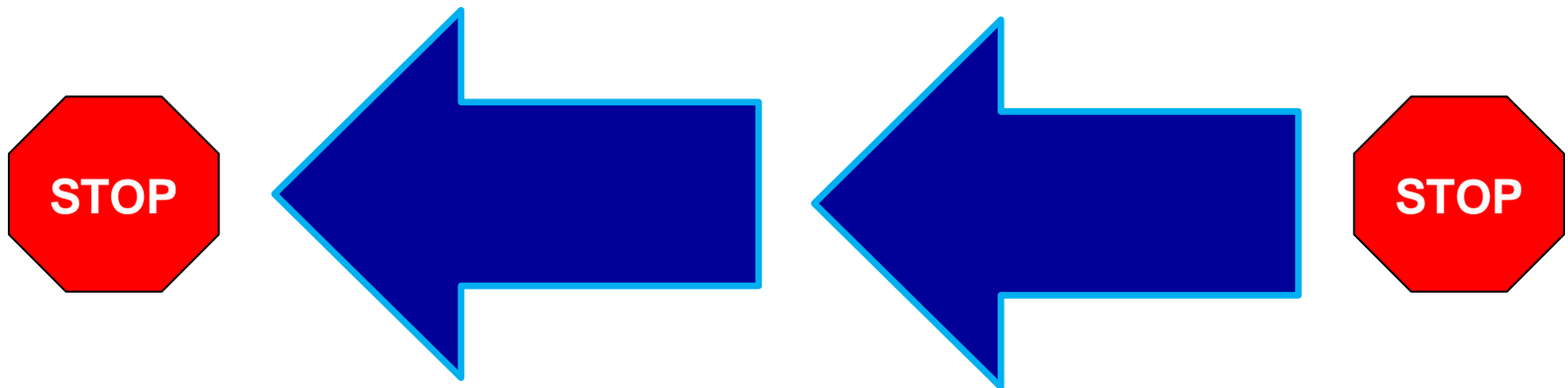
# 2 SIDE STEPS LEFT

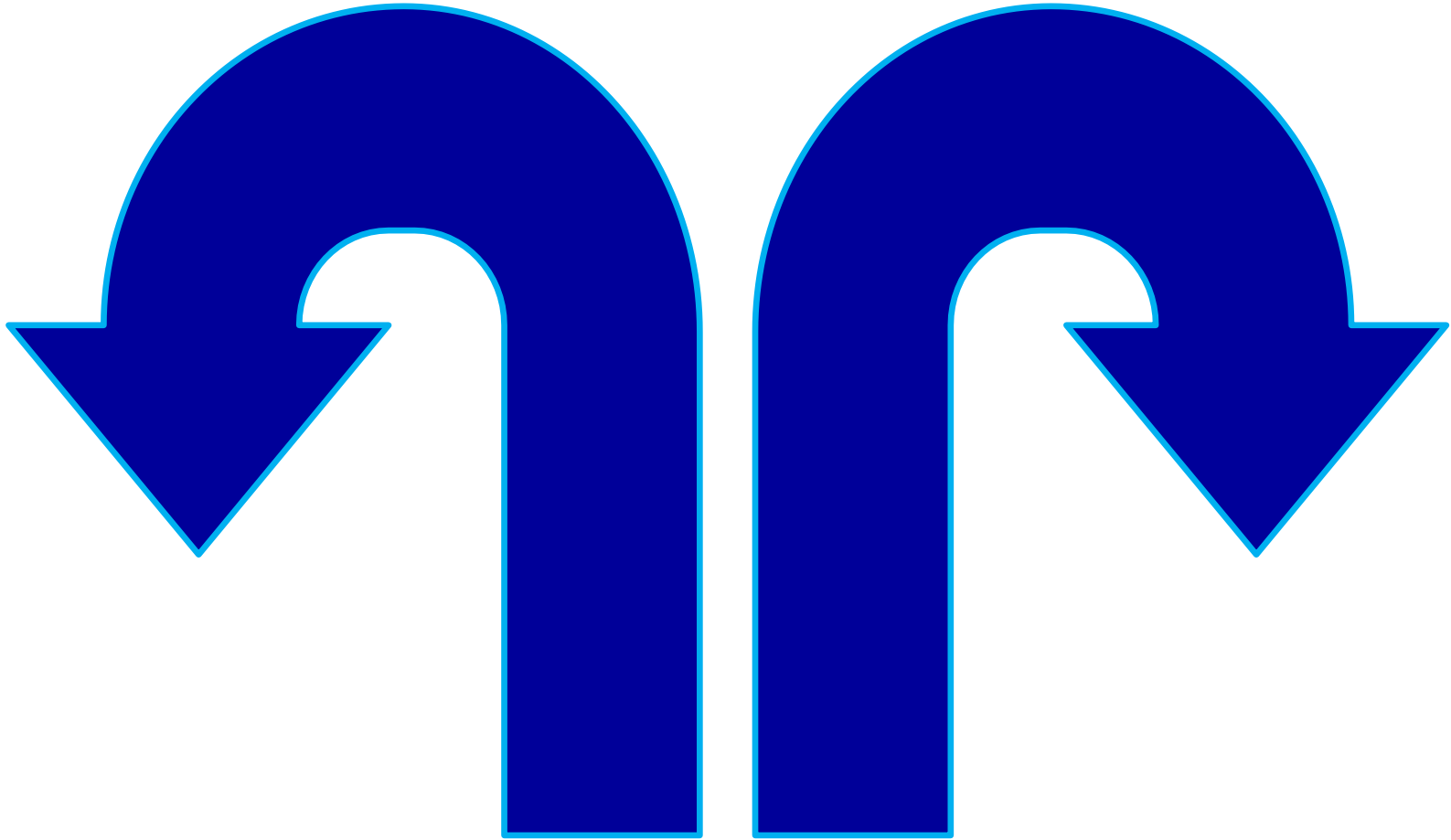


# 2 SIDE STEPS RIGHT



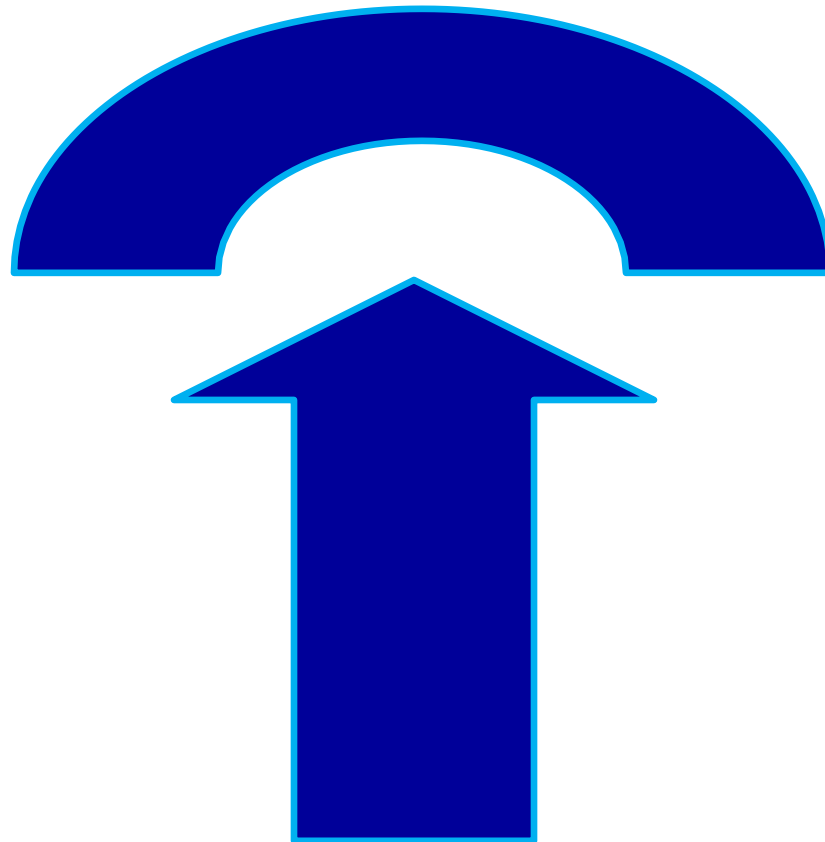
# 2 SIDE STEPS LEFT





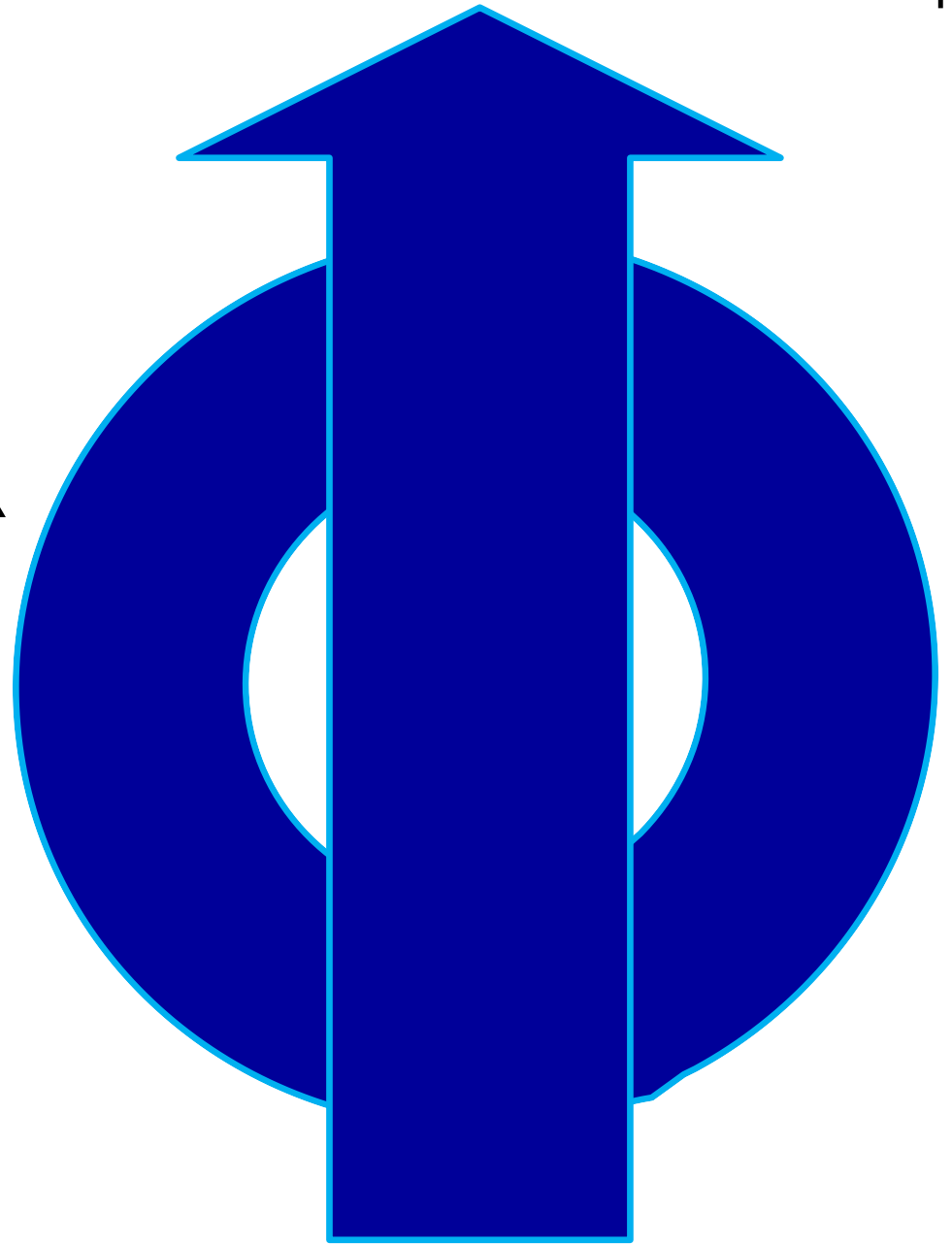
**TURN APART**

# SIDE SHIFT IN FRONT





# CIRCLE AROUND HANDLER

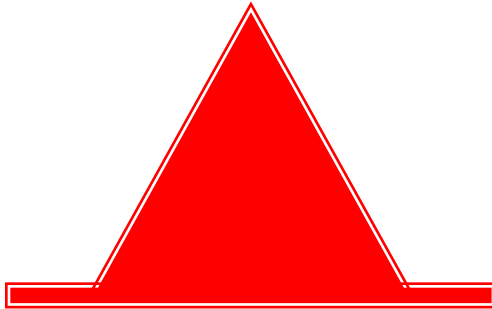




**MOVING SIT  
WALK FORWARD**

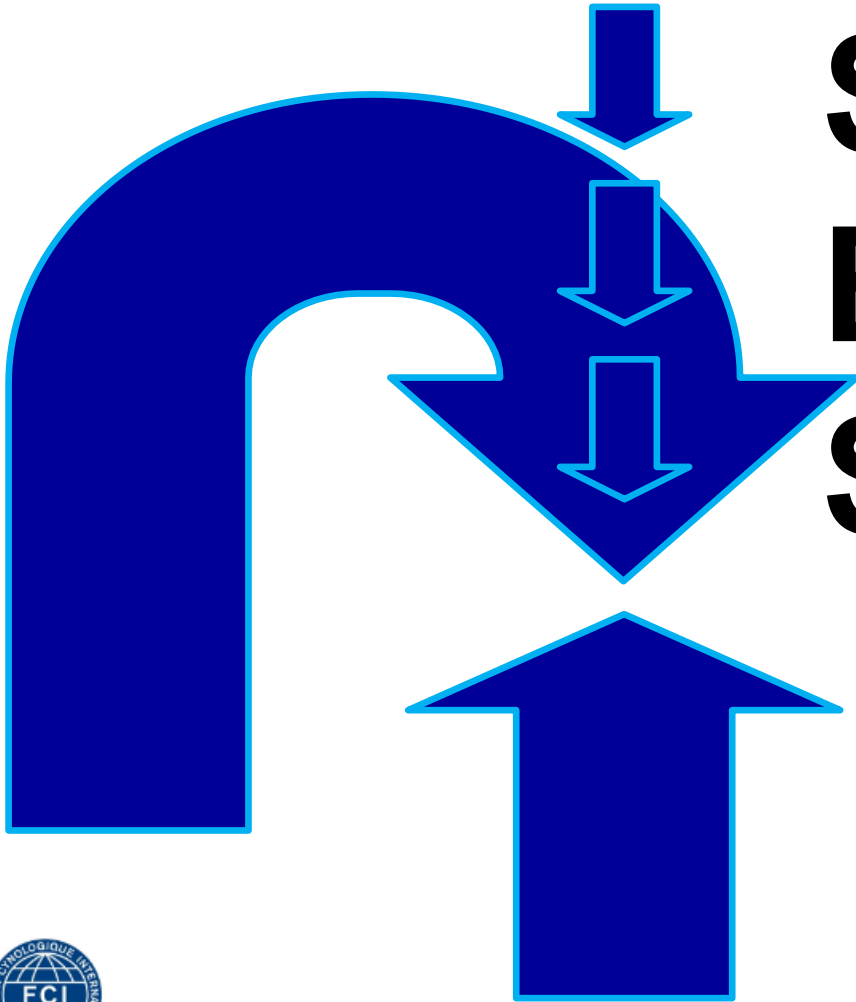


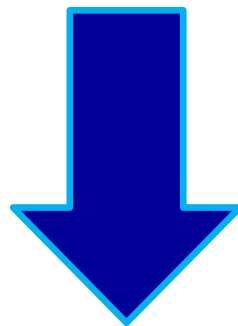
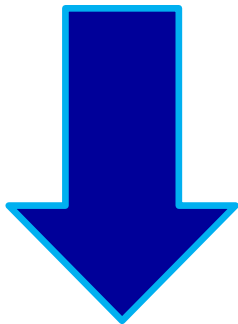
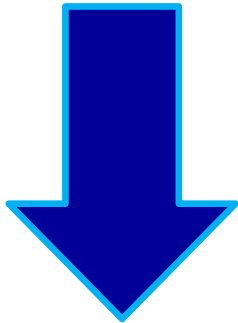
**MOVING DOWN  
WALK FORWARD**



**SEND AWAY  
STAND**

**CALL FRONT  
STAND  
BACK AWAY  
STAND**





# **BACKWARDS**

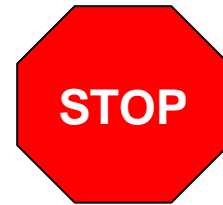
## **3 STEPS**



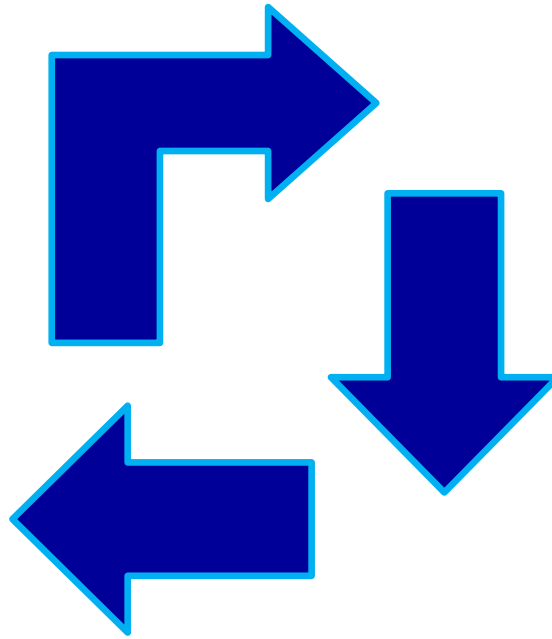
**1 STEP BACK STAND**



**2 STEPS BACK**



**3 STEPS BACK DOWN**

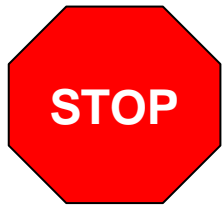
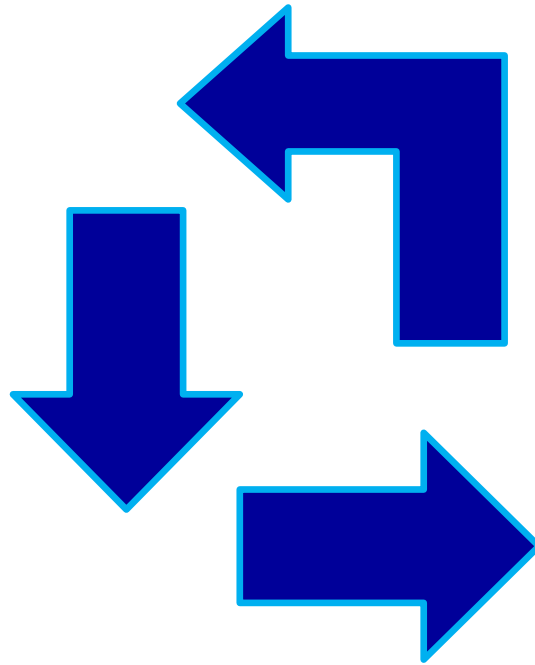


**90° TURN RIGHT STAND**

**90° TURN RIGHT** 

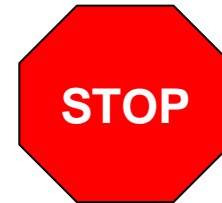
**90° TURN RIGHT DOWN**





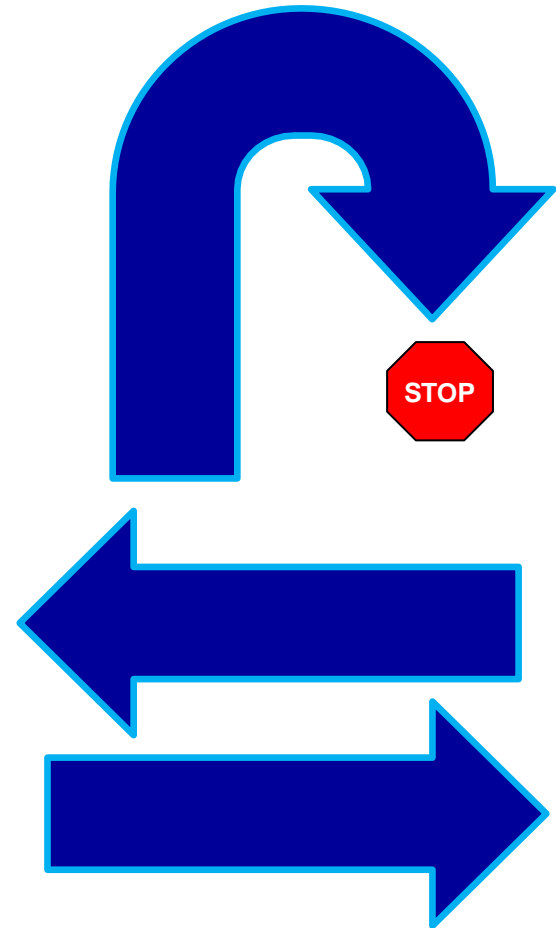
**90° TURN LEFT STAND**

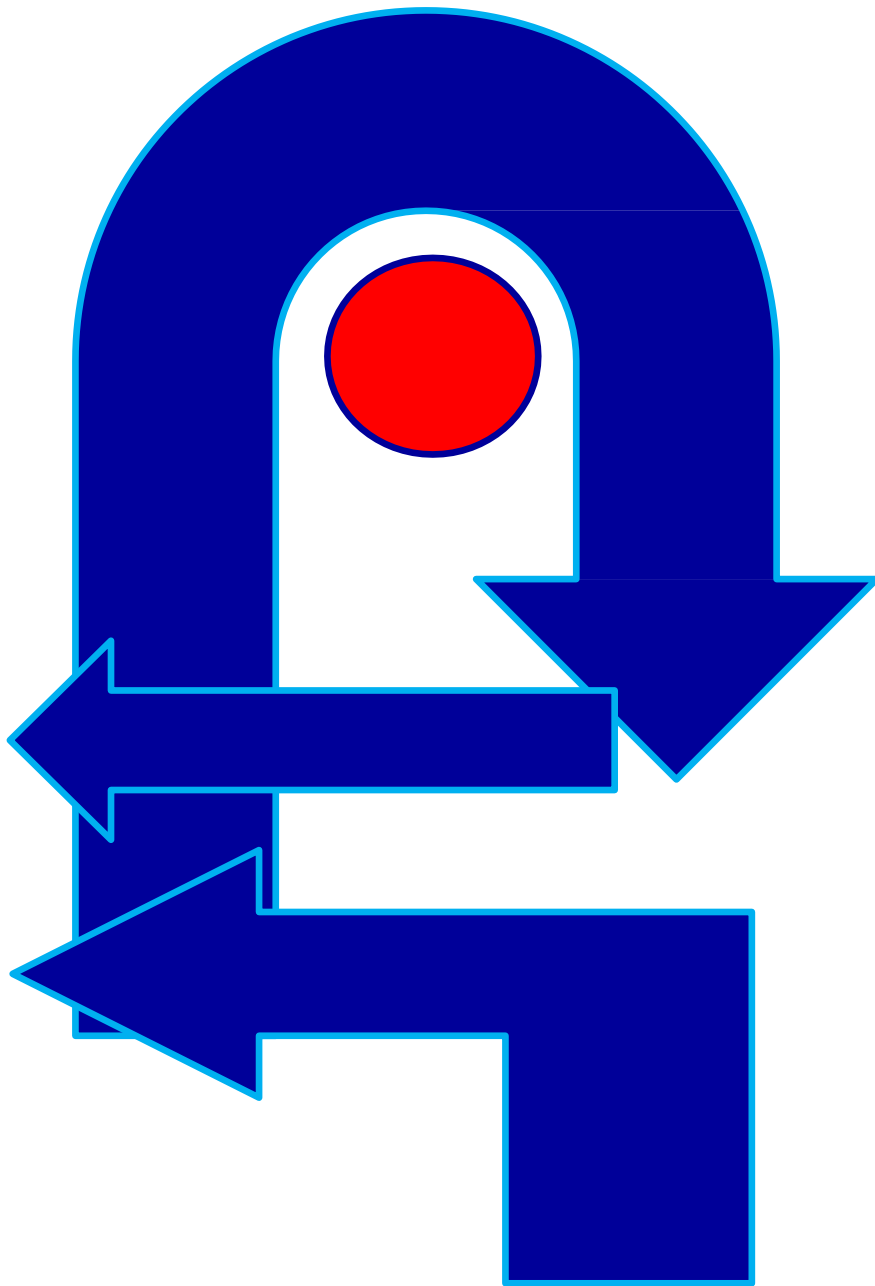
**90° TURN LEFT**



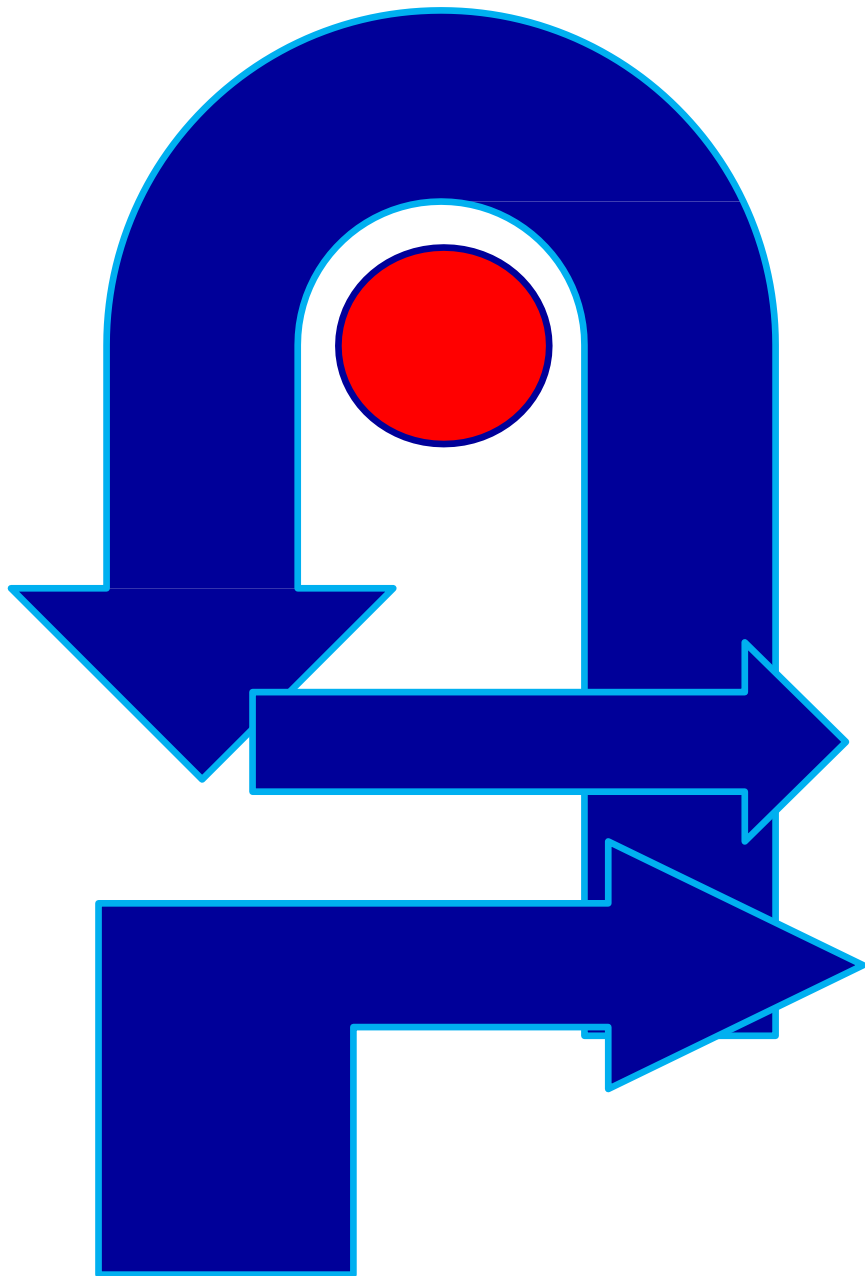
**90° TURN LEFT DOWN**

**CALL FRONT**  
**SIDE STEP**  
**LEFT**  
**SIDE STEP**  
**RIGHT**





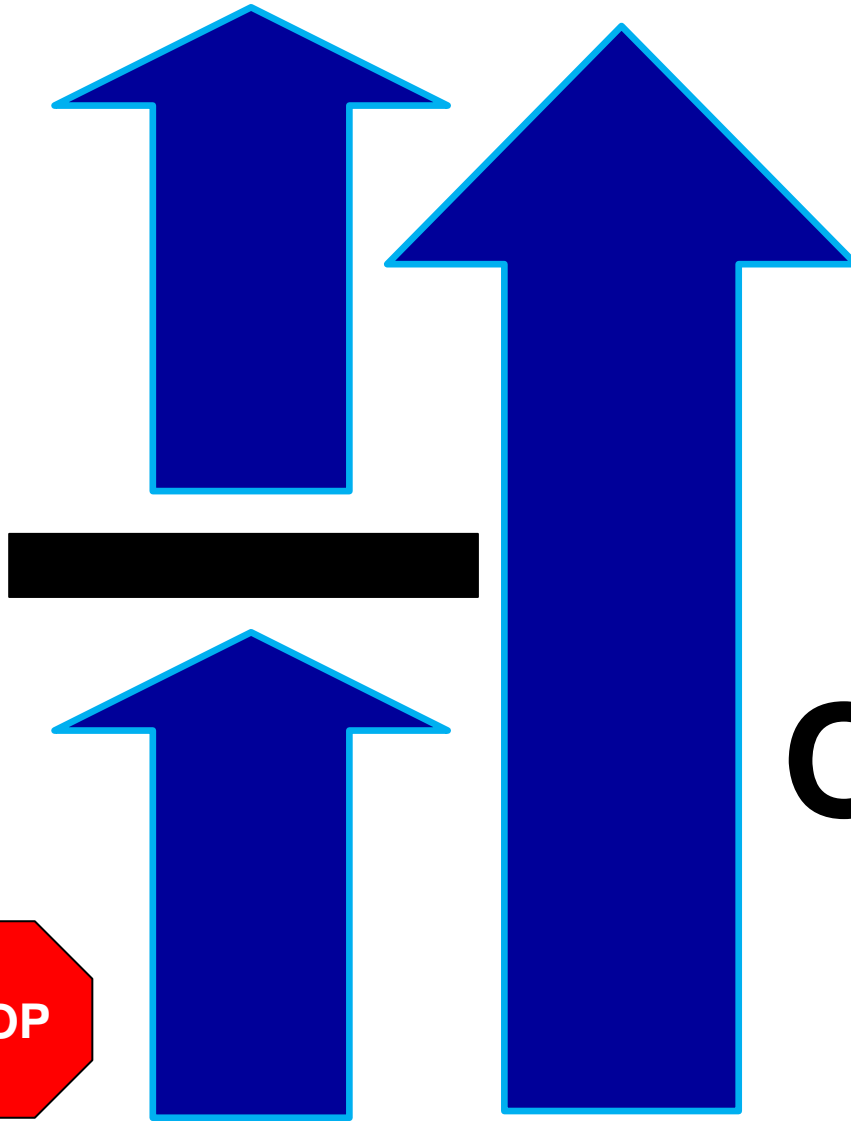
**90° TURN  
LEFT  
AROUND  
CONE**



**90° TURN  
RIGHT  
AROUND  
CONE**

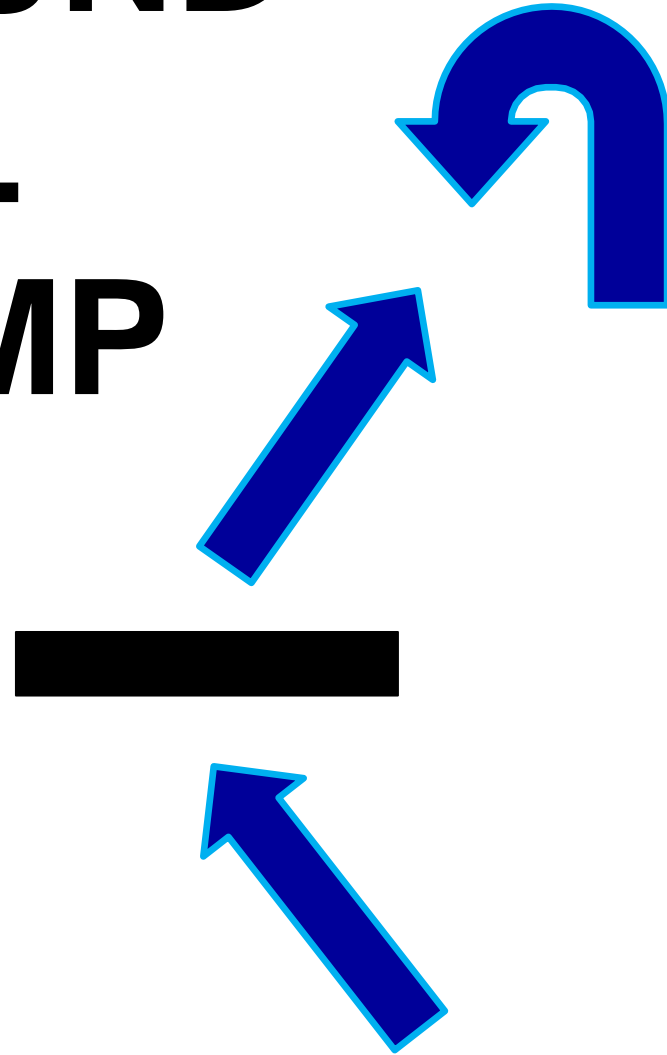


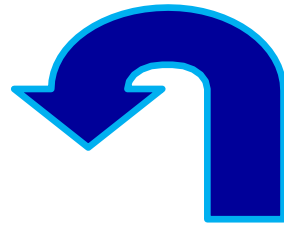
**MOVING SIT  
WALK AROUND**



**RECALL  
OVER JUMP**

# TURN AROUND RECALL OVER JUMP





**TURN AROUND  
BACK AWAY**



**DOWN  
RECALL**

