



AUSTRALIAN NATIONAL KENNEL COUNCIL LTD

## **Rules for the Conduct of**

# **TRICK DOG TESTS**

**(Effective from 1 January 2020)**

**Adopted by the Member Bodies of the  
Australian National Kennel Council Limited 22 June 2019**

**Adopted by the Member Bodies of the  
Australian National Kennel Council Limited**

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# AUSTRALIAN NATIONAL KENNEL COUNCIL

## RULES FOR THE CONDUCT OF TRICK DOG TESTS

### 1.0 INTRODUCTION

- 1.1 Trick Dog tests encourage owners and handlers to teach their dogs skills and to display various behaviours in a positive and fun environment. The rules are designed in such a way that handlers and dogs of all abilities are able to compete on an equal footing.
- 1.2 The objective in Trick Dog training and competition is for the dog and handler to perform a selection of tricks, presented with obvious cooperation between a dog that is willing and working well and a supportive handler. Tricks allow us to improve communication and thereby increase our bond with our dogs.
- 1.3 In the event that interpretation of these Rules is required, clarification should be sought, in writing, through the relevant member body or from the National Dances with Dogs Committee of the ANKC, the decision of which will be binding.
- 1.4 Any person making an entry in a Trick Dog test does so at their own risk.
- 1.5 The National Dances with Dogs Committee shall review and may recommend to the ANKC change(s) to these Rules two years from their date of implementation. Thereafter, the rules shall be reviewed at five-yearly intervals.

### 2.0 DEFINITIONS

Where referred to in these Rules, the following words will have the meanings assigned to them below:

“Affiliate”: a member of a Canine Control conducting a Trick Dog test.

"ANKC Ltd member body" or "member body": the ANKC Ltd member body in each State or Territory of Australia.

“Reward station”: a defined area<sup>1</sup> set up by the Affiliate and approved by the Judge, for use in Starter and Novice classes.

“Toy”: in any case where use of a toy is permitted as a piece of equipment or a reward, it must be a silent training toy which does not emit any sound.

“Trick Dog”: an ANKC approved canine sport conducted under these Rules.

### 3.0 TRICK DOG TESTS

The scheduling of any Trick Dog test shall be subject to the approval of the relevant member body. An Affiliate conducting a Trick Dog test shall offer all of the titling classes listed in section 3.1 below.

#### 3.1 **Titling Classes**

The following titling classes are available in Trick Dog tests.

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<sup>1</sup> The reward station will normally consist of a table, elevated bin or other suitable container on or in which the competitor will place any toy or food rewards for use in accordance with Rule 10.5.

- (a) **TRICK DOG STARTER:** For dogs that have not qualified for the Starter title.
- (b) **TRICK DOG NOVICE:** For dogs that have qualified for the title of 'Trick Dog Starter' (TK.S.).
- (c) **TRICK DOG INTERMEDIATE:** For dogs that have qualified for the title of 'Trick Dog Novice' (TK.N.).
- (d) **TRICK DOG ADVANCED:** For dogs that have qualified for the title of 'Trick Dog Intermediate' (TK.I.).

### 3.2 Progression through titling classes

- 3.2.1 A dog shall not be entered for any class without previously having qualified, and an application having been lodged, for the title at the level of the previous class.
- 3.2.2 A dog which has gained sufficient Qualifying Certificates for any title other than Trick Dog Advanced (TK.A) shall not be eligible to compete in any further class at that level except in a test for which entries closed before the final qualification score required for that title was gained.
- 3.2.3 At the discretion of the Affiliate's nominee, a competitor who completes the necessary Qualifying Certificates for a title and has applied for that title after the closing of entries may request and be transferred to the next higher class in the relevant division.

### 3.3 Non-titling Classes

An Affiliate conducting a Trick Dog test may, at its discretion, offer non-titling classes.

## 4.0 TITLES

### 4.1 Qualifying Certificates

To be awarded a Qualifying Certificate, a competitor must, at the one test -

- (a) gain a score of at least five (5) points out of ten (10) points on the number of tricks for which qualifying scores are required at the relevant level; and
- (b) achieve the minimum total score;

as set out in the following table:

| <b>Class</b>   | <b>Starter</b> | <b>Novice</b> | <b>Intermediate</b> | <b>Advanced</b> |
|--|----------------|---------------|---------------------|-----------------|
| Number of tricks for which qualifying score must be achieved | 6              | 8             | 8                   | 10              |
| Minimum total score  | 45             | 60            | 65                  | 85              |

### 4.2 Trick Dog titles

- 4.2.1 All dogs eligible to be entered in a Trick Dog test in accordance with these Rules shall be eligible to receive Title Certificates upon meeting the requirements set out in Rule 4.2.2 below.
- 4.2.2 The member body will receive applications for the use of the relevant title letters in connection with the name of each dog, when the dog has gained Qualifying Certificates in accordance with the following requirements:

- (a) 'TK.S' signifying Trick Dog Starter in connection with, and after the name of, each dog, which has gained a total of three (3) Qualifying Certificates in the Starter class, under at least two (2) different Judges.
- (b) 'TK.N' signifying Trick Dog Novice in connection with, and after the name of, each dog, which has gained a total of five (5) Qualifying Certificates in the Novice class, under at least two (2) different Judges.
- (c) 'TK.I' signifying Trick Dog Intermediate in connection with, and after the name of, each dog, which has gained a total of six (6) Qualifying Certificates in the Intermediate class, under at least two (2) different Judges.
- (d) 'TK.A' signifying Trick Dog Advanced in connection with, and after the name of, each dog, which has gained a total of eight (8) Qualifying Certificates in the Advanced class in the relevant division, under at least three (3) different Judges.

4.2.3 The following is a summary of the requirements for titles at each level. Only the highest Trick Dog title in each division awarded to the dog shall be used in connection with the name of the dog.

| <b>Class</b>                    | <b>Starter</b> | <b>Novice</b> | <b>Intermediate</b> | <b>Advanced</b> |
|---------------------------------|----------------|---------------|---------------------|-----------------|
| <b>Title</b>                    | TK.S           | TK.N          | TK.I                | TK.A            |
| <b>Number of certificates</b>   | 3              | 5             | 6                   | 8               |
| <b>Minimum number of Judges</b> | 2              | 2             | 2                   | 3               |

#### 4.2.4 **Application for title**

Applications for all titles must be submitted in the appropriate format, accompanied by the prescribed fee. Upon approval by the member body, a title certificate authorising the use of the letters concerned will be issued to the applicant.

### 4.3 **Decisions**

- 4.3.1 Decisions of the Committee of the Affiliate conducting any Trick Dog test shall be subject to appeal to the relevant member body in accordance with the rules of that member body.
- 4.3.2 The rules of the member body shall apply to any Trick Dog test and to any Affiliate conducting tests. In the event of any inconsistency, the member body rules shall prevail.
- 4.3.3 Anyone taking part in a test who openly impugns the actions or decisions of the Judge shall render themselves liable to be debarred from further participation in the test and may be ordered from the grounds and further dealt with in accordance with the rules of the relevant member body.

### 5.0 **RINGS**

- 5.1 Except with the approval of the relevant member body, the ring shall be a minimum of 10 metres by 10 metres or an area of 100 sq. metres. Dimensions of the ring must be stated in the Schedule.
- 5.2 Where tests are held indoors, it is the responsibility of the affiliate conducting a test to ensure flooring is suitable<sup>2</sup>.

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<sup>2</sup> For indoor venues, competitors may bring non-slip mats to ensure dog welfare in their chosen tricks.

- 5.3 Ropes or markers indicating the ring perimeter must be highly visible to handlers and the Judge.
- 5.4 Unless otherwise specified in the schedule, all ring equipment necessary for the proper conduct of a test shall be provided by the Affiliate conducting the test.<sup>3</sup>
- 5.5 When there are multiple rings operating at the one test, a distance of at least two (2) metres shall be maintained between the ring ropes of adjoining rings.
- 5.6 There will be an exclusion zone of at least one (1) metre from the ring perimeter around the ring area (whether a single or multiple rings). Spectators must remain outside the exclusion zone.
- 5.7 The Judge will be positioned in the ring and will be free to move around the ring as appropriate in order to view the performance of the relevant tricks.
- 5.8 The ring entrance and assembly area must be kept free from spectators throughout the test.
- 5.9 Dogs, other than exhibits, must not be within four (4) metres of the test ring perimeter.
- 5.10 At the discretion of the Affiliate, the ring may be available for access by competitors prior to commencement of the test, as advised by the Test Manager or nominee in consultation with the Judge. No food, training toy or motivator shall be taken into the ring.
- 5.11 No dog or handler shall be permitted to enter the test ring after the Judge has confirmed the suitability of the ring, except for the purpose of test.

## **6.0 EXHIBIT REQUIREMENTS**

### **6.1 Eligibility of exhibits**

Trick Dog tests are open to dogs that are:

- (a) registered with the relevant member body;
- (b) 12 months of age or over on the first day of a sanctioned event which includes a Trick Dog test.

### **6.2 Entries**

6.2.1 All entries must be made on the ANKC entry form or in a format providing the required data and in accordance with the Member Body rules and the timelines and/or other requirements published in the Schedule.

Handlers must nominate their chosen tricks on the trick list for the relevant class, including the trick number and title and, where relevant, the trick option selected, as specified in the Schedule. Handlers Choice Tricks, when used, must be briefly described.

6.2.2 A separate entry must be submitted in accordance with the Schedule for each dog and class entered.

6.2.3 A dog may be entered in only one class at any Trick Dog test.

6.2.4 A dog may be entered in both titling and non-titling classes when the latter are offered by the Affiliate conducting the test.

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<sup>3</sup> This includes a reward station for Starters and Novice class and a table on which items to be retrieved may be placed. See, however, Rule 9.4 regarding responsibility of competitor to provide all equipment required for tricks to be performed.

### **6.3 Handler attire and trick selection/nomination**

Handlers should wear some type of appropriate<sup>4</sup> footwear that complies with the safety requirements of the Member Body.

### **6.4 Registration and attendance**

6.4.1 Handlers are responsible for registering their presence with the Secretary or nominee prior to the commencement of the test, as specified in the Schedule.

6.4.2 The handler and dog shall be available to the ring steward at the conclusion of the test of the competitor prior to them.

### **6.5 Welfare of Dogs**

6.5.1 The welfare of dogs competing in Trick Dog tests under these Rules is the primary consideration.

6.5.2 All handlers whose dogs are entered at a member body sanctioned event shall take all reasonable steps to ensure the needs of their dog are met, and shall not put their dog's health or welfare at risk by any action, default, omission or otherwise.

6.5.3 Exhibits may be required to be inspected in accordance with the requirements of the relevant member body.

### **6.6 Bitches in Oestrus**

Bitches in oestrus or showing a coloured discharge of any sort shall not be permitted to compete in any test or to remain within the precincts of the test venue.

### **7.0 REMOVAL OF A DOG**

7.1 Any dog that attacks or displays aggressive behaviour towards any person or another dog shall be removed and disqualified from all tests on the day, and the matter shall be addressed in accordance with the incident reporting procedures of the member body.

7.2 The Judge –

(a) may order the removal from test of any dog which is deemed disorderly or unmanageable, or any handler who interferes wilfully with another handler or any dog or whose behaviour is objectionable; and

(b) shall exclude or order the removal from the test of any dog which the Judge considers unfit to compete.

### **8.0 WITHDRAWAL OF A DOG**

8.1 A handler may withdraw a dog before or during judging but, following such withdrawal, that handler/dog team will not be able to take any further part in that class of the test, unless the Judge, in exceptional circumstances, otherwise approves.

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<sup>4</sup> Excludes thongs, scuffs and bare feet.



- 8.2 If, for any reason, a handler requests that their test be stopped and that they be allowed to leave the ring, then the handler is regarded as having withdrawn. A handler who wishes to withdraw must provide a clear indication of this intention to the judge and may not thereafter continue.
- 8.3 If a handler withdraws, no scores will be allocated for any further tricks and the score sheet shall be marked "Withdrawn (W/D)". If a handler withdraws, no placing shall be awarded to that entry.

## **9.0 THE TEST**

### **9.1 Test criteria**

- 9.1.1 The standard and quality of the work presented by the handler and dog team should be higher and, shall be judged accordingly, as they progress through the classes.
- 9.1.2 The test must start, continue, and finish within the confines of the ring and be undertaken at a brisk pace.

### **9.2 Dog attire**

- 9.2.1 During the test, a dog must have a slip or fixed collar which fits loosely around only the dog's neck and which must remain on the dog at all times. Collars which give additional head control are not permitted.
- 9.2.2 A dog may, when entering and exiting the ring, wear a collar or harness with lead attached, or slip lead.
- 9.2.3. A dog must not wear any kind of shock, prong or pinch collar (made of chain or any other material) anywhere in the precinct of the test venue.
- 9.2.4 A dog may not be artificially coloured.
- 9.2.5 A hair band (on the head) for long coated dogs is allowed in order to permit the dog to see clearly. The purpose is primarily to improve visibility for the dog, and the hairband should not be considered decoration.

### **9.3 Selection of tricks**

- 9.3.1 A handler may select tricks from those set out in Appendix A for the relevant class level.
- 9.3.2 Subject to Rule 9.3.3, at every level, the team will perform each nominated trick once only.
- 9.3.3 At the Starter and Novice level, the handler may request a re-try once only and for one trick only. A retry must be undertaken immediately after the incorrectly executed trick, not later in the test.

### **9.4 Equipment**

- 9.4.1 It is the responsibility of the handler to provide any equipment required for performance of any or all tricks.
- 9.4.2 A Judge may disallow use of a piece of equipment if it is deemed unsafe or inappropriate.

- 9.4.3 Any equipment required by the handler must be placed in the ring before commencement of the test. The handler is responsible for the security of their dog while setting up and/or removing equipment from the ring.
- 9.4.4 If equipment is used, it must be an integral part of the execution of the trick and must be used by the handler and/or dog. Violation of this rule shall result in a one (1) penalty point deduction per piece of equipment. The Judge shall deduct such point(s) in the 'Deductions' section on the score sheet.

## **10.0 COMPETING**

- 10.1 Competitors are under the jurisdiction of the Judge the entire time they are in the test ring, not just during the performance of their tricks.
- 10.2 Any person who carries out punitive correction or harsh handling of any dog at any time within the precincts of the test venue shall be reported and dealt with under the member body rules.
- 10.3 Competitors will perform the tricks in the order listed on their entry. Competitors are expected to proceed briskly from one trick to the next.

### **10.4 Cues and encouragement**

- 10.4.1 Verbal cues and/or encouragement may be provided by the handler to the dog and shall not be penalised at any level.
- 10.4.2 Physical touch as encouragement or reward between tricks shall not be penalised at any level. If, in the opinion of the Judge, physical contact is being used to physically guide or correct the dog, the dog will be non-qualified on that Trick.
- 10.4.3 Multiple cues (verbal and/or physical) may be used, but over-use (eg extended, exaggerated or repeated signals) will be penalised. Repeated cues should not be penalised where different cues are used for different components of a trick, or to continue a smooth behaviour. Where a dog has clearly refused or halted a behaviour, they may be penalised. Fewer and less obvious cues will be expected at the higher levels.
- 10.4.4 Harsh cues and/or intimidating signals or physical guidance will be penalised.

### **10.5 Rewards**

- 10.5.1 Rewards in the form of food or a silent training toy may be used at the reward station in Starter and Novice class following completion of a trick.
  - 10.5.1.1 Any food must be in a sealed container.
  - 10.5.1.2 Any food or toy must remain at the reward station when not in use.
- 10.5.2 There will be one (1) reward station in each of Starter and Novice classes.
- 10.5.3 Prior to entering the ring the handler will place any such rewards at a reward station which will be positioned in a location determined by the Judge. The Judge may inspect a handler's rewards before commencement of the test and may issue such direction to the handler in relation to the rewards as the Judge deems appropriate, in accordance with this Rule.

- 10.5.4 The handler may reward the dog up to a maximum of 6 visits to the reward station in Starters class and a maximum of 8 visits in Novice class. Delivery of the reward should be undertaken briskly and quietly.
- 10.5.5 A handler may use one type of reward only for any trick, but may use a food reward for some tricks and a toy reward for other tricks.
- 10.5.6 Any reward must be delivered within one (1) metre of the reward station. Food rewards must be delivered by hand and not placed on the ground. Toys and/or food may not be thrown or used to make a noise in the process of reward delivery.
- 10.5.7 The Judge may direct the handler to leave the reward station and move on to the next trick.
- 10.6 Once a competitor has exited the ring, the next competitor at any level may use food, a training toy or motivator up to the ring entrance.
- 10.7 Apart from rewards allowed at reward stations for Starter and Novice classes, no food, training toy or motivator shall be left within six (6) metres of the test ring.
- 10.8 Other requirements**
- 10.8.1 After a dog has commenced competing in a class, no substitution of handler is permitted in that class.
- 10.8.2 Handlers with disabilities may compete, provided such handlers can move about the ring without physical assistance. The use of a wheelchair, crutches or cane is acceptable. The dog is to perform all necessary requirements of their tricks test as stated in these rules.
- 10.8.3 At the Judge's discretion, if a dog's performance was prejudiced by peculiar or unusual conditions, the Judge may determine that a re-run of some or all of the nominated tricks be offered to the competitor.
- 10.8.4 While on the grounds, all dogs must be on a lead (or otherwise restrained [e.g. in a crate]) except when competing. Dogs will enter and leave the test ring on lead under the control of the handler. The Judge will order when the lead is to be removed; the handler will then remove the lead and hand it to the ring steward who will return it to the handler on completion of the test. A dog who exits the test ring off lead at any time may be penalised, up to disqualification, in accordance with Rule 7 and Rule 11.4.1(b).
- 10.8.5 The test Secretary will allocate handlers a test number for each entry submitted. Handlers are required to wear numbers during test. Numbers and names of the handler and dog, together with other relevant information, will be listed in the test catalogue and the catalogue number of the handler and dog will normally be announced as they enter the ring.

## **11.0 JUDGES AND JUDGING**

### **11.1 Judges**

- 11.1.1 Each class in a titling Trick Dog test will be judged by one licensed Trick Dog Judge.
- 11.1.2 A Judge at any titling Trick Dog test must have been approved by the relevant member body for judging at the relevant level.

## **11.2 Judges' marking criteria**

Each judge will allocate a score out of 10 for each trick, having regard to:

- (a) the accuracy of the dog's performance and speed in responding to the handler's cues;
- (b) the extent of mistakes and/or refusals;
- (c) the extent to which the dog works in a natural and willing manner;
- (d) the extent to which teamwork and a strong relationship and enjoyment are demonstrated between the dog and handler.

Part points may be allocated.

## **11.3 Penalties**

11.3.1 The penalties referred to in this rule relate to a deduction from the total score awarded by the Judge.

11.3.2 Barking may incur a penalty of up to four (4) points. Continuous barking shall result in disqualification. Barking which is cued and is obviously part of a trick shall incur no penalty.

11.3.3 Inclusion in the test of a piece of equipment which is not integral to, or not used by the handler and/or dog during the test shall incur a penalty of 1 point per piece of equipment.

11.3.4 Undertaking a retry in Starter or Novice class shall incur a penalty of 2 points. If the dog fails to perform the trick on the second try or requires a retry on more than one trick, each such trick will incur a non-qualifying score.

11.3.5 Where a trick comprises more than one component, all components selected must be completed satisfactorily in order to achieve a qualifying score for that trick.

11.3.6 Physical management, manipulation of the dog or harsh verbal cues or corrections in the test ring shall incur a penalty up to disqualification.

11.3.7 Repetition of cues, slow responses to cues or the dog or handler being in a position other than that specified in the trick description will incur a penalty of up to 10 points for each occurrence.

11.3.8 A dog disconnecting from the handler may incur a penalty of up to 4 points for each occurrence.

11.3.8 Failure to comply with a direction from the Judge in relation to the use of rewards or to move on to the next trick will incur a penalty of up to 10 points for each occurrence.

## **11.4. Disqualification**

11.4.1 The following shall result in disqualification of the dog and handler and their immediate removal from the ring:

- (a) a dog fouling/eliminating at any point between entering and exiting the ring;
- (b) the dog and/or handler leaving the ring at any time during their test; if a dog or handler accidentally steps outside the ring during the test they will not be penalised;
- (c) harsh or punitive treatment of the dog in the test ring;

- (d) excessive physical manipulation of the dog in the test ring;
- (e) any violation of the rules relating to dog attire including artificial colouring;
- (f) (i) using a real or replica weapon<sup>5</sup> of any kind;
- (ii) using any piece of equipment in a manner which simulates or portrays threatening, attacking, injuring or otherwise harming the dog or any person, or other violence or aggression;
- (g) any violation of Rule 10.5;
- (h) use of, or having on the person of the handler, during a test, any food or toy of any kind, other than as provided for in Rule 10.5;
- (i) use of any human (other than handler) or animal prop;
- (j) continuous barking.

11.4.2 If a competitor is disqualified, the score sheet must be marked "Disqualified (D/Q)".

## **11.5 Marks and placings**

11.5.1 The results for each class must be displayed on the day and be accessible to all competitors. The displayed results will include the Judge's name and the total score.

11.5.2 In determining placings, Qualifying scores take precedence over non-qualifying scores.

11.5.3 In the event of a tied score, the Judge will make a determination having regard to - .

- (a) timeliness and accuracy of responses from the dog to the handler's cues;
- (b) smoothness and gentleness of handling;
- (c) flow from one trick to the next; and
- (d) teamwork.

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<sup>5</sup> Toy weapons may be used.

## TRICK DESCRIPTIONS PREAMBLE - ALL LEVELS

1. Unless otherwise stated in the Rules or individual Trick Descriptions –
  - (a) The handler will provide any equipment required for a trick. Any piece of equipment may be inspected by the Judge to ensure its safety for the dog. (See also Rule 9.4)
  - (b) The handler will place any equipment in the ring before commencement of the first trick. The set-up of equipment will be completed before the dog enters the ring. (See also Rule 9.4.3)
  - (c) Any cue will be a verbal cue and/or physical signal to the dog. Additional cues and praise may be used throughout the test. (See also Rule 10.4)  

Any reference to the name of a cue is descriptive only; the handler may use a verbal cue of his choice, provided that it is not offensive or sexually suggestive.
  - (d) Reference to the 'start point' is the start point for the relevant trick.
  - (e) If no distance is specified, it will be at the handler's discretion.
  - (f) If no handler stance is specified, a handler may adopt a stance of his choice. This may include standing, sitting (including on a chair or stool), bent over or squatting. It is expected that the handler's posture will be appropriate to the size/height of the dog.
  - (g) If no stance is specified for the dog, at the start of a trick, a dog may be in a stance of the handler's choice.
  - (h) Except where movement is required, the handler will normally remain approximately at the start point until the dog has completed the trick but is not required to maintain a rigid stance and can move and/or turn provided he remains at or near the start point.
  - (i) Any duration specified will be the minimum duration required for performance of the trick.
  - (j) If no duration is specified, the test will be completed when the dog has performed the action described for the relevant trick.
  - (k) Where reference is made to a distance in terms of metres or body lengths, it will be considered as an approximation only. 'Body length' refers to the length of the dog from the withers to the base of the tail.
2. The Judge may delegate to a steward responsibility for verifying distances and/or timing the duration of tricks.
3. When use is made of a reward station, the dog must move to the reward station with and under the control of the handler.
4. Where use is made of a toy as a reward or article used in a trick, the toy must not emit any sound when touched or pressed.
5. The Judge will –
  - (a) indicate to the handler the name of the next trick;
  - (b) ask if the handler is ready to undertake the next trick;
  - (c) advise the handler when the trick is deemed to be finished;
  - (d) in the case of Starter and Novice classes (where one retry is allowed) advise the handler if the trick has been performed incorrectly.

## STARTER LEVEL

### Trick Descriptions

|      |   |
|------|---|
| S.1  | Go Round - Once                         |
| S.2  | Circle Handler- Once                    |
| S.3  | Circle Spin - Once                      |
| S.4  | Leg Weave – Stationary Fig. of 8        |
| S.5  | Nose to Hand Touch – 2 touches / 2 secs |
| S.6  | Follow Target Stick                     |
| S.7  | Step Up – 5 secs                        |
| S.8  | Paw on Hand – 2 secs                    |
| S.9  | Back Up – 1 body length                 |
| S.10 | Send over Jump – from 1 m               |
| S.11 | Take a Bow – 2 secs                     |
| S.12 | Sendaway – from 2 m                     |
| S.13 | Find Straddle – 2 secs                  |
| S.14 | Stationary Hold – 2 secs                |
| S.15 | Sit Pretty/Paws on my Arm – 2 secs      |

### S.1 Go Round - Once

#### **Set up**

The handler will provide a cone or pole and will place it at least 0.5 m from the start point. The dog will be in a stance of the handler's choice and close to the handler.

#### **Cue**

The handler will cue the dog to go round the cone/pole. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of 0.5m from the cone/pole.

#### **Action**

On cue the dog without stopping will leave the handler, go round the pole or cone in a clockwise or anti-clockwise direction, and will then return close to the handler.

### S.2 Circle the Handler - Once

#### **Set up**

The dog will be in a stance of the handler's choice and close to the handler.

#### **Cue**

The handler will cue the dog to circle him.

#### **Action**

On cue the dog will make one complete circle forward around the handler, and finish in the same position as at the start of the trick.

### **S.3 Circle Spin - Once**

#### ***Set up***

The dog will be in a stance of the handler's choice and close to the handler.

#### ***Cue***

The handler will cue the dog to circle spin.

#### ***Action***

On cue the dog will complete one circle spin away from the handler and return to the start position. The dog may spin in a clockwise or anti-clockwise direction. The handler may be stationary or moving as the dog does the circle spin.

### **S.4 Leg Weave – Stationary figure of 8**

#### ***Set up***

The dog will be in a stance of the handler's choice and may be on the left or right side of the handler.

#### ***Cue***

The handler will have their legs apart and the handler's feet will remain stationary until the dog has returned to the start position. The handler will cue the dog to weave through his legs.

#### ***Action***

On cue the dog will weave through the handler's legs, making one (1) figure eight around the handler's legs, then return to the start position.

### **S.5 Nose to Hand Touch – 2 touches / 2 seconds**

#### ***Set up***

The dog will be in the stand position. The handler will be in front of the dog.

#### ***Cue***

The handler will cue the dog to touch each hand in turn. The handler will present his left hand to his left front and his right hand to his right front and away from his body, once only for each hand. Hands may be presented in any order.

#### ***Action***

On cue the dog will touch the handler's left and right hand respectively with his nose, when that hand is presented and maintain contact on each hand for two (2) seconds. The Judge will indicate when that time has elapsed. The dog must clearly move to target each presented hand; the handler may not move their hand to the dog. The actual nose to hand touches must be clearly visible to the judge.

### **S.6 Follow Target Stick**

#### ***Set up***

The dog may be on the left or right side of the handler. The handler must use a target stick or cane which is at least as long as the dog's body length.

#### ***Cue***

The handler will hold the target stick out in front of the dog and may also use a verbal cue.



### **Action**

On cue the dog will move and follow the target stick as the handler -

- (a) turns in a full 360 degree turn; or
- (b) moves forward at least two (2) body lengths.

The dog will move at a distance from the handler, with focus on the end of the target stick. The dog should not jump up at the target stick.

## **S.7 Step Up - 5 seconds**

### **Set up**

The handler will provide a step or perch/box that must have a non-slip surface and be of a suitable size for the dog and provide distinct elevation, relative to the size of the dog.

The dog will be in a stance of the handler's choice and may be with the handler or left in a stay adjacent to the perch/step. The handler will remain at least one (1) metre from the perch/step throughout the trick.

### **Cue**

The handler will cue the dog to put his front feet only on the perch/step.

### **Action**

On cue the dog will move to and place his front feet on the perch/step and hold that position for five (5) seconds. The Judge will indicate when that time has elapsed.

## **S. 8 Paw on Hand - 2 seconds**

### **Set up**

The dog will be in a sit or stand position. The handler will be directly in front of the dog and handler may sit, stand or kneel and may bend over.

### **Cue**

The handler will present their open palm and cue the dog to lift his left or right paw and place it on the handler's open palm.

### **Action**

On cue the dog will lift the paw as cued by the handler and place it in the handler's open palm and maintain contact for at least two (2) seconds. The Judge will indicate when that time has elapsed. The handler may not push their hand under the dog's paw or hold on to the dog's paw.

## **S. 9 Back Up – 1 body length**

### **Set up**

The dog will be in a stand in front of and facing the handler. There will be a distance of at least 0.5 m between the dog and the handler and the handler must not crowd the dog.

### **Cue**

The handler will cue the dog to back up.

### **Action**

On cue the dog will back up at least one (1) body length. The handler will remain stationary but may take a step forward to initiate the movement; however, this step must not encroach on the minimum distance of 0.5 m from the dog which must be maintained throughout the trick.

## **S. 10 Send over Jump – from 1 metre**

### **Set up**

The handler will provide a jump (which may be a bar jump or a solid jump and must be safe for the dog to jump) with a minimum height of 150mm and of a maximum height of 400mm. The height which the dog jumps should be suitable for the dog's abilities. The handler and dog will stand at least one (1) metre (on either side) from the jump with the dog in a stance of the handler's choice and beside the handler on either left or right side.

The handler may -

- (a) remain at the start point and send the dog over the jump; or
- (b) run past the jump with the dog, to encourage him to jump; or
- (c) leave the dog and move to stand at the side of the jump and send the dog over; or
- (d) move to the opposite side of the jump and stand at least one (1) metre away from the jump.

### **Cue**

The handler will cue the dog to take the jump. The handler is not required to inform the Judge which option he will be using. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of one (1) metre from the jump.

### **Action**

On cue the dog will jump over the jump, land on the other side and return close to the handler.

## **S. 11 Take a Bow - 2 seconds**

### **Set up**

The dog will be in a stance of the handler's choice (stand preferred). The dog may be in front of or beside the handler.

### **Cue**

The handler will cue the dog to take a bow; the handler may bend over to cue the dog. The handler may take a step forward to command the dog to bow and/or maintain their pose for the duration of the trick.

### **Action**

On cue the dog will take up the position of a bow, with his elbows lowered towards the ground whilst his hindquarters remain elevated. The dog must hold the position for two (2) seconds. The Judge will indicate when that time has elapsed.

## **S.12 Sendaway - from 2 metres**

### ***Set up***

The handler will provide an object to create a defined area<sup>6</sup>. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The handler will place the object creating the area and take up a position at least two (2) metres in front of the area.

The dog will be in a stance of the handler's choice and will be beside the handler.

### ***Cue***

The handler will cue the dog to go to the defined area. The handler will remain stationary but may take a step forward to send the dog; however, this step must not encroach on the minimum distance of two (2) metres from the defined area.

### ***Action***

On cue the dog will go to the defined area, turn and face the handler; the dog can then stand, sit or drop but in doing so must remain in the defined area.

## **S. 13 Find Straddle Position - 2 seconds**

### ***Set up***

The dog may be in any position other than straddle and, if behind the handler, will be at least one (1) body length away.

### ***Cue***

The handler will cue the dog to wait while he takes up position and moves his legs apart to form an inverted 'V'. The handler will further cue the dog to move into straddle position.

### ***Action***

On cue, the dog will take up position with his shoulder/chest between the handler's legs, and facing the same direction as the handler. The dog will maintain this position for two (2) seconds. The Judge will indicate when that time has elapsed.

## **S. 14 Stationary Hold - 2 seconds**

### ***Set up***

The handler will provide a retrieve object (which may be a toy). The dog will be in a stance of the handler's choice and may be directly in front of the handler or beside the handler.

### ***Cue***

The handler will cue the dog to take the object and hold it.

### ***Action***

On cue the dog will take the object and hold it, without mouthing it, for two (2) seconds; the time starts once the dog has taken the article from the handler. The Judge will indicate when that time has elapsed.

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<sup>6</sup> This may include a mat, box, suitcase, hula hoop, laundry basket, baby bath or other low sided barrier or object which clearly marks the perimeter of the area.

## **S.15 Sit Pretty – 2 seconds**

### ***Set up***

The dog will be in a stance and position of the handler's choice.

### ***Cue***

The handler will cue the dog to Sit Pretty.

### ***Action***

On cue the dog will sit securely balanced on his hindquarters and will -

- (a) raise his front paws in the air, without support; or
- (b) raise his front paws onto the arm of the handler.

In either case the dog will hold the position for two (2) seconds. The Judge will indicate when that time has elapsed.

## NOVICE LEVEL

### Trick Descriptions

|       |   |
|-------|---|
| N.1   | Search and Identify – 3 objects / 2 metres          |
| N.2   | Go Round – 3 m/ 1 ½ circles                         |
| N.3   | Circle the Handler – 3 times                        |
| N.4   | Circle Spin - Twice                                 |
| N.5   | Leg Weaves – moving / 2 Fig. of 8                   |
| N.6   | Nose to Hand Touch – 4 touches / 2 secs each        |
| N.7   | Follow Target Stick around Handler – Fig of 8       |
| N.8   | Step up and Pivot in Front                          |
| N.9   | Step up and Pivot at Side                           |
| N.10  | Lift your Paws – left and right                     |
| N.11  | Back Up – 3 body lengths                            |
| N.12  | Jump Cane or Hoop                                   |
| N.13  | Sendaway – 3 m                                      |
| N.14  | Sleeping Beauty – 3 secs                            |
| N.15  | Moving Carry – 6 body lengths                       |
| N.16  | Crawl – 2 body lengths                              |
| N.17  | Roll Over - Once                                    |
| N.18  | Straddle Position - Moving forward / 2 body lengths |
| N.19  | Paws up on Fixed Object – 3 secs                    |
| N. 20 | Paws on Feet – Handler moving / 1 body length       |

### **N.1 Search and Identify – 3 objects / 2 metres**

#### **Set up**

The handler will provide three (3) flower pots or similar sized containers and an article (which may be a treat or toy) to be placed under one of the pots.

If using a food treat, it must be in a sealed food container with holes in the lid; food must not be placed directly on the ground. If using a toy, the toy must be able to fit under the pot.

The steward will place the pots approximately 2.5 metres apart. The handler and dog will be at least two (2) metres from the closest container.

The handler and dog will face away from the containers while the steward places the article under the selected container. The handler and the dog will turn and face the pots once the article is in place.

#### **Cue**

The handler will cue the dog to find the designated container and article.

#### **Action**

On cue the dog will go to the containers and will clearly indicate the correct container, by touching or turning the container over or dropping in front of or adjacent to the container.

Once the article is found, the handler and dog may return to the reward station where the dog may eat the treat or play with the article.

The only container which may be disturbed is the one which is hiding the food/toy. If the dog indicates an incorrect container, a non-qualifying score will be awarded.

## **N.2 Go Round - 3 metres / 1 ½ circles**

### ***Set up***

The handler will provide a cone or pole and will place it at least three (3) metres from the start point. The dog will be in a stance of the handler's choice, and will normally be beside the handler. The handler will indicate to the Judge whether the dog will move in a clockwise or anti-clockwise direction.

### ***Cue***

The handler will cue the dog to go round the cone/pole.

### ***Action***

On cue the dog, without stopping, will leave the handler, complete 1½ circles of the cone or pole in a clockwise or anti-clockwise direction, and will then return close to the handler.

## **N.3 Circle the Handler - 3 times**

### ***Set up***

The dog will be in a stance of the handler's choice and beside the handler. The handler will indicate to the judge whether the dog will move in a clockwise or anti-clockwise direction.

### ***Cue***

The handler will cue the dog to circle him.

### ***Action***

On cue the dog will make three (3) complete circles forwards around the handler. The handler will remain stationary.

## **N.4 Circle Spin - Twice**

### ***Set up***

The dog will be in a stance of the handler's choice and may be in front of or beside the handler. The handler will indicate to the Judge whether the dog will spin in a clockwise or anti-clockwise direction.

### ***Cue***

The handler will cue the dog to circle spin.

### ***Action***

On cue the dog will complete either –

- (a) two (2) 360 degree circles/spins in the same direction; or
- (b) one (1) 360 degree circle/spin clockwise and one (1) 360 degree circle/spin anti-clockwise.

Whichever option is chosen, the dog will finish in the start position. The handler may be stationary or move forwards while the dog executes the circle spins.

## **N.5 Leg Weaves – 2 Figures of 8, moving**

### ***Set up***

The dog will be in a stance of the handler's choice and beside the handler. The handler will be standing.

### ***Cue***

The handler will cue the dog to weave through his legs as the handler moves forwards four (4) steps.

### ***Action***

On cue, as the handler moves forwards, the dog will weave through the handler's legs, making two (2) figures of eight around the handler's legs; the handler will not lift his legs to step over the dog. The dog will finish in the same position as at the start of the trick.

## **N.6 Nose to Hand Touch - 4 touches / 2 seconds each**

### ***Set up***

The dog will be in the stand position. The handler will be in front of and at least 0.5 m away from the dog.

### ***Cue***

The handler will cue the dog to touch each hand in turn. The handler will extend his arm and present his left and right hands in turn, away from his body and at different levels and locations, for a total of four (4) touches.

### ***Action***

On cue the dog will touch the handler's hand with his nose, when that hand is presented and will perform four (4) touches, which should include two (2) touches to each hand and at different levels and locations, and maintain contact for two (2) seconds on each hand. The actual nose to hand touches must be clearly visible to the Judge.

## **N.7 Follow Target Stick around Handler and Figure of 8**

### ***Set up***

The dog will be beside the handler. The handler will use a target stick or cane which is at least as long as the dog's body length.

### ***Cue***

The handler will hold the target stick out in front of the dog with the handler's arm extended, and may use a verbal cue.

### ***Action***

On cue the dog will move and follow the target stick as the handler turns in a full 360 degree circle. The dog will move at a distance from the handler, positioned near and focussed on the end of the target stick. On conclusion of the turn, the handler will move the target stick in a figure of eight pattern, in front of the handler; the dog will continue to follow the end of the target stick throughout the figure of eight pattern.

## **N.8 Step Up and Pivot in Front**

### ***Set up***

The handler will provide a step or perch/box that must have a non-slip surface, be of a suitable size and provide distinct elevation, relative to the size of the dog.

The dog will be in a stance of the handler's choice and immediately adjacent to the perch/step; the handler will be on the other side of the perch/step, facing the dog.

### ***Cue***

The handler will cue the dog to put his front feet only on the perch/step. The handler will then move in a circle to the left or right, still facing the dog, and cue the dog to move to the right or left so that the dog remains in front position as the handler moves.

### ***Action***

On cue the dog will move to and place his front feet on the perch/step and stand facing the handler. On further cue, while maintaining his front feet on the perch/step and facing the handler, the dog will move his hindquarters to the right or left until both the handler and the dog have completed one circle around the perch/step.

## **N.9 Step Up and Pivot at Side**

### ***Set up***

The handler will provide a step or perch/box that must have a non-slip surface, be of a suitable size and provide distinct elevation, relative to the size of the dog.

The dog will be in a stance of the handler's choice and immediately adjacent to the perch/step; the handler will be adjacent to the box/perch in a position of the handler's choice.

### ***Cue***

The handler will cue the dog to put his front feet only on the perch/step. After the handler is in left or right heel position, he will then move in a circle to the left or right around the perch/step and cue the dog to move to the right or left so that the dog remains in the relevant heel position as the handler moves.

### ***Action***

On cue the dog will move to and place his front feet on the perch/step; the handler will move into position so that the dog is in left or right heel position. On further cue, while maintaining his front feet on the perch/step and maintaining the relevant heel position, the dog will move his hindquarters to the right or left in unison with the handler/s movement, until both the handler and the dog have completed one (1) circle around the perch/step.

## **N.10 Lift your Paws – left and right**

### ***Set up***

The dog may be in a sit or stand position in front of the handler. The handler will remain at least one (1) metre from the dog throughout the trick.

### ***Cue***

The handler will cue the dog to lift his right and left paws in turn. The handler may use his hands and/or feet as well as his voice to cue the dog.

### ***Action***

On cue the dog will lift one front paw and then replace that paw to the ground; the dog will then lift the other front paw when cued and then replace the second paw to the ground. The order in which they are lifted is at the discretion of the handler. The dog's paw will not make contact with any part of the handler's body. The paw lifts must be clearly visible to the Judge. If the dog is left in the stand position a small movement forward during the execution of the trick is acceptable.



## **N.11 Back Up – 3 body lengths**

### ***Set up***

The dog will be in a stand, in front of, facing and a distance of at least 0.5 m from the handler.

### ***Cue***

The handler will cue the dog to back up.

### ***Action***

On cue the dog will move backwards at least three (3) body lengths. The handler will remain stationary as the dog steps backwards.

## **N.12 Jump Cane or Hoop**

### ***Set up***

The handler will provide a cane or hoop for the dog to jump over or through. When the handler presents the cane/hoop it must be at least 15 cm off the ground.

The dog will be in a stance of the handler's choice. The handler will leave the dog and be at least one (1) metre away from and facing the dog.

### ***Cue***

The handler will cue the dog to stay and move to his position; the handler will then present the cane/hoop and cue the dog to jump over the cane or through the hoop.

### ***Action***

On cue the dog will remain in place while the handler takes up position. On further cue the dog will jump over the cane or through the hoop, land on the other side and return close to the handler.

## **N.13 Sendaway – 3 metres**

### ***Set up***

The handler will provide an object to create a defined area<sup>7</sup>. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The handler will place the object/s creating the area and take up a position at least three (3) metres in front of the area.

The dog will be in a stance of the handler's choice and will normally be beside the handler.

### ***Cue***

The handler will cue the dog to go to the defined area. The handler will remain stationary but may take a step forward to send the dog; however, this step must not encroach on the minimum distance of three (3) metres from the defined area.

### ***Action***

On cue the dog will go to the defined area, turn and face the handler; the dog can then stand, sit or drop but in doing so must remain in the defined area.

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<sup>7</sup> This may include a mat, a box, a suitcase, a hula hoop, a laundry basket, a baby bath, an area whose perimeter is defined by PVC pipe or a rope, or other low sided barrier or object which clearly makes the perimeter of the area.

## **N.14 Sleeping Beauty - 3 seconds**

### ***Set up***

The dog will be in an upright down position in front of the handler. The handler will be at a distance of the handler's choice away from the dog but may not touch the dog.

### ***Cue***

The handler will cue the dog to lie flat on his side or his back. The handler may bend over or kneel to cue the dog.

### ***Action***

On cue the dog will roll to lie completely on his side or back and remain in this position for three (3) seconds. The Judge will indicate when that time has elapsed.

## **N.15 Moving Carry – 6 body lengths**

### ***Set up***

The handler will provide a toy or other article for the dog to carry. The dog will be in a stance of the handler's choice and be beside the handler. The handler will give the dog the article to hold.

### ***Cue***

The handler will cue the dog to take/hold the article and then cue the dog to move forward.

### ***Action***

On cue the dog will take hold of the article. On further cue, while holding the article and without mouthing it, the dog will move forward with the handler for a distance of at least six (6) body lengths. On further cue from the handler, the dog will release the article to the handler's hand.

## **N.16 Crawl - 2 body lengths**

### ***Set up***

The dog will start in the upright down position and will be in front of or beside the handler. The handler may move backwards (with the dog in front) or forwards (with the dog on his left or right) as the dog moves forward in the crawl.

### ***Cue***

The handler will cue the dog to crawl; the handler may bend over to cue the dog.

### ***Action***

On cue the dog will crawl forwards a distance of at least two (2) body lengths.

## **N.17 Roll Over - Once**

### ***Set up***

The dog will be in an upright down position in front of the handler. The handler will be at a distance of the handler's choice away from the dog but may not touch the dog.

### ***Cue***

The handler will cue the dog to roll over. The handler may bend or kneel to give the cue.

### ***Action***

On cue the dog will roll over once only. The dog may lie on his side to start the roll over and, at the conclusion of the trick, may remain in the down or may stand.

## **N.18 Straddle Position - Moving forward / 2 body lengths**

### ***Set up***

The dog may be in any position other than between the handler's legs and, if behind the handler, will be at least one (1) metre away.

### ***Cue***

The handler may cue the dog to wait as he moves to take up his position. The handler will move his legs apart to form an inverted 'V' and cue the dog to take up straddle position. The handler may further cue the dog to initiate the forward steps.

### ***Action***

On cue the dog will take up position with his shoulder/chest between the handler's legs, and facing in the same direction as the handler (straddle position). Once the dog is in position and on the handler's further cue, the handler and dog will move forward two (2) body lengths, with the dog maintaining the straddle position throughout the movement.

## **N.19 Paws Up on Fixed Object - 3 seconds**

### ***Set up***

The handler will provide an object<sup>8</sup> which should be immobile and anchored for the exercise; the handler may hold the object to keep it stable and immobile. The object should be higher than the dog's withers (to a maximum of 500 mm).

The dog should be in a stand, close to the object. A wait/stay may be used. The handler and dog will be in a position of the handler's choice.

### ***Cue***

The handler will cue the dog to place his front paws on the object.

### ***Action***

On cue the dog will place both front paws on the object, with his hind feet maintaining contact with the ground. The dog may lift one front paw at a time or both paws simultaneously. The dog will hold the position for three (3) seconds. The Judge will indicate when that time has elapsed. The dog may be released or the handler may lower the dog's front paws to the ground.

## **N.20 Paws on Feet - Handler Moving / 1 body length**

### ***Set up***

The handler will stand with his legs apart, forming an inverted 'V'. The dog will be drawn into a stand between the handler's legs facing in the same direction as the handler, with his shoulder/chest between the handler's legs (straddle position).

### ***Cue***

The handler will cue the dog to put his left paw on the handler's left foot and his right paw on the handler's right foot, so that there is a paw on each of the handler's feet at the same time. Once in position, the handler may cue the dog to keep his paws on the handler's feet whilst the handler moves.

### ***Action***

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<sup>8</sup> Suggestions include a pram, a child's toy car, a gym ball, or a roller (all of which have a brake or other stop to ensure immobility and stability) or a gym bar.

Whilst maintaining straddle position, the dog will, on cue, put his left paw on the handler's left foot and his right paw on the handler's right foot concurrently, so that there is a paw on each of the handler's feet at the same time. The handler will then move forwards or backwards one (1) body length. The dog's paws will remain on the handler's feet for the duration of the trick.

## INTERMEDIATE LEVEL

### Trick Descriptions

|      |  |
|------|--|
| I.1  | Named Retrieve - 3 m                       |
| I.2  | Neat and Tidy                              |
| I.3  | Double Go Round – 3 m / 2½ circles         |
| I.4  | Paws Up and Push – 1 body length           |
| I.5  | Cross your Paws – 1 m / 3 secs             |
| I.6  | Back Up – 3 body lengths                   |
| I.7  | In Reverse – Moving with Handler - 3 steps |
| I.8  | Reverse and Circle - once                  |
| I.9  | Sendaway – 6 m                             |
| I.10 | Take a Bow – 3 m / 3 secs                  |
| I.11 | Get it and Move – 8 m                      |
| I.12 | Crawl – 3 body lengths                     |
| I.13 | Say your Prayers – 3 secs                  |
| I.14 | Reverse Leg Weaves                         |
| I.15 | Head Movement                              |
| I.16 | Moving Target – 5 body lengths plus trick  |
| I.17 | Straddle Position Moving                   |
| I.18 | Speak Once – 5 m                           |
| I.19 | Roll Over - twice                          |
| I.20 | Paws on Feet – Pivot / High Lifts          |

### I.1 Named Retrieve – 3 metres

#### **Set Up**

The handler will provide five (5) articles<sup>9</sup>, all of a similar size. The handler will set those five (5) articles out on the floor/ground within an area of approximately one (1) metre square; the closest article will be at least three (3) metres away from the start point and there will be a space of 0.5 m between each of the articles. The spread of articles will be set out before the dog enters the ring.

The dog will be in a stance of the handler's choice beside the handler. The Judge will advise which article is to be retrieved.

#### **Cue**

The handler will cue the dog to find the article requested by the Judge.

#### **Action**

On cue the dog will go directly to the spread of articles and find the named article, pick it up, return close to the handler and, on further cue, release it to the hand of the handler.

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<sup>9</sup> The articles could include toys, cans, pots or other items of a similar size, but excluding dumbbells.

## **I.2 Neat and Tidy**

### ***Set up***

The handler will provide an object<sup>10</sup> and a container<sup>11</sup>, both of which the handler will place on the ground at least one (1) metre apart. The dog may be positioned with the handler or left in a stay at some other point, in either case at least 0.5 m from both the object and the container. The handler will remain at least 0.5 m from the object and the container throughout the trick.

### ***Cue***

The handler will cue the dog to pick up the object and place it in the container.

### ***Action***

On cue the dog will pick up the object, go to the container and drop or place the object in, then return close to the handler.

## **I.3 Double Go Round – 3 metres / 2 ½ circles**

### ***Set up***

The handler will provide a cone or pole and will place it at least three (3) metres from the start point. The dog will be in a stance of the handler's choice, and will normally be beside the handler. The handler will indicate to the judge whether the dog will move in a clockwise or anti-clockwise direction.

### ***Cue***

The handler will cue the dog to go round the cone/pole.

### ***Action***

On cue the dog, without stopping, will leave the handler, go round the cone or pole in a clockwise or anti-clockwise direction, complete 2½ circles of the cone or pole and will then return to be close to the handler and in any stance.

## **I.4 Paws up and Push –1 body length**

### ***Set up***

The object will be higher than the dog's withers (to a maximum of 500 mm).

The dog will be in a stand close to the object. A wait/stay may be used. The handler will be in a position of the handler's choice. The handler may initially hold the object while the dog takes up position and may provide some support on the object during movement.

### ***Cue***

The handler will cue the dog to take up position on the object and may further cue the dog to push the object.

### ***Action***

On cue, the dog will place both front paws on the object with his hind feet maintaining contact with the ground. This may be completed with one front paw at a time or with both front paws simultaneously. When in position, the dog will cause the object to move one (1) body length. The handler may support the object and/or have the dog push the object towards him but may not initiate movement of the object. The dog may be released or the handler may lower the dog's front paws to the ground.

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<sup>10</sup> The object may be a toy, ball, dumbbell, retrieve article or similar and will be proportionate to the size of the dog.

<sup>11</sup> The container may be a box or basket or similar.

## **I.5 Cross Your Paws - 3 seconds / 1 metre**

### ***Set Up***

The dog will be in an upright down in a location of the handler's choice. The handler may stand or may bend and will remain at least one (1) metre from the dog throughout.

### ***Cue***

The handler will cue the dog to cross his paws.

### ***Action***

On cue, the dog will put one paw over the other then cross the second paw over the first paw. The paws may be crossed in any order but will remain crossed for three (3) seconds for each paw. The Judge will indicate when that time has elapsed.

## **I.6 Back Up - 3 body lengths**

### ***Set up***

The dog will be in a stand, in front of and facing the handler; the handler will stand at least two (2) metres from the dog.

### ***Cue***

The handler will cue the dog to back up.

### ***Action***

On cue the dog will move backwards at least three (3) body lengths. The handler will remain stationary as the dog steps backwards.

## **I.7 In Reverse – Moving with Handler – 3 steps**

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

The handler will cue the dog to back up.

### ***Action***

On cue the dog and handler will both back up, with the handler taking at least three (3) steps backwards and the dog maintaining heel position.

## **I.8 Reverse and Circle - Once**

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

The handler will cue the dog to reverse around him.

### ***Action***

On cue the dog will make one (1) complete circle moving backwards around the handler, and finish in the same position as at the start of the trick. The handler remains stationary.

## **I.9 Sendaway – 6 metres**

### ***Set up***

The handler will provide an object to create a defined area<sup>12</sup>. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in the defined area. The handler will place the object/s creating the area and take up a position at least six (6) metres from the start point.

The dog will be in a stance of the handler's choice and will normally be beside the handler.

### ***Cue***

The handler will cue the dog to go to the defined area. The handler will remain stationary but may take a step forward to send the dog; however, this step must not encroach the minimum distance of at least six (6) metres from the defined area.

### ***Action***

On cue the dog will go to the defined area, turn and face the handler; the dog can then stand, sit or drop but in doing so must remain in the defined area until released by the handler.

## **I.10 Take a Bow - 3 metres / 3 seconds**

### ***Set up***

The dog will be in the stand. The dog may be in front of the handler or to the left or right of the handler, and in either case will be at least three (3) metres away from the handler.

### ***Cue***

The handler will cue the dog to take a bow; the handler may bend to cue the dog.

### ***Action***

On cue the dog will take up the position of a bow, with his elbows lowered towards the ground whilst his hindquarters remain elevated. The dog must hold the position for three (3) seconds. The Judge will indicate when that time has elapsed.

## **I.11 Get It and Move - 8 metres**

### ***Set up***

The handler will provide an article for the dog to retrieve and carry and will place that article on the ground at least one (1) metre from the start point. The dog will be beside the handler in a stance of the handler's choice.

### ***Cue***

The handler will cue the dog to retrieve the article and to carry the article while walking.

### ***Action***

On cue the dog will move forward, pick up the article and carry it, without mouthing. After the dog picks up the article –

- (a) the dog may return to the handler and then walk at least eight (8) metres beside the handler; the handler may walk in any direction; or
- (b) the handler may back away as the dog moves forward towards him.

At the conclusion of the eight (8) metres distance, the dog will release the article to the hand of the handler.

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<sup>12</sup> This may include a cardboard box, a mat, an area whose perimeter is defined by PVC pipe or a rope, or other low sided barrier or object which clearly makes the perimeter of the area.



## **I.12 Crawl – 3 body lengths**

### ***Set up***

The dog will start in the upright down position. The handler may stand in any position relative to the dog but must be at least one (1) metre away from the dog and maintain that distance throughout the trick.

### ***Cue***

The handler will cue the dog to crawl; the handler may bend to give the cue.

### ***Action***

On cue the dog will crawl forwards a distance of at least three (3) body lengths.

## **I.13 Say Your Prayers - 3 seconds**

### ***Set Up***

The handler may provide an object which includes a horizontal bar.

The dog will be in a sit or stand in a location of the handler's choice. The handler may stand or kneel and may bend.

### ***Cue***

The handler will cue the dog to take up the position on his extended arm or on the horizontal bar of the object.

### ***Action***

On cue the dog will place his paws up (on the handler's arm or the horizontal bar) and bow his head so that it is positioned under the handler's arm or horizontal arm of the object, and remain in that pose for three (3) seconds. The Judge will indicate when that time has elapsed.

## **I.14 Reverse Leg Weaves - Figure of 8**

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

The handler will cue the dog to move backwards under his leg from one side to the other and may provide a second cue to initiate a second reverse weave back to the original side, thus completing two reverse weaves. The handler may give a wait cue while taking up position.

### ***Action***

The trick may be performed as two reverse weaves commencing from the handler's left or right side or as a flowing figure of 8 sequence of two weaves. It may be completed on the spot with the handler bringing his leg into neutral position between each weave or by the handler taking a second step forwards or backwards for the second weave.

On cue, the dog will move backwards between the handler's legs to the opposite side and then repeat the behaviour reversing backwards and ending in the start position. There may be a brief pause after the first reverse weave and before commencement of the second; alternatively, there may be flowing movement into the second reverse weave. The dog does not have to be in heel position at the end of the figure of 8 sequence.

## **I.15 Head Movement**

### **Set up**

The dog will be in any stance. The dog may be in front and facing towards or away from the handler or beside the handler.

### **Cue**

The handler may use a verbal cue, hand signal and/or body movement.

### **Action**

On cue the dog will perform one of the following -

- (a) turn his head approximately 45 degrees to the left and to the right (saying 'no'); or
- (b) move his head down and up again (as in a head nod or saying 'yes').

In either case the head movement must be clearly visible to the Judge.

## **I.16 Moving Target – 5 body lengths plus trick**

### **Set up**

The dog will be beside or in front of the handler. The handler will provide a target stick or cane which is at least as long as the dog's body length. The target stick will be consistently held at least 30 cm above the dog's head.

### **Cue**

The handler will hold the target stick out in front of the dog with the handler's arm extended and may use a verbal cue. A verbal cue may also be used to cue the trick and the front position.

### **Action**

On cue the dog will move and follow the target stick as the handler moves in any direction. The dog will move at a distance from the handler, positioned near and focussed on the end of the target stick for a distance of at least five (5) body lengths.

On conclusion of the movement, the handler will cue the dog to complete a trick<sup>13</sup>, in front of the handler; the cue may be given with the target stick. The trick will conclude with the dog taking up position in front of the handler, facing away from the handler, with focus on the target stick.

## **I.17 Straddle Position Moving**

### **Set up**

The dog may be in any stance and may be beside or in front of and facing the handler. A wait/stay may be used.

### **Cue**

The handler will move his legs apart to form an inverted 'V' and cue the dog to take up straddle position. Further cues may be used to initiate further movement.

### **Action**

On cue the dog will take up position with his shoulder/chest between the handler's legs, and facing in the same direction as the handler. Once the dog is in position and on the handler's further cue, the handler and dog will perform one of the following while maintaining straddle position:

- (a) Move backwards two (2) body lengths; or
- (b) Pivot 360 degree, with the handler having one leg moving on the spot while the other describes a circle and ends in the same position as at the start of the pivot.

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<sup>13</sup> For example, a spin.

## **I.18 Speak Once – 5 metres**

### ***Set up***

The dog will be in a stance of the handler's choice. The handler may stand in any position relative to the dog but must be at least five (5) metres away from the dog and maintain that distance throughout the trick.

### ***Cue***

The handler will cue the dog to bark.

### ***Action***

On cue the dog will bark once only.

## **I.19 Roll Over - Twice**

### ***Set up***

The dog will be in an upright down beside the handler or at least two (2) metres in front of the handler.

### ***Cue***

The handler will cue the dog to roll over. The handler may bend to give the cue.

### ***Action***

On cue, the dog will roll over in either direction; on further cue the dog will roll over a second time. There may be a brief pause after the first roll and before commencement of the second; alternatively, there may be flowing movement from the first into the second roll. On conclusion of the second roll the dog may remain in a down, lie on his side or stand.

## **I.20 Paws on Feet – Pivot / High Lifts**

### ***Set up***

The handler will stand with his legs apart, forming an inverted 'V'. The dog will be drawn into a stand between the handler's legs facing in the same direction as the handler, with his shoulder/chest between the handler's legs (straddle position).

### ***Cue***

The handler will cue the dog to put his left paw on handler's left foot and his right paw on the handler's right foot, so that there is a paw on each of the handler's feet at the same time. Once in position, the handler may cue the dog to keep his paws on the handler's feet whilst the handler completes the selected action.

### ***Action***

Whilst maintaining straddle position, on cue the dog will put his paws on the handler's feet. The dog will remain in straddle position with his feet on the handler's feet and move with the handler to perform one of the following:

- (a) A 360 degree pivot, with the handler having one leg moving on the spot while the other describes a circle and ends in the same position as at the start of the pivot; or
- (b) Movement forwards or backwards for a distance of one (1) body length, with the handler lifting his feet high (relative to the dog's size) during this movement.

## ADVANCED LEVEL

### Trick Descriptions

|      |  |
|------|--|
| A.1  | Neat and Tidy – 4 toys                             |
| A.2  | Hide your Face – 1 metre                           |
| A.3  | Where's your Head                                  |
| A.4  | Step Up and Rotate – One Rotation / 1.5 m          |
| A.5  | Paws Up and Push                                   |
| A.6  | March on the Spot – 6 lifts                        |
| A.7  | Unroll Carpet – 2 body lengths                     |
| A.8  | Back Up – Dog and Handler - 2 m / 2 body lengths   |
| A.9  | Reverse to between Handler's Legs – 4 body lengths |
| A.10 | In Reverse – Moving with Handler – 6 steps         |
| A.11 | Reverse and Circle while Handler moves – 1 circle  |
| A.12 | Reverse Leg Weaves – 4 weaves                      |
| A.13 | Scoot/Moonwalk – 3 body lengths                    |
| A.14 | Handler is the Jump – 4 m                          |
| A.15 | Circled Arms/Leg Jump – 4 m                        |
| A.16 | Moving Hold – 10 body lengths / 2 tricks           |
| A.17 | Bring it Back – 6m                                 |
| A.18 | Pull Along – 6 body lengths                        |
| A.19 | Roll Over Once – Handler Steps Over                |
| A.20 | Blanket Games - 3 secs                             |
| A.21 | Straddle and Move                                  |
| A.22 | Follow Target Stick Sideways – 6 steps             |
| A.23 | Push Along – 4 body lengths                        |
| A.24 | Moving Stand Tall – 4 steps                        |
| A.25 | Handler's Choice – 3 components                    |

### A.1 Neat and Tidy – 4 toys

#### **Set Up**

The handler will provide four (4) toys and a container in which the toys will be placed. The dog will be in a stance and position of the handler's choice. The handler will place the toys at least 0.5m apart and at least three (3) metres from the container. The handler may stand in any position relative to the dog but must be at least one (1) metre away from the dog, the toys and the container throughout the trick.

#### **Cue**

The handler will cue the dog to retrieve each of the toys and to place them in the container. The handler may give multiple verbal cues and/or hand signals.

### **Action**

On cue the dog will pick up each toy and place all four (4) in turn into the container, then return close to the handler.

## **A.2 Hide your Face - 1 metre**

### **Set up**

The dog will be in a stance of the handler's choice. The handler will be at least one (1) metre from the dog and maintain that position throughout the trick.

If behaviour (b) is chosen, the handler will provide a blanket which will be placed on the floor/ground.

### **Cue**

The handler will cue the dog to perform two (2) of the behaviours listed below.

### **Action**

On cue the dog will perform two (2) actions selected from the following. There may be a pause between each of the behaviours.

- (a) Raise his front paw(s) and place it/them on his nose/in the vicinity of his eyes.
- (b) Go to and push his head under the blanket.
- (c) Turn his body away from the handler so that his back is to the handler and his head is looking straight forward, with no eye contact with the handler.

Any movement of the head or position adopted must be clearly visible to the Judge.

## **A.3 Where's your Head**

### **Set up**

The dog will be in a stance of the handler's choice. The handler will be at least one (1) metre away from the dog.

### **Cue**

The handler will cue the dog to perform two (2) of the behaviours listed below. There may be a pause between each of the behaviours.

### **Action**

On cue the dog will perform two (2) actions selected from the following. There may be a pause between each of the behaviours. For options (a) and (b) the handler will remain at least one (1) metre away from the dog throughout the trick.

- (a) Move his head from side to side (saying 'no'), moving his head alternately to the left and right, repeating the sequence three (3) times in succession.
- (b) Move his head down and up again (as in a head nod or saying 'yes'), moving alternately down and up, repeating the sequence three (3) times in succession.
- (c) From a position behind the handler and with the handler sitting or kneeling, place his chin on the handler's shoulder or head.

Any movement of the head or position adopted must be clearly visible to the Judge.

## **A.4 Step Up and Rotate – One Rotation / 1.5 m**

### ***Set up***

The handler will provide a step or perch/box that must have a non-slip surface, be of a suitable size and provide distinct elevation, relative to the size of the dog.

The dog will be in a stance of the handler's choice at least one (1 metre) away from the perch/box. The handler will move to a position at least 1.5 metres away from nearest edge of the perch/step and maintain that position throughout the trick. The handler will indicate to the Judge whether the dog will move in a clockwise or anti-clockwise direction.

### ***Cue***

The handler will cue the dog to step up and put his front feet only on the perch/step. The handler will cue the dog to rotate in a circle to the left or right. The handler will remain stationary while the dog performs this movement, but may use verbal cues and hand signals.

### ***Action***

On cue the dog will move to and place his front feet on the perch/step. On further cue the dog will rotate around the perch/step, maintaining his front feet on the step/perch, and will complete one 360 degree rotation around the perch/step, finishing in the same position as at the start of the rotation.

## **A.5 Paws Up and Push**

### ***Set up***

The handler will provide any equipment required for performance of this trick; it will be of a type which will move safely on the surface of the test venue.

The dog may be in any position except paws up.

### ***Cue***

The handler will cue the dog for the behaviour or sequence. A wait/stay may be used.

### ***Action***

On cue, the dog will perform one of the following:

- (a) Place both front paws on the object<sup>14</sup>, with his hind feet maintaining contact with the ground. This may be completed with one front paw at a time or both front paws together; the dog will then push the object for three (3) body lengths; or
- (b) Place all 4 paws on the object<sup>15</sup> and ride or move the object for three (3) body lengths; or
- (c) Approach the handler from behind and 'push him over' by bouncing on him with the dog's front paws.

Except in the case of (c), the handler may support the object and/or have the dog push the object towards him. The dog may be released or the handler may lower the dog's paws to the ground.

## **A.6 March on the Spot – 6 Paw Lifts**

### ***Set up***

The dog will be in a stand beside the handler.

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<sup>14</sup> Suggestions include a pram, a child's toy car or a skate board.

<sup>15</sup> Suggestions include a ball or barrel.

**Cue**

The handler will cue the dog to raise and hold up each paw in succession. The handler may raise his feet in conjunction with the cue.

**Action**

On cue the dog will raise a paw; he will then replace that foot and raise the other paw; he will then repeat the sequence twice in succession (ie a total of six (6) paw lifts). Elevation of each paw must be clearly visible to the Judge.

**A.7 Unroll Carpet – 2 body lengths long****Set up**

The handler will provide a roll of carpet or foam/rubber runner with a length equivalent to at least two (2) body lengths. The runner will remain rolled up during placement.

The dog will be in a stance of the handler's choice, positioned in front of the runner. The handler will be in a position of his choice but may not touch the dog or the runner.

**Cue**

The handler will cue the dog to unroll the runner.

**Action**

On cue the dog will push the runner with his nose to unroll the runner for its full length.

**A.8 Back Up - Dog and Handler – 2 body lengths****Set up**

The dog will stand in front of and at least two (2) metres away from the handler.

**Cue**

The handler will cue the dog to back up.

**Action**

On cue the dog will walk backwards substantially in a straight line for at least two (2) body lengths while the handler will move backwards at least two (2) metres.

**A.9 Reverse to between Handler's Legs – 4 body lengths****Set up**

The dog will be in a stand; the handler will be four (4) body lengths behind the dog, facing in the same direction as the dog.

**Cue**

The handler will cue the dog to wait while the handler moves to a position at least four (4) body lengths behind the dog and will face in the same direction as the dog, and with his legs apart in an inverted 'V'. The handler will then cue the dog to back up.

**Action**

On cue the dog will walk backwards substantially in a straight line until his shoulders are level with or have passed the handler's legs; the handler will not move sideways to facilitate the dog ending up between his legs.

## **A.10 In Reverse - Moving with Handler – 6 steps**

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

The handler will cue the dog to back up as the handler walks back.

### ***Action***

On cue the dog and handler will both back up, with the handler taking at least six (6) steps backwards and the dog maintaining heel position.

## **A.11 Reverse and Circle while Handler moves – One circle**

### ***Set up***

The dog will stand beside the handler.

### ***Cue***

The handler will cue the dog to reverse around him.

### ***Action***

On cue the dog will make one (1) complete circle moving backwards around the handler. While the dog is moving in a backwards circle, the handler will move forwards on the spot in the opposite direction (eg if the dog is moving backwards clockwise the handler will move forward on the spot anti-clockwise or vice versa). The dog and handler will finish the trick in the same heel position as at the start of the trick.

## **A.12 Reverse Leg Weaves – 4 weaves**

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

The handler will cue the dog to move backwards under his leg from one side to the other in a figure of 8 and may provide further cues to initiate continuous weaves.

### ***Action***

On cue (which may be a verbal cue and/or the handler's hand and/or leg movement), the dog will move backwards between the handler's legs to the opposite side, at which time the handler will take a further step back and may re-cue the behaviour, continuing from side to side moving backwards for four (4) continuous reverse weaves (two around each leg). The dog should finish on the same side as he started.

## **A.13 Scoot/Moonwalk – 3 body lengths**

### ***Set Up***

The dog will be in a stand in a position of the handler's choice.

### ***Cue***

The handler will cue the dog to Scoot/Moonwalk. The handler may bend or kneel to give the cue.



### **Action**

On cue the dog will bow and simultaneously move backwards for at least three (3) body lengths while remaining in the bow posture. The handler will remain stationary.

## **A.14 Handler is the Jump – from 4 metres**

### **Set up**

The dog will be in a stance of the handler's choice. The handler will leave the dog and position himself at a distance of at least four (4) metres away from the dog. The handler can either lie on the floor or kneel or bend over.

### **Cue**

The handler will cue the dog to jump over him.

### **Action**

On cue the dog will jump over the handler without touching him with his feet. After landing on the other side the dog will return close to the handler.

## **A.15 Arms/Leg Jump – from 4 metres**

### **Set Up**

The dog will be in a stance of the handler's choice. The handler will leave the dog and stand at least four (4) metres away either facing the dog or with his back to the dog. When the handler presents his arms/legs they must be at an appropriate height for the dog and at least 15 cm off the ground.

### **Cue**

The handler will cue the dog to stay and move to his position at least four (4) metres away from the dog. The handler will present his arms/legs and may give a verbal cue the dog to jump.

### **Action**

On cue the dog will jump over or through one of the following, land on the other side and return close to the handler:

- (a) the handler's extended arm; handler may bend or kneel;
- (b) the handler's arms joined in the configuration of a hoop;
- (c) the handler's raised leg; or
- (d) the handler's legs bowed in the configuration of a hoop<sup>16</sup>.

## **A.16 Moving Hold – 10 body lengths / 2 tricks**

### **Set Up**

The handler will provide a retrieve article (which may be a toy, a bag or any other article). The dog will be in a stance of the handler's choice beside the handler.

### **Cue**

The handler will cue the dog to take/hold the article from his hands and then cue the dog to move forward with him. While moving with the dog the handler will further cue the dog to perform two (2) other behaviours<sup>17</sup>.

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<sup>16</sup> Eg Handler's feet together, knees bent and apart.

<sup>17</sup> Eg a spin, leg weave, circle the handler, circle a cone.

### **Action**

While holding the article, and without mouthing it, the dog will on cue move forwards at least ten (10) body lengths beside the handler; the handler and dog may move in any direction and in a straight or curved line, with or without changes of direction. At any time during this movement and on cue, the dog will perform the selected additional behaviours. On further cue the dog will release the article to hand.

## **A.17 Bring it Back – 6 metres**

### **Set up**

The handler will provide an article (eg a basket, bag or similar) for the dog to retrieve; this will be placed at least six (6) metres from where the handler will send the dog. The dog will be in a stance of the handler's choice beside the handler.

### **Cue**

The handler will cue the dog to retrieve the article and bring it back to the handler.

### **Action**

On cue the dog will go to and pick up the article and, without mouthing the article, return directly to the handler in any stance or position, provided that he can deliver the article to the handler's hand.

## **A.18 Pull Along – 6 body lengths**

### **Set Up**

The handler will provide a piece of wheeled equipment<sup>18</sup> with a rope or other mechanism by which the dog can pull it along with his mouth.

The dog will be in a stand beside the handler. The equipment will be on the outside of the dog furthest away from the handler.

### **Cue**

The handler will cue the dog to pick up the rope or other pull mechanism of the equipment. The handler will give a further cue for the dog to move forward.

### **Action**

On cue the dog will take the rope in his mouth and on further cue move forward with the handler for a distance of at least six (6) body lengths. When the trick is finished the dog will, on further cue, cease pulling, and drop the rope.

## **A.19 Roll Over Once - Handler Steps Over**

### **Set up**

The dog will be in an upright down. The handler may stand in any position relative to the dog.

### **Cue**

The handler will cue the dog to roll over. The handler may bend to give the cue.

### **Action**

On cue, the dog will roll over towards the handler and the handler will step over the dog. Only one (1) step over is required and on completion of that movement the dog may remain in a down or move into a stand close to the handler.

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<sup>18</sup> Suggestions include a toy wagon or other toy with wheels which will move easily on the venue surface.

## **A.20 Blanket Games - 3 seconds**

### ***Set up***

The handler will provide a blanket. The dog will be in an upright down on or adjacent to the blanket. The handler may stand in any position relative to the dog but must be at least one (1) metre away from the dog and blanket and maintain that distance throughout the trick.

### ***Cue***

The handler will cue the dog to roll over in the blanket or pull the blanket over himself.

### ***Action***

On cue the dog will take hold of the blanket and either roll over and wrap himself in the blanket or pull the blanket over himself; in either case the dog will maintain that position for three (3) seconds timed from when the dog has completed the roll-over/wrap in the blanket. The Judge will indicate when that time has elapsed.

## **A.21 Straddle and Move**

### ***Set up***

The dog may be in a stance of the handler's choice and will be at least one (1) metre from the handler.

### ***Cue***

The handler will cue the dog to take up position between his legs which will be apart, forming an inverted 'V'. Further cues may be used to initiate further movement.

### ***Action***

On cue the dog will take up straddle position (ie between the handler's legs facing in the same direction as the handler, with his shoulder/chest between the handler's legs). On further cues the dog will perform two (2) behaviours selected from the following:

- (a) In straddle position, wait, circle leg and into straddle position, wait, circle handler's leg (or other leg) and return to straddle position; repeat the sequence a further two (2) times. The handler is stationary.
- (b) In straddle position, wait, circle leg as the handler pivots backwards 180 degrees, and into straddle position, wait, circle other leg as the handler pivots backwards 180 degrees to face the original direction and return to straddle position; repeat the sequence a further two (2) times.
- (c) Move forward in straddle position as the handler moves forward at least three (3) steps; drop into down position as the handler lunges/drops to one knee; stand as the handler stands (known as 'tactical straddle'); repeat the sequence one (1) additional time.
- (d) Put his left paw on the handler's left foot and his right paw on the handler's right foot concurrently, so that there is a paw on each of the handler's feet at the same time. While maintaining this position, move forwards or backwards for a distance of at least five (5) body lengths.

## **A.22 Follow Target Stick Sideways – 6 steps**

### ***Set up***

The dog will be in any position. The handler must use a target stick or cane which is at least as long as the dog's body length. The target stick will be consistently held at least 30 cm above the dog's head.

### ***Cue***

The handler will hold the target stick out in front of and above the dog and may use a verbal cue.

### **Action**

On cue the dog will move and follow the target stick and complete one of the following:

- (a) with the dog on the handler's left or right, the handler and dog will move left or right, with the dog moving sideways under the cane while the handler takes at least six (6) steps laterally; or
- (b) with the dog in front of and facing away from the handler, both dog and handler will move sideways in the same direction, with the dog moving sideways under the cane while the handler takes at least six (6) steps laterally.

## **A.23 Push Along – 4 body lengths**

### **Set up**

The handler will provide a movable object<sup>19</sup> and two stable objects<sup>20</sup> through which the movable object will be pushed; the stable objects must be no more than one (1) metre apart and must be at least four (4) body lengths from the start point.

The dog will be in a stance of the handler's choice; he will be positioned on one side of the object and may be immediately next to or near the object. The handler will be in a position of his choice and may move but may not touch the dog or the object.

### **Cue**

The handler will cue the dog to push the movable object.

### **Action**

On cue the dog will push the movable object with his nose for a distance of at least four (4) body lengths and end with the ball pushed between the two stable objects.

## **A.24 Moving Stand Tall**

### **Set Up**

The dog will be in a stand beside or in front of the handler.

### **Cue**

The handler will cue the dog to stand tall on both hind legs. On further cue the dog will move with the handler.

### **Action**

On cue the dog will stand on his hind legs and move in unison with the handler as the handler takes four (4) steps forwards or backwards.

## **A.25 Handler's Choice – 3 components**

For the Advanced class, the handler may choose one (1) trick that does not appear at any level in this schedule. The trick must include at least three (3) distinct and linked components, including elements of distance and/or duration. The trick should be suitable for the dog and be able to be performed safely for both dog and handler.

The handler will be required to describe the components of the trick on the entry form and to provide any clarification required by the Judge.

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<sup>19</sup> Suggestions include a large ball.

<sup>20</sup> Suggestions include free-standing 'goal posts' or uprights, large flower pots or cones.

## TRICK DOG LIST AND JUDGE'S MARK SHEET

| Class: <b>STARTER</b>    |   | Catalogue No: |       |
|--------------------------|---|---------------|-------|
| Tricks selected          |   | Points lost   | Score |
| S.1                      | Go Round - Once                         |               |       |
| S.2                      | Circle Handler- Once                    |               |       |
| S.3                      | Circle Spin - Once                      |               |       |
| S.4                      | Leg Weave – Stationary Fig. of 8        |               |       |
| S.5                      | Nose to Hand Touch – 2 touches / 2 secs |               |       |
| S.6                      | Follow Target Stick                     |               |       |
| S.7                      | Step Up – 5 secs                        |               |       |
| S.8                      | Paw on Hand – 2 secs                    |               |       |
| S.9                      | Back Up – 1 body length                 |               |       |
| S.10                     | Send over Jump – from 1 m               |               |       |
| S.11                     | Take a Bow – 2 secs                     |               |       |
| S.12                     | Sendaway – from 2 m                     |               |       |
| S.13                     | Find Straddle – 2 secs                  |               |       |
| S.14                     | Stationary Hold – 2 secs                |               |       |
| S.15                     | Sit Pretty/Paws on my Arm – 2 secs      |               |       |
| <b><i>SUB-TOTAL</i></b>  |   |               |       |
| <b><i>DEDUCTIONS</i></b> |   |               |       |
| <b>TOTAL SCORE</b>       |   |               |       |

### TRICK DOG LIST AND JUDGE'S MARK SHEET

| Class: <b>NOVICE</b>     |   | Catalogue No: |       |
|--------------------------|---|---------------|-------|
| Tricks selected          |   | Points lost   | Score |
| N.1                      | Search and Identify – 3 objects / 2 metres          |               |       |
| N.2                      | Go Round – 3 m/ 1 ½ circles                         |               |       |
| N.3                      | Circle the Handler – 3 times                        |               |       |
| N.4                      | Circle Spin - Twice                                 |               |       |
| N.5                      | Leg Weaves – moving / 2 Fig. of 8                   |               |       |
| N.6                      | Nose to Hand Touch – 4 touches / 2 secs each        |               |       |
| N.7                      | Follow Target Stick around Handler – Fig of 8       |               |       |
| N.8                      | Step up and Pivot in Front                          |               |       |
| N.9                      | Step up and Pivot at Side                           |               |       |
| N.10                     | Lift your Paws – left and right                     |               |       |
| N.11                     | Back Up – 3 body lengths                            |               |       |
| N.12                     | Jump Cane or Hoop                                   |               |       |
| N.13                     | Sendaway – 3 m                                      |               |       |
| N.14                     | Sleeping Beauty – 3 secs                            |               |       |
| N.15                     | Moving Carry – 6 body lengths                       |               |       |
| N.16                     | Crawl – 2 body lengths                              |               |       |
| N.17                     | Roll Over - Once                                    |               |       |
| N.18                     | Straddle Position - Moving forward / 2 body lengths |               |       |
| N.19                     | Paws up on Fixed Object – 3 secs                    |               |       |
| N. 20                    | Paws on Feet – Handler moving / 1 body length       |               |       |
| <b><i>SUB-TOTAL</i></b>  |   |               |       |
| <b><i>DEDUCTIONS</i></b> |   |               |       |
| <b>TOTAL SCORE</b>       |   |               |       |

### TRICK DOG LIST AND JUDGE'S MARK SHEET

| Class: <b>INTERMEDIATE</b> |  | Catalogue No: |       |
|----------------------------|--|---------------|-------|
| Tricks selected            |  | Points lost   | Score |
| I.1                        | Named Retrieve - 3 m                       |               |       |
| I.2                        | Neat and Tidy                              |               |       |
| I.3                        | Double Go Round – 3 m / 2½ circles         |               |       |
| I.4                        | Paws Up and Push – 1 body length           |               |       |
| I.5                        | Cross your Paws – 1 m / 3 secs             |               |       |
| I.6                        | Back Up – 3 body lengths                   |               |       |
| I.7                        | In Reverse – Moving with Handler - 3 steps |               |       |
| I.8                        | Reverse and Circle - once                  |               |       |
| I.9                        | Sendaway – 6 m                             |               |       |
| I.10                       | Take a Bow – 3 m / 3 secs                  |               |       |
| I.11                       | Get it and Move – 8 m                      |               |       |
| I.12                       | Crawl – 3 body lengths                     |               |       |
| I.13                       | Say your Prayers – 3 secs                  |               |       |
| I.14                       | Reverse Leg Weaves                         |               |       |
| I.15                       | Head Movement                              |               |       |
| I.16                       | Moving Target – 5 body lengths plus trick  |               |       |
| I.17                       | Straddle Position Moving                   |               |       |
| I.18                       | Speak Once – 5 m                           |               |       |
| I.19                       | Roll Over - twice                          |               |       |
| I.20                       | Paws on Feet – Pivot / High Lifts          |               |       |
| <b><i>SUB-TOTAL</i></b>    |  |               |       |
| <b><i>DEDUCTIONS</i></b>   |  |               |       |
| <b>TOTAL SCORE</b>         |  |               |       |

### TRICK DOG LIST AND JUDGE'S MARK SHEET

| <b>Class: ADVANCED</b> |  | <b>Catalogue No:</b> |              |
|------------------------|--|----------------------|--------------|
| <b>Tricks selected</b> |  | <b>Points lost</b>   | <b>Score</b> |
| A.1                    | Neat and Tidy – 4 toys                             |                      |              |
| A.2                    | Hide your Face – 1 metre                           |                      |              |
| A.3                    | Where's your Head                                  |                      |              |
| A.4                    | Step Up and Rotate – One Rotation / 1.5 m          |                      |              |
| A.5                    | Paws Up and Push                                   |                      |              |
| A.6                    | March on the Spot – 6 lifts                        |                      |              |
| A.7                    | Unroll Carpet – 2 body lengths                     |                      |              |
| A.8                    | Back Up – Dog and Handler - 2 m / 2 body lengths   |                      |              |
| A.9                    | Reverse to between Handler's Legs – 4 body lengths |                      |              |
| A.10                   | In Reverse – Moving with Handler – 6 steps         |                      |              |
| A.11                   | Reverse and Circle while Handler moves – 1 circle  |                      |              |
| A.12                   | Reverse Leg Weaves – 4 weaves                      |                      |              |
| A.13                   | Scoot/Moonwalk – 3 body lengths                    |                      |              |
| A.14                   | Handler is the Jump – 4 m                          |                      |              |
| A.15                   | Circled Arms/Leg Jump – 4 m                        |                      |              |
| A.16                   | Moving Hold – 10 body lengths / 2 tricks           |                      |              |
| A.17                   | Bring it Back – 6m                                 |                      |              |
| A.18                   | Pull Along – 6 body lengths                        |                      |              |
| A.19                   | Roll Over Once – Handler Steps Over                |                      |              |
| A.20                   | Blanket Games - 3 secs                             |                      |              |
| A.21                   | Straddle and Move                                  |                      |              |
| A.22                   | Follow Target Stick Sideways – 6 steps             |                      |              |
| A.23                   | Push Along – 4 body lengths                        |                      |              |
| A.24                   | Moving Stand Tall – 4 steps                        |                      |              |
| A.25                   | Handler's Choice – 3 components                    |                      |              |
| <b>SUB-TOTAL</b>       |  |                      |              |
| <b>DEDUCTIONS</b>      |  |                      |              |
| <b>TOTAL SCORE</b>     |  |                      |              |



## DEDUCTIONS

| Up to 1 POINT   | 2 POINTS  | 4 POINTS   | NON-QUALIFYING ON A TRICK   |
|---|---|--|---|
| Dog interferes with handler's movement  | Retry (Starter or Novice class only)                    | Excessive barking  | Dog not completing each trick   |
| Slow response to cue  | Minor barking   | Disconnecting from handler   | Minimum requirements of trick not met   |
| Non-use of equipment  | Knocking over equipment                                 |  | Dog or handler not in position specified for the trick  |
| Minor mouthing of equipment   |   |  | In the search and identify tricks, the dog incorrectly identifying the correct container                                      |
|   |   |  | Failure to complete one component of a trick with multiple components   |
|   |   |  | Handler doing an extra re-try on a trick  |
| <b>MISBEHAVIOUR/ LACK OF CONTROL 1 – 10 POINTS</b>  |   | <b>DISQUALIFICATION</b>  |   |
| Inaccuracy of performance;<br>Slow response to cues   | Mistakes/refusals                                       | Fouling/eliminating in ring  | Use of a toy which emits a sound  |
| Physical management/<br>manipulation of dog   | Dog not working in natural and willing manner           | Dog/handler leaving ring (other than accidental)                               | Using equipment to portray threatening, attacking, injuring or harming the dog or any person, or other violence or aggression |
| Harsh verbal cues/ corrections/<br>intimidating signals   | Lack of teamwork, relationship, enjoyment               | Harsh or punitive treatment of dog   | Using, or having on the person of the handler, food or a toy, other than at reward station as allowed in Starter and Novice   |
| Extended, exaggerated or repeated signals or cues or physical guidance                                      | Lack of briskness                                       | Excessive physical manipulation of dog/physical contact to guide/place the dog | Use of any human (other than Handler) or animal prop  |
| Failure to comply with Judge's direction re<br>-nature of reward<br>-use of reward<br>-moving to next trick | Handler error   | Violation of the rules re dog attire including artificial colouring            | Continuous barking  |
| Dog going to reward station other than with and under control of handler                                    | Rewarding the dog outside the 1 m from the reward table | Using a real or replica weapon   |   |



**GUIDELINES FOR TRICK DOG SCHEDULES**

The Affiliate conducting the test will publish a Schedule for each Trick Dog test it conducts, in accordance with Member Body requirements and these Rules. The Schedule will set out such requirements for the test as the Affiliate may determine and will normally include the following information:

1. The name of the Affiliate conducting the test.
2. The date and venue at which the test is to be conducted.
3. Details of the venue (such as whether it is an open or roofed/enclosed area and the surface of the ring [eg grass, carpet etc]).
4. The closing date for entries.
5. The address to which entries should be forwarded.
6. Entry fees.
7. Classes offered and the name of the Judge for each.
8. Commencing time of vetting and registration.
9. Contact phone number (mobile) for the Affiliate on the day of the test.
10. Such other information specific to the test as the Affiliate considers appropriate.

## GUIDE TO SET UP AND PERFORMING TRICK DOG TESTS

### 1. Rewards

- 1.1 Dogs must be under control at all times; this includes during the reward sections of the test. Any unmanageable behaviour will result in the dog being disqualified and the team will be excused from the ring.
- 1.2 For Starter and Novice classes, reward stations will be set up in the ring as directed by the Judge.
- 1.3 Handlers may use a silent toy or food reward to reward the dog at the conclusion of a trick or a number of tricks. The handler may reward the dog up to a maximum of 6 visits to the reward station in Starters class and a maximum of 8 visits in Novice class. They may use a food reward after some tricks and a toy reward after other tricks, if they so desire.
- 1.4 Food which is provided by the handler must be in a sealed container.
- 1.5 If a toy is used, it must be a silent toy. The handler and dog may go to the reward station, play with the toy with the dog, then release and move to take up position for the next trick. The toy at no time can be thrown.
- 1.6 The Judge will indicate if s/he considers the reward process has gone on too long and direct the handler to the next trick.

### 2. Set up of equipment

Handlers will set up any of their equipment before the commencement of their test; stewards may assist.

### 3. Retry

- 3.1 In Starter and Novice classes, up to one retry is allowed in the entire test.
- 3.2 If after one retry a dog does still not pass the trick, it cannot qualify but may continue to finish the test.

### 4. Scheduling

- 4.1 If trick titles are held in the same ring as any other discipline, it is recommended that the classes of that other discipline/s are judged first, followed by the Trick Dog titling class/es.
- 4.2 At the conclusion of all official classes an Affiliate may offer non-titling classes.