***DOGS WEST SUBMISSIONS***

***Review of Rules for the conduct of Dances With Dogs Competitions***

Welfare of the Dog

Addition 6.5.3

It is important that no moves in DWD or Tricks be used that may cause an injury to the dogs. Any moves that are not natural (see list below) and not good for the dogs structure and conformation or indeed degrade the dogs must be avoided and if put into a routine will cause the judges to demand immediate removal of the dog from the ring.

The following are examples of types of tricks which are likely to be unsuitable for the vast majority of dogs:

* The dog balanced on handler’s shoulders while the handler is standing;
* Dog Standing on Hindlegs for more than 30 Seconds at any one time during the routine
* The  dog being carried on the handler’s back and being asked to jump off at head height;
* A head stand (also known as tripod) or any variation of it, whereby the dog is balanced on his nose and front feet with his back feet off the ground;
* A hand stand or any trick where the dog is independently balanced on his front feet, either moving or statically;
* The dog sitting  on the handler’s upturned feet or performing any other behaviour in that position, and having no contact with the floor;
* Forward or backward roll/somersault (eg where the dog turns head over heels in the air or on the ground and lands or finishes on their feet);
* Other moves which may be viewed as potentially harmful or injurious to the dog.

Rationale: We wish to promote at all times the safety of the dog whilst competing, making it clear to competitors unsafe moves will not be tolerated

**2.0 DEFINITIONS**

At any class level a minimum of 70% of a Heelwork to Music routine must consist of heelwork, during which the dog’s shoulder should be reasonably close to the handler’s leg; the percentage of heelwork in a routine is based on the time spent undertaking heelwork positions. The remainder of the routine may consist of freestyle.

Addition

In Freestyle the dog must:

Show independent moves in the routine

At any class level a minimum of 70% of a Freestyle routine must consist of freestyle moves; the percentage of freestyle in a routine is based on the time spent undertaking freestyle moves. The remainder of the routine may consist of heelwork.

Rationale:

To show the difference between an already established heelwork section the Freestyle section should showcase the handler and dogs abilities to show moves independent of the handler. There is already a percentage rate in HTM and FS should be no different. Bringing us into line with other countries and giving clarity to our competitors

**APPENDIX C**

GUIDELINES FOR DANCES WITH DOGS SCHEDULES

Subject to member body requirements, published Schedules for Dances with Dogs competitions normally include the following information:

1.The name of the Affiliate conducting the competition.

2.The date and venue at which the competition is to be conducted.

3.Details of the venue (such as whether it is an open or roofed/enclosed area, the surface of the ring [eg grass, carpet etc] and the specific dimensions of the ring).

4.The closing date for entries.

5.The address to which entries should be forwarded.

6.Entry fees.

7.Divisions and classes offered and the members of the Judging Panel(s) for each.

8.Commencing time of vetting, submission of music, music checks and judging.

9.Contact phone number (mobile) for the Affiliate on the day of the competition.

10.Such other information specific to the competition as the Affiliate considers appropriate.

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5.The address to which entries should be forwarded.

6.Entry fees.

7.Divisions and classes offered and the members of the Judging Panel(s) for each.

8.Commencing time of ~~vetting~~, submission of music, music checks and judging.

9. **Vetting: exhibits may be required to be inspected or vetted**

10.Contact phone number (mobile) for the Affiliate on the day of the competition.

11.Such other information specific to the competition as the Affiliate considers appropriate

11.Such other information specific to the competition as the Affiliate considers appropriate.

Rationale: we already have in the rules that 6.6 that bitches in Oestrum are not allowed to compete as we do with other nq points such as carrying food, we do not search handlers to make sure that isn’t happening. The suggested change brings us in line with other sports. The last two years where close contact has not been allowed the extra work for clubs having an extra steward just to check bitches has not been allowed, yet there has been no bitches in season or showing discharge presented so proving it is just another impost on the club. The suggested addition does allow however the club to check a bitch if the need occurs

***DOGS WEST SUBMISSIONS***

***Review of Rules for the Conduct of Trick Dog Tests***

Welfare of the Dog

Addition 6.5.4

It is important that no moves in DWD or Tricks be used that may cause an injury to the dogs. Any moves that are not natural (see list below) and not good for the dogs structure and conformation or indeed degrade the dogs must be avoided and if put into a routine will cause the judges to demand immediate removal of the dog from the ring.

The following are examples of types of tricks which are likely to be unsuitable for the vast majority of dogs:

* The dog balanced on handler’s shoulders while the handler is standing;
* Dog Standing on Hindlegs for more than 30 Seconds at any one time during the routine
* The  dog being carried on the handler’s back and being asked to jump off at head height;
* A head stand (also known as tripod) or any variation of it, whereby the dog is balanced on his nose and front feet with his back feet off the ground;
* A hand stand or any trick where the dog is independently balanced on his front feet, either moving or statically;
* The dog sitting  on the handler’s upturned feet or performing any other behaviour in that position, and having no contact with the floor;
* Forward or backward roll/somersault (eg where the dog turns head over heels in the air or on the ground and lands or finishes on their feet);
* Other moves which may be viewed as potentially harmful or injurious to the dog.

Rationale: We wish to promote at all times the safety of the dog whilst competing, making it clear to competitors unsafe moves will not be tolerated

**RETRIES**

**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.

**9.3** **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, Novice, Intermediate and Advance** 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.

Rationale: There is already an increased difficulty and length of time being in the ring, so to continue to encourage participation we would in keeping with the ethos of the sport and believe that a retry is valid in all classes

**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.

**10.5 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~~ **in all classes** 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~~ **each class**

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 **a Maximum of 4 in intermediate and Advanced 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.

Rationale: moving up to intermediate and advanced is already an increase in difficulty of tricks and the concentration of the dog has been increased. To now remove all rewards is slightly unfair so reducing the rewards in a gradual way seems fairer and in keeping with the ethos of the sport.

Having the possibility at some time during the round the dog can receive a reward seems fair

**11.3 Penalties**

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 Penalties**

11.3.4 Undertaking a retry in **Starter, Novice, Intermediate and Advance** level 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.

If the retry is changed to all Starter, Novice, Intermediate and Advance classes then penalties will also need to be altered to all classes

Rationale : consequential change

**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.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.~~ **close to the handler**

Rationale: This is not an obedience test what we are looking for is that the dog can perform the trick and stay connected to the handler under control

**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.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~~ **close to the handler.**. 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.

Rationale: This is not an obedience test what we are looking for is that the dog can perform the trick and stay connected to the handler under control

**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.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~~ **close to the handler**. 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~~ **close to the handler**.

Rationale: This is not an obedience test what we are looking for is that the dog can perform the trick and stay connected to the handler under control

**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.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.

Rationale : As this is the handlers choice so making no difference to the completion of the trick it is one more variant that is not required by dog, handler or judge

**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.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.

Rationale : As this is the handlers choice so making no difference to the completion of the trick it is one more variant that is not required by dog, handler or judge

**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 –

1. two (2) 360 degree circles/spins in the same direction; or
2. 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.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 –

1. two (2) 360 degree circles/spins in the same direction; or
2. 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~~ **close to the handler**. The handler may be stationary or move forwards while the dog executes the circle spins.

Rationale: This is not an obedience test what we are looking for is that the dog can perform the trick and stay connected to the handler under control

The removal of clockwise or anti clockwise, as the handler is making the choice on which way the dog will perform it is one more variant that is not required by dog, handler or judge

**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.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~~ **close to the handler.**

Rationale: This is not an obedience test what we are looking for is that the dog can perform the trick and stay connected to the handler under control

**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.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.

Rationale: many handlers would find it more comfortable to select to stand side on, as the trick is about the dog jumping the cane or hoop the stance of the handler should be a choice

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

***Set up***

The handler will provide an object[8](#page27) 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.19 Paws Up on Fixed Object - 3 seconds**

***Set up***

The handler will provide an object[8](#page27) 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 ).~~ (**to a maximum of 500 mm with a 10 % variation above or below this height )**

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.

Rationale: allowing a 10% variation on the object makes it a lot easier for handlers to find a suitable object. Many with large dogs are finding it difficult to find an exact height, which excludes this trick being chosen

**I.1** **Named Retrieve – 3 metres**

***Set Up***

The handler will provide five (5) articles[9](#page29), 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.

**I.1** **Named Retrieve – 3 metres**

***Set Up***

The handler will provide five (5) articles[9](#page29), all of a similar size. The ~~handler~~ **judge or steward**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~~ The Handler will advise the judge** **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.

Rationale: this trick is not in keeping with the other tricks listed in intermediate and is not selected as one of the preferred tricks, as we would like to see a broad section of tricks selected this trick needs to be revised.

Giving the handler the choice of selection of article makes this trick slightly easier however having the judge or steward set out the articles will mean the handler has no idea where the article to be retrieved will be placed so avoiding the dog just learning a pattern

**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.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.

Rationale : As this is the handlers choice so making no difference to the completion of the trick it is one more variant that is not required by dog, handler or judge

**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.

**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).~~

(**to a maximum of 500 mm with a 10 % variation above or below this height )**

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.

Rationale: allowing a 10% variation on the object makes it a lot easier for handlers to find a suitable object. Many with large dogs are finding it difficult to find an exact height, which excludes this trick being chosen

**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.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~~ **close to the handler** . The handler remains stationary.

Rationale: This is not an obedience test what we are looking for is that the dog can perform the trick and stay connected to the handler under control

**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.10 Take a Bow - ~~3~~ 2 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)~~ two 2 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.

Rationale: This is a big jump from the previous Take A Bow which is next to the dog so feel 2 metres is more than adequate

**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 –

1. 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
2. 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.

**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~~ two (2) metres 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 –

1. 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
2. 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.

Rationale: The longer distance gives the larger dogs a better turning capacity once they have collected their article before moving off with the handler

**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.18 Speak Once – ~~5 metres~~ 2 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~~ two (2) 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.

Rationale: This is an obedience exercise taken from the obedience rule book and feel this is an excessive distance compared to the other tricks in intermediate

**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.

1. 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.
2. 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.
3. 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.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.

1. 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.~~
2. 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.~~
3. 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.

Rationale: As the team has to perform two behaviours repeating the tricks again and again is just tiring so removing the 3 times in succession makes more sense extra nods does not show any more aptitude for the trick

**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.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.

Rationale : As this is the handlers choice so making no difference to the completion of the trick it is one more variant that is not required by dog, handler or judge

**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:

1. the handler’s extended arm; handler may bend or kneel;
2. the handler’s arms joined in the configuration of a hoop;
3. the handler’s raised leg; or
4. the handler’s legs bowed in the configuration of a hoop[16](file:///C:\Users\Houston\Desktop\trick%20and%20dwd%20submissions\a15.docx#page41).

**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~~ **be** 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:

1. the handler’s extended arm; handler may bend or kneel;
2. the handler’s arms joined in the configuration of a hoop;
3. the handler’s raised leg; or
4. the handler’s legs bowed in the configuration of a hoop[16](file:///C:\Users\Houston\Desktop\trick%20and%20dwd%20submissions\a15.docx#page41).

Rationale: the trick calls for the dog to jump the arms or the leg, removing the stance of the handler allows the handler to be 4 metres away and take up a position that is easiest for them to maintain and perform this trick, the trick for the dog has not changed

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

***Set Up***

The handler will provide a piece of wheeled equipment[18](file:///C:\Users\Houston\Desktop\word%20trick%20rules.doc#page42) 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.18** **Pull Along – 6 body lengths**

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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 **or deliver to hand**

Rationale: A Dog in obedience is taught to hold until they have been cued to release to the handlers hand encouraging a dog just to drop the article he is holding is detrimental to this discipline, adding the choice of being cued just to drop the item or deliver would be fairer to all

**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:

1. 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.
2. 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.
3. 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.
4. 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.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 ***The dog and handler will only set up once, there will be no pause between the first and second behaviour. Select two (2) behaviours from the following:***

1. 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.~~
2. 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.~~
3. 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.~~
4. 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.

Rationale: the new wording will make it clearer to the judge and handler that this is a continuous trick . There is no need for the chosen tricks to be repeated the team has already demonstrated that they can perform the trick, they have been asked to select two behaviours continuous twisting for the handler can cause balance problems, this also turns a fun trick into and endurance test

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

**Set up**

The handler will provide a movable object and two stable objects 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.

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

**Set up**

The handler will provide a movable object and two stable objects 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~~ **on one side of or behind 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~~ **movable object** pushed between the two stable objects.

**Rationale**

The current rule specifies that the dog is positioned ‘on one side’ of the object. This wording may be interpreted to include ‘behind’ the object, which realistically is the starting position for this trick, but the amendment would remove any ambiguity. In the Action section, the movable object is referred to specifically as ‘the ball’, which is inconsistent with the ‘movable object’ referred to the Set Up and Cue sections.

**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.

**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~~ ~~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 trick(s) for this section must have at least (3) three distinct and linked advanced components. This includes elements of distance and/or duration.

Tricks can be chosen from the trick rule book (preferably from the Advanced Trick selection). However, if they are chosen from the lower level (intermediate and below) the trick must be altered to fit the advanced difficulty level.

Example using I.7*. In reverse moving with the handler*: To add difficulty (distance) to go in line with an advanced trick, the number of steps taken will have to be increased to a minimum of six steps. However, this would only satisfy 1 part of the 3 components expected from the advanced trick combination.

The handler may also devise tricks that do not appear at any level in this schedule as long as the tricks have the difficulty, distance and/or duration, keeping in line with the Advanced Class.

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.

Rationale: to give handlers a clearer idea of what is expected, at present it reads the handler could use three starter tricks as long as they are linked, which clearly is not what was intended, also we want the handler to have the freedom in this trick to design tricks that are not listed which was the intention of this trick

**APPENDIX D**

**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.

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**GUIDELINES FOR TRICK DOG SCHEDULES**

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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,**Vetting: exhibits may be required to be inspected or vetted**

10. Contact phone number (mobile) for the Affiliate on the day of the test.

1. Such other information specific to the test as the Affiliate considers appropriate.

Rationale: we already have in the rules that 6.6 that bitches in Oestrum are not allowed to compete as we do with other nq points such as carrying food, we do not search handlers to make sure that isn’t happening. The suggested change brings us in line with other sports. The last two years where close contact has not been allowed the extra work for clubs having an extra steward just to check bitches has not been allowed, yet there has been no bitches in season or showing discharge so proving it is just another impost on the club. The suggested addition does allow however the club to check a bitch if the need occurs

**PROPOSAL NEW CLASS STORY TELLING**

**The story telling title is separate title and has been included for dogs that have attained the title of at least Novice Trick Dog, as this is an increase in skill level this new class is asking the dog to complete a set of tricks that work together, storytelling has more spectator appeal as there is no break between tricks, it is proposed at two levels**

**The reason that it is not available for starter as they is a need to gain a certain level of proficiency before moving to continuous tricks**

**TRICK STORY TELLING**

**CRITERIA**

Below is a guide on the proposal for a new division in Trick Dog Test. Story Telling, the levels proposed

Are STLV1 and STLV2

**Qualifying Certificates – Trick Story Telling**

To be awarded a Qualifying Certificate in the Trick Story Telling division, a competitor must, at the one test –

(a) complete the number of required tricks for that class;

(b) gain a score of at least five points for each trick selected and a minimum score of ten (10) points in

The Story Telling and Teamwork category

(c) achieve the minimum total score;

as set out in the following table:

|  |  |  |
| --- | --- | --- |
| **Class** | **Level one** | **Level two** |
| Number of linked tricks | 6 | 8 |
| Total Score | 80 | 100 |
| Minimum total score | 60 | 75 |

|  |  |  |
| --- | --- | --- |
| **Class** | **Level one** | **Level two** |
| Title | STLV1 | STLV2 |
| Number of Certificates | 6 | 8 |
| Minimum Number of Judges | 2 | 3 |

**Criteria - Trick Story Telling**

Level 1 The handler must choose for level one story telling a minimum of three tricks listed from the Starter/Novice Trick list, the remaining three tricks can be made up by the handler or taken from anywhere else in the trick rule book, all six tricks must be submitted when entering.

When entering, the tricks taken from the Trick Dog Rule Book must be listed as per description in the rule book (trick name and number) Tricks that are made up must have a short description added when entering to let the judge understand what is going to be performed. In total all six tricks must be submitted when entering and must be of at least Starter standard

Level 2 The handler must choose for level two story telling a minimum of four tricks listed from the Intermediate/Advanced Trick list, the remaining four tricks can be made up by the handler but must be of at least intermediate standard, all eight tricks must be submitted when entering.

When entering, the tricks taken from the Trick Dog Rule Book must be listed as per description in the rule book (trick name and number) Tricks that are made up must have a short description added to let the judge understand what is going to be performed. In total all eight tricks must be submitted when entering and must be of at least Intermediate standard

Each trick must flow from one to the next in a continuous action, there will be no reward station or

retries in Trick Story Telling

All tricks undertaken must be done in a safe manner for dog and/or handler refer to Trick Dog Test rule book.

Any equipment to be used must be checked by the Judge prior to commencement.

**Describing the Story**

The handler must submit a Title for their story when entering and may also

submit a synopsis of their story maximum of 150 words to describe the story. This will indicate to the judge what is going to be performed

The competitor may perform more tricks in their story but only the tricks listed will be scored

Example of listing of tricks

**TITLE OF STORY: GO FOR A WALK AND SWIM**

Trick one – N14 Sleeping Beauty – 3 Secs

Trick Two – Retrieve – handler will send to a cane and ask the dog to collect and deliver to hand

Trick Three - S2 Circle the handler once

Trick Four - N12 Jump cane or hoop

Trick Five - N19 Paws up on fixed object – 3 secs

Trick Six - Go for a swim – dog will leave handler (**sendaway**) and stand on blue plastic looks like a lake

Example of synopsis – JACK was asleep and dreaming of a walk, he woke up excited to go for a walk, he collects Amanda’s cane and brings it to her, he is so excited he circles around her, as she is putting on her shoes, he waits patiently but then leaps over the walking cane IT IS TIME TO GO, they walk to the park and rest with Jack putting his paws up on a bench as they look across the paddock, it is such a fine day that Jack sees the lake and goes for a swim

Other examples of short descriptions of tricks

Dog Digs Hole – dog will scratch the surface of the ground with his front paws

Count to Three – dog when he sees the card will bark three times

Cracker Dog – dog will spin twice to the left and twice to the right

**Trick Story telling Judging**

The judge who will be seated at the table will allocate a score out of 10 for each trick performed that is listed

on the entry form and will take into account

the degree of difficulty of each trick in relation to the class entered;

the accuracy of the dog’s performance and speed in responding to the handler’s cues;

the extent of mistakes

the flow of each trick to the next;

the extent to which teamwork and enjoyment are demonstrated between the dog and

handler.

The judge will pay particular attention to the story telling element and how the tricks fitted together and

If the scores are tied the points from the teamwork and storytelling section will decide the winner

Part points may be allocated.

If whilst performing the story the dog performs a trick incorrectly the judge will award a zero score for that particular trick, the handler will not go back and retry the trick but move on with the story, two incorrectly performed tricks in the story will result in a non-qualifying score

**Trick Story telling Eligibility**

To enter the trick story telling level one the dog must have the title of TKN

To enter the trick story telling level two the dog must have the title of STLV1

**Time Limit**

The story for STLV1 must be completed within 2 minutes time starts at the commencement of first trick

The story for STLV2 must be completed with 3 minutes time starts at commencement of first trick

**TRICK STORY TELLING**

**JUDGES’ MARK SHEET**

**LEVEL ONE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Club** | | **Date** | | | |
| **NAME OF STORY** | | **Handler number** | | | |
| **Judge** | **Judge’s Signature** | | | | |
| **Judging each trick will score maximum 10 points** | | |  |  |  |
| **ACCURACY AND TECHNICAL MERIT OF TRICKS (Max 60)** | | | | | |
| |  |  |  | | --- | --- | --- | |  |  |  | |  |  |  | |  |  | TOTAL SCORE FOR SIX TRICKS | | | | | | |
| **STORY TELLING AND TEAMWORK (Max 20)** | | |  |  |  |
| The flow of each trick in relation to the story | | | 10 |  |  |
| Level of teamwork, harmony and relationship demonstrated between the dog and handler | | | 10 |  |  |
|  | | |  |  |  |
| **SUB-TOTAL** | | |  |  |  |
| **Deductions** | | |  |  |  |
| **TOTAL** | | |  |  |  |

**TRICK STORY TELLING**

**JUDGES MARK SHEET**

**LEVEL TWO**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Club** | | **Date** | | | |
| **NAME OF STORY** | | **Handler number** | | | |
| **Judge** | **Judge’s Signature** | | | | |
| **Judging each trick will score maximum 10 points** | | |  |  |  |
| **ACCURACY AND TECHNICAL MERIT OF TRICKS (Max 80)** | | | | | |
| |  |  |  | | --- | --- | --- | |  |  |  | |  |  |  | |  |  | TOTAL SCORE FOR EIGHT  TRICKS | | | | | | |
| **STORY TELLING AND TEAMWORK (Max 20)** | | |  |  |  |
| The flow of each trick in relation to the story | | | 10 |  |  |
| Level of teamwork, harmony and relationship demonstrated between the dog and handler | | | 10 |  |  |
|  | | |  |  |  |
| **SUB-TOTAL** | | |  |  |  |
| **Deductions** | | |  |  |  |
| **TOTAL** | | |  |  |  |