# Proposed New Tricks

Appendix A

**Current Wording**

Appendix A are the current Trick Lists for all Trick Levels

**Proposed Amendment**

Additional Tricks, as numbered as described below.

**Rationale**

Trick Dogs was designed to be inclusive for dogs and Handlers. Providing additional choices at all levels allows a wider range of teams to find suitable tricks to perform. Consideration has also been given to allowing a clearer progression of trick behaviours through the levels.

## Starters

**S.16 Toy Catch**

***Set Up***

Dog will start in any position in front of the handler.

***Cue***

The handler may cue the dog to catch.

***Action***

The Handler should gently toss the toy towards the dog, who must catch it in their mouth and hold.

**S.17 Kisses**

***Set Up***

The Dog will start close to Handler. The handler may bend over or kneel for a suitable trick position.

***Cue***

The Handler will cue the dog to kiss. The Handler may touch their face as part of the cue.

***Action***

On cue, the dog will “kiss” the handlers cheek by touching their nose to the handlers face.

**S.18 Ring a Bell (a bell or buzzer)**

***Set Up***

Dog and Handler will start close to bell.

***Cue***

The Handler will cue the dog to touch the bell. The handler must not touch the bell directly.

***Action***

The dog will tap or press the bell with their paw or nose, making a noise.

**S.19 Chin Rest**

***Set Up***

Dog will start in front of handler. Handler may kneel or bend for a suitable trick position.

***Cue***

The handler will offer their hand (\*the hand may be in any position) and cue the dog to place their chin

***Action***

The dog will place their chin on top of the hand, and hold for 2 seconds.

**S.20 Rear Foot Target (target will be a mat or low platform)**

***Set Up***

Dog will start in front of Handler, at least half a body length in front of the target.

***Cue***

Handler must remain stationary and cure dog to move rear feet.

***Action***

Dog will move both rear feet backwards to target.

**S.21 Roll Over – Once (formerly N.17)**

***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.

**S6 Target Stick**

**Amendment**: Describe Target stick position more clearly.

**Current Wording:**

***Action***

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

1. turns in a full 360 degree turn; or
2. 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.

Proposed Amendment:

***Action***

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

1. turns in a full 360 degree turn; or
2. 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 Target stick should be held clearly above the dogs head and the dog should not jump up at the target stick.

**Rationale**

The correct position of the stick makes the trick look neater, and the description reduces confusion on the correct performance.

## Novice

**N.21 Take a Bow 2m /2 sec**

***Set up***

The dog will be in a stance of the handler’s choice, 2m from 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, but must maintain the 2m distance

***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.

**N.22 Rollover at 1m**

***Set up***

The dog will be in an upright down position in front of the handler. The handler will be at a distance of at least 1m away from 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, but must maintain distance during the trick

**N.23 Bounce**

***Set Up***

The dog will start close to the handler.

***Cue***

The Handler will cue the dog to bounce.

***Action***

On cue, the dog will jump into the air, and return to the start position. All four of the dogs paws must leave the ground.

**N.24 Identify Named Object**

***Set Up***

Three similar sized objects, provided by the handler, will be placed out, approximately 0.5m apart. Handler will specify one object as the target.

Dog and handler will start approx. 1m away from centre object.

***Cue***

Handler will cue the dog to fetch the designated item.

***Action***

The dog will go to the items and retrieve the identified target object, bringing it close to the handler.

**N.25 Telling Secrets**

***Set Up***

The Dog will start close to Handler. The handler may bend over or kneel for a suitable trick position.

***Cue***

The Handler may place their hand to their ear as part of the cue. The handler will cue the dog to tell secrets.

***Action***

The dog will touch their nose to the handler’s ear (handler may cup their hand to their ear), then turn their head while the handler whispers into the dog’s ear.

**N. 26 Chorus Line Kicks**

***Set Up***

Dog will start in front of handler.

***Cue***

Handler will raise their left and right foot in turn.

***Action***

The dog will touch the handlers raised left foot with their right paw and raised right foot with left paw.

**N. 27 Sit Pretty 1m 3sec**

***Set up***

Dog starts 1m from handler.

***Cue***

The handler will cue the dog to Sit Pretty.

***Action***

On cue the dog will sit securely balanced on his hindquarters and will raise his front paws in the air, without support. The dog will hold the position for three (3) seconds. The Judge will indicate when that time is completed.

## Intermediate

**I 21 Hold Leg or Hold object**

***Set Up***

The Handler may provide a held object, such as a stick, or cane, or the trick may be performed on the handlers’ leg. The dog will start next to the Handler.

***Cue***

The handler may move the item or their leg into a suitable position, and cue the dog to wrap their paws around it.

***Action***

On cue, the dog will wrap both front paws around the object, or the handler’s leg, and hold the position for 3 seconds. The dog may be in a sit pretty, sit or standing on its rear paws.

**I.22 Hooping**

***Set Up***

The dog and handler will take up position near the hoop, placed flat on the ground.

***Cue***

The Handler must cue the dog to move through the hoop. The handler may not touch the hoop.

***Action***

On cue, the dog will lift the hoop, using his mouth or nose, and move completely through the hoop.

**I.23 Double Hula**

***Set Up***

Dog will start next to handler.

***Cue***

Handle will cue the dog to hula.

***Action***

On cue, the handler will start turning in one direction, while the dog circles the handler in the opposite direction. Handler must complete two full 360 degree circles, and dog must finish in the same position as the start.

**I.24 Pickpocket**

***Set Up***

The handler will place cloth (hankerchief, bandanna or scarf), in a pocket or tucked into a belt, with an end visible. Dog must start 1m from Handler

***Cue***

Handler may turn, bend or kneel so the cloth is visible to the dog. Handler will cue the dog to pickpocket.

***Action***

On cue, dog will move to handler, take the cloth in their mouth, and remove it from the handler. Dog may place paws on handler to access cloth.

**I.25 Hide in a Box (box or open suitcase)**

***Set Up***

Handler will provide an open box or suitcase. Handler and dog will start at least 2m from box, dog close to handler.

***Cue***

Handler will cue the dog to hide in the box

***Action***

On cue, dog will go to box, and take up a down position inside the box, hiding from sight, and holding the position for 3 seconds.

**I.26 Sidepass**

***Set Up***

Dog must start close to handler on right or left side, in a heel position.

***Cue***

Handler may cue the dog verbally, or through sideways movement.

***Action***

The handler will move sideways, in either direction, with the dog moving with them, and maintaining position, for three steps.

**I.27 Reading**

***Set Up***

Handler must provide a printed or written card which can cue a trick (chosen from trick list at any level). Cue may contain a single word and/or symbol. Handler must inform judge which trick will be performed. Dog will start close to handler.

***Cue***

Handler must present card to dog. Handler may not give any other verbal or physical cue

***Action***

Dog must perform the trick cued by the card.

 **I.28 Send to Jump 3m**

**Set Up**

The handler and dog will take up position 3m from the jump, dog close to handler.

**Cue**

The handler will cue the dog to move out and take the jump.

**Action**

The handler must remain stationary while the dog moves out and takes the jump. The dog should then return close to handler.

**I.29 Travelling/Flower Weaves**

***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 pivots on one foot, moving the other foot forwards or backwards after each weave.

***Action***

On cue, as the handler pivots, the dog will weave through the handler’s legs, making at least six (6) 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. The Handler will pivot in a circle around one stationary foot, moving the other foot to turn in a circle. The stationary foot may move in small steps to aid the flow of the figure 8’s.

**I.30** **Spin with Transition**

***Set Up***

The Dog will start on the handlers left or right side.

***Cue***

Handler will cue the dog to spin, then transition the dog to their opposite side and cue a second spin.

***Action***

The dog will complete a spin on one side dog then transition via front or rear cross or leg weave to the handlers opposite side and complete a second spin on other side.

**I.31 Sit Pretty Handler Circles**

***Set up***

The dog will be in a stance and position of the handler’s choice, close to the Handler.

***Cue***

The handler will cue the dog to Sit Pretty.

***Action***

On cue the dog will sit securely balanced on his hindquarters and will raise his front paws in the air, without support. The dog will maintain this position while the owner walks in a complete circle around the dog, finishing on their return to the handlers start position.

## Advanced

**A.26 Hide in a suitcase \*(suitcase, or similar, lidded container)**

***Set Up***

Handler and dog will take up position at least 1m from the suitcase. The suitcase will have it’s lid closed, but not secured.

***Cue***

Handler will cue the dog to hide

***Action***

On cue, the dog will go to the suitcase, lift the lid, and take up position hidden in the suitcase. The dog will hold this position for 3 seconds.

**A.27 Ring Toss/Quoits/Stackers**

***Set Up***

Handler must provide a stand, and two small rings or cups, which can be placed on the stand. Rings must be placed on the ground, near the stand. Dog and handler will start close to the stand.

***Cue***

Handler must cue the dog to pick up each ring or cup and place it on the stand.

***Action***

Dog will pick up each ring and place it over the stand.

**A.28 Reading three tricks**

***Set Up***

 Handler will provide three cue cards, each prompting a named trick or behaviour (these may include tricks, or body positions such as sit or down), the cards may show a word and/or symbol. The judge will shuffle the cards into any order. The Judge may ask for a description of each behaviour.

Dog will start close to handler.

***Cue***

Handler will hold out each card in the provided order, and the dog will perform the named behaviour with no further physical or verbal cue from Handler.

***Actions***

Dog will perform each behaviour when shown the appropriate card by the handler.

**A.29 Drawing**

***Set Up***

A suitable drawing surface (whiteboard, chalkboard, notepad) and a writing implement (pen, chalk, crayon, brush may be in a holder or held by handler).

Dog and handler will start close to writing surface, handler may hold the surface, or use an easel.

***Cue***

Handler will cue the dog to draw.

***Actions***

 On cue, the dog will take up the implement and clearly mark the surface.

**A.30 Match to Sample**

**Set Up**

The handler will supply three pairs of items. One of each pair will be set out in a line, each item at least 0.5m apart. The judge will choose one of the other items and give it to the handler as a match. Dog and handler will start 1m from the closest item.

**Cue**

The handler will cue the dog by showing them the matched item. The dog may also be cued to fetch (not using a name).

**Action**

The dog will retrieve the correct matched item and return close to the handler with the item.

**A.31 Circle Handler Distance**

**Set up**

The dog will start at least 2m from the handler.

**Cue**

The handler will cue the dog the dog to circle them at a distance.

**Action**

On cue the dog will make one complete circle forward around the handler, maintaining a distance of at least 2m and finish in the same position as at the start of the trick. Handler may also turn with the dog.

**Moving Tricks**

Swap starters and novice weaves

# Other Amendments

**Current Rule**

**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.

**Proposed amendment**

**9.3.3** 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**

Tricks is designed to be a fun sport and adding flexibility at all levels removes stress and encourages enjoyment. This is common at all levels, in other sports like Rally.

**Current 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.

**Proposed Amendment**

**10.5.4** The handler may reward the dog up to a maximum of 6 visits to the reward station in Starters class, a maximum of 8 visits in Novice class, a maximum of 5 visits in Intermediate class and three in Advanced class. Delivery of the reward should be undertaken briskly and quietly. In Intermediate and Advanced levels, the use of rewards is at the handlers discretion, and may be used at any point in the trick sequences, after completion of an individual trick.

**Rationale**

There is already a sufficient progression of difficulty in tricks required at the higher levels and the complete removal of rewards is an unnecessary leap in difficulty.

**Other rules impacted**

10.5.2 – remove starters and Novice classes

Footnote 3

**Current Rule**

**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.

**Proposed Amendments**

10.3 Competitors will perform the tricks in their chosen order, as listed on their entry. Competitors are expected to proceed briskly from one trick to the next.

**Rationale**

At higher levels competitors are expected to demonstrate flow and teamwork, and allowing competitors to choose the trick order facilitates these elements and allows for motivating dogs.

**Trick Descriptions**

Add “Choose 6 tricks – see rule 4.1” at starters etc

**Preamble**

***Current Wording***

(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)

***Proposed Amendment***

(b) The handler will place any equipment in the ring before commencement of the first trick. (See also Rule 9.4.3)

***Rationale***

Match wording to Rule 9.4.3 and allow simplified setting up and flow between competitors.

**Current rule**

**4.2.2.c** ‘TK.I’ signifying Trick Dog Intermediate in connection with, and after the name of, each dog, which has gained a total of five (5) Qualifying Certificates in the Intermediate class, under at least two (2) different Judges.

Proposed amendment

‘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.

Rationale

Administrative error. 4.2.2.c requirement for TK.I is five (5) qualifying certificate. This is in contradiction to the table at 4.2.3 that indicates the need for six (6) qualifying certificates for TK.I title.



**Current rule**

**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.

Proposed amendment

Hairband/s to keep the hair away from the face and eyes 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.

Rationale

Multiple breeds including, but not limited to, Poodles, Bearded Collies, Old English Sheepdogs, Briards, Pulis, and Tibetan Terriers may require multiple hair bands to ensure the dog can see and perform safely.