**NOVICE CLASS**

**RULES REVIEW SUBMISSIONS**

**OLD RULE**

#### 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.

**NEW RULE**

#### 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~~ handler 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 or Judge places the article under the selected container. The handler and the dog will turn and face the pots once the article is in place.

**RATIONALE**

The handler should be allowed to set up their containers in the pattern and location they prefer and for ease and speed of performing tricks the Steward or Judge should be able to place the scented container.

**OLD RULE**

#### 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.

**NEW RULE**

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

***Set up***

The handler will provide three (3) solid colour or opaque 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.

**RATIONALE**

The pots should not be able to be seen through.

**OLD RULE**

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

***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.

#### NEW RULE

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

***Action***

On cue the dog will go to the containers and will clearly indicate the correct container, e.g. 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.

**RATIONALE**

As different dogs have different ways of indicating this is just making these descriptions some examples not the only choices.

**OLD RULE**

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

***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.

**NEW RULE**

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

***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. No re-try is permitted for this trick.

**RATIONALE**

With scent being involved in this trick it is not viable to have the scent set up for the second time.

**OLD RULE**

#### 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.

**NEW RULE**

#### 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 (dog will pass the back of the cone two (2) times) in a clockwise or anti-clockwise direction, and will then return close to the handler.

**RATIONALE**

Clarification for handlers and judges. There has been much confusion on what constitutes ‘going round the cone’.

**OLD RULE**

#### 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.

**NEW RULE**

#### 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 close to the handler. ~~The handler will indicate to the Judge whether the dog will move in a clockwise or anti-clockwise direction.~~

**RATIONALE**

Requiring the handler to inform the judge of which direction the dog is turning is an unnecessary additive to this trick.

**CONSEQUENTIAL CHANGE**

Remove this sentence from Tricks N.3, N.4, I.3, A.4.

**OLD RULE**

#### 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.

**NEW RULE**

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

***Add into Action***

There are 4 recommended options for taking up position:

a) Dog is sent to perch – handler steps into position

b) Handler steps into position – dog is sent to perch

c) Dog and handler step onto/into perch/position at the same time

d) The handler moving to the opposite side of the perch (facing dog), calls the dog up on to the perch and then steps back into heel position.

**RATIONALE**

Required for clarification as handlers have been very confused on how to set up for this trick.

**OLD RULE**

**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.

**NEW RULE**

**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~~ with the cane or hoop 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**

With many of our older handlers having stability issues we have found that they may need to stand at different angles to ensure they can grip and present the cane or hoop. The way the handler faces while presenting the cane or hoop to the dog has no effect on the intent of the trick so for safety reasons this is a simple ammendment.

**OLD RULE**

**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.

**NEW RULE**

**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**

For clarification for handlers and judges these sentences need to be removed. Its already stated in Set Up. To repeat it in both Cue and Action is confusing.

**OLD RULE**

#### 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.

**NEW RULE**

#### 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 or sit.

**RATIONALE**

If the dog may finish in the down or stand why not in a sit as well.

**OLD RULE**

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

***Set up***

The handler will provide an object[[1]](#footnote-1) 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.

**NEW RULE**

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

***Set up***

The handler will provide an object[[2]](#footnote-2) 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~~ will be in a ~~stand~~ stance of the handler’s choice, close to the object. A wait/stay may be used. The handler and dog will be in a ~~position~~ location 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**

Consequential change re clarification of Set up and definitions.

**OLD RULE**

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

***Set up***

The handler will provide an object[[3]](#footnote-3) 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.

**NEW RULE**

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

***Set up***

The handler will provide an object[[4]](#footnote-4) 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 only 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 in the stand 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**

The intent of this trick was for the dog to put its paws on the object and hold the stretch upright for the three seconds not to either rest its elbows on the object or to sink down into a sit.

**OLD RULE**

Footnote 8

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.

**NEW RULE**

Footnote 8

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 or chair.

**RATIONALE**

The use of a gym ball, a peanut or roller for this trick is unsuitable as stability is paramount. Even with a base there are still stability issues when the dog’s weight comes onto the object. There are so many other suitable objects which can be used, for the sake of safety, this should be removed as a suggested option.

1. [↑](#footnote-ref-1)
2. [↑](#footnote-ref-2)
3. [↑](#footnote-ref-3)
4. [↑](#footnote-ref-4)