



AUSTRALIAN NATIONAL KENNEL COUNCIL LTD

## **Rules for the Conduct of**

## **TRICK DOG TESTS**

**(Effective from 1 January 2020)**

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

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

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**AUSTRALIAN NATIONAL KENNEL COUNCIL**

**RULES FOR THE CONDUCT OF  
TRICK DOG TESTS**

**1.0 INTRODUCTION**

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

***(SA) Proposed Change 1.0***

**1.0 INTRODUCTION**

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

***(SA) Rationale 1.0***

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The first amendment corrects a grammatical error that appears throughout the current rules where the word 'test' appears without a capital "T".

The introduction should be as short as possible to encourage competitors to read the rules. Changes to 1.1, 1.2, and 1.4 reflect this.

1.2 We want Trick Dog Tests to be a lead-in to encouraging people into DWD and as tricks falls under the auspices of DWD this should be reflected in the introduction.

1.4 is deleted as this is not relevant to an introduction to the sport.

1.5 has a slight change for brevity and clarity.

## **2.0 DEFINITIONS**

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

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

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

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

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

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

### **(SA) Proposed Change 2.0**

"Body length": refers to the length of the dog from the withers to the base of the tail.

"Defined area": includes a box, suitcase, hula hoop, laundry basket, baby bath, obedience utility box, or other low sided object which clearly marks the perimeter of the area.

"Disconnecting": When a dog is not responding to handler's cues or its focus is elsewhere (beyond the handler and the necessary props).

"Position": means the location of the dog in relation to the handler, ie. the dog is in front, behind, to the left, or the right, of the handler.

"Retrieve object": A toy (as defined above) ball, dumbbell, or similar item and must be proportionate to the size of the dog.

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

‘Stance’ – in relation to the dog means the dog is in a stand, sit or drop.

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

## **(SA) Rationale 2.0**

The definition of ‘body length’ is added here as we propose that Appendix A be removed.

Definition of defined area for the purposes of the sendaway tricks has been added in the definition section for clarification rather than appearing as a footnote in the various sendaway tricks. (Note the definition has not changed, just its location in the rules.)

‘Disconnecting’ can incur deductions, as in 11.3 (f), but in SA competitors wanted clarity on what disconnection was. This glossary addition is an attempt to define disconnection. Considering that 4 points can be removed for a dog who is disconnecting, having a definition is considered to be important.

Position is defined in the definition section to clear up the ambiguity as to what these terms mean.

S.14, N.15, I.s and I.11 all require the dog to have something in its mouth. Some but not all reference a toy and some but not all have a footnote. We propose to standardise the definition of a retrieve object a for consistency and clarification. We have added the qualification that the retrieve object must be proportionate to the size of the dog so that this applies across all tricks.

The definition of reward station is amended to state it **MUST** be a table – it is not feasible to be using bins or anything else for the reward station. The footnote is therefore deleted as a consequential amendment.

Stance is defined in the definition section to clear up the ambiguity as to what these terms mean.

The definition of toy is simplified to just state it must be make any sound. This is done as part of the ‘streamlining’ of these rules and is on the basis that rules must be easily written and understood by competitors. The definition of ‘trick dog’ is removed – it was an error as if that definition defined anything it was a ‘Trick Dog Test’, not a ‘trick dog’.

## **3.0 TRICK DOG TESTS**

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

### **(SA) Proposed Change 3.0**

~~The scheduling of any Trick Dog test shall be subject to the approval of the relevant member body.  
An Affiliate conducting a Trick Dog test shall offer all of the titling classes listed in section 3.1 below. All classes listed in 3.1 must be available for competition unless special permission is sought and obtained from the Member Body.~~

### **(SA) Rationale 3.0**

Reworded for clarity and brevity (no meaning change).

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

## **3.1 Titling Classes**

The following titling classes are available in Trick Dog tests.

(SA) Proposed Change 3.1

The following titling classes are available in Trick Dog tests.

(SA) Rationale Change 3.1

As all classes are titling classes, defining it as such is redundant.

Grammatical/consistency change - all Trick Dog Tests to be capitalised.

(SA) Proposed New Rule under 3.1 (a)

(a) **TRICK DOG PRE-STARTER CLASS**: For dogs 6 months of age or over who are not eligible for the TK.S title. A dog which has gained a qualifying score in the TK.S class is not eligible to compete in the Trick Dog Pre-Starter class.

(SA) Rationale New Rule under 3.1 (a)

This submission calls for the introduction of a new "Pre-Starter class". Trick Dog Tests are attracting highly experienced obedience/agility/DWD competitors with either newer dogs or their older dogs who can easily enter the Starter class. However, this new discipline is also attracting competitors who have not entered any ANKC competitions before and who are finding working their dogs off-lead challenging. We support the introduction of a class, with a refined list of tricks based on the Starter class that will enable people who are newer to competitions to enter and gain some experience in competitions before they are required to take their dog off-lead. We would for example draw the analogy to Novice Rally where the dog is on-lead and it is only in the Advanced class that the dog is then working off-lead.

However, we recognise that for more experienced competitors /experienced dogs the pre-starter class is not necessary and these competitors should be able to enter directly into the Starter Class. We draw the analogy of the CCD/CD class in Obedience Trials where the handler can elect to go into either class.

Note we have defined this rule as 6 months here, as we have also proposed changing the minimum age for competing to 6 months. Pre-starter class could start at 12 months, like classes currently, if the 6 month rule did not come into effect.

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(a) **TRICK DOG STARTER**: For dogs that have not qualified for the Starter title.

(b) **TRICK DOG NOVICE**: For dogs that have qualified for the title of 'Trick Dog Starter' (TK.S.).

(c) **TRICK DOG INTERMEDIATE**: For dogs that have qualified for the title of 'Trick Dog Novice' (TK.N.).

(d) **TRICK DOG ADVANCED**: For dogs that have qualified for the title of 'Trick Dog Intermediate' (TK.I.).

## **3.2 Progression through titling classes**

3.2.1 A dog shall not be entered for any class without previously having qualified, and an application having been lodged, for the title at the level of the previous class.

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3.2.2 A dog which has gained sufficient Qualifying Certificates for any title other than Trick Dog Advanced (TK.A) shall not be eligible to compete in any further class at that level except in a test for which entries closed before the final qualification score required for that title was gained.

3.2.3 At the discretion of the Affiliate's nominee, a competitor who completes the necessary Qualifying Certificates for a title and has applied for that title after the closing of entries may request and be transferred to the next higher class in the relevant division.

(SA) Proposed Changes to 3.2

## **3.2 Progression through titling classes**

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

(SA) Rationale Changes to 3.2

Title: Removed 'titling' as redundant (i.e. all classes are titled, so there is no need to specify).

3.2.1 The wording has been amended to reflect the introduction of the optional Pre-Starter class.

Level and class are used interchangeable throughout. We have preferred to refer to classes where possible. The change in 3.2.1 is an attempt to reduce use of the word 'level'. (Note that South Australia didn't strongly feel that level or class was more appropriate, but would like it to be consistent regardless of term used.)

Change to 3.2.2 is also to remove the term 'level' and instead use class.

3.2.3 Has been amended to reflect the fact that it is the dog (not the competitor) who achieves the qualifying certificates and to remove the reference to 'the relevant division' as that would appear to be a legacy from DWD which has two divisions, but has no relevance to Tricks.

(SA) Proposed New Rule 3.2.4

3.2.4 The tricks expected in each trick class are of a more difficult level than the class before. For example, the tricks a dog is expected to perform at Novice are more complex than those they are expected to perform at Starter.

(SA) Rationale New Rule 3.2.4

To make it clear to competitors that difficulty is expected to increase through the classes.

(Not that level here is referring to the scale of difficulty, not to the individual classes, and so its use is not inconsistent.)

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## 3.3 Non-titling Classes

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

(SA) Proposed Change 3.3

### ~~3.3 Non-titling Classes~~

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

(SA) Rationale 3.3

This rule is removed in its entirety on the basis that it is not necessary to draw a distinction between titling and non-titling classes. In the event it is considered necessary for competitors to be able to compete in a non-titling class, this can be addressed through the introduction of Not For Competition classes which is something for the State Member Body, not for these rules. In South Australia our Member rules provide for Not for Competition at specified levels in the sports of obedience, rally and agility and so we think this is best left to the State Body.

Note we have also removed references to 'titling classes' throughout for consistency.

## 4.0 TITLES

### 4.1 Qualifying Certificates

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

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

as set out in the following table:

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

(SA) Proposed Change 4.1

### 4.1 Qualifying Certificates

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

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

Class	<u>Pre-starter</u>	<u>Starter</u>	<u>Novice</u>	<u>Intermediate</u>	<u>Advanced</u>	<u>Champion</u>
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Number of tricks for which qualifying score must be achieved	<u>6</u>	6	8	8	10	<u>10</u>
Minimum total score	<u>45</u>	45	60	65	85	<u>90</u>

## **(SA) Rationale 4.1**

Is amended to make it clear that it is the dog and not the competitor who must achieve these scores.

(a) Is amended to change level to class.

The table is amended to include the Pre-Starter Class (see above for rationale for the introduction of this class).

The table is also amended to include a Trick Dog Champion, with the following rationale:

- We think a Champion title should be introduced to ensure we keep competitors in this sport and give them an additional title to aim for with their dogs. The dog must achieve the Advanced title first and then must achieve a further 10 qualification certificates with the higher score of 90 /100. This is analogous to the Rally Champion and we believe sets an appropriately high standard to be worthy of the title of Champion. (Note if we are thinking that champion is too 'easy', then increasing difficulty at each class could be advantageous, instead of making champion harder. This minimum score of 90 makes this champion level sufficiently difficult in our opinion.)
- We have added the requirement that the qualifications for the title of Champion must include trick A.25 Handler's choice. As tricks falls under the auspices of DWD we see this as part of the relationship between tricks and DWD.
- Note that if we miss this opportunity to introduce a champion class, it will be 7 years before we can get a champion class. There's a risk of losing people from the sport if we don't have a champion class.

## **4.2 Trick Dog titles**

4.2.1 All dogs eligible to be entered in a Trick Dog test in accordance with these Rules shall be eligible to receive Title Certificates upon meeting the requirements set out in Rule 4.2.2 below.

4.2.2 The member body will receive applications for the use of the relevant title letters in connection with the name of each dog, when the dog has gained Qualifying Certificates in accordance with the following requirements:

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

(SA) Proposed Changes 4.2 - multiple

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

4.2.1 All dogs eligible to be entered in a Trick Dog Test in accordance with these Rules shall be eligible to receive ~~the~~ Qualifying Certificates upon meeting the requirements set out in Rule 4.2.2 below.

4.2.2 The member body will receive applications for the use of the relevant title letters in connection with the name of each dog, when the dog has gained Qualifying Certificates in accordance with the following requirements:

(a) TK.PS signifying Trick Dog Pre-starter in connection with, and after the name of each dog which has gained a total of three (3) Qualifying Certificate in the Pre-starter class under at least two (2) different judges.

(a) 'TK.S' signifying Trick Dog Starter in connection with, and after the name of, each dog, which has gained a total of three (3) Qualifying Certificates in the Starter class, under at least two (2) different Judges.

(b) 'TK.N' signifying Trick Dog Novice in connection with, and after the name of, each dog, which has gained a total of five (5) Qualifying Certificates in the Novice class, under at least two (2) different Judges.

(c) 'TK.I' signifying Trick Dog Intermediate in connection with, and after the name of, each dog, which has gained a total of ~~six (6)~~ five (5) Qualifying Certificates in the Intermediate class, under at least two (2) different Judges.

(d) 'TK.A' signifying Trick Dog Advanced in connection with, and after the name of, each dog, which has gained a total of eight (8) Qualifying Certificates in the Advanced class ~~in the relevant division~~, under at least three (3) different Judges.

(e) TK CH to be used before the name of the dog and signifying Trick Dog Test Champion where the dog, having achieved its TK.A title, gains a further ten (10) qualifying certificates in the Advanced Class with a score of 90 points or more, under at least three (3) different judges. All 10 qualifications for the title of TK Ch must include trick A.25 Handler's choice. (The qualifying certificate must include reference to the inclusion of A.25.)

(SA) Rationale Changes 4.2 - multiple

4.2.1 Amended the grammatical "T" error and changed the reference to "Title certificates" to Qualifying Certificates. The ANKC calls the certificate a "Qualifying Certificate" so this term should be used throughout the rules.

In 4.2.2, we have added the Pre-starter and the Championship titles.

The change to 4.2.2, (c) fixes the inconsistency between classes. (It seems unusual to have so much variation between number of qualifying performances for each class.)

For administrative purposes, we have proposed that the TK CH qualifying certificate refers to the inclusion of A.25.

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

<b>Class</b>	<b>Starter</b>	<b>Novice</b>	<b>Intermediate</b>	<b>Advanced</b>
<b>Title</b>	TK.S	TK.N	TK.I	TK.A
<b>Number of certificates</b>	3	5	6	8

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<b>Minimum number of Judges</b>	2	2	2	3
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(SA) Proposed Change 4.2.3

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

<b>Class</b>	<b><u>Pre-Starter</u></b>	<b><u>Starter</u></b>	<b><u>Novice</u></b>	<b><u>Intermediate</u></b>	<b><u>Advanced</u></b>	<b><u>Advanced</u></b>
<b>Title</b>	<u>TK.PS</u>	<u>TK.S</u>	<u>TK.N</u>	<u>TK.I</u>	<u>TK.A</u>	<u>TK.CH</u>
<b>Number of certificates</b>	<u>3</u>	3	5	<del>6</del> 5	8	<u>10</u> <u>subsequent</u> <u>to</u> <u>Advanced</u> <u>title with a</u> <u>score of 90</u> <u>points or</u> <u>more</u>
<b>Minimum number of Judges</b>	<u>2</u>	2	2	2	3	<u>3</u>

(SA) Rationale 4.2.3

Changing all levels to classes.

The reference to ‘in each division’ which is irrelevant to tricks, has been deleted.

We have changed the table so that it reflects 5 certificates for Intermediate (which is what the clause (c) above it, states).

We have added in the Pre-starter and Championship. (Note the Champion states “Advanced” as the class because we are not proposing the introduction of a separate “Champion” class, rather the dogs compete for Advanced and Championship titles in the SAME class. This is consistent with obedience and rally champion titles.)

**4.2.4 Application for title**

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

(SA) Proposed Change 4.2.4

~~4.2.4 Application for title~~

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

4.2.4 The Member Body shall receive applications for the title of “Dual Champion” in accordance with each dog which has gained its conformation Champion Title and Trick Dog Champion Title.

(SA) Rationale 4.2.4

The existing rule is deleted in its current form as it duplicates the content of the existing 4.2 and as such is unnecessary.

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However, as rule 4 deals with “Titles” we have added a new rule 4.2.4, which recognises the concept of a Dual Champion and is consistent with the same rule in the Obedience trial rules. (ANKC regulations part 6 #7 dual specifies dual champion is only for a conformation champion and another sport, not two sports.)

## **4.3 Decisions**

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

(SA) Proposed Change 4.3

## **4.3 Decisions-5 Decisions**

- ~~4.3.1~~ 5.1 Decisions of the Committee of the Affiliate conducting ~~any a~~ Trick Dog Ttest shall be subject to appeal to the relevant member body in accordance with the rules of that member body.
- ~~4.3.2~~ 5.2 The rules of the member body shall apply to any Trick Dog Ttest and to any Affiliate conducting tests. In the event of any inconsistency, the member body rules shall prevail.
- ~~4.3.3~~ 5.3 Anyone taking part in a test who openly impugns ~~or criticises~~ the actions or decisions of the Judge shall render themselves liable to be debarred from further participation in the test and may be ordered from the grounds and further dealt with in accordance with the rules of the relevant member body.

(SA) Rationale 4.3

Changing this to #5 as it is not related to titles, and therefore it's fitting to be in a section by itself. The rest are renumbered in keeping with this. Note the whole rules document will need to be renumbered as a result of this, but we have not done this as we anticipate renumbering of the whole rules document may be necessary once all rules are determined.

The change from any to a to improve clarity.

Change from Trick Dog test to Trick Dog Test for consistency.

An amendment is also suggested to add 'criticise' so that it is clear to all competitors what this means.

## **5.0 RINGS**

- 5.1 Except with the approval of the relevant member body, the ring shall be a minimum of 10 metres by 10 metres or an area of 100 sq. metres. Dimensions of the ring must be stated in the Schedule.

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## (SA) Proposed Change 5.1

Except with the approval of the relevant member body, the ring shall be a minimum of ~~40~~15 metres by 10 metres or an area of ~~400~~ 150 sq. metres. Dimensions of the ring must be stated in the Schedule.

## (SA) Rationale 5.1

The minimum ring size should be increased to better allow bigger dogs to compete.

5.2 Where tests are held indoors, it is the responsibility of the affiliate conducting a test to ensure flooring is suitable<sup>2</sup>.

## (SA) Proposed Change 5.2

Where tests are held indoors, ~~it is the responsibility of the affiliate conducting a test to ensure flooring is suitable~~<sup>2</sup>~~–the ring must be a non-slip surface.~~

## (SA) Rationale 5.2

Simply to say the surface must be non-slip and remove the footnote.

5.3 Ropes or markers indicating the ring perimeter must be highly visible to handlers and the Judge.

5.4 Unless otherwise specified in the schedule, all ring equipment necessary for the proper conduct of a test shall be provided by the Affiliate conducting the test.<sup>3</sup>

## (SA) Proposed Change 5.4

Unless otherwise specified in the schedule, all ring equipment necessary for the proper conduct of a test shall be provided by the Affiliate conducting the test.<sup>3</sup>

## (SA) Rationale 5.4

Remove the footnote – it is the responsibility of the club to provide the equipment. The reward table is a piece of equipment so the footnote is not necessary.

5.5 When there are multiple rings operating at the one test, a distance of at least two (2) metres shall be maintained between the ring ropes of adjoining rings.

5.6 There will be an exclusion zone of at least one (1) metre from the ring perimeter around the ring area (whether a single or multiple rings). Spectators must remain outside the exclusion zone.

## (SA) Proposed Changes 5.5 and 5.6

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

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

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5.5 When there are multiple rings operating at the one test, a distance of at least two (2) metres shall be maintained between the ~~ring ropes of~~ perimeter of adjoining rings.

5.6 There will be an exclusion zone of at least ~~one (1)~~ two metres from the ring perimeter around the ring area (whether a single or multiple rings). Spectators must remain outside the exclusion zone.

(SA) Rationale 5.5 and 5.6

This amendment is to make it clear that there must be two metres between the rings and to ensure spectators and competitors respect this area, leaving a good clear area around the ring.

We have increased the exclusion zone to two metres to allow dogs more room to work away from spectators.

5.7 The Judge will be positioned in the ring and will be free to move around the ring as appropriate in order to view the performance of the relevant tricks.

(SA) Proposed Change 5.7

~~The Judge will be positioned in the ring and will be free to move around the ring as appropriate in order to view the performance of the relevant tricks.~~

(SA) Rationale 5.7

This rule deals with judging and is not suitable for inclusion in a rule dealing with the ring.

5.8 The ring entrance and assembly area must be kept free from spectators throughout the test.

5.9 Dogs, other than exhibits, must not be within four (4) metres of the test ring perimeter.

(SA) Proposed Change 5.9

Dogs, other than ~~exhibits~~ the next dog to compete in the ring, must not be within four (4) metres of the test ring perimeter.

(SA) Rationale 5.9

The reference to exhibit is removed as this term is not defined and is not used elsewhere in the rules.

Our amendment makes it clear that only the next competing dog is to be any closer than 4 metres from the ring. We want to ensure every competitor has the best possible opportunity in the ring, and so having multiple dogs nearby could be a distraction.

5.10 At the discretion of the Affiliate, the ring may be available for access by competitors prior to commencement of the test, as advised by the Test Manager or nominee in consultation with the Judge. No food, training toy or motivator shall be taken into the ring.

5.11 No dog or handler shall be permitted to enter the test ring after the Judge has confirmed the suitability of the ring, except for the purpose of test.

(SA) Proposed Change 5.10 and 5.11

~~5.10 At the discretion of the Affiliate, the ring may be available for access by competitors prior to commencement of the test, as advised by the Test Manager or nominee in consultation with the Judge. No food, training toy or motivator shall be taken into the ring.~~

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5.11 No dog or handler shall be permitted to enter the ~~Test~~ ring, except for the purposes of setting up the ring, after the Judge has confirmed the suitability of the ring, except and for the purpose of ~~Test~~.

(SA) Rationale 5.10 and 5.11

Except for the purpose of assisting with setting up the ring for the test, no handler should be in the ring and certainly no dog should be taken into the ring. If a dog urinates in the ring before hand it leads to complaints from other competitors who do not believe their dog is being give a fair go. The ring should be kept as clean and clear as possible from scents and smells and anything that can then distract a dog from working.

Our ongoing grammatical change from test to Test also exists here.

## **6.0 EXHIBIT REQUIREMENTS**

### **6.1 Eligibility of exhibits**

Trick Dog tests are open to dogs that are:

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

(SA) Proposed Change 6.1

### **6.1 Eligibility of exhibits**

Trick Dog ~~Test~~s are open to dogs that are:

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

(SA) Rationale 6.1

Amends the grammatical errors.

(SA) Proposed Change 6.1 (b)

- (b) ~~12-6~~ months of age or over on the first day of a sanctioned event which includes a Trick Dog test.

(SA) Rationale 6.1. (b)

We are aiming to encourage new people to participate in training for and competing in dog-sports, initially Tricks, hopefully leading into DWD for which 12 months is the required minimum age, so it seems logical to set the entry age lower than for DWD. Obedience and Rally already offer the opportunity for a dog to compete from the age of 6 months, and so could attract handlers away from DWD if they're unable to enter Tricks at that same age.

People introduce tricks ( with a small 't') when their puppies are very young, and may indeed not focus on them as much later when other disciplines become available to them, so it seems a waste of that initial interest to not guide them into Tricks during their first flush of enthusiasm and achievement. Some Tricks, e.g. the jump, should not be available to those under 12 months.

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See below other sports that allow 6 month old dogs to compete:

## **From the Obedience Rules 2021**

(a) COMMUNITY COMPANION DOG CLASS: For dogs, six months of age or over, and of either sex which are not eligible for the title of 'Community Companion Dog' (C.C.D.). Under no circumstances except where an application for a C.C.D. Title has been rejected on a technicality, shall a dog, which has gained a qualifying score in a Novice Class, be eligible to compete in the Community Companion Dog Class. A dog is not permitted to compete in the Community Companion Dog Class and a Novice Class at the same trial.

## **and from Rally Rules 2021**

### **Rally Novice**

For Dogs six months of age or over and of either sex which are not eligible for the title of Rally Novice (RN). Under no circumstances except where an application for a RN Title has been rejected on a technicality, shall a dog which has competed in a Rally Advanced A Class be eligible to compete in the Rally Novice Class.

## **6.2 Entries**

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

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

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

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

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

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

## **(SA) Proposed Changes 6.2**

### **6.2 Entries**

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

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

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

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

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

~~6.2.1 All entries must be made in a format that accords with the Member Body rules.~~

~~6.2.2 A separate entry form must be submitted for each entry.~~

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

## **(SA) Rationale 6.2**

The current wording is confusing. Our draft simplifies and streamlines the rule.

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

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

(SA) Proposed Change 6.3

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

Handlers ~~must should~~ wear ~~some type of~~ appropriate\* footwear ~~excluding thongs, scuffs or barefeet, while competing~~ that complies with the safety requirements of the Member Body.

## **(SA) Rationale 6.3**

As this rule only deals with footwear, the reference in the heading to trick selection has been removed.

The wording has been tidied up and a positive obligation imposed on the handler by the use of the word MUST.

### **6.4 Registration and attendance**

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

(SA) Proposed Change 6.4.1

6.4.1 Handlers ~~must pass the checkpoint~~ are responsible for registering their presence with the Secretary or nominee prior to the commencement of the test, as specified in the Schedule. ~~Unless proof of desexing has been provided with the entry, bitches must be presented for vetting.~~

## **(SA) Rationale 6.4.1**

Proposed amendments make it clear that dogs must pass the checkpoint and bitches who have not provided proof of desexing must be vetted.

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

### **6.5 Welfare of Dogs**

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

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

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

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

(SA) Proposed Change 6.5.2 and 6.5.3

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

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

(SA) Rationale 6.5.2 and 6.5.3

The proposed amendments limits this rule to Trick Dog Tests – it is beyond the scope of these rules to extend to ' a member sanctioned event'.

6.5.3 is removed as this has been incorporated into 6.4.

## **6.6 Bitches in Oestrus**

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

## **7.0 REMOVAL OF A DOG**

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

(SA) Proposed Change 7.1

7.1 ~~The judge must order the removal and disqualification from all Tests on that day of any dog that attacks or displays aggressive behaviour towards any person or another dog and must lodge a report with the member body within 7 days. shall be removed and disqualified from all tests on the day, and the matter shall be addressed in accordance with the incident reporting procedures of the member body.~~

(SA) Rationale 7.1

This amendment imposes a positive obligation upon the judge to report and disqualify any dog that displays aggressive behaviour. In this day and age the safety of our dogs from attack is paramount.

7.2 The Judge –

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

(SA) Proposed Change 7.2 (a)

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

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

(SA) Rationale 7.2 (a)

The insertion of the word 'the' is to fix the grammatical error.

Changing of test to Test for consistency.

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

## **8.0 WITHDRAWAL OF A DOG**

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

(SA) Proposed Change 8.1

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

(SA) Rationale 8.1

It is the dog that is withdrawn and our amendment reflects that.

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

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- 8.2 If, for any reason, a handler requests that their test be stopped and that they be allowed to leave the ring, then the handler is regarded as having withdrawn. A handler who wishes to withdraw must provide a clear indication of this intention to the judge and may not thereafter continue.

(SA) Proposed Change 8.2

~~8.2 If, for any reason, a handler requests that their test be stopped and that they be allowed to leave the ring, then the handler is regarded as having withdrawn.~~ A handler who wishes to withdraw must provide a clear indication of this intention to the judge and may not thereafter continue. [This line is added to rule 8.1.]

(SA) Rationale 8.2

Largely duplicates the content of 8.1. Our amendment deletes the first sentence, leaving the last sentence to be added to 8.1.

- 8.3 If a handler withdraws, no scores will be allocated for any further tricks and the score sheet shall be marked "Withdrawn (W/D)". If a handler withdraws, no placing shall be awarded to that entry.

## **9.0 THE TEST**

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

## **9.1 Test criteria**

9.1.1 The standard and quality of the work presented by the handler and dog team should be higher and, shall be judged accordingly, as they progress through the classes.

9.1.2 The test must start, continue, and finish within the confines of the ring and be undertaken at a brisk pace.

(SA) Proposed Change 9.1.2

~~9.1.2 The test must start, continue, and finish within the confines of the ring and be undertaken at a brisk pace.~~

(SA) Rationale 9.1.2

Is deleted as it has no relevance. If a dog/handler leaves the ring then the penalty for this is set out in Appendix C.

It does not seem necessary to require the test to be taken 'at a brisk pace'.

## **9.2 Dog attire**

9.2.1 During the test, a dog must have a slip or fixed collar which fits loosely around only the dog's neck and which must remain on the dog at all times. Collars which give additional head control are not permitted.

(SA) Proposed Change 9.2.1 and 9.2.2

~~9.2.1 During the test, a dog must have a slip or fixed collar which fits loosely around only the dog's neck or a harness. This and which must remain on the dog at all times. Collars which give additional head control are not permitted.~~

~~9.2.2 A dog may, when entering and exiting the ring, wear a collar or harness with lead attached, or slip lead.~~

(SA) Rationale 9.2.1

Amended to allow a dog to wear a harness.

There is no reason to draw a distinction between the collar the dog wears when entering the ring to when performing the tricks and so we suggest 9.2.1 and 9.2.2 be rewritten to state this.

9.2.2 A dog may, when entering and exiting the ring, wear a collar or harness with lead attached, or slip lead.

9.2.3. A dog must not wear any kind of shock, prong or pinch collar (made of chain or any other material) anywhere in the precinct of the test venue.

9.2.4 A dog may not be artificially coloured.

(SA) Proposed Change 9.2.4

~~9.2.4 A dog may not be artificially coloured.~~

(SA) Rationale 9.2.4

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

We propose this rule be deleted. Provided the colouring of the dog does not propose a threat to the safety of the dog we see no reason to exclude this.

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.

(SA) Proposed Change 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.~~

(SA) Rationale 9.2.5

Delete the explanation – it is sufficient to say a hair band is allowed.

## **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.

(SA) Proposed Changes - 9.3

### **9.3 Selection of tricks-Judges orders**

9.3.1 When invited into the ring by the judge, the competitor will enter the ring with the dog under control and on lead and take up their position for their first trick. At this point the dog is under the judge's control and judging has commenced. The judge will invite the handler to remove their lead. At the conclusion of the tricks, the judge will advise the handler that the test is complete and the handler must put the dog back on lead. The dog must leave the ring under control and on lead.

9.3.2 The Judge will:

- (a) indicate to the handler the name of the next trick
- (b) ask if the handler is ready
- (c) instruct the handler to proceed
- (d) advise when the trick is deemed finished
- (f) advise if the trick is considered "Complete/Incomplete"

9.3.3 The trick descriptions list:

- (a) Setup
- (b) Cue
- (c) Action

The Action will occur once the judge has instructed the handler to proceed.

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

## **9.4 Retry**

9.4 In every class, the trick will be performed once only, unless the competitor has exercised their right to a re-try. Handlers who are considered to be training their dogs in the ring by performing the trick prior to judging commenced, will be disqualified and asked to leave the ring. The handler may request a re-try once only and for one trick only where the trick has been performed incorrectly. A retry must be undertaken immediately after the incorrectly executed trick, not later in the test.

~~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.~~

(SA) Rationale 9.3

**9.3** Current content is repetitious. This amendment proposes to rewrite this rule to clearly set out the procedure the judge will follow in the ring so that competitors can have clarity about the test. Although some of this content appears in Appendix A we think it is better placed in the substantive part of the rules, not in an Appendix.

We have added in 9.3.3 so that handlers are clear on what ‘Action’ to take and when to take it. Currently there is confusion with handlers not waiting for the judge and executing tricks before the judge says ‘proceed’. To ensure the judge is ready to judge the trick this amendment makes it clear when the trick is to be executed.

**9.4** extends the one retry to all classes. This is to provide more balance to the judging where a dog in Intermediate or Advanced has performed at a much superior level but has failed one trick, whereas a dog can simply ‘scrape through’ but provided they perform each trick will achieve a qualification. We note that rally provides for the retry at all levels. We think that the penalty that attaches to the retry (2 points) is already a sufficient penalty and should be available in the higher classes. This rule has also been amended to include a provision to stop handlers from training in the ring by executing tricks before asked to do so by the judge in an attempt to ‘warm the dog up’. Also, the retry cannot be used to improve the score for a trick, it can only be used where the trick was performed incorrectly.

## **9.4 Equipment**

9.4.1 It is the responsibility of the handler to provide any equipment required for performance of any or all tricks.

9.4.2 A Judge may disallow use of a piece of equipment if it is deemed unsafe or inappropriate.

9.4.3 Any equipment required by the handler must be placed in the ring before commencement of the test. The handler is responsible for the security of their dog while setting up and/or removing equipment from the ring.

9.4.4 If equipment is used, it must be an integral part of the execution of the trick and must be used by the handler and/or dog. Violation of this rule shall result in a one (1) penalty point deduction per piece of equipment. The Judge shall deduct such point(s) in the ‘Deductions’ section on the score sheet.

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(SA) Proposed Change 9.4

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

## **9.4 Equipment**

- 9.4.1 It is the responsibility of the handler to provide safe and appropriate ~~any~~ equipment required for performance of any or all tricks.
- 9.4.2 A Judge ~~may~~must disallow use of a piece of equipment if it is deemed unsafe or inappropriate.
- 9.4.3 Any equipment required by the handler must be placed in the ring before commencement of the test. At the conclusion of the test the handler is to remove their dog from the ring. Then the handler or a nominated helper return to remove their equipment. The handler is responsible for the security of their dog while setting up and/or removing equipment from the ring.
- ~~9.4.4 If equipment is used, it must be an integral part of the execution of the trick and must be used by the handler and/or dog. Violation of this rule shall result in a one (1) penalty point deduction per piece of equipment. The Judge shall deduct such point(s) in the 'Deductions' section on the score sheet.~~

(SA) Rationale 9.4

**9.4 Equipment** The safety of the welfare of the dog is the primary consideration, as required by rule 6.5, and these amendments reflect that. A positive obligation is imposed on the judge to disqualify any competitor using unsafe or inappropriate equipment. Our amendment makes it clear that the handler must leave the ring with the dog and then return to remove their equipment.

**9.4.3** Is modified to include instructions on how a handler exits the ring, and the process with their props. This prevents a handler attempting to leave the ring with their props *and* their dog. It also specifies that this is not the steward's job (as part of the COVID-19 response).

**9.4.4** Is deleted as being of no relevance.

## **10.0 COMPETING**

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

(SA) Proposed Change 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. The handler must be provided with the dog's catalogue number which must be worn where it can be clearly seen. In the case of multiple entries, only the entry number pertaining to that particular entry is to be visible whilst in the ring.~~

(SA) Rationale 10.3

Deleted because there is no penalty in Appendix C regarding failure to perform tricks 'briskly'.

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This rule has been amended to deal with the wearing of the catalogue number which is particularly important that the judge has clear visibility of the number to ensure the score sheet and the number are a match. The proposed rule is a direct 'take; from the obedience rules which express this clearly. In these rules this requirement (in a complicated form) appears in 10.8.5 under 'other requirements'. Wearing the catalogue number is an essential part of competing and should be included in this rule.

## **10.4 Cues and encouragement**

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

### **(SA) Proposed Change 10.4.1-10.4.3**

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

### **(SA) Rationale 10.4.1-10.4.3**

Changing all levels to classes.

### **(SA) Proposed Change 10.4.4**

10.4.4 Harsh cues and/or intimidating signals or physical guidance will be penalised up to and including disqualification.

### **(SA) Rationale 10.4.4**

The reference to disqualification has been added in - this is consistent with Appendix C.

## **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.

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

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.

(SA) Proposed Change 10.5.1 and 10.5.2

10.5.1 Rewards in the form of food or a ~~silent training~~ toy may be used at the reward station in Pre-starter, 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 Pre-starter, Starter and Novice classes.

(SA) Rationale 10.5.1 and 10.5.2

The words 'silent training' have been deleted as the word 'toy' is defined in the definition section of the rules.

The Pre-starter class has been added in 10.5.1 and 10.5.2, in line with our other suggested rule change.

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.

(SA) Proposed Change 10.5.3

Prior to entering the ring the handler will place, from outside the ring, 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.

(SA) Rationale 10.5.3

Amended to include a requirement that the rewards be placed on the reward station from outside the ring. Food and toys should not be carried through the ring.

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.

(SA) Proposed Change 10.5.4

The handler may reward the dog up to a maximum of 6 visits to the reward station in Pre-Starters, Starters class and a maximum of 8 visits in Novice class. Delivery of the reward should be undertaken briskly and quietly.

(SA) Rationale 10.5.4

We have added a Pre-Starters class and the handler should be able to use the reward station in that class.

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

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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.

## **(SA) Proposed Change 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. The penalty for failure to comply with this rule is disqualification and the competitor will be asked to immediately leave the ring.

## **(SA) Rationale 10.5.6**

As a breach of this rule (with food) potentially fouls the ring for every following competitor, competitions need to understand the heavy consequences that flow from breach of this rule. The penalty should be clearly spelt out and is added here so that competitors fully understand the consequences of breach of this rule.

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.

## **(SA) Proposed Changes 10.7**

Apart from rewards allowed at reward stations for Pre-starter, Starter and Novice classes, no food, training toy or motivator shall be left within six (6) metres of the test ring. The penalty for failure to comply with this rule is disqualification.

## **(SA) Rationale 10.7**

Adds the Pre-starters class. Although this is already in 11.5, that is not being understood by competitors and adding the penalty here makes this very clear.

## **10.8 Other requirements**

10.8.1 After a dog has commenced competing in a class, no substitution of handler is permitted in that class.

10.8.2 Handlers with disabilities may compete, provided such handlers can move about the ring without physical assistance. The use of a wheelchair, crutches or cane is acceptable. The dog is to perform all necessary requirements of their tricks test as stated in these rules.

10.8.3 At the Judge's discretion, if a dog's performance was prejudiced by peculiar or unusual conditions, the Judge may determine that a re-run of some or all of the nominated tricks be offered to the competitor.

10.8.4 While on the grounds, all dogs must be on a lead (or otherwise restrained [e.g. in a crate]) except when competing. Dogs will enter and leave the test ring on lead under the control of the handler. The Judge will order when the lead is to be removed; the handler will then remove the lead and hand it to the ring steward who will return it to the handler on completion of the test. A dog who exits the test ring off lead at any time may be penalised, up to disqualification, in accordance with Rule 7 and Rule 11.4.1(b).

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## (SA) Proposed Change 10.8.4

While on the grounds, all dogs must be on a lead (or otherwise restrained [e.g. in a crate]) except when competing. Dogs will enter and leave the test ring on lead under the control of the handler. ~~The Judge will order when the lead is to be removed; the handler will then remove the lead and hand it to the ring steward who will return it to the handler on completion of the test. A dog who exits the test ring off lead at any time may be penalised, up to disqualification, in accordance with Rule 7 and Rule 11.4.1(b).~~

## (SA) Rationale 10.8.4

Deleted as this has previously been covered in our proposed 9.3.1. It should be dealt with as part of rule 9, not under 'other requirements'.

10.8.5 The test Secretary will allocate handlers a test number for each entry submitted. Handlers are required to wear numbers during test. Numbers and names of the handler and dog, together with other relevant information, will be listed in the test catalogue and the catalogue number of the handler and dog will normally be announced as they enter the ring.

## (SA) Proposed Change 10.8.5

~~The test Secretary will allocate handlers a test number for each entry submitted. Handlers are required to wear numbers during test. Numbers and names of the handler and dog, together with other relevant information, will be listed in the test catalogue and the catalogue number of the handler and dog will normally be announced as they enter the ring.~~

## (SA) Rationale 10.8.5

Deleted as this has been previously dealt with.

## **11.0 JUDGES AND JUDGING**

### **11.1 Judges**

11.1.1 Each class in a titling Trick Dog test will be judged by one licensed Trick Dog Judge.

## (SA) Proposed Change 11.1.1

11.1.1 Each class in a titling Trick Dog test will be judged by ~~an ANKC~~ one licensed Trick Dog Judge.

## (SA) Rationale 11.1.1

Allowing a trick dog class to be split up and judged by different judges to cope with big numbers. Specifying just one judge means that people may have to be balloted out, while this rule change allows for more flexibility.

This also clarifies that the license is with ANKC and not another body.

11.1.2 A Judge at any titling Trick Dog test must have been approved by the relevant member body for judging at the relevant level.

## (SA) Proposed Change 11.1.2

~~11.1.2 A Judge at any titling Trick Dog test must have been approved by the relevant member body for judging at the relevant level.~~

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(SA) Rationale 11.1.2

In this state judges are training for all classes at once, so 11.1.2 is not required.

## **11.2 Judges' marking criteria**

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

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

Part points may be allocated.

(SA) Proposed Change 11.2

## **11.2 Judges' marking criteria**

Each judge will allocate a score out of 10 for each trick, having regard to the [deductions in Appendix C.](#)

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

Part points may be allocated.

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

(SA) Rationale 11.2

Currently there is a 'risk' of doubling up on deductions, and so by including them on the judges sheet minimises this risk, and also gives more clarity.

## **11.3 Penalties**

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

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

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

11.3.4 Undertaking a retry in Starter or Novice class shall incur a penalty of 2 points. If the dog fails to perform the trick on the second try or requires a retry on more than one

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trick, each such trick will incur a non-qualifying score.

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

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

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

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

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

(SA) Proposed Changes 11.3

## **11.3 Penalties-Deductions**

11.3.1 The ~~penalties~~ deductions referred to in this rule relate to a deduction from the total score awarded by the Judge (not points lost) and may be deducted as follows:

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

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

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

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

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

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

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

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

(SA) Rationale 11.3

**11.3** Name changed to keep language specific - the document refers to deductions and not penalties.

**11.3.1** is mandated to clarify that those penalties appearing in this rule are deductions from the total score.

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11.3.3 Is deleted as it is of no relevance.

11.3.4 Is amended in accordance with our proposal to allow a retry in each class.

11.3.5 has already been described in 11.2 so should not be repeated here.

Note the numbering change from a point system to listing these as a, b, c, d, etc.

## **11.4. Disqualification**

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

- (a) a dog fouling/eliminating at any point between entering and exiting the ring;
- (b) the dog and/or handler leaving the ring at any time during their test; if a dog or handler accidentally steps outside the ring during the test they will not be penalised;
- (c) harsh or punitive treatment of the dog in the test ring;
- (d) excessive physical manipulation of the dog in the test ring;
- (e) any violation of the rules relating to dog attire including artificial colouring;
- (f) (i) using a real or replica weapon<sup>5</sup> of any kind;
  - (ii) using any piece of equipment in a manner which simulates or portrays threatening, attacking, injuring or otherwise harming the dog or any person, or other violence or aggression;
- (g) any violation of Rule 10.5;
- (h) use of, or having on the person of the handler, during a test, any food or toy of any kind, other than as provided for in Rule 10.5;
- (i) use of any human (other than handler) or animal prop;
- (j) continuous barking.

### **(SA) Proposed Change 11.4.1 (e)-(p)**

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

### **(SA) Rationale 11.4.1 (e)-(p)**

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

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(e) Amended to delete the reference to colouring the dog as we don't propose to DQ for this.

(f)(i)(ii) Amended to delete the reference to weapons as this is not relevant to tricks.

(d) Similarly the reference to use of a human or animal prop is deleted as it is not relevant.

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

## **11.5 Marks and placings**

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

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

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

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

### **(SA) Proposed Changes 11.5.3**

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

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

### **(SA) Rationale 11.5.3**

Deleted the reference in c) flow from one trick to the next and (d) teamwork. We believe (a) and (b) suitability capture what is sought in (c) and (d).

**APPENDIX A**

**TRICK DESCRIPTIONS  
PREAMBLE - ALL LEVELS**

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

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

## **TRICK DESCRIPTIONS PREAMBLE – ALL LEVELS**

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

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

(SA) Rationale - Delete Appendix A

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Appendix A to be deleted. Almost all of the content appears elsewhere – duplication is not helpful. We have moved the definition of 'body length' to the definition section and we have incorporated the judges instructions in to the rule dealing with judges orders.

Note, if this was to stay, levels needs to be changed to class.

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(SA) Proposed Change - Introducing pre-starter class

## **PRE-STARTER CLASS**

### **Trick Descriptions**

<a href="#">PS.1</a>	<a href="#">Go Round - Once - .5m</a>
<a href="#">PS.2</a>	<a href="#">Circle Handler- Once</a>
<a href="#">PS.3</a>	<a href="#">Circle Spin - Once</a>
<a href="#">PS.4</a>	<a href="#">Half Leg Weave – Stationary</a>
<a href="#">PS.5</a>	<a href="#">Nose to Hand Touch – 2 touches / 1 secs</a>
<a href="#">PS.6</a>	<a href="#">Follow Target Stick - 2 body lengths</a>
<a href="#">PS.7</a>	<a href="#">Step Up – 1m/3secs</a>
<a href="#">PS.8</a>	<a href="#">Paw on Hand – 2 secs</a>
<a href="#">PS.9</a>	<a href="#">Back Up – 1 body length</a>
<a href="#">PS.10</a>	<a href="#">Send over Jump – from 1 m</a>
<a href="#">PS.11</a>	<a href="#">Take a Bow – 1 secs</a>
<a href="#">PS.12</a>	<a href="#">Sendaway – from 1m</a>
<a href="#">PS.13</a>	<a href="#">Find Straddle – 1 secs</a>
<a href="#">PS.14</a>	<a href="#">Stationary Hold – 1 secs</a>
<a href="#">PS.15</a>	<a href="#">Sit Pretty/Paws on my Arm – 2 secs</a>
<a href="#">PS.16</a>	<a href="#">Push ups - Stand - Sit - Drop</a>
<a href="#">PS.17</a>	<a href="#">Loose leash walking</a>

[All tricks to be performed on loose lead.](#)

### **PS.1 Go Round – Once**

#### **Set up**

[The handler will provide a cone or pole and will place it at least .5 m from the start point. The dog will be in a stance of handler choice, close to handler on leash.](#)

#### **Cue**

[The handler will cue the dog to go around the pole / cone. The handler may take a step forward to send the dog but this step must not encroach on the min distance 0.5 m from the cone or pole.](#)

#### **Action**

[On cue the dog without stopping will leave the handler, go around the pole / cone in a clockwise or anti clockwise direction, and then will return close to handler. This to be done on a loose leash.](#)

### **PS.2 Circle Handler - Once**

#### **Set up**

[The dog will be in a stance of handler choice and close to handler](#)

#### **Cue**

[The handler will cue the dog to circle him.](#)

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## **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. Loose leash with handler passing leash behind him.

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

### **Set up**

The dog will be in a stance of the handlers 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 start position. The dog may spin either clock wise or anti clockwise direction. The handler may be stationary or moving as the dog does the circle spin. The handler must keep a loose leash through out.

## **PS.4 Half Leg Weave - Stationary**

### **Set up**

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

### **Cue**

The handler will have their legs apart and the handlers feet will remain stationary until the dog has finished. The handler will cue the dog to weave through one leg and out the other side.

### **Action**

On cue the dog will weave through the handlers legs to the opposite heel position, completing a half leg weave. (ie if dog starts in left heel position, dog finishes in right heel position).

## **PS5 Nose to hand touch- 2 touches for 1 second**

### **Set up**

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

### **Cue**

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

### **Action**

On cue the dog will touch the handler's left and right hand respectively with his nose when that hand is presented and maintain contact for one (1) second. The judge will indicate when the time has elapsed. The dog must clearly move to target each presented hand; the handler may not move their hand to the dog. The actual nose to hand touch must be clearly visible to the judge.

## **PS.6 Follow Target stick - 2 body lengths**

### **Set up**

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

### **Cue**

The dog will move at a distance from the handler, with focus on the end of the target stick. The handler must fully extend their arm out their body and hold the target stick horizontally for the duration of the trick... The handler may bend to maintain the target stick in front of the dog and not less than 15 cms above the dog's head. The dog should not jump up at the target stick.

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

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## **Action**

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

(a) turns in a full 360 degree turn; or

(b) Moves forward at least 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.

## **PS. 7 Step up - 1 metre / 3 seconds**

### **Set up**

The handler will provide a step or perch/box that must have a non slip surface and be of suitable size for the dog and provide distinct elevation, relative to the size of the dog. The dog will be in a stance of handlers choice and may be with the handler or left in a stay adjacent to the perch/ step. The handler will remain at least 1 metre from the perch/step through out the trick.

### **Cue**

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

### **Action**

On cue the dog will move to and place his front feet on the perch/step and hold that position for three [3] seconds. The judge will indicate when the time has elapsed.

## **PS. 8. Paw on hand - 2 seconds**

### **Set up**

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

### **Cue**

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

### **Action**

On cue the dog will lift the paw as cued by the handler and place it in the handlers open palm and maintain contact for at least two [2] seconds. The judge will indicate when the time has elapsed. The handler may not push their hand under the dog's paw or hold onto the dog's paw.

## **PS. 9. Back up - 1 body length**

### **Set up**

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

### **Cue**

The handler will cue the dog to back up.

### **Action**

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

## **PS.10. Send over jump - from 1 metre**

(trick available for dogs 12 months or over at the date of the test)

### **Set up**

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The handler will provide a jump [which may be a bar jump or solid jump and must be safe for the dog to jump] With a minimum height of 150mm and a maximum height of 400 mm. The height which the dog jumps should be suitable for the dogs abilities. The handler and dog will stand at least one [1] m on either side from the jump with the dog in a stance of handlers choice and beside the handler on either left or right side. The handler will run past the jump with the dog to encourage him to jump.

## **Cue**

The handler will cue the dog to take the jump.

## **Action**

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

## **PS.11 Take a Bow - 1 sec**

### **Set up**

The dog will be in a stance of handlers choice [stand preferred]. The dog may be in front or beside the handler.

### **Cue**

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

### **Action**

On cue the dog will take up position of a bow, with his elbows lowered towards the ground whilst his hindquarters remain elevated. The dog must hold the position for one [1] second. The judge will indicate when time has elapsed.

## **PS.12. Send away - from 1 metre**

### **Set up**

The handler will provide an object to create a defined area. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The handler will place the object creating the area and take up a position at least one [1] metre in front of the area. The dog will be in a stance of the handler's choice and will be beside the handler.

### **Cue**

The handler will cue the dog to go to the defined area. The handler will remain stationary but may take a step forward to send the dog; however, this step must not encroach on the minimum distance of one [1] metre from the defined area.

### **Action**

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

## **PS. 13. Find straddle position - 1 sec**

### **Set up**

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

### **Cue**

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

### **Action**

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On cue the dog will take up position with his shoulder/chest between the handlers legs, and facing the same direction as the handler. The dog will maintain this position for one [1] second. The judge will indicate when time has lapsed.

## **PS.14 Stationary hold - 1 sec**

### **Set up**

The handler will provide a retrieve object [which may be a toy] . The dog will be in a stance of the handlers choice and may be directly in front of or beside the handler.

### **Cue**

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

### **Action**

On cue the dog will take the object and hold it, without mouthing it, for one [1] second. The time starts once the dog has taken the article from the handler. The judge will indicate once time has elapsed.

## **PS.15 Sit pretty - 1 sec**

### **Set up**

The dog will be in a stance and position of handlers choice.

### **Cue**

The handler will cue the dog to sit pretty.

### **Action**

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

(a) raise his front paws in the air without support; or

(b) raise his front paws onto the arm of the handler.

In either case the dog will hold the position for one [1] second. The judge will indicate when time has elapsed.

## **PS 16. Change of Position - Stand - Sit - Drop**

### **Set up**

The dog will be in a stand and close to the handler, dog may be beside or in front of handler.

### **Cue**

The handler will cue the dog to sit then followed by drop with a slight pause between each behaviour.

### **Action**

On cue the dog will sit - pause- then drop.

## **PS.17 Loose leash walking - 4 steps**

### **Set up**

Dog will be in a stance of handlers choice and may be on left or right of handler.

### **Cue**

The handler will cue the dog to walk forward as the handler walks forward.

### **Action**

On cue the dog and handler will walk forward at least 4 steps with the dog maintaining heel position on a loose leash.

(SA) Rationale - Introduction of Pre-Starter Class

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

We have previously outlined the rationale supporting the introduction of a Pre-Starter class into Trick Dog Tests. The above rules are based upon the Starter class tricks which have modified to recognise that the dog is on lead. These tricks are designed to provide a good basis for the handler and dog to be able to progress to the Starter class.

We have added in a requirement in PS.10 that the dog must be 12 months old at the date of the test to undertake this trick. This is a safety requirement to ensure younger dogs are not encouraged to 'jump' at too early an age.

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## STARTER LEVEL

(SA) Proposed Change - Starter Level to Starter Class

## STARTER LEVEL CLASS

(SA) Rationale - Starter Level to class

Standardising throughout the use of class instead of level.

### Trick Descriptions

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

(SA) Proposed Change - Starter Trick descriptions

S.1	Go Round - Once <u>-1m</u>
S.2	Circle Handler- Once
S.3	Circle Spin - Once
S.4	Leg Weave – Stationary Fig. of 8
S.5	Nose to Hand Touch – 2 touches / 2 secs
S.6	Follow Target Stick (a) <u>360 degree turn</u> (b) <u>Forward 2 body lengths</u>
S.7	Step Up – 5 secs <u>-1m</u>
S.8	Paw on Hand – 2 secs

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S.9	Back Up – 1 body length /1m
S.10	Send over Jump – from 1 m (a) <a href="#">Handler at remains at start</a> (b) <a href="#">Handler runs past jump</a> (c) <a href="#">Handler at side of jump</a> (d) <a href="#">Handler moves to other side of jump</a>
S.11	Take a Bow – 2 secs
S.12	Sendaway – from 2 m
S.13	Find Straddle – 2 secs
S.14	Stationary Hold – 2 secs
S.15	Sit Pretty/Paws on my Arm – 2 secs (a) <a href="#">Without support</a> (b) <a href="#">On arm of handler</a>
<a href="#">S.16</a>	<a href="#">Crawl - 1m/1 body length</a>
<a href="#">S.17</a>	<a href="#">Roll over - once</a>
<a href="#">S.18</a>	<a href="#">Sleeping Beauty - 2 seconds</a>

### (SA) Rationale - Starter Trick descriptions

This amendment is to standardize, where ever possible, all Novice tricks to 1 metre/2 seconds, noting the exception with the Sendaway of 2 metres (this is left at 2 metres as the dog has a target to aim for) and Back Up of 1 body length at 1 m away (as the dog is already working at a distance and is asked to add more distance with this trick). The changes of distances and duration required for successful completion of a trick should be standardized as much as possible to assist handlers and judges and remove much of the confusion that exists as handlers move from one trick to the next.

The distances/durations should be included in the list of tricks appearing at each class of tricks and most importantly, in the judges sheet. This ensures the judge has this information in an easily accessible format.

Tricks which have options should have those options identified in this list and on the judges sheet. Handler and judge are then very clear on the option the handler has selected in their entry.

We have added new tricks Crawl and Roll Over to Starter, at a lower skill level than seen at Novice, so these tricks have a natural progression.

### **S.1 Go Round - Once**

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

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

#### ***Cue***

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

(SA) Proposed Change - Go Round Once - Starter

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

## ***Set up***

The handler will provide a cone or pole and will place it at least ~~0.5m~~ 1 metre from the start point. The dog will be in a stance of the handler's choice and close to the handler.

## ***Cue***

The handler will cue the dog to go round the cone/pole. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of ~~0.5m~~ 1 metre from the cone/pole.

(SA) Rationale - Go Round Once - Starter

Standardize tricks in the same class, as much as possible to the same distance/duration.

## ***Action***

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

## **S.2 Circle the Handler - Once**

### ***Set up***

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

### ***Cue***

The handler will cue the dog to circle him.

### ***Action***

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

(SA) Proposed Change - Circle the Handler - Once

### ***Action***

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

(SA) Rationale - Circle the Handler - Once

Standardise the wording of S.2 with S.3 and S.4

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

### ***Set up***

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

### ***Cue***

The handler will cue the dog to circle spin.

### ***Action***

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

as the dog does the circle spin.

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

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

### ***up***

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

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

(a) turns in a full 360 degree turn; or

(b) moves forward at least two (2) body lengths.

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

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

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

The dog will be at least one body length away from the handler, and must 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.

(SA) Rationale - S.6 Follow Target Stick

We do not think it is necessary to define the length of the target stick

We think it is important for the dog to work at a distance from the handler, but this is currently not well defined. Instead we suggest the dog works a body length away from the handler.

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

### ***Set up***

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

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

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

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

### ***Cue***

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

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## **Action**

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

## **S. 9 Back Up – 1 body length**

### **Set up**

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

### **Cue**

The handler will cue the dog to back up.

### **Action**

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

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

### **Set up**

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

The handler may -

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

### **Cue**

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

(SA) Proposed Change - S.10

### **Set up**

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

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The handler may -

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

The handler must specify on their entry which option the dog will execute and this is specified on the judges sheet.

## **Cue**

The handler will take up the position with the dog next the handler. The handler will then move to the position as required for that option and then cue the dog to take the jump. The handler is not required to inform the Judge which option he will be using. In option (a) the handler may take a step forward to send the dog but this step must not encroach on the minimum distance of one (1) metre from the jump.

## **(SA) Rationale - S.10**

These amendments remove the current confusion that occurs with this trick and ensures the judge knows which option the handler will execute and can move out of the way accordingly. The trick should start with the dog in position next to the handler and then move into the execution phase of the trick.

## **Action**

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

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

### **Set up**

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

### **Cue**

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

### **Action**

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

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

### **Set up**

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

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

## **Cue**

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

## **Action**

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

(SA) Proposed Change - S.12

The handler will provide an object to create a defined area<sup>6</sup>:

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

(SA) Rationale - S.12

In the trick descriptions there are various footnotes describing a 'defined area'. These are deleted and the definition of defined area included in the definitions rule.

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

### **Set up**

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

### **Cue**

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

### **Action**

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

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

### **Set up**

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

(SA) Proposed Change - S.14

### **Set up**

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

(SA) Rationale - S.14

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

Trick S.14 simply states a retrieve object which may be a toy. N.15 provides for a toy or other article for the dog to carry. I.2 provides for an object and contains footnote while I. 11 refers to an object, but does not include the reference to a toy. The description should be standardised across each of these tricks as in each of these tricks the dog must have the object in its mouth. Therefore we propose the wording should be standardized to 'retrieve object' and we have added that to the definition clause.

## ***Cue***

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

## ***Action***

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

## **S.15 Sit Pretty – 2 seconds**

### ***Set up***

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

### ***Cue***

The handler will cue the dog to Sit Pretty.

### ***Action***

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

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

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

(SA) Proposed Change - Introduce S.16 Crawl

## **S.16 Crawl - 1m/1 body lengths**

### ***Set up***

The dog will start in the drop position and will be in front of or beside the handler at a distance of 1 metre. The handler may move backwards (with the dog in front) or forwards (with the dog on his left or right) as the dog moves forward in the crawl.

### ***Cue***

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

### ***Action***

On cue the dog will crawl forwards a distance of at least one (1) body lengths.

(SA) Rationale - Introduce S.16 Crawl

Where possible, we should introduce tricks in lower classes with lower skill requirements so dogs can 'build up' to a trick.

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

(SA) Proposed Change - Introduce S.17 Roll Over

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

### ***Set up***

The dog will be in a drop position.

### ***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.

(SA) Rationale - Introduce S.17 Roll Over

Where possible, we should introduce tricks in lower classes with lower skill requirements so dogs can 'build up' to a trick. Note that roll over is presented here with no distance.

(SA) Proposed Change - S.18 Sleeping Beauty

## **S.18 Sleeping Beauty - 2 seconds**

### ***Set up***

The dog will be in a drop position in front of the handler.

### ***Cue***

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

### ***Action***

On cue the dog will roll to lie completely on his side or back and remain in this position for two (2) seconds. The Judge will indicate when that time has elapsed.

(SA) Rationale - S.18 Sleeping Beauty

Where possible, we should introduce tricks in lower classes with lower skill requirements so dogs can 'build up' to a trick. Note that sleeping beauty is presented here with no distance, but our proposed change to N.14 (novice sleeping beauty) includes a distance. We have also changed the time to two seconds to make consistent with this class. The reference to touching the dog has been removed – it serves no purpose to include that requirement here when it does not appear in other tricks.

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

## **NOVICE LEVEL**

(SA) Proposed Change - Novice Level to Class

### **NOVICE LEVEL-CLASS**

(SA) Rationale - Novice Level to class

Standardising throughout the use of class instead of level.

#### **Trick Descriptions**

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

(SA) Proposed Change - Novice Class Table

N.1	Search and Identify – 3 objects / 2 metres
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## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

N.2	Go Round – 3 m/ 1 ½ circles
N.3	Circle the Handler – 3 times
N.4	Circle Spin - Twice (a) <u>2 spins same direction</u> (b) <u>1 clockwise, 1 anticlockwise</u>
N.5	Leg Weaves – moving / 2 Fig. of 8
N.6	Nose to Hand Touch – 4 touches / 2 secs each
N.7	Follow Target Stick around Handler – Fig of 8
N.8	Step up and Pivot in Front
N.9	Step up and Pivot at Side
N.10	Lift your Paws – left and right
N.11	Back Up – 3 body lengths
N.12	Jump Cane or Hoop - <u>1m</u>
N.13	Sendaway – 3 m
N.14	Sleeping Beauty – 3 secs / <u>1m</u>
N.15	Moving Carry – 6 body lengths
N.16	Crawl – 2 body lengths / <u>1m</u>
N.17	Roll Over - Once / <u>1m</u>
N.18	Straddle Position - Moving forward / 2 body lengths
N.19	Paws up on Fixed Object – 3 secs
N. 20	Paws on Feet – Handler moving / 1 body length
<u>N. 21</u>	<u>Cross your paws - 2 secs / 1m</u>
<u>N. 22</u>	<u>Take a Bow - 2 secs / 1m</u>

### (SA) Rationale - Novice Class Table

To add the options for each trick to this table and to the judges sheet so the judges knows which option the handler has selected. Standardise distances and durations where ever possible in tricks in the same class.

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

#### **Set up**

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

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

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

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

#### **Cue**

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

## **Action**

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

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

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

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

### **Set up**

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

### **Cue**

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

### **Action**

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

### **(SA) Proposed Change - N.2**

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

### **(SA) Rationale - N.2**

Amendments seek to standardize the wording of PS A and S1 and N.2. These tricks are a natural progression, building on each other and to avoid ambiguity or confusion, the wording should be standardized across tricks which have the same basis and progress in the next class.

The reference which appears at this class to anti/clockwise is removed as this is unnecessary and often confuses the handler/judge. So long as the dog executes the trick by going around the cone or pole, it does not matter if it is anti/clock wise.

## **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

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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.

(SA) Proposed Change - N.3

## **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 and return to the start position. The handler will remain stationary.

(SA) Rationale - N.3

Remove the reference to indicating the anti/clockwise direction as unnecessary.

Standardise the wording across PS.2 and S.2 as these tricks build on each other.

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

### **Set up**

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

### **Cue**

The handler will cue the dog to circle spin.

### **Action**

On cue the dog will complete either –

(a) two (2) 360 degree circles/spins in the same direction; or

(b) one (1) 360 degree circle/spin clockwise and one (1) 360 degree circle/spin anti-clockwise.

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

(SA) Proposed Change - N.4

### **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**

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On cue the dog will complete either –

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

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

(SA) Rationale - N.4

Removes the reference to the handler indicating if the dog will spin anti/clockwise as unnecessary and if the handler does select option (b) the dog will travel in BOTH directions in any event.

Proposed amendments standardise the wording across the same group of tricks in lower classes.

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

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

### ***Cue***

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

## **Action**

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

(SA) Proposed Change - N.7

## **Set up**

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

## **Cue**

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

## **Action**

On cue the dog will move and follow the target stick as the handler turns in a full 360 degree circle. The dog will be at least one body length away from the handler and must be ~~move at a distance from the handler,~~ positioned near and focussed on the end of the target stick. On conclusion of the turn, the handler will move the target stick in a figure of eight pattern, in front of the handler; the dog will continue to follow the end of the target stick throughout the figure of eight pattern. The dog should not jump up at the target stick.

(SA) Rationale - N.7

We have used the same wording about start position as consistent with Starter.

We do not think it is necessary to define the length of the target stick

We think it is important for the dog to work at a distance from the handler, but this is currently not well defined. Instead we suggest the dog works a body length away from the handler.

We have added that the dog should not jump at the target stick, to be consistent with the Starter description.

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

### **Set up**

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

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

### **Cue**

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

### **Action**

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

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

### ***Set up***

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

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

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

## **N.11 Back Up – 3 body lengths**

### ***Set up***

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

(SA) Proposed Change - N.11

### ***Set up***

The dog will be in a stand, in front of, facing and a distance of at least ~~0.5~~ 1m from the handler.

(SA) Rationale - N.11

Wherever possible standardise the distances and duration for tricks in the same class. For example, N.12 has the handler one metre away.

## **Cue**

The handler will cue the dog to back up.

## **Action**

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

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

### **Set up**

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

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

### **(SA) Proposed Change - N.12 - Set Up**

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.

### **(SA) Rationale - N.12 - Set up**

The requirement for the handler to 'face the dog' has caused confusion and should be deleted.

## **Cue**

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

## **Action**

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

## **N.13 Sendaway – 3 metres**

### **Set up**

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

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

### **(SA) Proposed Change - N.13 Set Up**

The handler will provide an object to create a defined area<sup>8</sup>: The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler

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while remaining substantially in or on the defined area. The handler ~~will place the object/s creating the area and~~ take up a position at least three (3) metres in front of the area.

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

## **(SA) Rationale - N.13 Set Up**

In the trick descriptions there are various footnotes describing a 'defined area'. These are deleted and the definition of defined area included in the definitions rule.

The reference to the handler placing the defined area is removed as the defined area should have been set up prior to the handler/dog starting the test and this reference is inconsistent with the requirement in the rules that the handler will place all equipment in the ring before commencement of the first trick and that setup of equipment will be completed before the dog enters the ring.

### **Cue**

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

### **Action**

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

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

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

### **Set up**

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

## **(SA) Proposed Change - N.14 Set up**

### **N.14 Sleeping Beauty - 3 seconds /1m**

#### **Set up**

The dog will be in an ~~upright down~~ drop position in front of the handler. The handler will be at a distance of ~~the handler's choice~~ 1 metre away from the dog but may not touch the dog.

## **(SA) Rationale - N.14 Set Up**

The inclusion of 1 metre from the handler is to standardise the distance across all Novice tricks where possible, rather than as it was in this trick, leaving it to the handler to decide but in other specifying a distance. The wording should be standard.

The reference to 'upright down' has been deleted and replaced with drop. This is for clarity and to avoid the requirement that the dog be in a 'phoenix' like down position.

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Note we have also moved the no-distance version down to starter with a 2 second time requirement.

## ***Cue***

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

## ***Action***

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

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

(SA) Proposed Change - N.15

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

(SA) Rationale - N.15

We have taken the reference to retrieve object in S.14 and applied those words 'retrieve object' across all tricks where the dog is required to fetch/carry/hold an object in their mouth. The words 'retrieve object' have been defined in the definition rule as that rather than have different names in different tricks and different wording in the footnotes, it is standardized across the rules.

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

### ***Set up***

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

(SA) Proposed Change - N.16

## **N.16 Crawl - 2 body lengths / 1m**

### ***Set up***

The dog will start in the ~~upright down~~ drop position and will be in front of or beside the handler at a distance of 1 metre. The handler may move backwards (with the dog in front) or forwards (with the dog on his left or right) as the dog moves forward in the crawl.

(SA) Rationale - N.16

The reference to 'upright down' has been deleted and replaced with drop. This is for clarity and to avoid the requirement that the dog be in a 'phoenix' like down position.

The reference to 1 metre is to standardise as much as possible distances across all tricks at the one class.

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

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

(SA) Proposed Change - N.17

## **N.17 Roll Over - Once /1m**

### ***Set up***

The dog will be in an ~~upright down~~ drop position in front of the handler and 1 metre from the handler. ~~The handler will be at a distance of the handler's choice away from the dog but may not touch the dog.~~

(SA) Rationale - N.17

The reference to 'upright down' has been deleted and replaced with drop. This is for clarity and to avoid the requirement that the dog be in a 'phoenix' like down position.

The reference to 1 metre is to standardize the distance where possible in tricks at the same class.

The reference to touching the dog has been removed – it serves no purpose to include that requirement here when it does not appear in other tricks.

### ***Cue***

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

## **Action**

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

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

### **Set up**

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

(SA) Proposed Change - N.18 - Set up

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

(SA) Rationale - N.17 - Set up

Amended to make it clear that if the dog is behind the handler it must be 1 metre away.

### **Cue**

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

### **Action**

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

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

### **Set up**

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

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

### **Cue**

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

### **Action**

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

(SA) Proposed Change - N.19

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## ***Set up***

The handler will provide ~~an~~ fixed object<sup>7</sup> ~~which should be immobile and must be anchored stable~~ 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.~~

## **(SA) Rationale - N.19**

The title of this trick is paws up on a fixed object. The Set up has therefore been amended to make it clear that the object must be a fixed object. The footnote is removed as it contradicts the title of the trick to then in the footnote refer to a pram, toy car, ball or roller – all of which can move but must have a brake on them. The trick should require a fixed object, not a object that moves but has a brake.

The reference to the handler giving a wait/stay command is removed as a point of consistency, these words could be included in any number of tricks and is not necessary.

The reference to the handler releasing the dog is removed – this action is not part of the trick, is not judged and therefore should not be included in the 'Action'. The handler already has a responsibility for the safety of their dog. Also, if the judge formed the view that the handler had put the dog at risk by the manner in which they got their dog down from the object, the judge can take this up with the handler and if necessary D/Q the handler as part of the general requirements in the front part of the rules, so no need to add this here.

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

### ***Set up***

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

### ***Cue***

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

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<sup>7</sup> ~~Suggestions include a pram, a child's toy car, a gym ball, or a roller (all of which have a brake or other stop to ensure immobility and stability) or a gym bar.~~

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## **Action**

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

(SA) Proposed Change - N.20

## **N.20 Paws on Feet - Handler Moving / 4 body lengths**

### **Set up**

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

### **Cue**

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

### **Action**

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

(SA) Rationale - N.20

The change from 1 body length to 2 is to standardise the distance across the same class. N.18 straddle is 2 body lengths.

(SA) Proposed Change - N.21

## **N.21 Cross Your Paws - 2 seconds / 1 metre**

### **Set Up**

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

### **Cue**

The handler will cue the dog to cross his paws.

### **Action**

On cue, the dog will put one paw over the other then cross the second paw over the first paw. The paws may be crossed in any order but will remain crossed for two (2) seconds for each paw. The Judge will indicate when that time has elapsed.

(SA) Rationale - I.5

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Where possible, tricks should be available with different levels of difficulty across the different classes. We have added a cross your paws in Novice, which is at only 1 metre, and asks for a hold of 2 seconds. (Note that we have suggested changing the distance to 2 metres in intermediate, for standardisation.)

This trick could also be reduced in difficulty by asking for just one paw cross instead of both paw crosses.

(SA) Proposed Change I.10

## **N.22 Take a Bow - 1 metres / 2 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 1 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 two (2) seconds. The Judge will indicate when that time has elapsed.

(SA) Rationale I.10

Where possible, tricks should be available with different levels of difficulty across the different classes. We have added Take A Bow in Novice, but only at 1 metre, and only for a hold of 2 seconds.

This trick could also be reduced in difficulty by removing the requirement for a position-hold at all.

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## **INTERMEDIATE LEVEL**

(SA) Proposed Changes - Intermediate Level

### **INTERMEDIATE LEVEL CLASS**

(SA) Rationale - Intermediate Level

Consistency - changing level to class where possible.

#### **Trick Descriptions**

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

(SA) Proposed Changes - Intermediate Table

I.1	Named Retrieve - 3 m
I.2	<del>Neat and Tidy</del> <a href="#">Bring It Back - 6m</a>

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I.3	Double Go Round – 3 m / 2½ circles
I.4	Paws Up and Push – 4 <u>2</u> body lengths
I.5	Cross your Paws – 4 <u>2</u> m / 3 secs
I.6	Back Up – 3 body lengths <u>2m</u>
I.7	In Reverse – Moving with Handler - 3 steps
I.8	Reverse and Circle - once
I.9	Sendaway – 6 m
I.10	Take a Bow – 3 <u>2</u> m / 3 secs
I.11	Get it and Move – 8 m
I.12	Crawl – 3 body lengths <u>2m</u>
I.13	Say your Prayers – 3 secs
I.14	Reverse Leg Weaves - <u>Figure of 8</u>
I.15	Head Movement (a) <u>Left to right</u> (b) <u>Up and down</u>
I.16	Moving Target – 5 body lengths plus trick
I.17	Straddle Position Moving (a) <u>Move backwards 2 body lengths</u> (b) <u>Pivot 360 degrees, one handlers leg on the spot.</u>
I.18	Speak <del>One</del> – <del>5</del> <u>2</u> m
I.19	Roll Over - twice <u>2m</u>
I.20	Paws on Feet – Pivot / High Lifts
<u>I.21</u>	<u>Hide Your Face - 2m</u>
<u>I.22</u>	<u>Step Up And Rotate - One Rotation / 2m</u>

## (SA) Rationale - Intermediate Table

To add the options for each trick to this table and to the judges sheet so the judges knows which option the handler has selected. Standardise distances and durations where ever possible in tricks at the same class.

### I.1 Named Retrieve – 3 metres

#### **Set Up**

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

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

#### **Cue**

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

#### **Action**

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

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

(SA) Proposed Change - Neat and Tidy to Bring It Back

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

## **Bring it Back – 6 metres**

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

(SA) Rationale - I.2

I.2 Neat and Tidy should be moved to the Advanced class and replace the current trick A.17 Bring it back – 6 metres as we believe this trick is sufficiently difficult to be at the advanced class.

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In the event that Neat and Tidy it does stay at intermediate then the the current distances are to close for a trick at this class. Also, all distances should be standardized wherever possible. Making all distances 2 metres provides a consistent approach to this trick.

## **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.

### **(SA) Proposed Changes - I.3**

#### ***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.~~

#### ***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

### **(SA) Rationale - I.3**

Where a trick at a higher class is an extension of the trick performed at a lower class, the wording should be consistent, except of course for the extension component of the trick. These amendments make the wording of this trick consistent with N.2 and S.1.

The reference which appears at this class to anti/clockwise is removed as this is unnecessary and often confuses the handler/judge. So long as the dog executes the trick by going around the cone or pole, it does not matter if it is ant/clock wise.

## **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***

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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.

(SA) Proposed Changes I.4

## **I.4 Paws up and Push – 1-2 body lengths**

### **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.

It is acceptable for the handler to bring a strip of suitable flooring for this trick.

### **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)~~ 2 body lengths. 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.~~

(SA) Rationale I.4

The reference to the handler giving a wait/stay command is removed as a point of consistency, these words could be included in any number of tricks and is not necessary.

As most trick dog tests are held outside on grass in South Australia, it has been problematic for competitors to find items that easily roll on grass. We have suggested that the handler may like to bring a strip of flooring for this trip, for example, a strip of linoleum. Like all props this would be subject to the judge approving it as safe.

The reference to the handler releasing the dog is removed – this action is not part of the trick, is not judged and therefore should not be included in the 'Action'. The handler already has a responsibility for the safety of their dog. Also, if the judge formed the view that the handler had put the dog at risk by the manner in which they got their dog down from the object, the judge can take this up with the handler and if necessary D/Q the handler as part of the general requirements in the front part of the rules, so no need to add this here.

The distance is extended to 2 body lengths to achieve some consistency between tricks in the same class.

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

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

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

### ***Set Up***

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

(SA) Proposed Change - I.5

## **I.5 Cross Your Paws - 3 seconds / 1 2metre**

### ***Set Up***

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

(SA) Rationale - I.5

Refer to earlier comments regarding changing 'upright down' to drop and reason for it.

Remove the reference to 'location' which only appears in a few tricks and standardise to 'position' noting this word is defined in the definition section.

We have suggested changing this trick from 1 metre to 2 metres, in the interest of standardising tricks. (We have proposed a novice trick that asks for this trick to be performed at 1m.)

### ***Cue***

The handler will cue the dog to cross his paws.

### ***Action***

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

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

(SA) Proposed Change - I.6

## **I.6 Back Up - 3 body lengths /2m**

(SA) Rationale - I.6

Some tricks contain the distance in the title of the trick and some do not. Our approach is to standardise this across the tricks and the judges sheets. We note this trick was already set at the 2 m distance. Note this is not a proposed change to the trick, but a proposed change to the header only.

### ***Set up***

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

### ***Cue***

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The handler will cue the dog to back up.

## **Action**

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

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

### **Set up**

The dog will be in a stand beside the handler.

### **Cue**

The handler will cue the dog to back up.

### **Action**

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

(SA) Proposed Change I.7 Action

### **Action**

On cue the dog and handler will both back up, with the handler taking at least three (3) steps backwards and the dog maintaining heel position. Handler to take 3 reasonable sized steps and will be penalised if the handler fails to do so.

(SA) Rationale I.7 Action

This trick asks a handler to move backwards with three steps, but some handlers have 'shuffled' instead of stepping. We seek to make it clear to handlers on the expectations of their backwards steps.

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

### **Set up**

The dog will be in a stand beside the handler.

### **Cue**

The handler will cue the dog to reverse around him.

### **Action**

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

## **I.9 Sendaway – 6 metres**

### **Set up**

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

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

### **Cue**

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

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at least six (6) metres from the defined area.

## **Action**

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

## **(SA) Proposed Change I.9**

### **Set up**

The handler will provide an object to create a defined area<sup>9</sup>. The defined area must have a nonslip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in the defined area. The handler will ~~place the object/s creating the area and~~ take up a position at least six (6) metres from the start point.

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

### **Cue**

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

### **Action**

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

## **(SA) Rationale I.9**

In the trick descriptions there are various footnotes describing a 'defined area'. These are deleted and the definition of defined area included in the definitions rule.

The reference to the handler placing the defined area is removed as the defined area should have been set up prior to the handler/dog starting the test and this reference is inconsistent with the requirement in the rules that the handler will place all equipment in the ring before commencement of the first trick and that setup of equipment will be completed before the dog enters the ring.

The words "until released by the handler are removed" to achieve consistency with the wording of the similar trick in the lower classes (these words do not appear).

## **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.

## **(SA) Proposed Change I.10**

### **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)~~ 2metres away from the handler.

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<sup>9</sup>This may include a cardboard box, a mat, an area whose perimeter is defined by PVC pipe or a rope, or other low-sided barrier or object which clearly makes the perimeter of the area.

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(SA) Rationale I.10

Consistent distance where possible in this class .

## **Cue**

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

## **Action**

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

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

### **Set up**

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

### **Cue**

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

### **Action**

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

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

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

(SA) Proposed Change I.11

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

### **Set up**

The handler will provide ~~an article~~ a retrieve object for the dog to retrieve and carry and will place that ~~article~~ retrieve object 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 retrieve object and to carry the ~~article~~retrieve object while walking.

### **Action**

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

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

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

## **(SA) Rationale I.11**

We have taken the reference to retrieve object in S.14 and applied those words 'retrieve object' across all tricks where the dog is required to fetch/carry/hold an object in their mouth. The words 'retrieve object' have been defined in the definition rule as that rather than have different names in different tricks and different wording in the footnotes, it is standardized across the rules.

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

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## **I.12 Crawl – 3 body lengths**

### ***Set up***

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

## **(SA) Proposed Change I.12**

## **I.12 Crawl – 3 body lengths /2m**

### ***Set up***

The dog will start in the ~~upright down~~ drop position. The handler may stand in any position relative to the dog but must be at least ~~one~~ (+) 2metre away from the dog and maintain that distance throughout the trick.

## **(SA) Rationale I.12**

Consistent with previous amendments: add the distance to the trick title and standardise at 2 m.

### ***Cue***

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

### ***Action***

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

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

### ***Set Up***

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

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

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

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

### ***Action***

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

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

## **I.15 Head Movement**

### ***Set up***

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

### ***Cue***

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

### ***Action***

On cue the dog will perform one of the following -

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

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

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

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

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

(SA) Proposed Change - I.16

## **Set up**

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

## **Cue**

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

## **Action**

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

On conclusion of the movement, the handler will cue the dog to complete a trick<sup>13</sup> (for example, a spin), in front of the handler; the cue may be given with the target stick. The trick will conclude with the dog taking up position in front of the handler, facing away from the handler, with focus on the target stick. The dog should not jump up at the target stick.

(SA) Rationale - I.16

We have used the same wording about start position as consistent with Starter.

We do not think it is necessary to define the length of the target stick

We think it is important for the dog to work at a distance from the handler, but this is currently not well defined. Instead we suggest the dog works a body length away from the handler.

We have removed reference to the footnote, and instead put it in brackets.

We have added that the dog should not jump at the target stick, to be consistent with the Starter description.

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

### **Set up**

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

### **Cue**

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

### **Action**

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

(a) Move backwards two (2) body lengths; or

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

(SA) Proposed Change I.17

## **Set up**

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

The dog may be in any position other than between the handler's legs and, if behind the handler, will be at least two metres away

## **Cue**

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

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

## **Action**

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

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

(SA) Rationale I.17

The wording has been copied from the existing wording in N. 18 to ensure there is a consistency of wording across tricks which build upon themselves in the next class. The only change is in increasing the distance if the dog is behind the handler to 2 m to ensure consistency of the distance in the tricks at this class.

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

## **I.18 Speak Once – 5 metres**

### **Set up**

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

### **Cue**

The handler will cue the dog to bark.

### **Action**

On cue the dog will bark once only.

(SA) Proposed Change I.18

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## **I.18 Speak ~~Once~~ – 5 2metres**

### ***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)~~ 2metres 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~~.

#### **(SA) Rationale I.18**

The requirement to bark 'once' imposes a level of difficulty not suited to this class, noting his exercise appears to be drawn from the obedience utility class where no such limitation is imposed.

The reduction to 2m is to standardise at this class.

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

### ***Set up***

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

#### **(SA) Proposed Changes I.19**

## **I.19 Roll Over - Twice /2m**

### ***Set up***

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

#### **(SA) Rationale I.19**

Consistent with previous amendments.

### ***Cue***

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

### ***Action***

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

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

### ***Set up***

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

### ***Cue***

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

## **Action**

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

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

(SA) Proposed Change I.20

## **Action**

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

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

(SA) Rationale I.20

The requirement for the handler to lift his feet high is considered to pose a risk to the dog and we believe in the interests of safety to the dog, this option should be deleted.

(SA) Proposed New Trick - I.21

## **I.21 Hide your Face – 2 m**

### **Set up**

The dog will be in a stance of the handler's choice. The handler will be at least two (2) metres from the dog and maintain that position throughout the trick.

If behaviour (b) is chosen, the handler will provide a towel or similar cloth object which will be placed on the floor/ground.

### **Cue**

The handler will cue the dog to perform one (1) of the behaviours listed below.

### **Action**

On cue the dog will perform one (1) actions selected from the following.

- (a) Raise his front paw(s) and place it/them on his nose/in the vicinity of his eyes.
- (b) Go to and place his head under the towel.
- (c) Turn his body away from the handler so that his back is to the handler.

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

(SA) Rationale New Trick - I.21

Where possible, tricks should progress through the classes with changes to the level of difficulty.

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This trick is seen at advance, requiring dogs to perform two tricks from the list. We suggest that performing one of these tricks is a suitable level of difficulty for an intermediate dog.

(SA) Proposed New Trick - I.22

## **I.22 Step Up and Rotate – One Rotation / 2m**

### **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 2 metres away from the perch/step and maintain that position throughout the trick.

### **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 maintain a distance of 2 metres from the dog 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. A dog who rotates greater than 360 degrees shall not be penalised.

(SA) Rationale A.4

Where possible, tricks should progress through the levels. This trick has been pulled from Advance and modified to provide this progression. It is different from what we have proposed in Advance, as it requires only one rotation (we propose two in Advance), and it's at a distance of 2m (we propose 3m in Advance). Note we have also removed the requirement for the dog to finish at a similar position as it starts, to make this trick more appropriate to intermediate. (This means that if a dog is working at a 'higher level', overzealously rotating on the perch, it is not penalised.)

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

## **ADVANCED LEVEL**

(SA) Proposed Change Advanced Level

### **ADVANCED LEVEL CLASS**

(SA) Rationale Advanced Level

Consistency - changing all levels to class.

#### **Trick Descriptions**

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

## 2023 DWD MTG – ATTACHMENT 8d - DOGS SA

### (SA) Proposed Changes - Advanced Table

A.1	Neat and Tidy – <del>4 toys</del> <u>3 objects</u> / <u>3m</u>
A.2	Hide your Face – <u>4 3</u> metre (a) <u>Dog raises front paw</u> (b) <u>Dog places head under towel</u> (c) <u>Dog faces away from handler</u>
A.3	<del>Where's your Head</del> <u>Head movement - 3m</u> (a) <u>Dog moves head side to side/3 times</u> (b) <u>Dog moves head up and down/3 times</u> (c) <u>Dog places chin on handlers shoulder/head</u>
A.4	Step Up and Rotate – <del>One 2</del> <u>Rotation / 1-5 3m</u>
A.5	Paws Up and Push <u>/3 body lengths</u>
A.6	March on the Spot – 6 lifts
A.7	Unroll Carpet – <u>23</u> body lengths
A.8	Back Up – Dog and Handler - 2 m / <u>2 3</u> body lengths
A.9	Reverse to between Handler's Legs – <u>4-3</u> body lengths
A.10	In Reverse – Moving with Handler – 6 steps
A.11	Reverse and Circle while Handler moves – 1 circle
A.12	Reverse Leg Weaves – 4 weaves
A.13	<del>Secret/Moonwalk</del> <u>Backwards crawl/bow</u> – 3 body lengths
A.14	Handler is the Jump – <u>4 3</u> m a) <u>Handlers arm</u> b) <u>Handlers arm in hoop</u> c) <u>Handlers raised legs</u> d) <u>Handlers legs in a hoop</u>
A.15	Circled Arms/Leg Jump – <u>4 3</u> m
A.16	Moving Hold – 10 body lengths / 2 tricks
A.17	<del>Bring it Back</del> – <u>6m</u> <u>Named retrieve - 3m</u>
A.18	Pull Along – 6 body lengths
A.19	Roll Over Once – <del>Handler Steps Over</del> <u>twice and again</u>
A.20	Blanket Games - 3 secs
A.21	Straddle and Move a) <u>Dog circles handlers leg twice</u> b) <u>Circle leg as handler pivots backwards</u> c) <u>Handler lunges</u> d) <u>Paws on handlers feet</u>
A.22	Follow Target Stick Sideways – 6 steps a) <u>dog at handlers side</u> b) <u>dog in front and facing away from handler</u>
A.23	Push Along – <u>4 3</u> body lengths
A.24	Moving Stand Tall – <u>4-3</u> steps
A.25	Handler's Choice – 3 components

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

	<a href="#">Refer to handler's entry form</a>
A. 26	<a href="#">Crawl - 3 body lengths /3m</a>

## **(SA) Rationale - Advanced Table**

We think it would benefit the judges and competitors greatly if tricks at the same class, as far as possible at the same distances. It is currently extremely confusing to have so many different distances in tricks that are performed one after the other.

### **A.1 Neat and Tidy – 4 toys**

#### ***Set Up***

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

#### ***Cue***

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

#### ***Action***

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

## **(SA) Proposed Change - A.1**

### **A.1 Neat and Tidy – ~~4 toys~~ 3 objects / 3m**

#### ***Set Up***

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

#### ***Cue***

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

#### ***Action***

On cue the dog will pick up each toy and place all ~~four (4)~~ 3 objects in turn into the container, then return close to the handler.

## **(SA) Rationale - A.1**

Query why this trick is restricted to 'toys' – if the handler wishes to use gloves, a dumbbell or 3 towels they should not be prevented from doing so just because it has to be a 'toy', noting that for this trick at least there is no footnote describing what can be a toy.

The number of objects to retrieve and place in the container is reduced to 3 but the handler must be 3 metres from the dog, so we think this weighs each other out in terms of the degree of difficulty. At advanced class to build on the degree of difficulty for intermediate being 2 metres, we have used 3 metres where possible.

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

### ***Set up***

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

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

### ***Cue***

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

### ***Action***

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

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

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

(SA) Proposed Change - A.2

## **A.2 Hide your Face – 1 3 metre**

### ***Set up***

The dog will be in a stance of the handler's choice. The handler will be at least ~~one (1)~~ 3 metre from the dog and maintain that position throughout the trick.

If behaviour (b) is chosen, the handler will provide a ~~blanket~~ towel or similar cloth object which will be placed on the floor/ground.

### ***Cue***

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

### ***Action***

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

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

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

(SA) Rationale A.2

Standardise all distances where possible to 3 metres in Advance.

We believe this trick can be sufficiently performed with a blanket, towel, or any piece of cloth. We feel like restricting this trick to 'blanket' may indicate a heavy piece of material which might impede handler's willingness to choose this trick.

Change 'push' to place as push implies the use of a degree of force, whereas we want the dog to just place his head there.

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Remove the reference to the head being straight forward with no eye contact – we spend so much time training the dog to focus on the handler, a dog who looks at their handler should not be penalised.

## **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.

(SA) Proposed Change - A.3

## **A.3 Where's your Head Head Movement / 3m**

### ***Set up***

The dog will be in a stance of the handler's choice. The handler will be at least ~~one (1)~~ three (3) metres away from the dog.

(SA) Rationale - A.3

A proposed name change to 'Head Movement' to make consistent with the intermediate trick. The inclusion of 3m in the title.

We have suggested increasing this to 3 metres for consistency across advance tricks.

### ***Cue***

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

### ***Action***

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

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

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

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

### ***Set up***

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

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

### ***Cue***

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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.

(SA) Proposed Change - A.4

## **A.4 Step Up and Rotate – One Two Rotations / 1-5 3m**

### **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 3 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~~ maintain a distance of 3 metres from the dog 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~~ two 360 degree rotation around the perch/step, finishing in ~~the same~~ similar position as at the start of the rotation.

(SA) Rationale A.4

Standardise distance in tricks at the same class wherever possible, and reflects the distance handling suitable for this class.

Remove the reference to the measure being from the 'nearest edge of the perch' as those words do not appear in the similar trick at lower classes.

Remove the reference for the handler indicating clockwise or anti-clockwise. Handlers are often confused by this and it doesn't matter for the dog to illustrate the essence of the trick.

Remove the requirement for the handler to remain stationary – if tricks is to be an encouragement for a handler to participate in DWD, in a routine while a handler may when executing a move of this type stand still they may also be moving/.dancing, so allow the handler to do so here but maintain the 3 m distance from the dog.

Increase the 'flow' by requiring two rotations – much more likely that a dog would go around twice in a DWD routine than once. '

Remove the very strict requirement for the dog to end in the same position as the start – the move should 'flow' not require the dog to stop exactly in the same spot as he started, again not consistent with what we want for DWD.

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

### ***Set up***

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

The dog may be in any position except paws up.

### ***Cue***

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

### ***Action***

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

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

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

(SA) Proposed Change A.5

## **A.5 Paws Up and Push /3 body lengths**

### ***Set up***

The handler will provide any equipment required for performance of this trick; it will be of a type which will move safely on the surface of the test venue. It is acceptable for the handler to bring a strip of suitable flooring for this trick.

The dog may be in any position except paws up.

### ***Cue***

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

### ***Action***

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

- (a) Place both front paws on the object<sup>9</sup>, with his hind feet maintaining contact with the ground. This may be completed with one front paw at a time or both front paws together; the dog will then push the object for three (3) body lengths; or
- (b) Place all 4 paws on the object<sup>10</sup> and ride or move the object for three (3) body lengths; or
- ~~(c) Approach the handler from behind and 'push him over' by bouncing on him with the dog's front paws.~~ Place 2 front paws on the handler and 'push' the handler along. As the handler moves, the dog maintains paws on the handler for a distance of 3 body lengths

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

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<sup>9</sup> Suggestions include a pram, a child's toy car or a skate board.

<sup>10</sup> Suggestions include a ball or barrel.

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(SA) Rationale A.5

Makes the 3 body length consistent across all 3 components of the trick.

As most trick dog tests are held outside on grass in South Australia, it has been problematic for competitors to find items that easily roll on grass. We have suggested that the handler may like to bring a strip of flooring for this trip, for example, a strip of linoleum. Like all props this would be subject to the judge approving it as safe.

It is unnecessary to specify the handler may use a wait/stay as this is the case in many tricks.

For (c), we consider 'bouncing' on a handler as an unsafe move, plus it doesn't match the endurance seen in option (a) and (b). We believe it is much safer if the dog simply rests his paws on the handler and they move the required distance together, plus it is more in-keeping with the other endurance-behaviours requested in this trick.

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

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

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

### ***Action***

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

## **A.7 Unroll Carpet – 2 body lengths long**

### ***Set up***

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

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

### ***Cue***

The handler will cue the dog to unroll the runner.

### ***Action***

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

(SA) Proposed Changes A.7

## **A.7 Unroll Carpet – 2 3 body lengths long**

### ***Set up***

The handler will provide a roll of carpet or foam/rubber runner with a length equivalent to at least ~~two (2)~~ 3 body lengths. The runner will remain rolled up during placement.

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

### ***Cue***

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The handler will cue the dog to unroll the runner.

## **Action**

On cue the dog will push the runner with his nose to unroll the runner for a min of 3 body lengths or its full length.

(SA) Rationale A.7

Standardise to 3 body lengths where possible across this class of tricks. If the runner is more than 3 body lengths the handler can still use, but the extra length is not judged.

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

### **Set up**

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

### **Cue**

The handler will cue the dog to back up.

### **Action**

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

(SA) Proposed Change - A.8

## **A.8 Back Up - Dog and Handler – 2 3body lengths**

### **Set up**

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

### **Cue**

The handler will cue the dog to back up.

### **Action**

On cue the dog will walk backwards substantially in a straight line for at least ~~two (2)~~ 3 body lengths while the handler will move backwards at least two (2) metres

(SA) Rationale - A.8

Standardise to 3 body lengths.

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

### **Set up**

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

### **Cue**

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

### **Action**

On cue the dog will walk backwards substantially in a straight line until his shoulders are level with or

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have passed the handler's legs; the handler will not move sideways to facilitate the dog ending up between his legs.

(SA) Proposed Change - A.9

## **A.9 Reverse to between Handler's Legs – ~~4~~3 body lengths**

### ***Set up***

The dog will be in a stand; the handler will be ~~four (4)~~ 3 body lengths behind the dog, facing in the same direction as the dog.

### ***Cue***

The handler will cue the dog to wait while the handler moves to a position at least ~~four (4)~~ 3 body lengths behind the dog and will face in the same direction as the dog, and with his legs apart in an inverted 'V'. The handler will then cue the dog to back up.

### ***Action***

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

(SA) Rationale - A.9

Standardise tricks at the same class to the same distance where possible.

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

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

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

### ***Action***

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

(SA) Proposed Change - A.10 - Action

### ***Action***

On cue the dog and handler will both back up, with the handler taking at least six (6) steps backwards and the dog maintaining heel position. On cue the dog and handler will both back up, with the handler taking at least ~~three~~ six (6) steps backwards and the dog maintaining heel position.  
Handler to take 6 reasonable sized steps backwards and will be penalised if the handler fails to do so.

(SA) Rationale - A.10 - Action

Amendment is consistent with our amendment to the Intermediate trick to ensure the handler takes their usual step and not 'shuffling steps'.

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

### ***Set up***

The dog will stand beside the handler.

### ***Cue***

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The handler will cue the dog to reverse around him.

## ***Action***

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

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

### ***Set up***

The dog will be in a stand beside the handler.

### ***Cue***

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

### ***Action***

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

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

### ***Set Up***

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

### ***Cue***

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

### ***Action***

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

(SA) Proposed Changes - A.13

## **A.13 ~~Scoot/Moonwalk~~ Backwards Crawl/Bow – 3 body lengths**

### ***Set Up***

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

### ***Cue***

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

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## **Action**

On cue the dog will ~~bow~~ scoot/moonwalk and simultaneously move backwards for at least three (3) body lengths while remaining in a low ~~the bow~~ posture. ~~The handler will remain stationary. A scoot/moonwalk means the dog's rear can be either near the ground or the dog's rear can be raised up.~~

(SA) Rationale - A.13

We found the term Scoot and Moonwalk confusing, and so we have suggested a plainer title - backwards crawl/bow.

We do not think it's necessary for the handler to remain stationary.

We have added an extra line to explain the dog's position.

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

### **Set up**

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

(SA) Proposed Change - A.14

## **A.14 Handler is the Jump – from 4-3 metres**

### **Set up**

The dog will be in a stance of the handler's choice. The handler will leave the dog and position himself at a distance of at least ~~four (4)~~ three (3) metres away from the dog. The handler can either lie on the floor or kneel or bend over.

(SA) Rationale - A.15

Consistent with the 3 metres for tricks in this class..

### **Cue**

The handler will cue the dog to jump over him.

### **Action**

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

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

### **Set Up**

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

### **Cue**

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

(SA) Proposed Change - A.15

## **A.15 Arms/Leg Jump – from-4 3metres**

### ***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)~~ three (3) 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)~~ three (3) metres away from the dog. The handler will present his arms/legs and may give a verbal cue the dog to jump.

(SA) Rationale - A.15

Consistent with the 3 metres for tricks in this class..

### ***Action***

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

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

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

### ***Set Up***

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

### ***Cue***

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

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

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

### ***Action***

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

(SA) Proposed Changes A.16

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## ***Set Up***

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

## ***Cue***

The handler will cue the dog to take/hold the ~~article~~retrieve object from his hands and then cue the dog to move forward with him. While moving with the dog the handler will further cue the dog to perform two (2) other behaviours<sup>11</sup>.

## ***Action***

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

### **(SA) Rationale A.16**

We have taken the reference to retrieve object in S.14 and applied those words 'retrieve object' across all tricks where the dog is required to fetch/carry/hold an object in their mouth. The words 'retrieve object' have been defined in the definition rule as that rather than have different names in different tricks and different wording in the footnotes, it is standardized across the rules.

## **A.17 Bring it Back – 6 metres**

### ***Set up***

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

### ***Cue***

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

### ***Action***

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

### **(SA) Proposed Removal A.17 - Bring It Back**

## **~~A.17 Bring it Back – 6 metres~~**

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

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

### **~~*Cue*~~**

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

### **~~*Action*~~**

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

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<sup>11</sup> Eg a spin, leg weave, circle the handler, circle a cone.

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(SA) Rationale Proposed Removal A.17 - Bring It Back

We believe that A.17 Bring It Back should be moved to intermediate, as it is not a trick that is sufficiently complex for advanced.

(SA) Proposed New A.17 - Named Retrieve

## **A.17 Named Retrieve – 3 metres**

### **Set Up**

The handler will provide five (5) articles<sup>12</sup>, all of a similar size. The handler will set those five (5) articles out on the floor/ground within an area of approximately one (1) metre square; the closest article will be at least three (3) metres away from the start point and there will be a space of 0.5 m between each of the articles. The spread of articles will be set out before the dog enters the ring. The dog will be in a stance of the handler's choice beside the handler. The Judge will advise which article is to be retrieved.

### **Cue**

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

### **Action**

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

(SA) Rationale A.17

We believe that the named retrieve (as in I.1) is sufficiently complex to be an advanced trick.

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

### **Set Up**

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

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

### **Cue**

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

### **Action**

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

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

### **Set up**

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

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<sup>12</sup>

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## **Cue**

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

## **Action**

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

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

(SA) Proposed Change A.19

## **A.19 Roll Over Once – Handler Steps Over Twice and Again**

### **Set up**

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

### **Cue**

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

The dog will then execute two different behaviours of the handlers choosing, and then roll over again (twice).

### **Action**

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

(SA) Rationale A.19

We have significant safety concerns for the dog and handler with the handler stepping over the dog while the dog is rolling. We can see a high potential for this trick to go wrong, and if it does possibly causing harm to the dog and/or handler. We have proposed a different trick which builds on the Intermediate roll-over trick but provides a continuous flow - this is to be executed as a sequence and is a great build towards DWD.

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

### **Set up**

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

### **Cue**

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

### **Action**

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

(SA) Proposed Change A.20

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

### ***Set up***

The handler will provide a ~~blanket-cloth~~, cloth, towel or blanket which is of suitable size and weight for the dog to pull over themselves. The dog will be in an ~~upright down~~ drop on or adjacent to the cloth blanket. The handler may stand in any position relative to the dog but must be at least one (1) metre away from the dog and ~~cloth blanket~~ and maintain that distance throughout the trick.

### ***Cue***

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

### ***Action***

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

(SA) Rationale A.20

Change of name to ensure handlers can use something other than a blanket. A blanket implies something heavy when this should be a towel, cloth or covering that is suitable to the dog.

We have changed upright down to drop, as we do not think it's important how a dog lays at the beginning of this trick.

## **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:

(SA) Proposed Change A.21 - Action

...On further cues the dog will perform two (2) behaviours selected from the following list. The behaviours to be performed continuously ie. executed without stopping:

(SA) Rationale A.21 - Action

If tricks is to be seen as a way to encourage competitors into DWD, we need to be building in more continuous and flowing behaviours into the tricks, making it easier for competitors to then move across into DWD.

- (a) In straddle position, wait, circle leg and into straddle position, wait, circle handler's leg (or other leg) and return to straddle position; repeat the sequence a further two (2) times. The handler is stationary.
- (b) In straddle position, wait, circle leg as the handler pivots backwards 180 degrees, and into

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straddle position, wait, circle other leg as the handler pivots backwards 180 degrees to face the original direction and return to straddle position; repeat the sequence a further two (2) times.

- (c) Move forward in straddle position as the handler moves forward at least three (3) steps; drop into down position as the handler lunges/drops to one knee; stand as the handler stands (known as 'tactical straddle'); repeat the sequence one (1) additional time.
- (d) Put his left paw on the handler's left foot and his right paw on the handler's right foot concurrently, so that there is a paw on each of the handler's feet at the same time. While maintaining this position, move forwards or backwards for a distance of at least five (5) body lengths.

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

### **Set up**

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

### **(SA) Proposed Change A.22 Set Up**

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

### **(SA) Rationale A.22 Set Up**

We do not think it is necessary to define the length of the target stick

### **Cue**

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

### **Action**

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

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

### **(SA) Proposed Change - A.22**

### **Action**

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

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

In either, the dog must work at least one body length away from the handler and must be

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[positioned near and focused on the end of the target stick.](#)

(SA) Rationale - I.16

In part a, it makes reference to a cane, while a target stick is also permissible.

We think it is important for the dog to work at a distance from the handler, but this is currently not well defined. Instead we suggest the dog works a body length away from the handler. We've added this at the bottom and is consistent wording with other tricks.

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

### ***Set up***

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

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

### ***Cue***

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

### ***Action***

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

(SA) Proposed Change - A.23

## **A.23 Push Along – 43 body lengths**

### ***Set up***

The handler will provide a movable object<sup>13</sup> and two stable objects<sup>14</sup> through which the movable object will be pushed; the stable objects must be no more than one (1) metre apart and must be at least 3 body lengths from the start point. [If the handler wishes to provide a surface for the object, this is acceptable, though the surface must be approved by the judge.](#)

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)~~ 3 body lengths and end with the ball pushed between the two stable objects

(SA) Rationale - A.23

Standardise to 3 body lengths across all tricks in this class.

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<sup>13</sup> Suggestions include a large ball.

<sup>14</sup> Suggestions include free-standing 'goal posts' or uprights, large flower pots or cones.

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In South Australia, as our trick tests are often performed on grass, it has been difficult to find an item the dog can push along. We are happy for handlers to provide a strip of material of a suitable and safe material.

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

### ***Set Up***

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

### ***Cue***

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

### ***Action***

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

(SA) Proposed Change A.24

### ***Set Up***

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

### ***Cue***

The handler will cue the dog to stand tall on both hind either unsupported, or front leg resting front paws on the handler or a held object. On further cue the dog will move with the handler.

### ***Action***

On cue the dog will stand on his hind legs on the handler and move in unison with the handler as the handler takes ~~four (4)~~ 3 steps forwards or backwards.

(SA) Rationale A.24

For the safety of the dog we should not encourage or allow handlers to put dogs into the stand tall.

## **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.

(SA) Proposed Change A.25

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.~~ 3 components which must be executed continuously and with flow between the components. The components must be linked and can be of the handlers own creation or:

1 component can be 1 trick from the Intermediate class

1 component can be one trick from the Advanced class

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1 component can be of handlers choice (may be one of the tricks in these rules or a component of the handlers creation).

The 3 components must be executed continuously and must flow together to form a sequence.

(SA) Rationale A.25

Tricks being a flow on to DWD.

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.

(SA) Proposed Inclusion - A.26 Crawl

## **A.26 Crawl – 3 body lengths / 3m**

### **Set up**

The dog will start in the drop position. The handler may stand in any position relative to the dog but must be at least three (3) metre away from the dog and maintain that distance throughout the trick.

### **Cue**

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

### **Action**

On cue the dog will crawl forwards approximately 1 body length. The handler will cue the dog to stop. The dog may stop in any position (drop, stand, or sit). The dog must hold this position for three seconds. The judge will ask the handler to recommence the trick. The handler will cue the dog to crawl forwards again, and the dog is to crawl a further 2 body lengths. The dog will have then completed 3 body lengths, with a 3 second pause in the middle.

(SA) Proposed Inclusion - A.27 Crawl

Where possible, tricks should have a progression through the levels. This trick has been taken from intermediate, but has included an increase of complexity by asking the dog to stop crawling part way through the trick before being cued to continue crawling. We believe this is a significant level of difficulty for an advanced trick.

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APPENDIX B

(SA) Proposed Change - New - Pre Starter Mark Sheet

## TRICK DOG LIST AND JUDGE'S MARK SHEET

<u>Class: PRE-STARTER</u>		<u>Catalogue No:</u>	
<u>Tricks selected</u>		<u>Points lost</u>	<u>Score</u>
<a href="#">PS.1</a>	<a href="#">Go Round - Once - .5m</a>		
<a href="#">PS.2</a>	<a href="#">Circle Handler- Once</a>		
<a href="#">PS.3</a>	<a href="#">Circle Spin - Once</a>		
<a href="#">PS.4</a>	<a href="#">Half Leg Weave – Stationary</a>		
<a href="#">PS.5</a>	<a href="#">Nose to Hand Touch – 2 touches / 1 secs</a>		
<a href="#">PS.6</a>	<a href="#">Follow Target Stick - 2 body lengths</a>		
<a href="#">PS.7</a>	<a href="#">Step Up – 1m/3secs</a>		
<a href="#">PS.8</a>	<a href="#">Paw on Hand – 2 secs</a>		
<a href="#">PS.9</a>	<a href="#">Back Up – 1 body length</a>		
<a href="#">PS.10</a>	<a href="#">Send over Jump – from 1 m</a>		
<a href="#">PS.11</a>	<a href="#">Take a Bow – 1 secs</a>		
<a href="#">PS.12</a>	<a href="#">Sendaway – from 1m</a>		
<a href="#">PS.13</a>	<a href="#">Find Straddle – 1 secs</a>		
<a href="#">PS.14</a>	<a href="#">Stationary Hold – 1 secs</a>		
<a href="#">PS.15</a>	<a href="#">Sit Pretty/Paws on my Arm – 2 secs</a>		
<a href="#">PS.16</a>	<a href="#">Push ups - Stand - Sit - Drop</a>		
<a href="#">PS.17</a>	<a href="#">Loose leash walking</a>		
<b><u>SUB-TOTAL</u></b>			
<b><u>DEDUCTIONS</u></b>			
<b><u>TOTAL SCORE</u></b>			

**(SA) Rationale**  
As consistent with previously proposed rules.

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

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

(SA) Proposed Changes to starter scoresheet

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

<b>Class: STARTER</b>		<b>Catalogue No:</b>	
<b>Tricks selected</b>		<b>Points lost</b>	<b>Score</b>
S.1	Go Round - Once <u>-1m</u>		

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S.2	Circle Handler- Once		
S.3	Circle Spin - Once		
S.4	(c) Leg Weave – Stationary Fig. of 8		
S.5	Nose to Hand Touch – 2 touches / 2 secs		
S.6	Follow Target Stick (c) <a href="#">360 degree turn</a> (d) <a href="#">Forward 2 body lengths</a>		
S.7	Step Up – 5 secs <a href="#">-1m</a>		
S.8	Paw on Hand – 2 secs		
S.9	Back Up – 1 body length <a href="#">/1m</a>		
S.10	Send over Jump – from 1 m (e) <a href="#">Handler at remains at start</a> (f) <a href="#">Handler runs past jump</a> (g) <a href="#">Handler at side of jump</a> (h) <a href="#">Handler moves to other side of jump</a>		
S.11	Take a Bow – 2 secs		
S.12	Sendaway – from 2 m		
S.13	Find Straddle – 2 secs		
S.14	Stationary Hold – 2 secs		
S.15	Sit Pretty/Paws on my Arm – 2 secs (c) <a href="#">Without support</a> (d) <a href="#">On arm of handler</a>		
<a href="#">S.16</a>	<a href="#">Crawl - 1m/1 body length</a>		
<a href="#">S.17</a>	<a href="#">Roll over - once</a>		
<a href="#">S.18</a>	<a href="#">Sleeping Beauty - 2 seconds</a>		
<b><i>SUB-TOTAL</i></b>			
<b><i>DEDUCTIONS</i></b>			
<b>TOTAL SCORE</b>			

**(SA) Rationale**

**As consistent with previously proposed rules.**

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

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

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

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

(SA) Proposed Change to Novice Judging Sheet

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

<b>Class: NOVICE</b>		<b>Catalogue No:</b>	
<b>Tricks selected</b>		<b>Points lost</b>	<b>Score</b>
N.1	Search and Identify – 3 objects / 2 metres		
N.2	Go Round – 3 m/ 1 ½ circles		
N.3	Circle the Handler – 3 times		
N.4	Circle Spin - Twice (d) <u>2 spins same direction</u> (e) <u>1 clockwise, 1 anticlockwise</u>		
N.5	Leg Weaves – moving / 2 Fig. of 8		
N.6	Nose to Hand Touch – 4 touches / 2 secs each		
N.7	Follow Target Stick around Handler – Fig of 8		
N.8	Step up and Pivot in Front		
N.9	Step up and Pivot at Side		
N.10	Lift your Paws – left and right		
N.11	Back Up – 3 body lengths		
N.12	Jump Cane or Hoop - <u>1m</u>		
N.13	Sendaway – 3 m		
N.14	Sleeping Beauty – 3 secs / <u>1m</u>		
N.15	Moving Carry – 6 body lengths		
N.16	Crawl – 2 body lengths / <u>1m</u>		
N.17	Roll Over - Once / <u>1m</u>		
N.18	Straddle Position - Moving forward / 2 body lengths		
N.19	Paws up on Fixed Object – 3 secs		
N. 20	Paws on Feet – Handler moving / 1 body length		
<u>N. 21</u>	<u>Cross your paws - 2 secs / 1m</u>		
<u>N. 22</u>	<u>Take a Bow - 2 secs / 1m</u>		
<b><i>SUB-TOTAL</i></b>			

**2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

<i>DEDUCTIONS</i>		
<b>TOTAL SCORE</b>		

**(SA) Rationale**  
**As consistent with previously proposed rules.**

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

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

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

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

(SA) Proposed Change to Intermediate Judging Sheet

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

<b>Class: INTERMEDIATE</b>		<b>Catalogue No:</b>	
<b>Tricks selected</b>		<b>Points lost</b>	<b>Score</b>
I.1	Named Retrieve - 3 m		
I.2	<del>Neat and Tidy</del> <u>Bring It Back - 6m</u>		
I.3	Double Go Round – 3 m / 2½ circles		
I.4	Paws Up and Push – 4 <u>2</u> body lengths		
I.5	Cross your Paws – 4 <u>2</u> m / 3 secs		
I.6	Back Up – 3 body lengths / <u>2</u> m		
I.7	In Reverse – Moving with Handler - 3 steps		
I.8	Reverse and Circle - once		
I.9	Sendaway – 6 m		
I.10	Take a Bow – <del>3</del> <u>2</u> m / 3 secs		
I.11	Get it and Move – 8 m		
I.12	Crawl – 3 body lengths / <u>2</u> m		
I.13	Say your Prayers – 3 secs		
I.14	Reverse Leg Weaves - <u>Figure of 8</u>		
I.15	Head Movement (c) <u>Left to right</u> (d) <u>Up and down</u>		
I.16	Moving Target – 5 body lengths plus trick		
I.17	Straddle Position Moving (c) <u>Move backwards 2 body lengths</u> (d) <u>Pivot 360 degrees, one handlers leg on the spot.</u>		
I.18	Speak <del>One</del> – <del>5</del> <u>2</u> m		
I.19	Roll Over - twice / <u>2</u> m		
I.20	Paws on Feet – Pivot / High Lifts		
<u>I. 21</u>	<u>Hide Your Face - 2m</u>		
<u>I.22</u>	<u>Step Up And Rotate - One Rotation / 2m</u>		

**2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

<i><b>SUB-TOTAL</b></i>		
<i><b>DEDUCTIONS</b></i>		
<b>TOTAL SCORE</b>		

**(SA) Rationale**  
**As consistent with previously proposed rules.**

# 2023 DWD MTG – ATTACHMENT 8d - DOGS SA

## TRICK DOG LIST AND JUDGE'S MARK SHEET

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

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

A.25	Handler's Choice – 3 components		
<b><i>SUB-TOTAL</i></b>			
<b><i>DEDUCTIONS</i></b>			
<b>TOTAL SCORE</b>			

(SA) Proposed Changes Advanced Marking Sheet

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

<b>Class: <span style="color: blue;">ADVANCED</span></b>		<b>Catalogue No:</b>	
<b>Tricks selected</b>		<b>Points lost</b>	<b>Score</b>
A.1	Neat and Tidy – <del>4 toys</del> <u>3 objects</u> / <u>3m</u>		
A.2	Hide your Face – <u>4 3</u> metre (d) <u>Dog raises front paw</u> (e) <u>Dog places head under towel</u> (f) <u>Dog faces away from handler</u>		
A.3	<del>Where's your Head</del> <u>Head movement - 3m</u> (d) <u>Dog moves head side to side/3 times</u> (e) <u>Dog moves head up and down/3 times</u> (f) <u>Dog places chin on handlers shoulder/head</u>		
A.4	Step Up and Rotate – <del>One 2</del> <u>Rotation</u> / <del>1-5</del> <u>3m</u>		
A.5	Paws Up and Push / <u>3 body lengths</u>		
A.6	March on the Spot – 6 lifts		
A.7	Unroll Carpet – <del>23</del> <u>body lengths</u>		
A.8	Back Up – Dog and Handler - 2 m / <del>2 3</del> <u>body lengths</u>		
A.9	Reverse to between Handler's Legs – <del>4-3</del> <u>body lengths</u>		
A.10	In Reverse – Moving with Handler – 6 steps		
A.11	Reverse and Circle while Handler moves – 1 circle		
A.12	Reverse Leg Weaves – 4 weaves		
A.13	<del>Scout/Moonwalk</del> <u>Backwards crawl/bow</u> – 3 body lengths		

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

A.14	Handler is the Jump —4 3 m e) <a href="#">Handlers arm</a> f) <a href="#">Handlers arm in hoop</a> g) <a href="#">Handlers raised legs</a> h) <a href="#">Handlers legs in a hoop</a>		
A.15	Circled Arms/Leg Jump —4 3 m		
A.16	Moving Hold – 10 body lengths / 2 tricks		
A.17	<del>Bring it Back—6m</del> <a href="#">Named retrieve - 3m</a>		
A.18	Pull Along – 6 body lengths		
A.19	Roll Over Once — <del>Handler Steps Over-</del> <a href="#">twice and again</a>		
A.20	Blanket Games - 3 secs		
A.21	Straddle and Move e) <a href="#">Dog circles handlers leg twice</a> f) <a href="#">Circle leg as handler pivots backwards</a> g) <a href="#">Handler lunges</a> h) <a href="#">Paws on handlers feet</a>		
A.22	Follow Target Stick Sideways – 6 steps c) <a href="#">dog at handlers side</a> d) <a href="#">dog in front and facing away from handler</a>		
A.23	Push Along—4 3 body lengths		
A.24	Moving Stand Tall – 4 <del>3</del> steps		
A.25	Handler's Choice – 3 components <a href="#">Refer to handler's entry form</a>		
<a href="#">A.26</a>	<a href="#">Crawl - 3 body lengths /3m</a>		
<b><i>SUB-TOTAL</i></b>			
<b><i>DEDUCTIONS</i></b>			
<b>TOTAL SCORE</b>			

**(SA) Rationale**

**As consistent with previously proposed rules.**

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

### **DEDUCTIONS**

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

(SA) Proposed Change - Deductions Table

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### **DEDUCTIONS**

<b>Up to 1 POINT</b>	<b>2 POINTS</b>	<b>4 POINTS</b>	<b>NON-QUALIFYING ON A TRICK</b>
Dog interferes with handler's movement	Retry (Starter or Novice class only)	Excessive barking	Dog not completing each trick

## **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

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Dog going to reward station other than with and under control of handler	Rewarding the dog outside the 1 m from the reward table	Using a real or replica weapon	
<u>In Pre-starters a 1 point deduction each time the lead goes tight.</u>  <u>1 – 10 point deduction if lead is used to make the dog perform the trick</u>			<u>In Pre-starters if the lead is continually tight, or the dog is 'dragged' or 'jerked' on lead, DQ</u>

### (SA) Rationale - Deductions Table

Reflects the introduction of a Pre-starters class



**2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

Judge's Signature: .....

## **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.

(SA) Proposed Change - Appendix D

## **APPENDIX D**

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(SA) Rationale - Appendix D

The current guidelines may conflict with member body rules and therefore it should be removed. Schedules should be completed in accordance with member body rules. (For example, Dogs SA has guidelines from a-x of what schedules are required to contain.)

## **APPENDIX E**

### **GUIDE TO SET UP AND PERFORMING TRICK DOG TESTS**

#### **1. Rewards**

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

#### **2. Set up of equipment**

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

#### **3. Retry**

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

#### **4. Scheduling**

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

# **2023 DWD MTG – ATTACHMENT 8d - DOGS SA**

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(SA) Rationale Appendix E

These points are covered in the first part of the rules. A rule should be stated once only. This appendix creates ambiguity and complexity.