



Kennel Union of Southern Africa

SCHEDULE 11(C) – REGULATIONS FOR TRICK DOG

(Effective 01.09.2024)

1. TRICK DOG

Any Affiliated Club or organisation authorised by The Kennel Union of Southern Africa (KUSA) may hold Trick Dog Tests, which are not competitive. All successful participants will receive appropriate Certificates and rosettes, subject to the payment of a fee as laid down from time to time.

2. PURPOSE

Trick Dog is designed to encourage people to develop a solid relationship with their dog through working with that dog. This will also encourage good pet ownership and improve the handler's training skills by diversifying their training they do. The test is designed to be all inclusive, catering for dogs of all ages and breeds (including cross breeds), as well as handlers and dogs of varying physical abilities. Trick Dog will expand a dog's physical and mental ability and offers an activity for older dogs that have been retired from other forms of competition. It is designed with the domestic pet owner in mind, encouraging them to spend more time with their dog and, hopefully, for them to become part of the KUSA family.

3. ELIGIBILITY

3.1 Dogs that are eligible to participate in Trick Dog include:

- 3.1.1 Any dog, whether pure bred, crossbred or of mixed breeding may take part.
- 3.1.2 Dogs do not need to be registered with KUSA to participate in Elementary through to Advanced but will need to be registered with KUSA to participate in the Champions test.
- 3.1.3 Dogs must be at least six (6) months of age to participate. Dogs performing jumps, or off-the-floor tricks, must be at least twelve (12) months of age.
- 3.1.4 All dogs must be microchipped.
- 3.1.5 Dogs with physical challenges (including amputees), deaf and/or blind dogs are eligible to participate provided that, in the opinion of the Evaluator, they display no signs of physical discomfort or stress and can safely complete the selected tricks.

- 3.2 Dogs that are not eligible to participate in Trick Dog include:
- 3.2.1 Pregnant bitches (if a bitch has been mated, she will be assumed pregnant).
 - 3.2.2 Dogs with bandages, sutures or visible wounds are not eligible to participate.
- 3.3 Handlers do not need to be members of KUSA to participate in Elementary through to Advanced but will need to become a member of KUSA to participate in the Champions test.
- 3.4 If a handler/owner believes their dog has a special disability, or there are special circumstances which need to be taken into consideration, they should contact an evaluator for further advice.
- 3.5 The same handler and dog must complete each test as a team. However, a dog may be handled by a different handler at a different level.
- 3.6 There is no limit to the frequency or number of times the test(s) may be taken by any one dog.
- 3.7 Any additional restrictions will be stated in the criteria for the relevant tricks.
- 3.8 **Champion status**
Any dog which has been evaluated as 'passed' in the Champion level by two evaluators, on one occasion, one of which must be a Senior Evaluator, will be eligible to apply for the title of KUSA Trick Dog Champion.

4. FORMAT FOR TEST

- 4.1 The test may be completed virtually / online or live (in person).
- 4.2 For video submissions, entry should be made via the links provided on the Trick Dog website. The form will provide a checklist of tricks eligible for each level and have space for handlers to enter the URL for the assessor to view that trick. Platforms for video uploads such as YouTube or Vimeo are recommended but Dropbox or other similar platforms can also be used.
- 4.3 Where videos of trick tests are submitted, two (2) repetitions of each trick must be performed to enable the evaluators to accurately assess a trick unless specified otherwise (see tricks descriptions for exceptions). Repetitions must be shown in unedited format, i.e., videos may not be cut in between the performing of tricks. Handlers may reward their dogs after each trick unless specified otherwise.
- 4.4 Music may not be added to videos or used in live events. The handler's cues must be audible at all times

5. TRICK DOG LEVELS

5.1 A total of six titling levels will be offered:

5.1.1 Elementary (compulsory unless a dog has already achieved Canine Good Citizen Bronze in which case a dog can progress directly to Beginners)

5.1.2 Beginners (compulsory - must be passed before doing Novice)

5.1.3 Novice (compulsory - must be passed before doing Intermediate)

5.1.4 Intermediate (compulsory - must be passed before doing Advanced)

5.1.5 Advanced (compulsory - must be passed before doing Champion)

5.1.6 Champion

5.2 In addition to the above levels, a fun, non-titling level will be offered:

5.2.1 Speciality

5.3 Dogs that have passed the requirements of the 'lower' levels (Elementary through to Advanced) will receive a digital certificate from KUSA provided they have paid the stipulated testing fee. Handlers and/or owners whose dogs have earned the title of Champion can apply to KUSA for their Champion certificate.

5.4 All dogs will be eligible to apply to KUSA for an original certificate and/or rosette subject to the payment of the prescribed fee.

6. FEES

Please refer to the Trick Dog website (<https://kusa-trick-dog.weebly.com/>) for the current fees.

7. EVALUATORS

7.1 Any person wishing to become a Trick Dog Evaluator, should apply in writing to the KUSA office. At a mutually agreeable time, two qualified Evaluators will arrange a training programme for the Aspiring Evaluators. Training programmes may be offered in-person or via an online platform. The training course shall culminate in a written examination on Schedule 11(C) and an evaluation of online videos developed for the purpose of the course. Evaluators will also be required to complete written examination on Schedule 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09, Appendix B comprising 60-marks.

7.1.1 Aspirant evaluators must:

- 7.1.1.1 Have handled a dog to Intermediate or higher (dog must have passed Intermediate);
- 7.1.1.2 Be members of KUSA and be in good standing; and
- 7.1.1.3 Undertake their first solo appointment within one (1) year of having become an Evaluator.
- 7.2 Any Evaluator who has completed the Evaluator training course and passed the written exams will be considered a Junior Evaluator until such time as they have:
 - 7.2.1 Evaluated dogs at least three (3) times below the level of Champion.
 - 7.2.2 Achieved Trick Dog Advanced, or higher, with at least one dog.
- 7.3 There is no restriction on how often an Evaluator may conduct Tests. The Evaluator may not test a dog that he/she owns or co-owns or a dog that is owned or handled by a close member of the evaluator's family. The KUSA office will hold a list of approved Evaluators.
- 7.4 Evaluators who have not carried out evaluations for a period of three (3) years will be required to write a written examination on Schedule 11(C) and Schedule 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09 before undertaking an evaluation again. They will serve as Junior Evaluators for one (1) appointment covering Champion submissions.

8. EVALUATIONS

- 8.1 Once a test is submitted for evaluation, the same Evaluator should as far as possible evaluate the entire test. For live events, each time a test is taken, the Evaluator must date and initial the Test Sheet and indicate whether "ready" or "not ready".
 - 8.1.1 The Evaluators decision is final and excessive discussion / correspondence will not be entered into.
- 8.2 Tricks marked "not ready" can be submitted for re-evaluation within three (3) months at no extra cost.
 - 8.2.1 Tests may be failed outright should the Evaluator find the dog 'not ready' on the following number of tricks:
 - Elementary – no restrictions
 - Beginners – no restrictions
 - Novice – being found 'not ready' on more than 1/3 of the tricks
 - Intermediate – being found 'not ready' on more than 1/3 of the tricks

Advanced – being found ‘not ready’ on more than 1/3 of the tricks
Champion – being found ‘not ready’ on more than 1/3 of the tricks. Each trick may only be resubmitted once following which the entire submission must be re-entered.
Speciality – no restrictions

8.2.2 Where submissions are failed, at least one (1) other Evaluator will evaluate the submission before a final decision is reached. Where necessary, a third Evaluator will be consulted. The majority decision shall be final.

8.3 The owner of any KUSA-registered dog which has been awarded a qualification may use the abbreviation of the most senior level achieved as suffix to a dog’s registered name. In order to have qualifications placed on any registration records, a copy of the relevant certificate must be submitted to the KUSA Office.

8.3.1 The suffix abbreviations to be used are:

Elementary	TkD-E
Beginners	TkD-B
Novice	TkD-N
Intermediate	TkD-I
Advanced	TkD-A

8.4 For the purpose of evaluations, luring should be interpreted as the tempting of a dog to go to / do something by offering, or pretending to offer, a reward (e.g. a toy or food).

8.5 Dogs may not be physically manipulated into position unless the trick specifically calls for it.

8.6 Leads – tricks should be carried out off lead unless specifically required by the trick or where the trick is being performed in a public environment or where leashes laws or safety demand otherwise, e.g. park, beach, shopping centre.

8.7 A “sequence” is to be interpreted as several tricks (a minimum of three (3)) performed directly after each other, each with its own cue. A “chain” is to be interpreted as several tricks (a minimum of three (3)) performed directly after each other, but with only one (1) cue being given by the handler at the start of the chain. Dogs may not be rewarded while performing a sequence or chain but may be rewarded upon completion of the sequence and/or chain.

9. EQUIPMENT

9.1 The dog’s safety is paramount and any equipment used should have a non-slip surface and be as stable as possible. It should also be of appropriate size for the breed. Handlers must consult with evaluators for clarification on suitable equipment.

- 9.2 Where dogs are wearing collars while being filmed, or taking part in live events, only plain training collars may be used. This includes plain buckle collars, limited slips, harnesses etc. It excludes any aversive collars such as spike collars, prong collars, e-collars, haltis and anti-bark collars.

10. CODE OF PRACTICE

- 10.1 It is the responsibility of the Club, or other organising body, to ensure that the welfare of the dog is paramount. No activity shall be conducted which permits, encourages or develops aggression or fear in a dog.
- 10.2 Any person who witnesses harsh handling of a dog at any Test organised by an Affiliated Club or other organising body must report the matter to the management thereof.
- 10.3 The same handler and dog must complete each test as a team. Either the owner or another designated person may handle the dog. Once the test has commenced, the owner may not interfere with his dog if another person has been designated to handle the dog.
- 10.4 Where live evaluations are being conducted, the participant(s) and evaluators shall be at the site where the test is to be held at least thirty (30) minutes before the scheduled time of commencement. The Evaluator shall have discretion to postpone the starting time of the test for a reasonable time if participants are delayed. Any participant who is not present at the end of such postponement shall be regarded as withdrawn from the test and shall not be allowed to participate.
- 10.5 If any part of the test is conducted in a public place, owners/handlers must be reminded to carry some form of "poop scoop" and to remove fouling caused by their dog.
- 10.6 Handlers should dress in a manner befitting a competition. They should be mindful of the fact that some tricks involve actions such as running or bending for which appropriate and sensible attire is required.
- 10.7 Other dogs and pets should not appear in the video unless needed for the trick.

11. TRICK DOG TESTS

Please refer to the document Trick Dog Guidelines for Handlers & Evaluators for clarification on the requirements for each trick.

11.1 ELEMENTARY TRICK DOG

This is an optional level only if a dog has already achieved Canine Good Citizen Bronze. Dogs which have achieved Canine Good Citizen Bronze may proceed to Beginners. Dogs that have not yet achieved Canine Good Citizen Bronze must start in Elementary Trick Dog.

This level is recommended for people who have never handled a dog in competition before. As these tricks form a solid foundation for many of the tricks to come, it is recommended that dogs are able to perform these tricks before proceeding to higher levels.

Number of Evaluators required: One (1)

Eligibility: Dogs must be at least six (6) months old to take part in the test. Dogs must be microchipped. Handler/owner does not have to be a member of KUSA and the dog does not have to be registered with KUSA.

Number of tricks required: Eight (8) tricks from at least four (4) different categories.

Use of food and lures: The handler may have food on his person (which includes treat-bags and/or pockets). Handlers may reward their dog after each trick is performed. Luring with toys or food will be allowed in the execution of 4 of the 8 tricks and handlers must indicate whether or not they are using a lure. If the test is performed live, the Evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	Trick
Balance & Coordination	Balance beam (plank)
Foundation	Come
	Down
	Focus (hold eye contact)
	Muffin tin game
	Pull on a rope/tug
	Sit
	Stand
	Walk on a loose leash
Hold & Fetch	Chase object
Paw tricks	High five
	Shake hands
Props	Tunnel
Scent games	Memory game (3 baskets)
Target tricks	Target (nose) - object /hand
	Target (paw) - object/ hand

11.2 BEGINNER TRICK DOG

This is a compulsory level which must be completed by all dogs. Age requirements, as described in section 3.1 above, must be taken into account.

Number of Evaluators required: One (1)

Eligibility: Dogs must be at least six (6) months old to take part in the test. Dogs must be microchipped. Handler/owner does not have to be a member of KUSA and the dog does not have to be registered with KUSA. Dogs must have passed either Elementary Trick Dog or Canine Good Citizen Bronze to participate in this level.

Number of tricks required: Fifteen (15) tricks from at least ten (10) different categories.

Use of food and lures: The handler may have food on his person (which includes treat-bags and/or pockets). Handlers may reward their dog after each trick is performed. Luring with toys or food will be allowed in the execution of seven (7) of the fifteen (15) tricks and handlers must indicate whether or not they are using a lure. If the test is performed live, the Evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	Trick
Backwards work	Backup
Balance & Coordination	Balance beam (plank)
	Balance on ball or peanut (all 4 feet)
Brain games	Game (manipulates interactive canine game)
	Sausage bobbing
Foundation	Come
	Down
	Find it (in hand)
	Focus (hold eye contact)
	Pull on a rope/tug
	Sit
	Stand
	Stay
Handler Interaction	Walk on a loose leash
	Kisses
	Peekaboo (between my legs)
Hold & Fetch	Weave through handler's legs / arms
	Catch (soft toy, soft ball, treat, etc.)
	Chase object
	Hold object in mouth
Natural movement	Leave it
	Circle right, circle left (spins)
Off-the-floor	Head down / chin rest / handler's hand
	Jump (clear jump)
Paw tricks	Jump through hoop(s)
	Bang game (smack a board)
	High five

	Shake hands
	Wave good-bye/hello
Props	Barrel racing (go round a cone or object)
	Cavaletti
	Honk a bike horn
	Platform (get on it)
	Rainbow Ladder
	Scattered Sticks (natural cavaletti / branches)
	Tunnel
Scent games	Find it (person)
	Memory game (3 baskets)
	Shell game
Target tricks	Target - go to
	Target (nose) - object /hand
	Target (paw) - object/ hand

11.3 NOVICE TRICK DOG

This is a compulsory level which must be completed by all dogs.

Number of Evaluators required: One (1)

Eligibility: Dogs must have passed Beginners Trick Dog. Dogs must be microchipped. Handler/owner does not have to be a member of KUSA and the dog does not have to be registered with KUSA.

Number of tricks required: Fifteen (15) tricks from at least ten (10) different categories.

Use of food and lures: The handler may have food on his person (which includes treat-bags and/or pockets). Handlers may reward their dog after each trick is performed. Luring will be allowed in five (5) of the fifteen (15) tricks. If the test is performed live, the Evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	Trick
Backwards work	Backup
	Backup onto object / stairs
Balance & Coordination	Balance beam (plank / dog walk)
	Balance on ball or peanut (all 4 feet)
	Hind legs - stand with support
	Paw Pods / bricks
Brain games	Balance cookie on nose
	Game (manipulates interactive canine game)
Foundation	Finish - around me

	Finish - side swing
	Focus (hold eye contact)
	Sits in box (on cue)
	Stay
	Walk on a loose leash
Handler Interaction	Peekaboo (between my legs)
	Remove handler's slipper, shoe
	Under handler (handler on hands and knees)
	Weave through handler's legs / arms
Hold & Fetch	Carry (such as basket or another object)
	Drop it
	Flying disk (in air or rolling)
	Pull on string (turn on light)
	Retrieve
Natural movement	Bow
	Circle right, circle left (spins)
	In bed, turns so belly is up
	Look over your shoulder (dogs)
	Play dead
	Roll over
	Sing / howl
	Sit pretty / beg
	Speak (bark on cue)
Obedience	Dog push ups (on the flat)
	Heel (a specified number of sides of handler)
	Heeling with automatic sit
	Pivots
	Stacking (for showing)
Off-the-floor	Figure 8's - over jump
	Flyball (swimmers turn)
	Jump (clear jump)
	Jump (over baton / hand-held)
	Jump for joy (jump straight up)
	Jump over my knee
	Long jump
Others	Canicross
	Carting - pull a cart in a harness
Paw tricks	Cross paws- one, then the other (dog lying down)
	Dig - pretend to dig
	Leg hike (lift rear leg)
	Light (turn on touch light with foot/nose)
	Wave good-bye/hello

Props	2o2o (rear feet on raised target)
	A-frame (any style, no contact, safety paramount)
	Barrel roll - 2 paws
	Buried under toys, poke head out on cue
	Carry stuffed animal on back
	Cavalettis
	Get in box / suitcase
	Go to your place (into crate / under table etc.)
	Go to your place (to bed/mat)
	Honk a bike horn
	Hoopers
	Hug toy / object / dog
	Platform (send to platform)
	Play the piano
	Rainbow Ladder
	Ride in moving object
	Skateboard
	Smooch (press face on plexiglass)
Tunnel	
Scent games	Find it (area search)
	Find it (person)
	Scent discrimination (detection dog type)
	Shell game
Target tricks	Door - close (push with foot)
	Door - open (pull with foot)
	Door - open/close (pull with tug)
	Roll a carpet out with nose
	Target - go to
	Target (nose) - object /hand
	Target (paw) - object/ hand

11.4 INTERMEDIATE TRICK DOG

This is a compulsory level which must be completed by all dogs.

Number of Evaluators required: One (1)

Eligibility: Dogs must have passed Novice Trick Dog. Dogs must be microchipped. Handler/owner does not have to be a member of KUSA and the dog does not have to be registered with KUSA.

Number of tricks required: Fifteen (15) tricks from at least ten (10) different categories.

Use of food and lures: The handler may have food on his person (which includes treat-bags and/or pockets) but not in your hands or mouth. Food and toys may be in a nearby

container. Handlers may reward their dog after each trick is performed except where otherwise stated. Food and toy lures may not be used. If the test is performed live, the Evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	Trick
Backwards work	Backup away from handler (a specified number of dog's body length)
	Backup onto object / stairs
	Moonwalk (backup in bow position)
	Orbit (circles backwards around your legs)
	Orbit with once through the legs
Balance & Coordination	Balance 4 paws on a small block / brick
	Balance Beam (Double rails)
	Balance something on dog (head / butt)
	Climb a ladder
	Hind legs - stand with no support
	Hind legs - walk with support (handler may not HOLD paws)
	Paw Pods / bricks
Brain games	Discern object names (choose correct toy)
	Game (manipulates interactive canine game)
	Index cards (dog responds to written instructions)
Foundation	Stay
Handler Interaction	Jersey - help handler undress
	Peekaboo (between my legs)
	Weave through handler's legs / arms
Hold & Fetch	Carry (such as basket or another object)
	Phone (get the phone/toy when it rings)
	Pick a card from a deck
	Pick pocket (as handler moves)
	Pull / fishing (pull rope dangling over edge of something)
	Retrieve
	Retrieve - article from water
	Walk another dog
Natural movement	Crawl
	Head tilt
	Look over your shoulder (dogs)
	Side pass (dog [& handler] moves laterally)
	Sit pretty / beg
	Smile
	Sneeze

Obedience	Hand signals (a specified number of behaviours)
	Heel (a specified number of sides of handler)
Off-the-floor	Jump (directed jumping - lateral)
	Jump (directed jumping - straight on)
	Jump (over handler's back)
	Jump into handler's arms
	Jump through my circled arms / legs
Others	Carting - pull a cart in a harness
	Own trick (must be a chain)
Paw tricks	Cover your eyes (paw over eyes)
	Cross paws- one, then the other (dog lying down)
	High five
	Leg hike (lift rear leg)
	Open a door (using a door handle)
Props	2o2o (agility)
	Body board / paddle board (must be on water)
	Go to your place (into crate / under table etc.)
	Go to your place (to bed/mat)
	Handstand against a wall or slantboard
	Hug toy / object / dog
	Make your bed
	Platform (send to platform)
	Platform (send to specific one)
	Platform jump (2 or more platforms with/without hoop)
	Push a shopping cart
	Rolling hoop dive (I roll hoop, dog runs through middle)
	Skateboard
	Spin a tight circle on a small block / pedestal
	Tidy up toys
	Volleyball
Weave poles	
Scent games	Find it (area search)
	Scent discrimination (detection dog type)
	Tracking (track a human scent trail)
Sequence / chain	Basketball
	Cover-up with blanket
	Distance tricks on pedestal / target mark
	Half reverse (180 turn, reverse into peekaboo)
	Painting - Paintbrush
	Painting - Paws
	Say your prayers
	Treibball

Target tricks	Door - open/close (pull with tug)
	Soccer (push ball into goal)
	Target - go to
	Target (nose) - object /hand
	Target (paw) - object/ hand

11.5 ADVANCED TRICK DOG

This is a compulsory level which must be completed by all dogs.

Number of Evaluators required: One (1)

Eligibility: Dogs must have passed Advanced Trick Dog. Dogs must be microchipped. Handler/owner does not have to be a member of KUSA and the dog does not have to be registered with KUSA.

Number of tricks required: Fifteen (15) tricks from at least ten (10) different categories.

Use of food and lures: The handler may have food on his person (which includes treat-bags and/or pockets) but not in your hands or mouth. Food and toys may be in a nearby container. Handlers may reward their dog after each trick is performed except where otherwise stated. Luring will not be allowed. If the test is performed live, the Evaluator must ensure that the handlers reward with food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	Trick
Backwards work	Backup away from handler (a specified number of dog's body length)
	Backup onto object / stairs
	Backup with handler in a circle
	Moonwalk (backup in bow position)
	Orbit with once through the legs
Balance & Coordination	Balance 4 paws on a small block / brick
	Balance Beam (Double rails)
	Balance something on dog (head / butt)
	Hind legs - stand with no support
	Hind legs - walk with no support
Brain games	Answer questions ('Do you like __?') / Count
	Index cards (dog responds to written instructions)
	Retrieve your _____ (name of object)
	Send away with redirection
Foundation	Stay
Handler Interaction	Circle handler at distance
	CPR (bounce on chest only)
Hold & Fetch	Pick pocket (as handler moves)

	Pull object with tug rope - wagon, toy etc.
	Retrieve
	Retrieve - directed to one of a specified number of objects
	Retrieve - flat object on floor
Natural movement	Nod or shake head (yes/no)
	Shake (as in to shake off water)
	Side pass (dog moves laterally)
Obedience	Drop on recall
	Emergency stop
	Hand signals (a specified number of behaviours)
	Side-Step Drill (rainbow ladder)
	Work that core (sit pretty into stand)
Off-the-floor	Backstall
	Jump (directed jumping - lateral)
	Jump (directed jumping - straight on)
	Jump (hoop over back)
	Jump (over handler's back)
	Jump through tissue hoop
	Jump with retrieve
	Rebound / flip
	Skipping / Jump rope
Others	Own trick (must be a chain)
	Scootering / mushing / dryland sledding
Paw tricks	Chorus line kicks (peekaboo alternating lifting paws)
	Cross paws- one, then the other (while walking)
	Leg hike (lift rear leg)
	Limping
Props	Barrel roll - 4 paws
	Go to your place (into crate / under table etc.)
	Go to your place (to bed/mat)
	Hug toy / object / dog
	Platform (send to platform)
	Platform (send to specific one)
	Platform jump (2 or more platforms with/without hoop)
	Push a shopping cart
	Ring toss (stacking rings / cups / similar objects)
	See-saw
	Skateboard
	Tidy up toys
	Treadmill
	Weave poles
Scent games	Find it (area search)

	Scent discrimination (Class A type)
	Tracking (track a human scent trail)
Sequence / chain	Backward leg weave
	Balance cookie on nose and catch
	CPR (breathing and bouncing)
	Distance trick on the flat (a specified number of behaviours)
	Half reverse (180 turn, reverse into peekaboo)
	Laundry (clothes from dryer into basket)
	Litter in step can
	Painting - Paintbrush
	Pay for it (fetch and bring money - take somewhere)
	Phone (get the phone/toy when it rings)
	Roll yourself in a blanket
	Through a hoop lying on the ground
	Treibball
Target tricks	Follow pointed finger
	Soccer (push ball into goal)
	Target - go to
	Target (nose) - object /hand

11.6 CHAMPION TRICK DOG

Number of evaluators required: Two (2), one (1) of which must be a Senior Evaluator

Eligibility: Dogs must have passed Advanced. Dogs must be microchipped. Handler/owner must be a member of KUSA and the dog MUST be registered with KUSA.

Minimum age: All dogs entering this level must be at least sixteen (16) months of age on the last day of the month in which they first submit their video. For live events, the dog must be at least sixteen (16) months of age on the day of evaluation.

Number of tricks required: Eight (8) tricks from at least five (5) different categories, plus the three compulsory tricks listed below

Use of food and lures: The handler may have food on his person (which includes treat-bags and/or pockets) but not in your hands or mouth. Food and toys may be in a nearby container. Handlers may reward their dog after each trick is performed except where otherwise stated. Luring will not be allowed. If the test is performed live, the Evaluator must ensure that the handlers reward with food judiciously, showing due consideration for other handler undertaking testing at the time.

Lists of tricks:

Category	Trick
Optional (choose 8 tricks from at least 5 categories)	
Backwards work	Backup away from handler (a specified number of dog's body length)
	Backup onto object / stairs

Balance & Coordination	Balance Beam (Double rails)
	Dog push ups (front and back feet on different balance beams or paw pods)
Handler Interaction	Circle handler at distance
Hold & Fetch	Foot stall
	Retrieve - food
	Retrieve a certain colour e.g. white ball
	Retrieve a hat and put on handlers' head
Natural movement	Gaits on cue (walk, canter, trot)
	Side pass (dog moves laterally)
Off-the-floor	Jump (directed jumping - lateral)
	Jump (directed jumping - straight on)
Others	Own trick (must be a chain)
Paw tricks	Cross paws- one, then the other (while walking)
Props	Platform (send to platform)
	Platform (send to specific one)
	Prop interaction - dog to do 3 interactions with a prop
	Tidy up toys
Scent games	Find it (area search)
	Scent discrimination (Class A type)
Sequence / chain	Achoo! (fetch tissue from box, throw in trash)
	Bring me a soda from the fridge (open, fetch, close)/ item from a cupboard
	Jumpy's ball trick (come, go, backup, spins, touch, get it)
	Painting - Paintbrush
	Retrieve mail (from mailbox)
Target tricks	Target (paw) - object/ hand
Compulsory (handler and dog to perform all the tricks listed below)	
Other	Handler and dog to perform a sequence of 5 tricks. The handler can't reward the dog during the sequence, only once all 5 have been performed.
Party Trick	Handler to select a complex trick of their own choice that is worthy of the title of Champion; handlers may take a trick from a lower level but must elevate to a championship standard – we are looking to see that you have been inspired to teach your dog additional trick(s), or to elevate a trick, and can continue your Trick Dog journey without just doing a trick off the lists provided. Routines that overlap with KUSA's branches of Dogsport are to be discouraged. Submissions may not contain more than one Party Trick.
KUSA Working Discipline	A dog must demonstrate a KUSA discipline at a minimum of the lowest level of that discipline (a record card will serve as proof). The demonstration must be of passable standard. For example, an Agility 1 run, Elementary Beginners Obedience

	test, confirmation test, Beginner Companion Dog, Flyball run etc. This test does not need to be conducted at an official competition.
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11.7 SPECIALITY TRICK DOG

This is an optional level that will be made available from time to time as per a specified theme. No title will be earned for participating but dogs will gain a digital certificate specifying the theme completed. Tricks may be taken from any level.

Number of evaluators required: One (1)

Eligibility: Any dog may participate.

Number of tricks required: Eight (8) tricks to fifteen (15)

Use of food and lures: Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring will be allowed. Food may be used. If the test is performed live, the evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.



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The most recent changes to this Schedule have an effective date of 01.09.2024