



Kennel Union of Southern Africa

## TRICK DOG TEST

### GUIDELINES FOR PARTICIPANTS & EVALUATORS

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The Trick Dog Test 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 handlers' training skills by diversifying the 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 also 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 also designed with the domestic pet owner in mind, encouraging them to spend more time with their dog and, hopefully, for them to ultimately become part of the KUSA family.

#### Purpose

The purpose of these Guidelines is to provide guidance on the way a trick should be performed and what the Evaluators will be looking for. Where possible, video examples will be made available on the Facebook page, and other key sites, to provide a visual guide. It should be noted, however, that this document, and the videos provided, are GUIDES. The rules of the test are covered in Schedule 11(C), which is available on the KUSA website. This Schedule must be read in conjunction with this document and it will take preference should a discrepancy occur.

#### Definitions

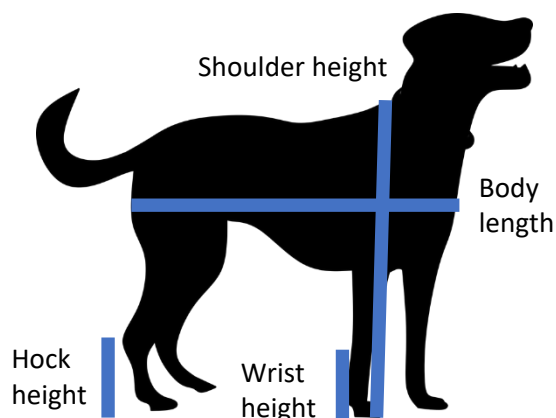
**Body length** – this will be taken as the point of the shoulder to the back of the hind leg.

**Chain tricks** – the difficulty with these tricks is that only one cue may be given at the start of the tricks.

The dog may not be rewarded or praised in any form until the entire chain is completed. For example, on giving the cue 'fetch', the dog will go out, pick up the item, return to the handler, sit in front of the handler and hold the item.

**Cue** – a cue will be considered as a verbal / hand / body cue for the dog to perform the trick. Verbal and hand / body cue may be given unless otherwise specified. Where a handler is required to remain a certain distance from their dog, a step forward will not be permitted unless otherwise stated. Upper body movement is allowed but handlers should try and limit this for the higher levels unless a hand / body cue is being given. The actual cue given for each trick is at the handler's discretion, i.e. for a retrieve, the handler may say 'fetch', 'bring', 'get it' etc. Similarly, cues may be given in any language, e.g. English, Afrikaans, German, isiZulu etc.

## Dog measurements –



**Luring** – the tempting of a dog to go to / do something by offering, or pretending to offer, a reward (e.g. a toy or food).

**Pace** – when the back legs pass where the front legs would be in a normal standing position, or vice versa. A pace is equivalent to a dog's body length. A pace for the handler would be a normal walking pace.

**Platform** – this should be a stable, non-slip surface that the dog can comfortably stand on and move around on (e.g. turn a circle).

**Reward** – rewards shall consist of any item considered a motivator to the dog including, but not limited to: balls, tugs, flirt poles, frisbee, food, petting etc. Dogs may be rewarded after each repetition of the trick performed unless the trick and/or description states otherwise.

**Sequence** – here a dog shall be required to perform a number of tricks in succession. Rewards in the form of food or toys may not be given until the end of the sequence, but the handler can give a cue for each stage of the sequence. For example, in the retrieve over a jump, the handler may use cue such as 'sit', 'stay', 'fetch', 'come', 'hold', 'give' but may only reward the dog once the retrieved item has been taken from the dog.

**Treat** – treats shall consist of any form of food that is considered a motivator to the dog.

**Videos** – it is only necessary to show the dog and handler performing the trick unless otherwise stated. Videos may be edited to remove, for example, the handler walking to and from the recording device. Where a number of repetitions are asked for, they must all be shown in one segment with no editing (apart from trimming the start/finish). It is advisable to label each trick to make it easier for the assessor. For tricks requiring distance work, e.g. a send to a platform, only a part of the handler needs to be shown with more emphasis on the dog.

## Notes

**Cues** – unless specified in the trick, the number of cues allowed is as follows:

- Elementary – several cues (verbal and hand signals) may be given for each trick but if the cues are deemed excessive, it will be assumed the dog is not yet ready.
- Beginners through Advanced – the cue (verbal and hand signals) may be repeated but such repetition should be kept to a minimum.
- Champion – the dog should actively obey each cue.

### How many times should a trick be shown?

To enable the Evaluators to assess competence, tricks should ideally be shown three (3) times in succession, in an unedited video. However, this is not always possible (e.g. the Find it (area search) for Champion). Handlers should use their discretion when submitting videos and ensure that the Evaluator will be able to assess competence as opposed to 'one lucky video shot'. As a general rule,

short, simple tricks, e.g. Shake paw, High Five, Sit etc., should be shown three times but it will be acceptable to show more complex sequences and chains only once. If in doubt, please ask an Evaluator. For Champion, repetitions generally do not have to be shown but the Evaluator must be left in no doubt of the dogs competence and confidence in performing the trick.

## Criteria for Tricks

Click on the link below to take you to the relevant section.

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## Trick descriptions

The table below provides an outline of what is required for each trick and how many cues may be given. Should any discrepancies arise, the descriptions in this table take precedence over the ones provided for the individual levels below.

### Backwards Work

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Backup	---	Dog & handler backup at least 2 dog body lengths	Dog & handler backup at least 5 dog body lengths	---	---	---
Backup away from handler (a specified number of dog's body length)	---	---	---	Dog only backs up at least 2 dog body lengths	Dog only backs up at least 5 dog body lengths; line not necessarily straight	Dog only backs up at least 10 dog body lengths in a straight line
Backup onto object / stairs	---	---	Dog backs up from 2 paces onto object + hock height	Dog backs up at least 2 steps (staircase)	Dog backs up at least 3 steps (staircase)	Dog backs up at least 5 steps (staircase)
Backup with handler in a circle	---	---	---	---	Dog backs up, either direction; dog on outside of circle; circle diameter to be at least 2 body lengths	---
Moonwalk (backup in bow position)	---	---	---	Dog to backup in the bow position for 4 dog body lengths	Dog to backup in the bow position for 6 dog body lengths	---
Orbit (circles backwards around your legs)	---	---	---	Dog to circle handler twice, either direction	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Orbit with once through the legs	---	---	---	Dog to circle handler at least twice, either direction, with one pass (any direction) through the handlers' legs	Dog to do 1 circle, pass between the handlers' legs and then another circle in the opposite direction to the first	---

### Balance & Coordination

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Balance 4 paws on a small block / brick	---	---	---	Object can be low for safety – looking for balance; object proportionate to dog – $\pm 3$ dog foot between front and back feet	Object can be low for safety – looking for balance; object proportionate to dog – $\pm 1$ dog foot between front and back feet	---
Balance Beam (Double rails)	---	---	---	Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width apart; $\pm$ brick height above ground	Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width apart; height above ground higher than that of Intermediate; entry/exit point must be stable surface	Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width apart; height above ground higher than that of Advanced; entry/exit point must be stable surface
Balance beam (plank / dog walk)	Plank flat on floor; width of plank	Plank raised $\pm$ brick height; width of	Plank raised $\pm 20$ cm high with	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
	slightly wider than dogs shoulder width; plank at least 2.5 m long	plank is slightly wider than dogs shoulder width; plank at least 2.5 m long	sloped ramp on/off; width of plank is slightly wider than dogs shoulder width; plank at least 2.5 m long			
Balance on ball or peanut (all 4 feet)	---	Dog to jump up on cue and hold position for 3 sec; ball/peanut must be stabilised and size appropriate	Dog to jump up on cue and hold position for 5 sec; ball/peanut must be stabilised and size appropriate	---	---	---
Balance something on dog (head / butt)	---	---	---	Item roughly size/shape of softcover novel; hold position for 3 sec	Item roughly size/shape of plastic tumbler; hold position for 5 sec	---
Climb a ladder	---	---	---	Climb at least 5 rungs; ladder A-frame type; must be secure; exit must be safe	---	---
Dog push ups (front and back feet on different balance beams or paw pods)	---	---	---	---	---	Dog to go from down to stand 3 x; cue for each position; balance beams roughly same height as paw pods; balance beams roughly 5 x 5 cm wide and body length apart

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Hind legs - stand with no support	---	---	---	Dog to hold position for at least 3 sec	Dog to hold position for at least 5 sec	---
Hind legs - stand with support	---	---	Dog to stand by itself but then rest front feet on e.g. handlers arm or chair back; hold 3 sec	---	Dog to stand by itself but then rest front feet on e.g. handlers arm or chair back; hold 5 sec	---
Hind legs - walk with no support	---	---	---	---	Dog to hold position for 2 sec; walk/hop 5 steps	---
Hind legs - walk with support (handler may not HOLD paws)	---	---	---	Dog to stand by itself but then rest front feet on handler's arm; walk $\pm$ 3 steps/hops	---	---
Paw Pods / bricks	---	---	Dog to place either front feet or back feet on paw pods; hold for 3 sec	Front and back feet on paw pods; hold for 3 sec	---	---

### Brain Games

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Answer questions ('Do you like__?') / Count	---	---	---	---	Dog to answer 3 questions (Video to show 1 repetition of 3 questions)	---
Balance cookie on nose	---	---	Dog to hold position for 3 sec	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Discern object names (choose correct toy)	---	---	---	Dog to choose 1 correct item from amongst 4 others	---	---
Game (manipulates interactive canine game)	---	Nina Ottosson (or similar) Level 1 games	Nina Ottosson (or similar) Level 2 games	Nina Ottosson (or similar) Level 3 games	---	---
Index cards (dog responds to written instructions)	---	---	---	3 positions; dogs name can be used to get attention; handler may say e.g. 'good/yes' when dog does position	4 positions; handler may only say e.g. 'good/yes' when dog does position	---
Retrieve your _____ (name of object)	---	---	---	---	Dog to retrieve item placed $\pm$ 3 m away and near 2 similar type articles; i.e. not retrieve ball next to bucket/brick	---
Sausage bobbing	---	Dog to retrieve 1 of 3 items of food placed in a shell / bucket / similar object; the food items must be floating	---	---	---	---
Send away with redirection	---	---	---	---	Dog to be sent to marker $\pm$ 10 body lengths away and redirected left/right for $\pm$ 3 body lengths;	---



Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					handler may not move their feet; hand signals ok (Video to show two repetitions)	

### Foundation

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Come	Return to handler when called; response immediate but speed not important; distance of 5 body lengths	Return to handler when called; response immediate but speed not important; distance of 10 body lengths; dog must be in an open area and not recalled between any form of chute / barrier	---	---	---	---
Down	Dog to lie down from either a sit or down; hold for 3 sec	Dog to lie down from either a sit or down; hold for 5 sec	---	---	---	---
Find it (in hand)	---	Toy/treat in hand; dog to indicate correct hand by paw/nose	---	---	---	---
Finish - around me	---	---	Dog to heel around handler from front position; dog to sit;	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			sit can be slightly crooked			
Finish - side swing	---	---	Dog to heel position from front position; dog to sit; sit can be slightly crooked	---	---	---
Focus (hold eye contact)	Dog to look at handler; hold for 2 sec	Dog to look at handler; hold for 5 sec	Dog to look at handler; hold for 7 sec	---	---	---
Muffin tin game	12 muffin tin size; 4 balls in tin; 1 treat	---	---	---	---	---
Pull on a rope/tug	Dog to pull for 3 sec	Dog to pull for 5 sec	---	---	---	---
Sit	Dog to sit from either a stand or down; hold for 3 sec	Dog to sit from either a stand or down; hold for 5 sec	---	---	---	---
Sits in box (on cue)	---	---	Box slightly smaller than dogs body length; hold for 2 sec; get in, sit and hold	---	---	---
Stand	Dog to stand from either a sit or down; hold for 3 sec	Start with dog in sit or down; hold for 5 sec		---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Stay	---	Dog in any position; handler to move 1 pace away; hold for 5 sec (Video to show 2 repetitions)	Dog in sit or down; handler to move 3 paces away; hold for 10 sec (Video to show 2 repetitions)	Dog in sit or down; handler to move 10 paces away; hold for 30 sec (Video to show 2 repetitions)	Dog in sit or down; handler out of sight; hold for 1 min (Video to show 2 repetitions)	---
Walk on a loose leash	Dog to heel total of 20 handler paces; 1 change of direction and halt; dog can be in any position for start/stop	Dog to heel total of 30 handler paces; 2 changes of direction and halt; dog can be in any position for start/stop	Dog to heel total of 30 handler paces; 3 changes of direction and halt; dog in sit for start/stop	---	---	---

### Handler Interaction

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Circle handler at distance	---	---	---	---	Dog circles handler at a distance of 3 m either way	Dog circles handler a distance of 5 m either way
CPR (bounce on chest only)	---	---	---	---	Dog to bounce on handler's chest (verbal cues only)	---
Figure 8's - through legs	---	Dog to circle each leg 2 x alternatively	---	---	---	---
Foot stall	---	---	---	---	---	Dog to place all 4 feet on underside of handler's feet and balance for at least 3 sec

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Footsies (peekaboo, dog places paws on my feet)	---	---	Dog to place front paws on handler's feet; small dogs may place front paws on one foot and rear paws on the other foot	As for Novice but handler to walk with dog for at least 6 steps; forward movement evident	---	---
Jersey - help handler undress	---	---	---	Dog to pull sleeve of jersey/jacket until handler free of garment	---	---
Kisses	---	Dog to "kiss" handler by licking or touching nose to handlers face or back of hand	---	---	---	---
Leg weave	---	---	Dog to weave through handler's legs in alternate directions (L/R), at least 6 passes; weaves may be forward or backwards	---	---	---
Peekaboo (between my legs)	---	Dog to stand between handler's legs	---	---	---	---
Remove handler's slipper, shoe	---	---	Dog to pull slipper off handler's foot using its mouth	---	---	---
Under handler (handler on hands and knees)	---	---	Dog to move under the handler's body / under the	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			abdomen while handler remains static (i.e. doesn't move feet or hands)			
Weave through handlers' arms	---	---	---	Dog to weave through handlers' arms in alternate directions (L/R), at least 6 passes, handler on all 4's (Video to show 2 repetitions)	---	---

### Hold & Fetch

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Carry (such as basket or another hanging object)	---	---	Dog to carry item in mouth (handles ok) for at least 4 dog paces	Dog to carry item in mouth (handles ok) for at least 10 dog paces	---	---
Catch (soft toy, soft ball, treat, etc.)	---	Dog to catch item with mouth when tossed at dog	---	---	---	---
Chase object	Object must constitute a toy, e.g. tug toy, squeaky toy etc. Item must be retrievable (but not necessarily retrieved)	Object must constitute a toy, e.g. tug toy. Dog to grab object but not necessarily tug or retrieve it	---	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Drop it	---	---	Dog to release object from mouth – object can be toy or food	---	---	---
Flying disk (in air or rolling)	---	---	Dog to take hold of object (not necessarily retrieve it)	---	---	---
Hold object in mouth	---	Dog to hold object in mouth for 3 sec	---	---	---	---
Leave it	---	Dog to wait for at least 3 sec before being released; object must be desirable to dog	---	---	---	---
Phone (get the phone/toy when it rings)	---	---	---	Dog to retrieve object from at least 5 m away and return to handler with object (hold not essential on delivery) (Video to show 2 repetitions)	---	---
Pick a card from a deck	---	---	---	Dog to pull one card using its mouth (hold not necessary)	Dog to pull one card using its mouth and hold it for 3 sec	---
Pick pocket (as handler moves)	---	---	---	Dog to remove hankey/tissue from handlers back pocket, handler	As for Intermediate but dog to hold until handler takes article	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				walking; dog can drop article		
Pull / fishing (pull rope dangling over edge of something)	---	---	---	Dog to pull a tug rope (or similar) until item (e.g. toy) at end comes over a wall / counter-top or out a box / suitcase; rope to be at least 2 m long	---	---
Pull object with tug rope - wagon, toy etc.	---	---	---	---	Dog to move wagon/toy for 3 m	---
Pull on string (turn on light)	---	---	Dog to turn light on	---	---	---
Retrieve (article must be safe for dog to retrieve)	---	---	Dog to retrieve item and return to handler; no present or hold necessary; no food/glass	As for Novice but dog to hold item until handler takes it	As for Intermediate but dog to go on cue; hold item at least 3 sec and release on cue	---
Retrieve - article from water	---	---	---	Dog to enter a body of water to retrieve floating article and return to handler (no present or hold necessary); water at least chest deep	---	---
Retrieve - directed to one of a specified number of objects	---	---	---	---	At least 3 similar articles thrown $\pm$ 3 m away; dog to fetch specified article; dog must	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					wait till all articles thrown; no hold/present necessary	
Retrieve - flat object on floor	---	---	---	---	Dog to retrieve flat article e.g. paper, playing card, tissue, cloth; no hold/present necessary	---
Retrieve - food	---	---	---	---	---	Dog to retrieve desirable food item and hold until handler takes it
Retrieve a certain colour e.g. white ball	---	---	---	---	---	At least 3 of the same objects available; no distance / hold / present necessary
Retrieve a hat and put on handler's head	---	---	---	---	---	Dog to retrieve hat from 2 m away; handler can be sitting on chair or floor (Video to show 2 repetitions)
Walk another dog	---	---	---	Dog to carry lead of another dog for 10 paces	---	---



## Natural Movement

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Bow	---	---	Dog to hold position for 3 sec	---	---	---
Circle right, circle left (spins)	---	Dog to circle left and right on cue	Dog to circle left and right on cue (cue more subtle than Beginners)	---	---	---
Crawl	---	---	---	Dog to crawl 3 body lengths	---	---
Gaits on cue (walk, canter, trot)	---	---	---	---	---	Dog to show change of pace independent of handler
Head down / chin rest / handlers' hand	---	Dog to rest chin on ground / handler and hold for 2 sec	---	---	---	---
Head tilt	---	---	---	Dog to tilt head, both sides and hold for 2 sec each	---	---
In bed, turns so belly is up	---	---	Dog to turn belly up on cue; can use blanket or bed	---	---	---
Look over your shoulder (dogs)	---	---	Dog to be sitting or lying; look over each shoulder x 1; handler can be in any position	As for Novice but handler to be 2 body lengths away	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Nod or shake head (yes/no)	---	---	---	---	Purposeful shake / nod in response to a question; 2 questions	---
Play dead	---	---	Dog to lie flat on side or back	---	---	---
Roll over	---	---	Dog to perform roll in 1 direction (can start in any position)	---	---	---
Shake (as in to shake off water)	---	---	---	---	Dog to shake on cue, dog not to be sprayed with water / wet	---
Side pass (dog & handler move laterally)	---	---	---	Dog on one side of handler (e.g. heel or front) and move for 4 steps	Dog on two sides of handler (e.g. heel or front) and move for 6 steps	Dog on three sides of handler (e.g. heel or front) and move for 6 steps
Sing / howl	---	---	Dog to sing/howl, not bark, duration not essential but must be convincing	---	---	---
Sit pretty / beg	---	---	Dog to sit pretty for at least 3 sec	Dog to sit pretty for at least 5 sec	---	---
Smile	---	---	---	Dog to smile for 2 sec	---	---
Sneeze	---	---	---	Dog to sneeze 2 x	---	---
Speak (bark on cue)	---	---	Dog to bark at least 3 x	---	---	---

## Obedience

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Dog push ups (on the flat)	---	---	Dog to alternate down and sit x 3 each	---	---	---
Drop on recall	---	---	---	---	Dog to be recalled from a distance of $\pm 10$ m and stopped halfway; dog to drop immediately (Video to show 2 repetitions)	---
Emergency stop	---	---	---	---	Dog to be $\pm 5$ m from handler, can stop any position but must stop immediately (Video to show 2 repetitions)	---
Hand signals (a specified number of behaviours)	---	---	---	Perform 6 tricks, handler can be next to dog; dogs name may be given verbally for attention	Perform 6 tricks, handler dogs 2 body lengths away from dog; no verbal cues (No repetitions needed)	---
Heel (a specified number of sides of handler)	---	---	Dog to hold position for at least 6 steps; 2 sides of handler	Dog to hold position for at least 8 steps; 4 sides of handler	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Heeling with automatic sit	---	---	Handler to walk at least 10 steps, dog to sit immediately; dog may not be told to sit	---	---	---
Pivots	---	---	Dog to pivot on platform/stool in both directions; handler may move with dog	---	---	---
Side-Step Drill (square ladder)	---	---	---	---	Dog to step over at least 6 rungs using front feet and back feet	---
Stacking (for showing)	---	---	Dog to be moved 5 paces and stopped in show ring stack; no physical manipulation of dog	---	---	---
Work that core (sit pretty into stand)	---	---	---	---	Dog to move from sit into stand on back legs x 2	---

### Off-the-floor

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Backstall	---	---	---	---	Dog to jump onto handlers back, handler bending over at waist (can adjust for small	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					dogs with handler's knees on ground); dismount must be safe	
Figure 8's - over jump	---	---	Perform Figure 8 over a jump; jumping actions shown; circle each pole 2 x	---	---	---
Flyball (swimmers turn)	---	---	Demonstrate turn with all 4 feet on box; dog does not have to get a ball; show x 2	---	---	---
Jump (clear jump)	---	Height not specified but dog must show jumping action; handler can move with dog	As for Beginners but dog must go ahead of handler or be recalled towards handler; handler standing still when sending/calling	---	---	---
Jump (directed jumping - lateral)	---	---	---	Handler remains still and send dog ahead over one jump but handler to be 2 m away from the dog laterally; dog must be set 2 m from the jump	Handler remains still and send dog ahead over one jump but handler to be 4 m away from the dog laterally; dog must be set 4 m from the jump	Handler remains still and send dog ahead over two jumps but handler to be 4 m away from the dog laterally; dog must be set 4 m from the jump
Jump (directed jumping - straight on)	---	---	---	Handler remains still and send dog	Handler remains still facing the dog and recalls the dog	Handler remains still and sends the dog over one jump

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				ahead over two jumps	over one jump and redirects the dog left / right	and redirects the dog left over another jump and then repeats the exercise directing the dog to the right
Jump (hoop over back)	---	---	---	---	Handler can kneel/lie flat with hoop over back depending on size of dog	---
Jump (over baton / handheld)	---	---	Handler position may be adjusted to size of dog; dog to circle handler twice	---	---	---
Jump (over handler's back)	---	---	---	Handler position may be adjusted to size of dog	Handler position may be adjusted to size of dog; dog to either do once in each direction or circle handler and do 2 <sup>nd</sup> jump	---
Jump for joy (jump straight up)	---	---	Dog to jump up, all 4 feet to be off the floor	---	---	---
Jump into handler's arms	---	---	---	Handler to catch dog. Handler must be upright as far as possible but for smaller dogs the handler may kneel. The dog may use the handler's leg,	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				or similar, to get sufficient height		
Jump over my knee	---	---	Handler can kneel or stand depending on the size of the dog	---	---	---
Jump through hoop(s)	---	Hoop can be held by handler or fixed to an item e.g. pole. The hoop can be any height, but the dog must show a jumping action	---	---	---	---
Jump through my circled arms / legs	---	---	---	The handler may bend over for 'arms' but the dog must show a jumping action	---	---
Jump through tissue hoop	---	---	---	---	Hoop can be held by handler or fixed to an item e.g. pole. The hoop can be any height, but the dog must show a jumping action; tissue paper must cover the entire hoop	---
Jump with retrieve	---	---	---	---	Dog to wait while handler throws article, dog to jump over jump, retrieve article, and return	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					over jump, formal present not required but dog must hold article until handler takes it; jump height not specified but dog must show jumping action	
Long jump	---	---	Jump to be 1.5 x length of dog; dog must be under control (safety); handler to send dog over jump, not run with dog, dog doesn't have to hold position on the other side	---	---	---
Rebound / flip	---	---	---	---	Dog to turn off handler, all 4 feet must touch handler; one direction is sufficient	---
Skipping / Jump rope	---	---	---	---	Dog to jump over a rope being swung by handler or an assistant; height not important as long as all 4 feet leave the ground,	---



Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					dog to jump at least 3 times (No repetitions needed)	

## Others

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Canicross	---	---	Dog has to be attached to the handler with canicross equipment. Handler and Dog have jog or run at least 200 m. Handlers/dogs with disability may walk (No repetitions needed)	---	---	---
Carting - pull a cart in a harness	---	---	Dog needs to be in a proper fitting harness hitched to a suitable cart and pull the cart showing a straight line, at least 5 dog and cart lengths and at least 1 curve and 1 corner; the corner and curve	Dog needs to be in a proper fitting harness hitched to a suitable cart and pull the cart showing: <ul style="list-style-type: none"> <li>• a figure-of-8</li> <li>• back up at least 1 dog and cart length</li> <li>• loading of cart; dog to remain</li> </ul>	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			must be in opposite directions (No repetitions needed)	<p>in a stay while handler fetches load and secures it</p> <ul style="list-style-type: none"> <li>• move with load at least 5 dog and cart lengths</li> <li>• recall to handler (front or heel position), at least 2 dog and cart lengths</li> </ul> <p>Elements may be shown in any order (No repetitions needed)</p>		
Own trick (must be a chain)	---	---	---	Chain must show at least 2 different tricks	Chain must show at least 3 different tricks	Chain must show at least 4 different tricks
Scootering / mushing / dryland sledding	---	---	---	---	Only dogs of a suitable size are allowed to do this trick. Dog must be in an appropriate harness and pulling a handler on a "vehicle" ± 200 m. Handler may assist with 1 leg, but dog must be seen to do most of the work	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					(No repetitions needed)	

### Paw Tricks

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Bang game (smack a board)	---	Equipment: very low seesaw, a board that "tips". Dog must push the board down with the front paw(s) at the elevated end. The elevation should reach at least halfway up the dog's front leg	---	---	---	---
Chorus line kicks (peekaboo alternating lifting paws)	---	---	---	---	The dog stands between the handler's legs, she may stand on the handler's feet, but this is not necessary. The dog lifts the front legs almost straight out in front, alternating legs. At least 3 lifts on each side must be shown in sequence (No repetitions needed)	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Cover your eyes (paw over eyes)	---	---	---	The dog may be in any position and put 1 paw over her face/eyes. Covering the eye is desirable, but the trick is acceptable as long as the paw is clearly over the face. There should be enough duration to clearly see the trick	---	---
Cross paws - one, then the other (dog lying down)	---	---	Dog crosses 1 paw over the other; 1 side only	Dog crosses 1 front paw over the other, then changes sides. Dog should remain in a down for the duration of the exercise. The handler may "re-set" the dog between the 2 tricks, or the dog may move from 1 trick directly into the other without being re-set	---	---
Cross paws- one, then the other (while walking)	---	---	---	---	Dog crosses front paws while walking, at least 6 steps (3 times with	Dog crosses front paws while walking, at least 6 steps (3 times with

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					each paw) is required. Handler may be in any position	each paw) is required. Handler at least 5 dog lengths away from dog
Dig - pretend to dig	---	---	Dog may dig with only 1 paw or both paws. Need to dig at least 3 times. Can be done on any surface but preferably on loose ground/sand	---	---	---
High five	Dog sits and touches the handler's hand in a "high Five" fashion (vertical hand). 1 paw only	Dog sits and touches the handler's hand in a "high Five" fashion (vertical hand). Both paws alternating	---	Dog sits and lifts one front paw in a "high Five" fashion, while at least 5 dog body lengths away from handler. 1 paw only	---	---
Leg hike (lift rear leg)	---	---	Dog lifts a back leg while standing	Dog lifts a back leg while standing next to an object. Leg lift should be held a few moments. Trick looks like dog urinates against the object. Dog may not actually urinate	Dog lifts a back leg while standing next to an object. Leg lift should be held a few moments. Trick looks like dog urinates against the object. Dog may not actually urinate. Handler at least 5 dog body lengths away	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Light (turn on touch light with foot/nose)	---	---	Dog pushes a light switch or a touch-lamp with either the foot or nose hard enough to switch on a light	---	---	---
Limping	---	---	---	---	Dog walks while lifting 1 paw up. At least 5 steps must be shown. Any paw may be lifted, but it needs to be the same throughout the trick. The paw does not have to be lifted high, but should not touch, or if it touches may only touch the ground momentarily. The trick should look like the dog had an injured leg and is limping (Video to show 2 repetitions)	---
Open a door (using a door handle)	---	---	---	Dog opens a closed door by working a door handle either with their paw, mouth or nose/chin. Dog	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				must work the door enough to be able to walk through, i.e. it may need to use a paw or nose to open the gap to be able to pass. The door may open any direction		
Shake hands	The dog puts a paw into the handler's presented hand - hand is presented horizontally. The handler does not have to "grab" the paw but may do so if they wish. If the handler chooses to grab the paw, the dog must not look uncomfortable and try to pull away. 1 paw only, the handler may use any hand	The dog puts a paw into the handler's presented hand - hand is presented horizontally. The handler does not have to "grab" the paw but may do so if they wish. If the handler chooses to grab the paw, the dog must not look uncomfortable and try to pull away. Both paws alternating, the handler may use any hand	---	---	---	---
Wave good-bye/hello	---	Dog sits and raises 1 paw in a "high five" without touching the handler's hand. There should be a	Dog sits and raises 1 paw in a "high five". There should be enough duration to clearly see the paw; hold 3	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		clear distance between the handler's hand and the dog's paw. When seen from the front the dog's pads must be seen in this trick	sec. The handler should be at least 5 dog lengths away and also "wave" at the dog. When seen from the front the dog's pads must be seen in this trick			

**Props**

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
2o2o (agility)	---	---	---	The dog walks, trots or canters forward on an elevated surface and stops when the front paws have come off the surface, but the back legs are still on the surface. The surface may but does not have to be angled or there can be a difference in height from the surface to the ground (such as a platform or a sidewalk curb).	---	---



Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				When in the correct position, the back legs should clearly be higher than the front legs. The dog must clearly stop in the correct position and hold it		
2o2o (rear feet on raised target)	---	---	Dog must take up a position with its back feet on an object and hold the position for 3 sec	---	---	---
A-frame (any style, no contact, safety paramount)	---	---	The dog moves over an A-Frame. This does not have to be an agility A frame, but it has to be suitably large for the dog to negotiate it and show both comfort with the height as well as energy in getting over it. Handler may be in any position	---	---	---
Barrel racing (go round a cone or object)	---	Dog goes around an object, at least 180 degrees. Dog must turn in both directions	---	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Barrel roll - 2 paws	---	---	Dog has front paws on a cylinder of suitable size and rolls it while walking with the back feet on the ground. At least 5 dog body lengths. Handler may be in any position	---	---	---
Barrel roll - 4 paws	---	---	---	---	Dog is with all 4 paws on a cylinder of suitable size and rolls it, either forward or backwards at least 2 dog body lengths. Handler may be in any position	---
Body board / paddle board (must be on water)	---	---	---	Dog is on a suitably sized body/paddle board in any position. The board needs to be moving, either by the surf/current or by the handler pulling it on a string. The handler may not stabilize the board and may not touch the board. The dog	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				needs to balance the board by herself. The board needs to move at least 5 lengths		
Buried under toys, poke head out on cue	---	---	Dog is in a large container filled with toys. The dog must be covered with toys. On cue the dog has to "emerge" from the toys by sitting up, lifting the head, standing up or similar, without leaving the confines of the container. The container must be such that the trick can be seen (i.e. low sides, just to contain the toys, or a net, etc). It is not important if toys fall out of the container during the trick	---	---	---
Carry stuffed animal on back	---	---	Dog has a stuffed animal on its back (like a rider on a horse), the toy is	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			<p>not attached in any way. The handler must be seen putting the toy onto the dog. The dog must then move at least 5 dog body lengths without losing the toy. The dog should come back to a stand at the end of the trick and the handler takes the toy off. The dog may move at any speed with the toy on its back. The handler may be in any position, but may not touch the toy or dog once the toy is on the dog's back</p>			
Cavalettis	---	<p>Dog has to negotiate a series of at least 6 cavaletti dog's wrist height. The dog needs to trot over them without disturbing them.</p>	<p>Dog has to negotiate a series of at least 12 cavaletti dog's wrist height. The dog needs to trot over them without disturbing them.</p>	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		Handler in any position	Handler in any position			
Get in box / suitcase	---	---	Dog has to get into an open container on cue. The dog may sit, down or stand in the container. The dog should remain at least 5 seconds in the container. The container should be <u>+</u> the length of the dog	---	---	---
Go to your place (into crate / under table etc.)	---	---	As per "Go to your place", but the "place" must have sides and a covering, such as a crate or a table with tablecloth or similar	As per "Go to your place", but the "place" must have sides and a covering, such as a crate or a table with tablecloth or similar	As per "Go to your place", but the "place" must have sides and a covering, such as a crate or a table with tablecloth or similar	---
Go to your place (to bed/mat)	---	---	Dog has to go to their bed/mat and lie down. Handler may be in any position and may cue the down separately. The dog should remain in position for at least 5 seconds	Dog has to go to their bed/mat and lie down. Handler may be in any position but must remain stationary. Handler may use body and/or verbal cues (i.e. may show the bed to the dog with the arm and	Dog has to go to their bed/mat and lie down. Handler must be sitting in a chair and send the dog away to the bed. The bed must be at least 5 dog body lengths away. Handler may use body and/or verbal	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				tell the dog to go to bed). The down may not be cued separately - i.e. the dog understands that going to the bed means lying down. The dog should remain in position for at least 5 seconds	cues (i.e. may show the bed to the dog with the arm and tell the dog to go to bed). The down may not be cued separately - i.e. the dog understands that going to the bed means lying down. The dog should remain in position for at least 5 seconds	
Handstand against a wall or slantboard	---	---	---	The dog does a handstand against a wall or slanted board. The dog must be seen taking the up the position, holding the pose for a count of 3 and returning onto all 4s. The handler may be in any position but may not lure the dog into position, nor physically help the dog	---	---
Honk a bike horn	---	The dog must attempt to honks a	The dog audibly honks a bike horn,	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		bike horn, either with their foot or their moth, but no sound is necessary at this level. Handler may be in any position but may not assist the dog. The horn should be mounted in such a way that the dog can safely interact	either with their foot or their moth. Handler may be in any position but may not assist the dog. The horn should be mounted in such a way that the dog can safely interact			
Hoopers	---	---	Dog must show at least 2 x 180 degree turns around cones or similar object in opposite directions and go through at least 3 hoops (3 individual hoops must be used). Handler may be any position	---	---	---
Hug toy / object / dog	---	---	The dog wraps a front paw around an object. The dog may sit or stand. The object may be fixed or may be held by the handler or may be the	The dog sits wraps both front paws around an object. The object may be fixed or may be held by the handler or may be the handler. The dog	The dog sits in a "beg" position and holds an object with both front paws. The object must be small enough that it does not touch the	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			handler. Handler may be in any position	does not have to balance the object, merely wrap both paws around it. The handler may be in any position. The dog must remain in position for at least 3 seconds	ground. The dog has to hold the object in her paws. The handler gives the object to the dog but then may not assist the dog any further. The dog should hold the object for at least 3 seconds	
Make your bed	---	---	---	Dog must straighten a blanket on a "bed" which may be the handler's bed or the dog's bed or makeshift bed. Handler in any position	---	---
Platform (get on it)	---	The dog gets on a platform with all 4 feet that is suitable for its size and remains on the platform. Handler may be in any position	---	---	---	---
Platform (send to platform)	---	---	The handler sends the dog to a platform suitable for its size that is at least 3 dog body	The handler sends the dog to a platform suitable for its size that is at least 5 dog body	As for Intermediate but the dog must be sent 5 body lengths. The trick must be repeated 3	The handler sends the dog to a platform suitable for its size that is at least 10 dog body



Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			lengths away. The dog must remain on the platform with all 4 feet for 3 sec, but may be in any position and any direction	lengths away. The dog must remain on the platform in a specific position facing any direction. Handler to specify position at start; hold for 3 sec	times without edit of the video to show a stand, a sit and a down; hold for 3 sec before releasing (Video to show entire sequence once)	lengths away. The dog must remain on the platform and perform 3 different tricks while remaining on the platform (Video does not need to show repetition)
Platform (send to specific one)	---	---	---	Dog must be sent to 1 of 2 platforms. Dog must perform a trick on the platform and must then be recalled to the handler (no formal recall is required). Handler must be at least 3 m lengths from the platforms	There must be 3 platforms in a row which should be $\pm$ 3 m apart. The dog must be sent to the far left, recalled and then sent to the far-right platform and must perform a different trick on each platform. Handler must be at least 3 m lengths from the platforms (Video to show 2 repetitions)	There must be 3 platforms in a row which should be $\pm$ 3 m apart. The dog must be sent to the middle platform immediately followed by either the right or the left platform and immediately sent back to the middle (re-direct). The dog needs to perform a different trick on each platform (3 tricks). Handler must be at least 3 m from the platforms (Video does not need to show repetition)

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Platform jump (2 or more platforms with/without hoop)	---	---	---	The dog jumps from one platform to another without touching the ground. There may be a hoop between the platforms. The platforms should be $\pm 1$ body length apart. Handler in any position	The dog jumps from one platform to another without touching the ground. There may be a hoop between the platforms. The platforms should be $\pm 1$ body length apart. Handler at least 3 m away	---
Play the piano	---	---	The dog uses the front paws to play a piano. The piano does not have to actually make a sound, although that would be preferable. The dog may sit or stand. The handler may be in any position. The dog should paw the piano repeatedly, but at least 4 times. both paws should be used, but they do not have to alternate (i.e. it could be 3 with one paw and 1 with the other, simulating	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			piano playing). Handler may be in any position			
Prop interaction - dog to do 3 interactions with a prop	---	---	---	---	---	Dog, on cue, interacts with the same prop in 3 different ways. Handler may be in any position. Handler may re-set the dog between behaviours
Push a shopping cart	---	---	---	Dog has front paws on a cart. The cart could be any type, but the dog's front paws must be well elevated. The dog must push the cart at least 2 cart lengths. Handler any position	Dog has front paws on a cart. The cart could be any type, but the dog's front paws must be well elevated. The dog must push the cart at least 5 cart lengths. Handler any position	---
Square Ladder	---	Dog moving forward through at least 6 poles at hock height, $\pm$ a dog step width apart. The dog may not jump through the ladder. The poles do not have to be part of a	Dog moving forward through at least 6 poles and step back over 2 at hock height, $\pm$ a dog step width apart. The dog may not jump through the ladder. The poles do not have to be part of a	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		ladder. Handler may be anywhere	ladder, but a ladder is preferred. Handler may be anywhere			
Ride in moving object	---	---	Dog is on a smallish movable object (not a motor car). The object moves either independently or is being manoeuvred by the handler. The handler must not touch the object near the dog. If the handler moves the object, it should be done by pulling it on a string or handle for example. Handler may be in any position	---	---	---
Ring toss (stacking rings / cups / similar objects)	---	---	---	---	The dog stacks rings onto a support or cups into each other. There should be at least 5 rings/cups. Handler may be in any position (Video to show 2 repetitions)	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Rolling hoop dive (I roll hoop, dog runs through middle)	---	---	---	The dog runs through a hoop that rolls along the ground. Handler may be in any position. The hoop may be rolling free or may be attached to a device that the handler controls. The hoop must be moving when the dog runs through it	---	---
Scattered Sticks (natural cavaletti / branches)	---	Dog and handler negotiate an area with branches and sticks or pipes. There should be enough objects on the ground to make this a challenge. The sticks should not be lying in a row, but rather be completely random. Handler may be in any position	---	---	---	---
Seesaw	---	---	---	---	The dog safely negotiates a seesaw. The dog may only get off	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					the seesaw once it has touched the ground. The seesaw does not have to be an Agility seesaw, and it does not have to be as high as an agility seesaw, but it must be at least dog's shoulder height on the raised end. Handler may be in any position	
Skateboard	---	---	Dog pushes a skateboard with the front feet on the board and the back feet on the ground. The dog needs to be seen getting on the board and pushing it at least 5 dog body lengths. Handler in any position	Dog pushes a skateboard with 3 feet on the board and 1 foot on the ground. The dog needs to be seen getting on the board and pushing it at least 5 dog body lengths. Handler in any position	The dog rides a skateboard. The dog gets on, pushes with 2 or 1 foot to gain speed and then has all 4 feet on the board. The distance the dog rides with all 4 feet on should be about 5 dog body lengths. Handler in any position	---
Smooch (press face on plexiglass)	---	---	Dog pushes nose against a glass or plexi-glass surface. Ideally the nose and possibly part of the mouth should	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			look squashed when seen from the other side. Video needs to be taken from the other side to show squashed nose. Position should be held for $\pm 2$ seconds. Handler may be in any position			
Spin a tight circle on a small block / pedestal	---	---	---	Dog makes a tight circle in both directions on a small, raised platform. The platform on its longest dimension (diameter or diagonal, etc) must be smaller than the dog's back)	---	---
Tidy up toys	---	---	---	At least 3 toys must be put into an open container	At least 3 toys must be put into a container, the dog must close the container with a lid at the end	Dog must put 3 toys that are at least 5 body lengths away into a container that is closed at the start
Treadmill	---	---	---	---	Dog must walk, trot or canter on a treadmill. Dog may not be attached to	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					the treadmill. The dog must be seen getting onto the mill and walking/trotting/canting at least 10 seconds	
Tunnel	The dog moves through a "tunnel". Tunnel should be at least the dog's body length. Handler may be in any position	The dog moves through a tunnel, at least 5 m long. Handler in any position	The dog moves through 2 tunnels, at least 1 of which has to be curved enough that the dog cannot see the exit when entering. Handler in any position.	---	---	---
Volleyball	---	---	---	Handler throws a light ball towards the dog (dog in any position), the dog throws the ball back at the handler with her nose.	---	---
Weave poles	---	---	---	Dog weaves through at least 6 poles; the poles can be in a slightly open position (i.e. channel method) but the dog must show a weaving action; some luring allowed but no	Full set (12) of Agility standard weave poles, executed independently. Handler at least 1 m away from dog	---



Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				physical manipulation		

### Scent Games

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
<p>Find it (area search)</p> <p>(At Novice and Intermediate level, only the search needs to be shown three times. The video may be cut to edit out the resetting of the dog. The videos should be taken in one session however.)</p>	---	---	<p>The dog finds an article, picks it up and brings it to the handler. No formal retrieve is required. The dog may drop the article or hold on to it or present it to the handler. The dog should not see the article being placed/thrown. The article can be any object, including the dog's toy. It should be an appropriate size for both the dog as well as the exercise. Although the article can be clearly visible to the human eye, it should not be too large, defeating the</p>	<p>The dog finds, picks up and brings 3 articles of at least 2 different materials (e.g.: leather, wood, plastic) to the handler. A formal retrieve is not required. The articles should be <math>\pm</math> the size of a small fist. The area should be at least 20 x 20 dog body lengths. The game has to be played outdoors. The articles should not be clearly visible to the human eye. The handler must remain outside the search area but does not have to be stationary</p>	<p>The dog finds, picks up and brings 5 articles of at least 3 different materials (e.g.: leather, wood, plastic) to the handler. A formal retrieve is not required. The articles should be <math>\pm</math> the size of a small fist. The area should be at least 20 x 20 dog body lengths. The game has to be played outdoors. The articles should not be clearly visible to the human eye. The handler must remain outside the search area but does not have to be stationary</p>	<p>The dog to find 5 articles - 1 lightly covered, 2 at least at dog heads height. The articles should not be easily visible to either the dog or the handler. Articles to be of at least 3 different types of materials and should be no larger than a tennis ball. The area should be <math>\pm</math>20 x 20 m but does not have to be rectangular. The handler must remain outside the search area but does not have to be stationary</p>

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			object of the exercise. The search area should be $\pm 15 \times 15$ dog body lengths if outdoors, or $5 \times 5$ m if played indoors. Handler must remain outside the search area. If the game is being played indoors, the handler may remain in the doorway to the room (Video to show 2 repetitions)	(Video does not need to show repetitions)	(Video does not need to show repetitions)	(Video does not need to show repetitions)
Find it (person)	---	Handler must go out of sight and then hide from the dog. The dog can watch the handler during the initial leaving of the dog. The dog may be restrained or left in a wait/stay (in which case it may not break until called by the handler). Distance	Handler hides so that they are not visible to the dog. Dog may not watch the handler walk away. Handler calls the dog once only. Distance at least 30 m when outdoors, indoors handler must go into another room that is not visible for the dog	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		at least 30 m when outdoors, indoors the handler must go into another room that is not visible to the dog				
Memory game (3 baskets)	The dog must be under control. The handler puts a treat into 1 of 3 containers. The dog is then cued to find the treat. Handler may be anywhere	The dog must be under control. The handler puts a treat into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc the dog is then cued to find the treat. The dog must indicate the correct article to get the treat. Handler may be anywhere	---	---	---	---
Scent discrimination (Class A type)	---	---	---	---	The dog must find an article belonging to the handler amongst 6 other articles and retrieve the correct article, a formal present is not required. The handler's article may be any object,	As per Advanced but the articles should be identical to each other (Video to show 2 repetitions)

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					<p>including a toy. The other articles should show a variety of objects, at least 1 of which should be similar (not the same) as the search article. The dog may not witness the articles being put out. Handler must remain stationary, at least 3 m from the first article. The articles may be placed in any pattern (Video to show 2 repetitions)</p>	
Scent discrimination (detection dog type)	---	---	<p>The dog finds a specific scent in a search area <math>\pm 5 \times 5</math> m, indoors or outdoors. The scent may but does not have to be in a small container. When the dog has located the scent, she has to "indicate" the scent. The</p>	<p>The dog performs 2 separate searches, 1 indoors and 1 outdoors. (Video to show 2 repetitions)</p>	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			<p>indication needs to be disclosed beforehand. The search itself does not have to be difficult. Handler may be in any position but may not help the dog in any way. There may be several search cues given, but the handler may not give a cue for the dog to indicate (Video to show 2 repetitions)</p>			
Shell game	---	<p>The dog must be under control. The handler puts a treat into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc. The handler then moves the containers around in front of the dog. The dog is then cued to find the</p>	<p>The dog must be under control. The handler puts a toy into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc. The handler then moves the containers around in front of the dog. The dog is then cued to find the</p>	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		treat. The dog must indicate the correct article to get the treat. Handler may be anywhere	treat. The dog must indicate the correct article to get the treat. Handler may be anywhere			
Tracking (track a human scent trail)	---	---	---	The dog tracks his owner. The length should be at least 100 normal walking steps with at least 1 change of direction. The change of direction does not have to be a right-angle corner, it may even be a curve. The change of direction must be marked with a visible marker for judging purposes. There must an article at the end which the dog needs to find. (Vide does not need to show repetitions)	The dog tracks his owner. The length should be at least 150 - 200 normal walking steps with at least 2 changes of direction. The change of direction does not have to be a right-angle corner, it may even be a curve. The change of direction must be marked with a visible marker for judging purposes. There must an article at the end and an article on the track, both of which the dog needs to find (Video does not need to show repetitions)	---

**Sequence / Chain**

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Achoo! (fetch tissue from box, throw in trash)	---	---	---	---	---	The dog fetches a tissue from a box and gives it to the handler. The handler returns it to the dog who takes it to a trash can and puts the tissue in it. The cue must be "Achoo". Handler in any position but may not assist the dog other than taking the tissue and returning it to the dog
Backward leg weave	---	---	---	---	The dog weaves backwards through the handler's leg. The handler may walk forward or backward while the dog is weaving. There must be at least 4 consecutive weaves shown (2 to either side). The	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					handler may not add steps between the weaves	
Balance cookie on nose and catch	---	---	---	---	Dog must balance a treat on the nose and on cue throw it into the air with a head movement and catch it. Handler may cue the "leave/wait" as well as the "catch". Handler in any position	---
Basketball	---	---	---	The dog takes a ball into her mouth and puts it through a small hoop which is $\pm$ chest high for the dog. The size of the hoop must be relative to the ball size. The size of the ball should be suitable for the dog. Handler in any position, $\pm 1$ dog body lengths away from both the dog and the hoop. Handler may not assist the dog	---	---



Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Bring me a soda from the fridge (open, fetch, close) / item from a cupboard	---	---	---	---	---	The dog goes to the fridge, opens the door, which may have a tug attached to it, takes out a can or plastic bottle, closes the door and takes the cooldrink to the handler. The dog may close the door before or after taking the object to the handler. The handler can be nearby (Video does not need to show repetitions)
Cover-up with blanket	---	---	---	Dog lies down and pulls a blanket over the body. Handler any position	---	---
CPR (breathing and bouncing)	---	---	---	---	Handler lying on the floor on the back. Dog bounces a few times with front feet onto the handler's chest followed by nose touching the handler's mouth	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					which needs to be held for <u>+2</u> seconds, followed by the bounce and another mouth to mouth	
Distance trick on the flat (a specified number of behaviours)	---	---	---	---	Dog performs 5 tricks at a distance of at least 5 dog body lengths from the handler. Sit, stand, down and stay do not count as tricks. Minor movement will be allowed depending on the tricks. Handler must remain stationary (Video does not need to show repetitions)	---
Distance tricks on pedestal / target mark	---	---	---	Dog does 5 tricks on a pedestal or platform, at least 5 body lengths from the handler. Handler must remain stationary. Cues can be verbal or body. Sit, stand, down are not allowed	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				(Video to show 2 repetitions)		
Half reverse (180 turn, reverse into peekaboo)	---	---	---	Dog faces handler at close distance. Then does a tight half spin and reverses between the handler's legs into Peekaboo. Handler to remain stationary	Dog at a distance of at least 4 dog body lengths facing the handler. Dog does a half spin and moves backwards towards the handler and into the peekaboo position. The handler may adjust their legs slightly, but the dog should be finding the correct position	---
Jumpy's ball trick (come, go, backup, spins, touch, get it)  <a href="https://youtu.be/Zr3mXJeP1g">https://youtu.be/Zr3mXJeP1g</a>	---	---	---	---	---	Dog is a suitable distance from a ball or other toy. Handler cues dog to get the toy, but then changes the cue. Dog must abort getting the ball and follow the new cue. There should be at least 6 different cues in this game. The dog should give the impression to want the ball and not

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
						merely follow a sequence of cues (Video does not need to show repetitions)
Laundry (clothes from dryer into basket)	---	---	---	---	Dog takes clothes out of a drier and puts them into a laundry basket. At least 5 pieces of laundry have to be used (Video does not need to show repetitions)	---
Litter in step can	---	---	---	---	Dog picks up an object, takes it to a trash can with a step on lid. Dog steps to open the lid and drops the object in the can. Handler at a suitable distance away from the object, the dog and the can	---
Painting - Paintbrush	---	---	---	Dog picks up a paint brush and paints on a piece of paper or canvas which is mounted at a suitable height.	Dog picks up a paint brush and paints on a piece of paper or canvas which is mounted at a suitable height.	Dog picks up 1 of several paint brushes from a container and paints on a canvas. The dog then

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				Several strokes should be shown. Handler in any position	Then dips the brush into a container to add more paint, followed by another paint session. Each painting session should show several strokes. Handler may assist a little with the paint container (Video does not need to show repetitions)	charges the brush with more colour and paints again. The dog replaces the brush and takes another brush with a second colour and paints again. The handler may assist with the colour containers to recharge the brush (Video does not need to show repetitions)
Painting - Paws	---	---	---	The dog places a paw into a suitable container with colour and uses the paw to swipe and/or target a piece of paper or canvas. Handler can be nearby to assist with the colour, but dog must be seen to understand the task, and handler may not physically manipulate the dog	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Pay for it (fetch and bring money - take somewhere)	---	---	---	---	Dog goes to an assistant who hands the dog a money note. The dog takes the note and either returns to the handler and gives it to the handler (does not drop it) or takes it to a container and drops the money into the container. The assistant should be at least 3 dog body lengths from either the handler or the basket. Handler should remain stationary, irrespective of which option has been chosen	---
Phone (get the phone/toy when it rings)	---	---	---	---	Dog brings the phone (may be any small object that emits a noise) when it rings to the handler. Handler and dog should start the exercise $\pm$ 5 dog body lengths	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					from the phone. The phone can be easily accessible to the dog and clearly visible. The ringing of the phone is the cue for the dog, thus no other cues are allowed. The handler can be in any position (Video to show 2 repetitions)	
Retrieve mail (from mailbox)	---	---	---	---	---	The dog opens a "flap" on a suitable container which is at an appropriate height for the dog and takes out an envelope (paper) and brings it to the handler
Roll yourself in a blanket	---	---	---	---	The dog lies down on a blanket, holds the blanket on one side or corner and rolls over so the blanket is covering the dog. Handler may not assist	---
Say your prayers	---	---	---	Dog places both front paws onto an elevated, stable	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				object and puts her head between the paws. Handler in any position		
Through a hoop lying on the ground	---	---	---	---	The dog approaches a hoop lying flat on the ground. She lifts the hoop with the nose and ducks under and through the hoop. The hoop will slide over the dog's back	---
Treibball	---	---	---	Dog must move a proportionately large ball a distance of 10 body lengths towards the handler; the dog must push the ball	Dog must move a proportionately large ball a distance of 10 body lengths across the ground and into a clearly defined goal (e.g. soccer post); the dog must push the ball; the handler must remain still (Video to show 2 repetitions)	---



## Target Tricks

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Door – close (push with foot)	---	---	Dog closes a door with a foot. Handler may be in any position	---	---	---
Door – open (pull with foot)	---	---	Dog opens a door that is slightly ajar using the front paw	---	---	---
Door – open/close (pull with tug)	---	---	Dog opens a door by pulling on a tug that is attached to the door. The door can be any type of door (cupboard, crate, room, etc). Handler may be in any position	The dog opens a door, goes through the open door and closes the door with a tug, Handler may be in any position	---	---
Follow pointed finger	---	---		---	3 clearly defined objects are needed. The dog starts close to the handler and goes to the object the handler indicates with their finger. The handler must remain on the spot. The dog must target the object with their nose.	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					The handler calls the dog back and sends her from the same position to another object. The distance of the object to the handler must be at least 5 body lengths and the targets/objects must be $\pm 2$ body lengths apart (Video to show 2 repetitions)	
Roll a carpet out with nose	---	---	Dog rolls out a carpet or mat. It should be a large enough carpet to require several pushes with the nose to unroll. There may be no food inside the carpet roll. Handler may be in any position	---	---	---
Soccer (push ball into goal)	---	---	---	Dog pushes a ball of suitable size into a "goal". The dog may use the nose, chest or legs to push the ball. The	Dog pushes a ball of suitable size into a "goal". The dog may use the nose, chest or legs to push the ball. The	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				ball should initially be at least 3 dog body lengths from the goal. The goal may be just a rim of some type. It should be in proportion with the ball. It does not have to have a net. Handler in any position but may not assist the dog	ball should initially be at least 5 dog body lengths from the goal. The goal may be just a rim of some type. It should be in proportion with the ball. It does not have to have a net. Handler in any position but must remain stationary (Video to show 2 repetitions)	
Target – go to	---	The handler sends the dog to a clearly defined target area which is at least 5 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area, but is not required to show any further behaviour	The handler sends the dog to a clearly defined target area which is at least 10 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area and remain there for at least 5 seconds. The handler may	The handler sends the dog to a clearly defined target area which is at least 10 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area. The dog will then have to perform a trick	The handler sends the dog to a clearly defined target area which is at least 10 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area. The dog will then have to perform a trick of the handler's	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			choose the position the dog assumes	of the handler's choice	choice. The dog will then be sent to a second target area, $\pm 10$ dog body lengths away and perform another trick, followed by a third area and trick. The handler may use the first area as the third target or have a third marker out. Single cues for the sending and a single cue for each trick. The handler may use a "stay" cue or similar in addition to those. Each of the tricks must be different. Sit, stand and down are not allowed as a trick (Video to show 2 repetitions)	
Target (nose) – object /hand	The dog touches either the handler's hand or an object in the handler's hand with her nose	Dog touches and follows either the handler's hand or an object, such as a target stick for at least 3 dog body lengths. Handler	The dog must move forward to touch a target that is 2 body lengths away from the handler	Handler moves forward with dog touching a hand/target stick; dog must be on both the left and the right of the	Handler moves forward with dog in front of the handler (both facing the same direction) touching a hand/target stick	

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		may move or remain stationary		handler; handler to move $\pm 6$ steps for both sides	to move forward move $\pm 6$ steps (Video to show 2 repetitions)	
Target (paw) – object / hand	The dog puts a paw onto a target. Handler may be in any position; target may be any size and in any position	Dog touches a target with the paw that is at least 2 dog body lengths away from the handler	Dog paw targets an object that is $\pm 10$ cm in diameter (or less). The object/target is at least 2 dog body lengths away from the handler and the dog remains on the target for at least 5 seconds	---	---	Dog to touch its back paw with a front paw or vice versa (Video to show 2 repetitions)

## Trick Dog – Elementary

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

Working List	Trick
Backwards Work	Balance beam (plank / dog walk) Plank flat on floor; width of plank slightly wider than dogs shoulder width; plank at least 2.5 m long
Balance & Coordination	---
Brain Games	---
Foundation	Come Return to handler when called; response immediate but speed not important; distance of 5 body lengths
	Down Dog to lie down from either a sit or down; hold for 3 sec
	Focus (hold eye contact) Dog to look at handler; hold for 2 sec
	Muffin tin game 12 muffin tin size; 4 balls in tin; 1 treat
	Pull on a rope/tug Dog to pull for 3 sec
	Sit Dog to sit from either a stand or down; hold for 3 sec
	Stand Dog to stand from either a sit or down; hold for 3 sec
	Walk on a loose leash Dog to heel total of 20 handler paces; 1 change of direction and halt; dog can be in any position for start/stop
Handler Interaction	---
Hold & Fetch	Chase object Object must constitute a toy, e.g. tug toy, squeaky toy etc. Item must be retrievable (but not necessarily retrieved)
Natural Movement	---
Obedience	---
Off-the-floor	---
Others	---
Paw Tricks	High five

	Dog sits and touches the handler's hand in a "high Five" fashion (vertical hand). 1 paw only
	Shake hands The dog puts a paw into the handler's presented hand – hand is presented horizontally. The handler does not have to "grab" the paw but may do so if they wish. If the handler chooses to grab the paw, the dog must not look uncomfortable and try to pull away. 1 paw only, the handler may use any hand
Props	Tunnel The dog moves through a "tunnel". Tunnel should be at least the dog's body length. Handler may be in any position
Scent Games	Memory game (3 baskets) The dog must be under control. The handler puts a treat into 1 of 3 containers. The dog is then cued to find the treat. Handler may be anywhere
Sequence / Chain	---
Target Tricks	Target (nose) – object / hand The dog touches either the handler's hand or an object in the handler's hand with her nose
	Target (paw) – object / hand The dog puts a paw onto a target. Handler may be in any position; target may be any size and in any position

### Trick Dog – Beginners

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

Working List	Trick
Backwards Work	Backup Dog & handler backup at least 2 dog body lengths
Balance & Coordination	Balance beam (plank / dog walk) Plank raised <u>±</u> brick height; width of plank is slightly wider than dogs shoulder width; plank at least 2.5 m long
	Balance on ball or peanut (all 4 feet) Dog to jump up on cue and hold position for 3 sec; ball/peanut must be stabilised and size appropriate
Brain Games	Game (manipulates interactive canine game) Nina Ottosson (or similar) Level 1 games
	Sausage bobbing Dog to retrieve 1 of 3 items of food placed in a shell / bucket / similar object; the food items must be floating
Foundation	Come Return to handler when called; response immediate but speed not important; distance of 10 body lengths; dog must be in an open area and not recalled between any form of chute / barrier

	Down Dog to lie down from either a sit or down; hold for 5 sec
	Find it (in hand) Toy/treat in hand; dog to indicate correct hand by paw/nose
	Focus (hold eye contact) Dog to look at handler; hold for 5 sec
	Pull on a rope/tug Dog to pull for 5 sec
	Sit Dog to sit from either a stand or down; hold for 5 sec
	Stand Start with dog in sit or down; hold for 5 sec
	Stay Dog in any position; handler to move 1 pace away; hold for 5 sec
	Walk on a loose leash Dog to heel total of 30 handler paces; 2 changes of direction and halt; dog can be in any position for start/stop
Handler Interaction	Figure 8's – through legs Dog to circle each leg 2 x alternatively
	Kisses Dog to "kiss" handler by licking or touching nose to handlers face or back of hand
	Peekaboo (between my legs) Dog to stand between handler's legs
Hold & Fetch	Catch (soft toy, soft ball, treat, etc.) Dog to catch item with mouth when tossed at dog
	Chase object Object must constitute a toy, e.g. tug toy. Dog to grab object but not necessarily tug or retrieve it
	Hold object in mouth Dog to hold object in mouth for 3 sec
	Leave it Dog to wait for at least 3 sec before being released; object must be desirable to dog
Natural Movement	Circle right, circle left (spins) Dog to circle left and right on cue
	Head down / chin rest / handler's hand Dog to rest chin on ground / handler and hold for 2 sec



Obedience	---
Off-the-floor	Jump (clear jump) Height not specified but dog must show jumping action; handler can move with dog
	Jump through hoop(s) Hoop can be held by handler or fixed to an item e.g. pole. The hoop can be any height, but the dog must show a jumping action
Others	---
Paw Tricks	Bang game (smack a board) Equipment: very low seesaw, a board that “tips”. Dog must push the board down with the front paw(s) at the elevated end. The elevation should reach at least halfway up the dog’s front leg
	High five Dog sits and touches the handler’s hand in a “high Five” fashion (vertical hand). Both paws alternating
	Shake hands The dog puts a paw into the handler’s presented hand – hand is presented horizontally. The handler does not have to “grab” the paw but may do so if they wish. If the handler chooses to grab the paw, the dog must not look uncomfortable and try to pull away. Both paws alternating, the handler may use any hand
	Wave good-bye/hello Dog sits and raises 1 paw in a “high Five” without touching the handler’s hand. There should be a clear distance between the handler’s hand and the dog’s paw. When seen from the front the dog’s pads must be seen in this trick
Props	Barrel racing (go round a cone or object) Dog goes around an object, at least 180 degrees. Dog must turn in both directions
	Cavalettis Dog has to negotiate a series of at least 6 cavaletti dog’s wrist height. The dog needs to trot over them without disturbing them. Handler in any position
	Honk a bike horn The dog must attempt to honks a bike horn, either with their foot or their moth, but no sound is necessary at this level. Handler may be in any position but may not assist the dog. The horn should be mounted in such a way that the dog can safely interact
	Platform (get on it) The dog gets on a platform with all 4 feet that is suitable for its size and remains on the platform. Handler may be in any position
	Square Ladder

	<p>Dog moving forward through at least 6 poles at hock height, <math>\pm</math>a dog step width apart. The dog may not jump through the ladder. The poles do not have to be part of a ladder. Handler may be anywhere</p>
	<p>Scattered Sticks (natural cavaletti / branches) Dog and handler negotiate an area with branches and sticks or pipes. There should be enough objects on the ground to make this a challenge. The sticks should not be lying in a row, but rather be completely random. Handler may be in any position</p>
	<p>Tunnel The dog moves through a tunnel, at least 5 m long. Handler in any position</p>
Scent Games	<p>Find it (person) Handler must go out of sight and then hide from the dog. The dog can watch the handler during the initial leaving of the dog. The dog may be restrained or left in a wait/stay (in which case it may not break until called by the handler). Distance at least 30 m when outdoors, indoors the handler must go into another room that is not visible to the dog</p>
	<p>Memory game (3 baskets) The dog must be under control. The handler puts a treat into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc the dog is then cued to find the treat. The dog must indicate the correct article to get the treat. Handler may be anywhere</p>
	<p>Shell game The dog must be under control. The handler puts a treat into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc. The handler then moves the containers around in front of the dog. The dog is then cued to find the treat. The dog must indicate the correct article to get the treat. Handler may be anywhere</p>
Sequence / Chain	---
Target Tricks	<p>Target – go to The handler sends the dog to a clearly defined target area which is at least 5 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area, but is not required to show any further behaviour</p>
	<p>Target (nose) – object /hand Dog touches and follows either the handler’s hand or an object, such as a target stick for at least 3 dog body lengths. Handler may move or remain stationary</p>
	<p>Target (paw) – object/ hand Dog touches a target with the paw that is at least 2 dog body lengths away from the handler</p>

## Trick Dog – Novice

**Number of tricks required:** Fifteen (15) tricks from at least twelve (12) different categories.

<b>Working List</b>	<b>Trick</b>
Backwards Work	Backup Dog & handler backup at least 5 dog body lengths
	Backup onto object / stairs Dog backs up from 2 paces onto object $\pm$ hock height
Balance & Coordination	Balance beam (plank / dog walk) Plank raised $\pm$ 20 cm high with sloped ramp on/off; width of plank is slightly wider than dogs shoulder width; plank at least 2.5 m long
	Balance on ball or peanut (all 4 feet) Dog to jump up on cue and hold position for 5 sec; ball/peanut must be stabilised and size appropriate
	Hind legs – stand with support Dog to stand by itself but then rest front feet on e.g. handlers arm or chair back; hold 3 sec
	Paw Pods / bricks Dog to place either front feet or back feet on paw pods; hold for 3 sec
Brain Games	Balance cookie on nose Dog to hold position for 3 sec
	Game (manipulates interactive canine game) Nina Ottosson (or similar) Level 2 games
Foundation	Finish – around me Dog to heel around handler from front position; dog to sit; sit can be slightly crooked
	Finish – side swing Dog to heel position from front position; dog to sit; sit can be slightly crooked
	Focus (hold eye contact) Dog to look at handler; hold for 7 sec
	Sits in box (on cue) Box slightly smaller than dogs body length; hold for 2 sec; get in, sit and hold
	Stay Dog in sit or down; handler to move 3 paces away; hold for 10 sec
	Walk on a loose leash Dog to heel total of 30 handler paces; 3 changes of direction and halt; dog in sit for start/stop
Handler Interaction	Footsies (peekaboo, dog places paws on my feet)

	Dog to place front paws on handler's feet; small dogs may place front paws on one foot and rear paws on the other foot
	Leg weave Dog to weave through handler's legs in alternate directions (L/R), at least 6 passes; weaves may be forward or backwards
	Remove handler's slipper, shoe Dog to pull slipper off handler's foot using its mouth
	Under handler (handler on hands and knees) Dog to move under the handler's body / under the abdomen while handler remains static (i.e. doesn't move feet or hands)
Hold & Fetch	Carry (such as basket or another object) Dog to carry item in mouth (handles ok) for at least 4 dog paces
	Drop it Dog to release object from mouth – object can be toy or food
	Flying disk (in air or rolling) Dog to take hold of object (not necessarily retrieve it)
	Pull on string (turn on light) Dog to turn light on
	Retrieve (article must be safe for dog to retrieve) Dog to retrieve item and return to handler; no present or hold necessary; no food/glass
Natural Movement	Bow Dog to hold position for 3 sec
	Circle right, circle left (spins) Dog to circle left and right on cue (cue more subtle than Beginners)
	In bed, turns so belly is up Dog to turn belly up on cue; can use blanket or bed
	Look over your shoulder (dogs) Dog to be sitting or lying; look over each shoulder x 1; handler can be in any position
	Play dead Dog to lie flat on side or back
	Roll over Dog to perform roll in 1 direction (can start in any position)
	Sing / howl Dog to sing/howl, not bark, duration not essential but must be convincing
	Sit pretty / beg Dog to sit pretty for at least 3 sec
	Speak (bark on cue)

	Dog to bark at least 3 x
Obedience	Dog push ups (on the flat) Dog to alternate down and sit x 3 each
	Heel (a specified number of sides of handler) Dog to hold position for at least 6 steps; 2 sides of handler
	Heeling with automatic sit Handler to walk at least 10 steps, dog to sit immediately; dog may not be told to sit
	Pivots Dog to pivot on platform/stool in both directions; handler may move with dog
	Stacking (for showing) Dog to be moved 5 paces and stopped in show ring stack; no physical manipulation of dog
Off-the-floor	Figure 8's – over jump Perform Figure 8 over a jump; jumping actions shown; circle each pole 2 x
	Flyball (swimmers turn) Demonstrate turn with all 4 feet on box; show x 2
	Jump (clear jump) As for Beginners but dog must go ahead of handler or be recalled towards handler; handler standing still when sending/calling
	Jump (over baton / handheld) Handler position may be adjusted to size of dog; dog to circle handler twice
	Jump for joy (jump straight up) Dog to jump up, all 4 feet to be off the floor
	Jump over my knee Handler can kneel or stand depending on the size of the dog
	Long jump Jump to be 1.5 x length of dog; dog must be under control (safety); handler to send dog over jump, not run with dog, dog doesn't have to hold position on the other side
Others	Canicross Dog has to be attached to the handler with canicross equipment. Handler and Dog have jog or run at least 200 m. Handlers/dogs with disability may walk.
	Carting – pull a cart in a harness Dog needs to be in a proper fitting harness hitched to a suitable cart and pull the cart showing a straight line, at least 5 dog and cart lengths and at least 1 curve and 1 corner the corner and curve must be in opposite directions
Paw Tricks	Cross paws- one, then the other (dog lying down)

	Dog crosses 1 paw over the other; 1 side only
	Dig – pretend to dig Dog may dig with only 1 paw or both paws. Need to dig at least 3 times. Can be done on any surface but preferably on loose ground/sand
	Leg hike (lift rear leg) Dog lifts a back leg while standing
	Light (turn on touch light with foot/nose) Dog pushes a light switch or a touch-lamp with either the foot or nose hard enough to switch on a light
	Wave good-bye/hello Dog sits and raises 1 paw in a “high five”. There should be enough duration to clearly see the paw; hold 3 sec. The handler should be at least 5 dog lengths away and also “wave” at the dog. When seen from the front the dog’s pads must be seen in this trick
Props	2o2o (rear feet on raised target) Dog must take up a position with its back feet on an object and hold the position for 3 sec
	A-frame (any style, no contact, safety paramount) The dog moves over an A-Frame. This does not have to be an agility A frame, but it has to be suitably large for the dog to negotiate it and show both comfort with the height as well as energy in getting over it. Handler may be in any position
	Barrel roll – 2 paws Dog has front paws on a cylinder of suitable size and rolls it while walking with the back feet on the ground. At least 5 dog body lengths. Handler may be in any position
	Buried under toys, poke head out on cue Dog is in a large container filled with toys. The dog must be covered with toys. On cue the dog has to “emerge” from the toys by sitting up, lifting the head, standing up or similar, without leaving the confines of the container. The container must be such that the trick can be seen (i.e. low sides, just to contain the toys, or a net, etc). It is not important if toys fall out of the container during the trick
	Carry stuffed animal on back Dog has a stuffed animal on its back (like a rider on a horse), the toy is not attached in any way. The handler must be seen putting the toy onto the dog. The dog must then move at least 5 dog body lengths without losing the toy. The dog should come back to a stand at the end of the trick and the handler takes the toy off. The dog may move at any speed with the toy on its back. The handler may be in any position, but may not touch the toy or dog once the toy is on the dog’s back
	Cavalettis Dog has to negotiate a series of at least 12 cavaletti dog’s wrist height. The dog needs to trot over them without disturbing them. Handler in any position
	Get in box / suitcase

	Dog has to get into an open container on cue. The dog may sit, down or stand in the container. The dog should remain at least 5 seconds in the container. The container should be <u>±</u> the length of the dog
	Go to your place (into crate / under table etc) As per “Go to your place”, but the “place” must have sides and a covering, such as a crate or a table with tablecloth or similar
	Go to your place (to bed/mat) Dog has to go to their bed/mat and lie down. Handler may be in any position and may cue the down separately. The dog should remain in position for at least 5 seconds
	Honk a bike horn The dog audibly honks a bike horn, either with their foot or their moth. Handler may be in any position but may not assist the dog. The horn should be mounted in such a way that the dog can safely interact
	Hoopers Dog must show at least 2 x 180 degree turns around cones or similar object in opposite directions and go through at least 3 hoops (3 individual hoops must be used). Handler may be any position
	Hug toy / object / dog The dog wraps a front paw around an object. The dog may sit or stand. The object may be fixed or may be held by the handler or may be the handler. Handler may be in any position
	Platform (send to platform) The handler sends the dog to a platform suitable for its size that is at least 3 dog body lengths away. The dog must remain on the platform with all 4 feet for 3 sec, but may be in any position and any direction
	Play the piano The dog uses the front paws to play a piano. The piano does not have to actually make a sound, although that would be preferable. The dog may sit or stand. The handler may be in any position. The dog should paw the piano repeatedly, but at least 4 times. Both paws should be used, but they do not have to alternate (i.e. it could be 3 with one paw and 1 with the other, simulating piano playing). Handler may be in any position
	Square Ladder Dog moving forward through at least 6 poles and step back over 2 at hock height, <u>±</u> a dog step width apart. The dog may not jump through the ladder. The poles do not have to be part of a ladder, but a ladder is preferred. Handler may be anywhere
	Ride in moving object Dog is on a smallish movable object (not a motor car). The object moves either independently or is being manoeuvred by the handler. The handler must not touch the object near the dog. If the handler moves the object, it should be done by pulling it on a string or handle for example. Handler may be in any position
	Skateboard

	<p>Dog pushes a skateboard with the front feet on the board and the back feet on the ground. The dog needs to be seen getting on the board and pushing it at least 5 dog body lengths. Handler in any position</p>
	<p>Smooch (press face on plexiglass) Dog pushes nose against a glass or plexi-glass surface. Ideally the nose and possibly part of the mouth should look squashed when seen from the other side. Video needs to be taken from the other side to show squashed nose. Position should be held for <u>+2</u> seconds. Handler may be in any position</p>
	<p>Tunnel The dog moves through 2 tunnels, at least 1 of which has to be curved enough that the dog cannot see the exit when entering. Handler in any position.</p>
Scent Games	<p>Find it (area search) The dog finds an article, picks it up and brings it to the handler. No formal retrieve is required. The dog may drop the article or hold on to it or present it to the handler. The dog should not see the article being placed/thrown. The article can be any object, including the dog's toy. It should be an appropriate size for both the dog as well as the exercise. Although the article can be clearly visible to the human eye, it should not be too large, defeating the object of the exercise. The search area should be <math>\pm 15 \times 15</math> dog body lengths if outdoors, or <math>5 \times 5</math> m if played indoors. Handler must remain outside the search area. If the game is being played indoors, the handler may remain in the doorway to the room</p>
	<p>Find it (person) Handler hides so that they are not visible to the dog. Dog may not watch the handler walk away. Handler calls the dog once only. Distance at least 30 m when outdoors, indoors handler must go into another room that is not visible for the dog</p>
	<p>Scent discrimination (detection dog type) The dog finds a specific scent in a search area <math>\pm 5 \times 5</math> m, indoors or outdoors. The scent may but does not have to be in a small container. When the dog has located the scent, she has to "indicate" the scent. The indication needs to be disclosed beforehand. The search itself does not have to be difficult. Handler may be in any position but may not help the dog in any way. There may be several search cues given, but the handler may not give a cue for the dog to indicate.</p>
	<p>Shell game The dog must be under control. The handler puts a toy into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc. The handler then moves the containers around in front of the dog. The dog is then cued to find the treat. The dog must indicate the correct article to get the treat. Handler may be anywhere</p>
Sequence / Chain	---
Target Tricks	<p>Door – close (push with foot) Dog closes a door with a foot. Handler may be in any position</p>
	<p>Door – open (pull with foot) Dog opens a door that is slightly ajar using the front paw</p>



	<p>Door – open/close (pull with tug) Dog opens a door by pulling on a tug that is attached to the door. The door can be any type of door (cupboard, crate, room, etc). Handler may be in any position</p>
	<p>Roll a carpet out with nose Dog rolls out a carpet or mat. It should be a large enough carpet to require several pushes with the nose to unroll. There may be no food inside the carpet roll. Handler may be in any position</p>
	<p>Target – go to The handler sends the dog to a clearly defined target area which is at least 10 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area and remain there for at least 5 seconds. The handler may choose the position the dog assumes</p>
	<p>Target (nose) – object /hand The dog must move forward to touch a target that is 2 body lengths away from the handler</p>
	<p>Target (paw) – object/ hand Dog paw targets an object that is <math>\pm 10</math> cm in diameter (or less). The object/target is at least 2 dog body lengths away from the handler and the dog remains on the target for at least 5 seconds</p>

### Trick Dog – Intermediate

**Number of tricks required:** Fifteen (15) tricks from at least twelve (12) different categories.

Working List	Trick
Backwards Work	Backup away from handler (a specified number of dog's body length) Dog only backs up at least 2 dog body lengths
	Backup onto object / stairs Dog backs up at least 2 steps (staircase)
	Moonwalk (backup in bow position) Dog to backup in the bow position for 4 dog body lengths
	Orbit (circles backwards around your legs) Dog to circle handler twice, either direction
	Orbit with once through the legs Dog to circle handler at least twice, either direction, with one pass (any direction) through the handlers' legs
	Balance & Coordination

	<p>Balance Beam (Double rails) Beams to be <math>\pm</math> 5 x 5 cm wide, at least 2.5 m long; set dog shoulder width apart; <math>\pm</math> brick height above ground</p> <p>Balance something on dog (head / butt) Item roughly size/shape of softcover novel; hold position for 3 sec</p> <p>Climb a ladder Climb at least 5 rungs; ladder A-frame type; must be secure; exit must be safe</p> <p>Hind legs – stand with no support Dog to hold position for at least 3 sec</p> <p>Hind legs – walk with support (handler may not HOLD paws) Dog to stand by itself but then rest front feet on handlers' arm; walk <math>\pm</math> 3 steps/hops</p> <p>Paw Pods / bricks Front and back feet on paw pods; hold for 3 sec</p>
Brain Games	<p>Discern object names (choose correct toy) Dog to choose 1 correct item from amongst 4 others</p> <p>Game (manipulates interactive canine game) Nina Ottosson (or similar) Level 3 games</p> <p>Index cards (dog responds to written instructions) 3 positions; dogs name can be used to get attention; handler may say e.g. 'good/yes' when dog does position</p>
Foundation	<p>Stay Dog in sit or down; handler to move 10 paces away; hold for 30 sec</p>
Handler Interaction	<p>Footsies (peekaboo, dog places paws on my feet) As for Novice but handler to walk with dog for at least 6 steps; forward movement evident</p> <p>Jersey – help handler undress Dog to pull sleeve of jersey/jacket until handler free of garment</p> <p>Weave through handlers' arms Dog to weave through handlers' arms in alternate directions (L/R), at least 6 passes, handler on all 4's</p>
Hold & Fetch	<p>Carry (such as basket or another object) Dog to carry item in mouth (handles ok) for at least 10 dog paces</p> <p>Phone (get the phone/toy when it rings) Dog to retrieve object from at least 5 m away and return to handler with object (hold not essential on delivery)</p> <p>Pick a card from a deck Dog to pull one card using its mouth (hold not necessary)</p> <p>Pick pocket (as handler moves) Dog to remove hankey/tissue from handlers back pocket, handler walking; dog can drop article</p>

	<p>Pull / fishing (pull rope dangling over edge of something) Dog to pull a tug rope (or similar) until item (e.g. toy) at end comes over a wall / counter-top or out a box / suitcase; rope to be at least 2 m long</p>
	<p>Retrieve (article must be safe for dog to retrieve) As for Novice but dog to hold item until handler takes it</p>
	<p>Retrieve – article from water Dog to enter a body of water to retrieve floating article and return to handler (no present or hold necessary); water at least chest deep</p>
	<p>Walk another dog Dog to carry lead of another dog for 10 paces</p>
Natural Movement	<p>Crawl Dog to crawl 3 body lengths</p>
	<p>Head tilt Dog to tilt head, both sides and hold for 2 sec each</p>
	<p>Look over your shoulder (dogs) Dog to be sitting or lying; look over each shoulder x 1; handler to be 2 body lengths away</p>
	<p>Side pass (dog &amp; handler move laterally) Dog on one side of handler (e.g. heel or front) and move for 4 steps</p>
	<p>Sit pretty / beg Dog to sit pretty for at least 5 sec</p>
	<p>Smile Dog to smile for 2 sec</p>
	<p>Sneeze Dog to sneeze 2 x</p>
Obedience	<p>Hand signals (a specified number of behaviours) Perform 6 tricks, handler can be next to dog; dogs name may be given verbally for attention</p>
	<p>Heel (a specified number of sides of handler) Dog to hold position for at least 8 steps; 4 sides of handler</p>
Off-the-floor	<p>Jump (directed jumping – lateral) Handler remains still and send dog ahead over one jump but handler to be 2 m away from the dog laterally; dog must be set 2 m from the jump</p>
	<p>Jump (directed jumping – straight on) Handler remains still and send dog ahead over two jumps</p>
	<p>Jump (over handler's back)</p>

	<p>Handler position may be adjusted to size of dog</p> <p>Jump into handler's arms Handler to catch dog. Handler must be upright as far as possible but for smaller dogs the handler may kneel. The dog may use the handler's leg, or similar, to get sufficient height</p> <p>Jump through my circled arms / legs The handler may bend over for 'arms' but the dog must show a jumping action</p>
Others	<p>Carting – pull a cart in a harness Dog needs to be in a proper fitting harness hitched to a suitable cart and pull the cart showing: i) a figure-of-8; ii) back up at least 1 dog and cart length; iii) loading of cart; dog to remain in a stay while handler fetches load and secures it; iv) move with load at least 5 dog and cart lengths; v) recall to handler (front or heel position), at least 2 dog and cart lengths. Elements may be shown in any order</p> <p>Own trick (must be a chain) Chain must show at least 2 different tricks</p>
Paw Tricks	<p>Cover your eyes (paw over eyes) The dog may be in any position and put 1 paw over her face/eyes. Covering the eye is desirable, but the trick is acceptable as long as the paw is clearly over the face. There should be enough duration to clearly see the trick</p> <p>Cross paws- one, then the other (dog lying down) Dog crosses 1 front paw over the other, then changes sides. Dog should remain in a down for the duration of the exercise. The handler may “re-set” the dog between the 2 tricks, or the dog may move from 1 trick directly into the other without being re-set</p> <p>High five Dog sits and lifts one front paw in a “high Five” fashion, while at least 5 dog body lengths away from handler. 1 paw only</p> <p>Leg hike (lift rear leg) Dog lifts a back leg while standing next to an object. Leg lift should be held a few moments. Trick looks like dog urinates against the object. Dog may not actually urinate</p> <p>Open a door (using a door handle) Dog opens a closed door by working a door handle either with their paw, mouth or nose/chin. Dog must work the door enough to be able to walk through, i.e. it may need to use a paw or nose to open the gap to be able to pass. The door may open any direction</p>
Props	<p>2o2o (agility) The dog walks, trots or canters forward on an elevated surface and stops when the front paws have come off the surface, but the back legs are still on the surface. The surface may but does not have to be angled or there can be a difference in height from the surface to the ground (such as a platform or a sidewalk curb). When in the correct position, the back legs should clearly be higher than the front legs. The dog must clearly stop in the correct position and hold it</p>

<p>Body board / paddle board (must be on water) Dog is on a suitably sized body/paddle board in any position. The board needs to be moving, either by the surf/current or by the handler pulling it on a string. The handler may not stabilize the board and may not touch the board. The dog needs to balance the board by herself. The board needs to move at least 5 lengths</p>
<p>Go to your place (into crate / under table etc.) As per “Go to your place”, but the “place” must have sides and a covering, such as a crate or a table with tablecloth or similar</p>
<p>Go to your place (to bed/mat) Dog has to go to their bed/mat and lie down. Handler may be in any position but must remain stationary. Handler may use body and/or verbal cues (i.e. may show the bed to the dog with the arm and tell the dog to go to bed). The down may not be cued separately – i.e. the dog understands that going to the bed means lying down. The dog should remain in position for at least 5 seconds</p>
<p>Handstand against a wall or slantboard The dog does a handstand against a wall or slanted board. The dog must be seen taking the up the position, holding the pose for a count of 3 and returning onto all 4s. The handler may be in any position but may not lure the dog into position, nor physically help the dog</p>
<p>Hug toy / object / dog The dog sits wraps both front paws around an object. The object may be fixed or may be held by the handler or may be the handler. The dog does not have to balance the object, merely wrap both paws around it. The handler may be in any position. The dog must remain in position for at least 3 seconds</p>
<p>Make your bed Dog must straighten a blanket on a “bed” which may be the handler’s bed or the dog’s bed or makeshift bed. Handler in any position</p>
<p>Platform (send to platform) The handler sends the dog to a platform suitable for its size that is at least 5 dog body lengths away. The dog must remain on the platform in a specific position facing any direction. Handler to specify position at start; hold for 3 sec</p>
<p>Platform (send to specific one) Dog must be sent to 1 of 2 platforms. Dog must perform a trick on the platform and must then be recalled to the handler (no formal recall is required). Handler must be at least 3 m lengths from the platforms</p>
<p>Platform jump (2 or more platforms with/without hoop) The dog jumps from one platform to another without touching the ground. There may be a hoop between the platforms. The platforms should be <math>\pm 1</math> body length apart. Handler in any position</p>
<p>Push a shopping cart</p>

	<p>Dog has front paws on a cart. The cart could be any type, but the dog's front paws must be well elevated. The dog must push the cart at least 2 cart lengths. Handler any position</p>
	<p>Rolling hoop dive (1 roll hoop, dog runs through middle) The dog runs through a hoop that rolls along the ground. Handler may be in any position. The hoop may be rolling free or may be attached to a device that the handler controls. The hoop must be moving when the dog runs through it</p>
	<p>Skateboard The dog rides a skateboard. The dog gets on, pushes with 2 or 1 foot to gain speed and then has all 4 feet on the board. The distance the dog rides with all 4 feet on should be about 5 dog body lengths. Handler in any position</p>
	<p>Spin a tight circle on a small block / pedestal Dog makes a tight circle in both directions on a small, raised platform. The platform on its longest dimension (diameter or diagonal, etc) must be smaller than the dog's back)</p>
	<p>Tidy up toys At least 3 toys must be put into an open container</p>
	<p>Volleyball Handler throws a light ball towards the dog (dog in any position), the dog throws the ball back at the handler with her nose.</p>
	<p>Weave poles Dog weaves through at least 6 poles; the poles can be in a slightly open position (i.e. channel method) but the dog must show a weaving action; some luring allowed but no physical manipulation</p>
Scent Games	<p>Find it (area search) The dog finds, picks up and brings 3 articles of at least 2 different materials (e.g.: leather, wood, plastic) to the handler. A formal retrieve is not required. The articles should be <math>\pm</math> the size of a small fist. The area should be at least 20 x 20 dog body lengths. The game has to be played outdoors. The articles should not be clearly visible to the human eye. The handler must remain outside the search area but does not have to be stationary</p>
	<p>Scent discrimination (detection dog type) The dog performs 2 separate searches, 1 indoors and 1 outdoors.</p>
	<p>Tracking (track a human scent trail) The dog tracks his owner. The length should be at least 100 normal walking steps with at least 1 change of direction. The change of direction does not have to be a right-angle corner, it may even be a curve. The change of direction must be marked with a visible marker for judging purposes. There must an article at the end which the dog needs to find.</p>
Sequence / Chain	<p>Basketball The dog takes a ball into her mouth and puts it through a small hoop which is <math>\pm</math> chest high for the dog. The size of the hoop must be relative to the ball size. The size of the ball should be suitable for the dog. Handler in any position, <math>\pm</math>1 dog body lengths away from both the dog and the hoop. Handler may not assist the dog.</p>

	<p>Cover-up with blanket Dog lies down and pulls a blanket over the body. Handler any position.</p>
	<p>Distance tricks on pedestal / target mark Dog does 5 tricks on a pedestal or platform, at least 5 body lengths from the handler. Handler must remain stationary. Cues can be verbal or body. Sit, stand, down are not allowed.</p>
	<p>Half reverse (180 turn, reverse into peekaboo) Dog faces handler at close distance. Then does a tight half spin and reverses between the handler's legs into Peekaboo. Handler to remain stationary</p>
	<p>Painting – Paintbrush Dog picks up a paint brush and paints on a piece of paper or canvas which is mounted at a suitable height. Several strokes should be shown. Handler in any position</p>
	<p>Painting – Paws The dog places a paw into a suitable container with colour and uses the paw to swipe and/or target a piece of paper or canvas. Handler can be nearby to assist with the colour, but dog must be seen to understand the task, and handler may not physically manipulate the dog</p>
	<p>Say your prayers Dog places both front paws onto an elevated, stable object and puts her head between the paws. Handler in any position</p>
	<p>Treibball Dog must move a proportionately large ball a distance of 10 body lengths towards the handler; the dog must push the ball</p>
Target Tricks	<p>Door – open/close (pull with tug) The dog opens a door, goes through the open door and closes the door with a tug, Handler may be in any position</p>
	<p>Soccer (push ball into goal) Dog pushes a ball of suitable size into a "goal". The dog may use the nose, chest or legs to push the ball. The ball should initially be at least 3 dog body lengths from the goal. The goal may be just a rim of some type. It should be in proportion with the ball. It does not have to have a net. Handler in any position but may not assist the dog</p>
	<p>Target – go to The handler sends the dog to a clearly defined target area which is at least 10 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area. The dog will then have to perform a trick of the handler's choice</p>
	<p>Target (nose) – object /hand Handler moves forward with dog touching a hand/target stick; dog must be on both the left and the right of the handler; handler to move <math>\pm 6</math> steps for both sides</p>

## Trick Dog – Advanced

**Number of tricks required:** Fifteen (15) tricks from at least twelve (12) different categories.

Working List	Trick
Backwards Work	Backup away from handler (a specified number of dog's body length) Dog only backs up at least 5 dog body lengths; line not necessarily straight
	Backup onto object / stairs Dog backs up at least 3 steps (staircase)
	Backup with handler in a circle Dog backs up, either direction; dog on outside of circle; circle diameter to be at least 2 body lengths
	Moonwalk (backup in bow position) Dog to backup in the bow position for 6 dog body lengths
	Orbit with once through the legs Dog to do 1 circle, pass between the handlers' legs and then another circle in the opposite direction to the first
Balance & Coordination	Balance 4 paws on a small block / brick Object can be low for safety – looking for balance; object proportionate to dog – $\pm 1$ dog foot between front and back feet
	Balance Beam (Double rails) Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width apart; high above ground higher than that of Intermediate; entry/exit point must be stable surface
	Balance something on dog (head / butt) Item roughly size/shape of plastic tumbler; hold position for 5 sec
	Hind legs – stand with no support Dog to hold position for at least 5 sec
	Hind legs – stand with support Dog to stand by itself but then rest front feet on e.g. handlers arm or chair back; hold 5 sec
	Hind legs – walk with no support Dog to hold position for 2 sec; walk/hop 5 steps
Brain Games	Answer questions ('Do you like__?') / Count Dog to answer 3 questions
	Index cards (dog responds to written instructions) 4 positions; handler may only say e.g. 'good/yes' when dog does position
	Retrieve your _____ (name of object) Dog to retrieve item placed $\pm 3$ m away and near 2 similar type articles; i.e. not retrieve ball next to bucket/brick



	<p>Send away with redirection Dog to be sent to marker <math>\pm</math> 10 body lengths away and redirected left/right for <math>\pm</math> 3 body lengths; handler may not move their feet; hand signals ok</p>
Foundation	<p>Stay Dog in sit or down; handler out of sight; hold for 1 min</p>
Handler Interaction	<p>Circle handler at distance Dog circles handler at a distance of 3 m either way</p>
	<p>CPR (bounce on chest only) Dog to bounce on handler's chest (verbal cues only)</p>
Hold & Fetch	<p>Pick a card from a deck Dog to pull one card using its mouth and hold it for 3 sec</p>
	<p>Pick pocket (as handler moves) Dog to remove hankey/tissue from handlers back pocket, handler walking; dog to hold until handler takes article</p>
	<p>Pull object with tug rope – wagon, toy etc. Dog to move wagon/toy for 3 m</p>
	<p>Retrieve (article must be safe for dog to retrieve) As for Intermediate but dog to go on cue; hold item at least 3 sec and release on cue</p>
	<p>Retrieve – directed to one of a specified number of objects At least 3 similar articles thrown <math>\pm</math> 3 m away; dog to fetch specified article; dog must wait till all articles thrown; no hold/present necessary</p>
	<p>Retrieve – flat object on floor Dog to retrieve flat article e.g. paper, playing card, tissue, cloth; no hold/present necessary</p>
Natural Movement	<p>Nod or shake head (yes/no) Purposeful shake / nod in response to a question; 2 questions</p>
	<p>Shake (as in to shake off water) Dog to shake on cue, dog not to be sprayed with water / wet</p>
	<p>Side pass (dog &amp; handler move laterally) Dog on two sides of handler (e.g. heel or front) and move for 6 steps</p>
Obedience	<p>Drop on recall Dog to be recalled from a distance of <math>\pm</math>10m and stopped halfway; dog to drop immediately</p>
	<p>Emergency stop Dog to be <math>\pm</math> 5 m from handler, can stop any position but must stop immediately</p>
	<p>Hand signals (a specified number of behaviours)</p>
	<p>Perform 6 tricks, handler dogs 2 body lengths away from dog; no verbal cues</p>

	<p>Side-Step Drill (square ladder) Dog to step over at least 6 rungs using front feet and back feet</p> <p>Work that core (sit pretty into stand) Dog to move from sit into stand on back legs x 2</p>
Off-the-floor	<p>Backstall Dog to jump onto handlers back, handler bending over at waist (can adjust for small dogs with handler's knees on ground); dismount must be safe</p> <p>Jump (directed jumping – lateral) Handler remains still and send dog ahead over one jump but handler to be 4 m away from the dog laterally; dog must be set 4 m from the jump</p> <p>Jump (directed jumping – straight on) Handler remains still facing the dog and recalls the dog over one jump and redirects the dog left / right</p> <p>Jump (hoop over back) Handler can kneel/lie flat with hoop over back depending on size of dog</p> <p>Jump (over handler's back) Handler position may be adjusted to size of dog; dog to either do once in each direction or circle handler and do 2<sup>nd</sup> jump</p> <p>Jump through tissue hoop Hoop can be held by handler or fixed to an item e.g. pole. The hoop can be any height, but the dog must show a jumping action; tissue paper must cover the entire hoop</p> <p>Jump with retrieve Dog to wait while handler throws article, dog to jump over jump, retrieve article, and return over jump, formal present not required but dog must hold article until handler takes it; jump height not specified but dog must show jumping action</p> <p>Rebound / flip Dog to turn off handler, all 4 feet must touch handler; one direction is sufficient</p> <p>Skipping / Jump rope Dog to jump over a rope being swung by handler or an assistant; height not important as long as all 4 feet leave the ground, dog to jump at least 3 times</p>
Others	<p>Own trick (must be a chain) Chain must show at least 3 different tricks</p> <p>Scootering / mushing / dryland sledding Only dogs of a suitable size are allowed to do this trick. Dog must be in an appropriate harness and pulling a handler on a "vehicle" ± 200 m. Handler may assist with 1 leg, but dog must be seen to do most of the work</p>
Paw Tricks	Chorus line kicks (peekaboo alternating lifting paws)

	<p>The dog stands between the handler's legs, she may stand on the handler's feet, but this is not necessary. The dog lifts the front legs almost straight out in front, alternating legs. At least 3 lifts on each side must be shown in sequence</p>
	<p>Cross paws- one, then the other (while walking) Dog crosses front paws while walking, at least 6 steps (3 times with each paw) is required. Handler may be in any position</p>
	<p>Leg hike (lift rear leg) Dog lifts a back leg while standing next to an object. Leg lift should be held a few moments. Trick looks like dog urinates against the object. Dog may not actually urinate. Handler at least 5 dog body lengths away</p>
	<p>Limping Dog walks while lifting 1 paw up. At least 5 steps must be shown. Any paw may be lifted, but it needs to be the same throughout the trick. The paw does not have to be lifted high, but should not touch, or if it touches may only touch the ground momentarily. The trick should look like the dog had an injured leg and is limping</p>
Props	<p>Barrel roll – 4 paws Dog is with all 4 paws on a cylinder of suitable size and rolls it, either forward or backwards at least 2 dog body lengths. Handler may be in any position</p>
	<p>Go to your place (into crate / under table etc.) As per "Go to your place", but the "place" must have sides and a covering, such as a crate or a table with tablecloth or similar</p>
	<p>Go to your place (to bed/mat) Dog has to go to their bed/mat and lie down. Handler must be sitting in a chair and send the dog away to the bed. The bed must be at least 5 dog body lengths away. Handler may use body and/or verbal cues (i.e. may show the bed to the dog with the arm and tell the dog to go to bed). The down may not be cued separately – i.e. the dog understands that going to the bed means lying down. The dog should remain in position for at least 5 seconds</p>
	<p>Hug toy / object / dog The dog sits in a "beg" position and holds an object with both front paws. The object must be small enough that it does not touch the ground. The dog has to hold the object in her paws. The handler gives the object to the dog but then may not assist the dog any further. The dog should hold the object for at least 3 seconds</p>
	<p>Platform (send to platform) As for Intermediate but the dog must be sent 5 body lengths. The trick must be repeated 3 times without edit of the video to show a stand, a sit and a down; hold for 3 sec before releasing</p>
	<p>Platform (send to specific one) There must be 3 platforms in a row which should be <math>\pm 3</math> m apart. The dog must be sent to the far left, recalled and then sent to the far-right platform and must perform a different trick on each platform. Handler must be at least 3 m lengths from the platforms</p>
	<p>Platform jump (2 or more platforms with/without hoop)</p>

	<p>The dog jumps from one platform to another without touching the ground. There may be a hoop between the platforms. The platforms should be <math>\pm 1</math> body length apart. Handler at least 3 m away</p>
	<p>Push a shopping cart Dog has front paws on a cart. The cart could be any type, but the dog's front paws must be well elevated. The dog must push the cart at least 5 cart lengths. Handler any position</p>
	<p>Ring toss (stacking rings / cups / similar objects) The dog stacks rings onto a support. There should be at least 5 rings. Handler may be in any position</p>
	<p>Seesaw The dog safely negotiates a seesaw. The dog may only get off the seesaw once it has touched the ground. The see-saw does not have to be an Agility seesaw, and it does not have to be as high as an agility seesaw, but it must be at least dog's shoulder height on the raised end. Handler may be in any position</p>
	<p>Skateboard The dog rides a skateboard. The dog gets on, pushes with 2 or 1 foot to gain speed and then has all 4 feet on the board. The distance the dog rides with all 4 feet on should be about 5 dog body lengths. Handler in any position</p>
	<p>Tidy up toys At least 3 toys must be put into a container, the dog must close the container with a lid at the end</p>
	<p>Treadmill Dog must walk, trot or canter on a treadmill. Dog may not be attached to the treadmill. The dog must be seen getting onto the mill and walking/trotting/cantering at least 10 seconds</p>
	<p>Weave poles Full set (12) of Agility standard weave poles, executed independently. Handler at least 1 m away from dog</p>
Scent Games	<p>Find it (area search) The dog finds, picks up and brings 5 articles of at least 3 different materials (e.g.: leather, wood, plastic) to the handler. A formal retrieve is not required. The articles should be <math>\pm</math> the size of a small fist. The area should be at least 20 x 20 dog body lengths. The game has to be played outdoors. The articles should not be clearly visible to the human eye. The handler must remain outside the search area but does not have to be stationary</p>
	<p>Scent discrimination (Class A type) The dog must find an article belonging to the handler amongst 6 other articles and retrieve the correct article, a formal present is not required. The handler's article may be any object, including a toy. The other articles should show a variety of objects, at least 1 of which should be similar (not the same) as the search article. The dog may not witness the articles being put out. Handler must remain stationary, at least 3 m from the first article. The articles may be placed in any pattern.</p>
	<p>Tracking (track a human scent trail)</p>

	The dog tracks his owner. The length should be at least 150 – 200 normal walking steps with at least 2 changes of direction. The change of direction does not have to be a right-angle corner, it may even be a curve. The change of direction must be marked with a visible marker for judging purposes. There must be an article at the end and an article on the track, both of which the dog needs to find.
Sequence / Chain	<p>Backward leg weave The dog weaves backwards through the handler's leg. The handler may walk forward or backward while the dog is weaving. There must be at least 4 consecutive weaves shown (2 to either side). The handler may not add steps between the weaves</p>
	<p>Balance cookie on nose and catch Dog must balance a treat on the nose and on cue throw it into the air with a head movement and catch it. Handler may cue the "leave/wait" as well as the "catch". Handler in any position.</p>
	<p>CPR (breathing and bouncing) Handler lying on the floor on the back. Dog bounces a few times with front feet onto the handler's chest followed by nose touching the handler's mouth which needs to be held for <math>\pm 2</math> seconds, followed by the bounce and another mouth to mouth</p>
	<p>Distance trick on the flat (a specified number of behaviours) Dog performs 5 tricks at a distance of at least 5 dog body lengths from the handler. Sit, stand, down and stay do not count as tricks. Minor movement will be allowed depending on the tricks. Handler must remain stationary.</p>
	<p>Half reverse (180 turn, reverse into peekaboo) Dog at a distance of at least 4 dog body lengths facing the handler. Dog does a half spin and moves backwards towards the handler and into the peekaboo position. The handler may adjust their legs slightly, but the dog should be finding the correct position</p>
	<p>Laundry (clothes from dryer into basket) Dog takes clothes out of a drier and puts them into a laundry basket. At least 5 pieces of laundry have to be used</p>
	<p>Litter in step can Dog picks up an object, takes it to a trash can with a step on lid. Dog steps to open the lid and drops the object in the can. Handler at a suitable distance away from the object, the dog and the can</p>
	<p>Painting – Paintbrush Dog picks up a paint brush and paints on a piece of paper or canvas which is mounted at a suitable height. Then dips the brush into a container to add more paint, followed by another paint session. Each painting session should show several strokes. Handler may assist a little with the paint container</p>
	<p>Pay for it (fetch and bring money – take somewhere) Dog goes to an assistant who hands the dog a money note. The dog takes the note and either returns to the handler and gives it to the handler (does not drop it) or takes it to a container and drops the money into the container. The assistant</p>

	<p>should be at least 5 dog body lengths from either the handler or the basket. Handler should remain stationary, irrespective of which option has been chosen</p>
	<p>Phone (get the phone/toy when it rings)          Dog brings the phone (may be any small object that emits a noise) when it rings to the handler. Handler and dog should start the exercise <math>\pm</math> 5 dog body lengths from the phone. The phone can be easily accessible to the dog and clearly visible. The ringing of the phone is the cue for the dog, thus no other cues are allowed. The handler can be in any position</p>
	<p>Roll yourself in a blanket          The dog lies down on a blanket, holds the blanket on one side or corner and rolls over so the blanket is covering the dog. Handler may not assist</p>
	<p>Through a hoop lying on the ground          The dog approaches a hoop lying flat on the ground. She lifts the hoop with the nose and ducks under and through the hoop. The hoop will slide over the dog's back</p>
	<p>Treibball          Dog must move a proportionately large ball a distance of 10 body lengths across the ground and into a clearly defined goal (e.g. soccer post); the dog must push the ball; the handler must remain still</p>
Target Tricks	<p>Follow pointed finger          3 clearly defined objects are needed. The dog starts close to the handler and goes to the object the handler indicates with their finger. The handler must remain on the spot. The dog must target the object with their nose. The handler calls the dog back and sends her from the same position to another object. The distance of the object to the handler must be at least 5 body lengths and the targets/objects must be <math>\pm</math> 2 body lengths apart</p>
	<p>Soccer (push ball into goal)          Dog pushes a ball of suitable size into a "goal". The dog may use the nose, chest or legs to push the ball. The ball should initially be at least 5 dog body lengths from the goal. The goal may be just a rim of some type. It should be in proportion with the ball. It does not have to have a net. Handler in any position but must remain stationary</p>
	<p>Target – go to          The handler sends the dog to a clearly defined target area which is at least 10 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area. The dog will then have to perform a trick of the handler's choice. The dog will then be sent to a second target area, <math>\pm</math>10 dog body lengths away and perform another trick, followed by a third area and trick. The handler may use the first area as the third target or have a third marker out. Single cues for the sending and a single cue for each trick. The handler may use a "stay" cue or similar in addition to those. Each of the tricks must be different. Sit, stand and down are not allowed as a trick</p>
	<p>Target (nose) – object /hand</p>

	Handler moves forward with dog in front of the handler (both facing the same direction) touching a hand/target stick to move forward move $\pm 6$ steps
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### Trick Dog – Champion

Working List	Trick
<b>Optional (choose 8 tricks from at least 5 categories)</b>	
Backwards work	Backup away from handler (a specified number of dog's body length) Dog only backs up at least 10 dog body lengths in a straight line
	Backup onto object / stairs Dog backs up at least 5 steps (staircase)
Balance & Coordination	Balance Beam (Double rails) Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width apart; high above ground higher than that of Advanced; entry/exit point must be stable surface
	Dog push ups (front and back feet on different balance beams or paw pods) Dog to go from down to stand 3 x; cue for each position; balance beams roughly same height as paw pods; balance beams roughly $5 \times 5$ cm wide and body length apart
Handler Interaction	Circle handler at distance Dog circles handler a distance of 5 m either way
	Foot stall Dog to place all 4 feet on underside of handlers' feet and balance for at least 3 sec
Hold & Fetch	Retrieve – food Dog to retrieve desirable food item and hold until handler takes it
	Retrieve a certain colour e.g. white ball At least 3 of the same objects available; no distance / hold / present necessary
	Retrieve a hat and put on handler's head Dog to retrieve hat from 2 m away; handler can be sitting on chair or floor
Natural movement	Gaits on cue (walk, canter, trot) Dog to show change of pace independent of handler
	Side pass (dog & handler move laterally) Dog on one side of handler (e.g. heel or front) and move in 3 directions for 6 steps
Off-the-floor	Jump (directed jumping – lateral)

	<p>Handler remains still and send dog ahead over two jumps but handler to be 4 m away from the dog laterally; dog must be set 4 m from the jump</p> <p>Jump (directed jumping – straight on)          Handler remains still and sends the dog over one jump and redirects the dog left over another jump and then repeats the exercise directing the dog to the right</p>
Others	<p>Own trick (must be a chain)          Chain must show at least 4 different tricks</p>
Paw tricks	<p>Cross paws- one, then the other (while walking)          Dog crosses front paws while walking, at least 6 steps (3 times with each paw) is required. Handler at least 5 dog lengths away from dog</p>
Props	<p>Platform (send to platform)          The handler sends the dog to a platform suitable for its size that is at least 10 dog body lengths away. The dog must remain on the platform and perform 3 different tricks while remaining on the platform</p>
	<p>Platform (send to specific one)          There must be 3 platforms in a row which should be <math>\pm 3</math> m apart. The dog must be sent to the middle platform immediately followed by either the right or the left platform and immediately sent back to the middle (re-direct). The dog needs to perform a different trick on each platform (3 tricks). Handler must be at least 3 meters from the platforms</p>
	<p>Prop interaction – dog to do 3 interactions with a prop          Dog, on cue, interacts with the same prop in 3 different ways. Handler may be in any position. Handler may re-set the dog between behaviours</p>
	<p>Tidy up toys          Dog must put 3 toys that are at least 5 body lengths away into a container that is closed at the start</p>
Scent games	<p>Find it (area search)          The dog to find 5 articles – 1 lightly covered, 2 at least at dog heads height. The articles should not be easily visible to either the dog or the handler. Articles to be of at least 3 different types of materials and should be no larger than a tennis ball. The area should be <math>\pm 20 \times 20</math> m but does not have to be rectangular. The handler must remain outside the search area but does not have to be stationary</p>
	<p>Scent discrimination (Class A type)          The dog must find an article belonging to the handler amongst 6 other identical articles and retrieve the correct article, a formal present is not required. The handler's article may be any object. The dog may not witness the articles being put out. Handler must remain stationary, at least 3 m from the first article. The articles may be placed in any pattern</p>
Sequence / chain	<p>Achoo! (fetch tissue from box, throw in trash)</p>



	<p>The dog fetches a tissue from a box and gives it to the handler. The handler returns it to the dog who takes it to a trash can and puts the tissue in it. The cue must be “Achoo”. Handler in any position but may not assist the dog other than taking the tissue and returning it to the dog</p>
	<p>Bring me a soda from the fridge (open, fetch, close) / item from a cupboard  The dog goes to the fridge, opens the door, which may have a tug attached to it, takes out a can or plastic bottle, closes the door and takes the cooldrink to the handler. The dog may close the door before or after taking the object to the handler.  The handler can be nearby</p>
	<p>Jumpy’s ball trick (come, go, backup, spins, touch, get it)  Dog is a suitable distance from a ball or other toy. Handler cues dog to get the toy, but then changes the cue. Dog must abort getting the ball and follow the new cue. There should be at least 6 different cues in this game. The dog should give the impression to want the ball and not merely follow a sequence of cues</p>
	<p>Painting – Paintbrush  Dog picks up 1 of several paint brushes from a container and paints on a canvas. The dog then charges the brush with more colour and paints again. The dog replaces the brush and takes another brush with a second colour and paints again. The handler may assist with the colour containers to recharge the brush</p>
	<p>Retrieve mail (from mailbox)  The dog opens a “flap” on a suitable container which is at an appropriate height for the dog and takes out an envelope (paper) and brings it to the handler</p>
Target Tricks	<p>Target (Paw) – object / hand  Dog to touch its back paw with a front paw or vice versa</p>
<b>Compulsory (handler and dog to perform all the tricks listed below)</b>	
Other	<p>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.</p>
Creativity	<p>Handler to select a complex trick of their own choice that is worthy of the title of Champion.</p>
KUSA Discipline	<p>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.</p>