



Kennel Union of Southern Africa

TRICK DOG TEST

GUIDELINES FOR PARTICIPANTS & EVALUATORS

Version 1.3 - November 2023

KUSA's Trick Dog is designed to encourage people to develop a solid relationship with their dog through working with that dog. This will also encourage good pet ownership and improve the handler's training skills by diversifying 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 expand a dog's physical and mental ability and offers an activity for older dogs that have been retired from other forms of competition. It is designed with the domestic pet owner in mind, encouraging them to spend more time with their dog and, hopefully, for them to 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 and Trick Dog website. This Schedule must be read in conjunction with this document and it will take preference should a discrepancy occur.

Definitions

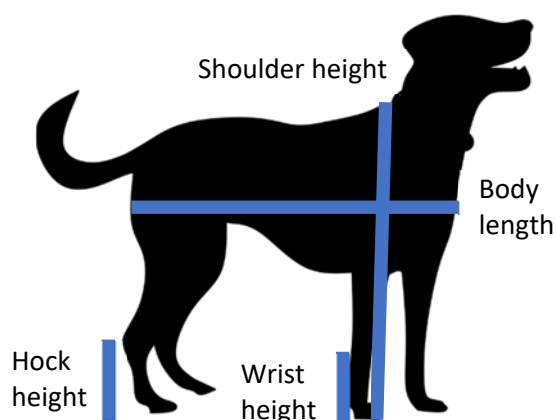
Body length – this will be taken as the point of the shoulder to the back of the hind leg.

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, e.g. 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 cues 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 necessary to show both the dog and handler performing the trick unless otherwise stated. Videos may only be trimmed at the start and finish to show the handler walking to and from the video camera. 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. For tricks such as Chains and Hand signals, the whole of the handler must be shown.

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 vs getting 'one lucky shot', tricks should be shown once as described and repeated once again in succession, and without cutting the video in between takes. Where more than one action is required, i.e. orbit around handler twice, a total of 4 orbits need

to be shown (2 orbits + repeat of 2 orbits = 4 orbits). Where specified, some tricks need only be performed once. When in doubt, check with an Evaluator.

Criteria for Tricks

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

Tricks by category

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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 to backup at least 2 dog body lengths; handler may move with dog	Dog to backup at least 5 dog body lengths; handler may move with dog	---	---	---
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 with all 4 feet; \pm hock height; all 4 paws must be on the object; handler may move with dog	Dog backs up at least 2 steps (e.g. staircase); front feet on 2 nd step or higher; handler to stand still	Dog backs up at least 3 steps (e.g. staircase); front feet on 3 rd step or higher; handler to stand still (may not step onto stairs)	Dog backs up at least 5 steps (e.g. staircase); front feet on 5 th step or higher; handler to stand still (may not step onto stairs)
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 between handler and dog	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Moonwalk (backup in bow position)	---	---	---	Dog to backup in the bow position for 2 dog body lengths	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	Dog to do 1 full circle, pass between the handlers' legs and then another full 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 proportionate to dog – ± 3 dog foot between front and back feet; the object need not be high but can't be flat on ground	Object proportionate to dog – ± 1 dog foot between front and back feet; the object need not be high but can't be flat on ground	---
Balance Beam (Double rails)	---	---	---	Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width	Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width	Beams to be $\pm 5 \times 5$ cm wide, at least 2.5 m long; set dog shoulder width

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				apart; ± brick height above ground	apart; height above ground higher than that of Intermediate; entry/exit point must be stable surface	apart; height above ground higher than that of Advanced; entry/exit point must be stable surface
Balance beam (plank)	Plank <u>flat on floor</u> ; width of plank slightly wider than dogs shoulder width; plank at least 2.5 m long	Plank raised ± brick height; width of plank is slightly wider than dogs shoulder width; plank at least 2.5 m long; a low dog walk MAY NOT be used	Plank raised ± 20 cm high with sloped ramp on/off; width of plank is slightly wider than the dog's shoulder width; plank at least 2.5 m long; a low dog walk can be used	---	---	---
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	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				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
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 hold position for at least 3 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 + 3 steps/hops	---	---
Paw Pods / bricks	---	---	Dog to place either front feet or back feet on paw	Front and back feet on paw pods/bricks; hold for 3 sec	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			poets/bricks; 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	---	---	---
Discern object names (choose correct toy)	---	---	---	Dog to choose 1 correct item from amongst 4 others (total of 5 objects on floor)	---	---
Game (manipulates interactive canine game)	---	Nina Ottosson (or similar) Level 1 games <i>NOTE: Dog needs to get 3 pieces of food from 3 different places (or repeats of same place if game only has one slot).</i>	Nina Ottosson (or similar) Level 2 games <i>NOTE: Dog needs to get 3 pieces of food each from a different place</i>	Nina Ottosson (or similar) Level 3 games <i>NOTE: Dog needs to get 3 pieces of food each from a different place</i>	---	---
Index cards (dog responds to written instructions)	---	---	---	3 behaviours; dogs name can be used to get attention; handler may say	4 positions; handler may only say e.g. 'good/yes'	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				e.g. 'good/yes' when dog does position	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	---	Handler to place 3 pieces of food in a shell / bucket / similar object; the dog is then cued to eat at least 1 piece of food; the food items must be floating and visible to the Evaluator	---	---	---	---
Send away with redirection	---	---	---	---	Dog to be sent to marker \pm 10 body lengths away and redirected left/right for \pm 3 body lengths; handler may not move their feet; hand signals ok; dog must stop at each marker	---

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 stand; hold for 3 sec	Dog to lie down from either a sit or stand; hold for 5 sec	---	---	---	---
Find it (in hand)	---	Toy/treat in hand and not visible to dog; dog to convincingly indicate correct hand	---	---	---	---
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;	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			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; show the dog getting in, sitting and waiting	---	---	---
Stand	Dog to stand from either a sit or down; hold for 3 sec	Dog to stand from either a sit or down; hold for 5 sec		---	---	---
Stay	---	Dog in any position; handler to move 1 pace away; hold for 5 sec and	Dog in sit or down; handler to move 3 paces away; hold for 10 sec and	Dog in sit or down; handler to move 10 paces away; hold for 30 sec and	Dog in sit or down; handler out of sight; hold for 1 min and handler	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		handler return to dog	handler return to dog (older or disabled dogs can do stand)	handler return to dog (older or disabled dogs can do stand)	return to dog (older or disabled dogs can do stand)	
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 both way; props are allowed but must be kept to a minimum (i.e. not more than 4)	Dog circles handler a distance of 3 m either way; dog to do at least 3 circles; no props allowed
CPR (bounce on chest only)	---	---	---	---	Dog to bounce on handler's chest (verbal cues only)	---
Foot stall	---	---	---	---	---	Dog to place all 4 feet on underside of handler's feet and balance for at least 3 sec
Jersey - help handler undress	---	---	---	Dog to pull sleeve of jersey/jacket	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				until handler free of garment		
Kisses	---	Dog to “kiss” handler by licking or touching nose to handlers face or back of hand	---	---	---	---
Peekaboo (between my legs)	---	Dog to move to stand between handler’s legs	Dog to move to between handlers legs and 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	---	---
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)	---	---	---
Weave through handlers legs / arms	---	Dog to perform a figure of 8 through the handlers legs twice; this will result in the dog	Dog to weave through handler’s legs in alternate directions (L/R), at least 6 passes;	Dog to weave through handlers’ <u>arms</u> in alternate directions (L/R), at	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		crossing between the handlers legs 4 times. Handler should not move their legs forwards/backwards excessively but may bend their knees slightly. For large dogs, the handler may lift their foot/leg to accommodate the dogs size.	weaves may be done while the handler is walking forward or backwards	least 6 passes, handler on all 4's		

Hold & Fetch

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Carry (such as basket or another hanging object)	---	---	Dog to carry item in mouth by handles for at least 4 dog paces; object must hang	Dog to carry item in mouth by handles for at least 10 dog paces; object must hang	---	---
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	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
	necessarily retrieved)					
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 frisbee or frisbee-like object (not necessarily retrieve it)	---	---	---
Hold object in mouth	---	Dog to hold object in mouth for 3 sec	---	---	---	---
Leave it	---	Item to be placed before dog and dog to wait for at least 3 sec before being released to get the object; 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); object to ring/make sound	---	---
Pick a card from a deck	---	---	---	Dog to pull one card out using its mouth (hold not necessary)	Dog to pull one card out using its mouth and hold it for 3 sec	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Pick pocket (as handler moves)	---	---	---	Dog to remove hankey/tissue from handlers back or side pocket, handler walking; no hold necessary	As for Intermediate but dog to hold until handler takes 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 approx chest deep	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
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 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; dog to take article to handler but no hold/present necessary	---
Retrieve - food	---	---	---	---	---	Dog to retrieve desirable, easy to eat food item (e.g. meat, sausages, cheese, dog biscuits) and hold until handler takes it; item must be shown to camera; the handler must return the item to the dog to eat
Retrieve a certain colour e.g. white ball	---	---	---	---	---	At least 3 of the same objects available; no distance / hold /

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
						present necessary but dog must clearly pick up object; handler to state colour being fetched
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
Walk another dog	---	---	---	Dog to carry lead attached to another dog for 10 paces; second dog to move with dog doing trick	---	---

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 must turn in a full circle (360°)	Dog to circle left and right on cue (cue more subtle than Beginners); dog must turn in a full circle (360°)	---	---	---
Crawl	---	---	---	Dog to crawl 3 body lengths	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Gaits on cue (walk, canter, trot)	---	---	---	---	---	Dog to show change of pace independent of handler (this should not be a series of recalls; look at horse lunging videos for inspiration)
Head down / chin rest / handlers' hand	---	Dog to place chin on ground / handler and hold for 2 sec	---	---	---	---
Head tilt	---	---	---	Dog to tilt head to 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 and to look over each shoulder; handler can be in any position	As for Novice but handler to be 2 body lengths away	---	---
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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			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 moves laterally)	---	---	---	Dog to move laterally for 4 steps in one position around handler. Handler may move with the dog	Dog to move laterally for 6 steps in each of two positions around handler. Handler may move with the dog	Dog to move laterally for 6 steps in each of three positions around handler. Handler may move with the dog
Sing / howl	---	---	Dog to sing/howl (not bark), duration 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 on cue	---	---
Speak (bark on cue)	---	---	Dog to bark at least 2 x with a clear reset between cues	---	---	---

Obedience

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Dog push ups (on the flat)	---	---	Dog to alternate down and sit x 2 each	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Drop on recall	---	---	---	---	Dog to be recalled from a distance of ± 10 m and stopped halfway; dog to drop immediately	---
Emergency stop	---	---	---	---	Dog to be ± 5 m from handler, can stop any position but must stop immediately	---
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	---
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	---	---
Heeling with automatic sit	---	---	Handler to walk at least 10 steps, dog to sit immediately; dog may not be cued to sit	---	---	---
Pivots	---	---	Dog to pivot on platform/stool in both directions; handler may move with dog (show each direction 2x)	---	---	---
Side-Step Drill (square ladder)	---	---	---	---	Dog to step over at least 6 rungs with	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					its front feet and then its 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 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 upright twice	---	---	---
Flyball (swimmers turn)	---	---	Demonstrate turn with all 4 feet on	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			box; dog does not have to get a ball			
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 sends 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 sends 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 sends 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 sends dog ahead over two jumps; handler to stand at least 1.5m back from jump	Handler remains still facing the dog and recalls the dog over one jump and redirects the dog left / right over another jump; handler to stand at least 1.5m back from jump	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; handler must stand sufficient far back from jump to show dog is being sent ahead; handler to stand at

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
						least 1.5m back from jump
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 nd 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, or similar, to get sufficient height	---	---
Jump over my knee	---	---	Handler can kneel or stand depending	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			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 so dog jumps through solid 'wall' of tissue	---
Jump with retrieve	---	---	---	---	Dog to wait while handler throws article, dog to jump over jump, retrieve article, and return over jump, dog must hold article	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					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 and/or an assistant; height not important as long as all 4 feet leave the ground, dog to jump at least 3 times	---

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	Dog needs to be in a proper fitting harness hitched to a suitable cart and pull the cart showing a straight line of at least 5 dog and cart lengths and at least 1 curve and 1 corner; the corner and curve must be in opposite directions	---	---
Own trick (must be a chain)	---	---	---	Chain must show at least 2 different tricks (please check definition of Chain)	Chain must show at least 3 different tricks (please check definition of Chain)	Chain must show at least 4 different tricks (please check definition of Chain)

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					(The emphasis is on 'own' trick and not one from the Chain Category)	(The emphasis is on 'own' trick and not one from the Chain Category)
Scotering / 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 (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	---	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Chorus line kicks (peekaboo alternating lifting paws)	---	---	---	---	The dog stands between the handler's legs. 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	---
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	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				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 each paw) is required. Handler may be in any position	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
Dig - pretend to dig	---	---	Dog may dig with only 1 paw or both paws. Need to dig a couple of times; clear reset needed between reps. 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 must be shown 2 x 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	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		E.g. left/right/left/right or vice versa				
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	---
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; an Easy button is also acceptable	---	---	---
Limping	---	---	---	---	Dog walks while holding 1 paw up. At least 5 steps must be shown. Any paw may be raised, but it needs to be the same throughout the trick. The paw should not touch	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					the ground. The trick should look like the dog had an injured leg and is limping	
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	---	---
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	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	---	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
	try to pull away. 1 paw only, the handler may use any hand	try to pull away. Both paws must be shown 2x 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	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

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
2o2o (agility)	---	---	---	The dog moves forward on an elevated surface and stops when the front paws have come off the surface, but the	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				back legs are still on the surface. When in the correct position, the back legs should clearly be higher than the front legs, e.g. a platform or a sidewalk curb). When in the correct position, the back legs should clearly be higher than the front legs. The stop in position must be convincing.		
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; the dog must move forward into the position and not backup onto the object	---	---	---
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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			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	---	---	---	---
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	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
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	---	---
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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			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 may not be attached in any way (show this in the video). The dog must then move at least 5 dog body lengths and come to a halt. The toy should not fall off or be supported by the handler. The handler may be in any position. The toy may not be flat e.g. soft frisbee	---	---	---
Cavalettis	---	Dog has to negotiate a series of at least 6 cavaletti dog's wrist height. The	Dog has to negotiate a series of at least 12 cavaletti dog's wrist height. The	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		dog needs to trot over them without disturbing them. Handler in any position	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 placed 2m away from the handler; the container must be smaller than the dogs body length. The dog may sit, down or stand in the container. The dog should remain at least 2 seconds in the container	---	---	---
Go to your place (into crate / under table etc.)	---	---	As per "Go to your place", but the "place" must have solid/covered sides and roof, such as a fabric crate or a wire crate/table covered with a tablecloth or similar	As per "Go to your place", but the "place" must have solid/covered sides and roof, such as a fabric crate or a wire crate/table covered with a tablecloth or similar	As per "Go to your place", but the "place" must have solid/covered sides and roof, such as a fabric crate or a wire crate/table covered with a tablecloth or similar	---
Go to your place (to bed/mat)	---	---	Dog has to go to their bed/mat and lie down. Handler may cue the down separately. The dog	Dog has to go to their bed/mat and lie down. Handler must remain stationary but may	Dog has to go to their bed/mat and lie down. Handler must be sitting in a chair and send the	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			should remain in position for at least 5 seconds; excessive commands to go should not be necessary	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 should understand that going to the bed means lying down. The dog should remain in position for at least 5 seconds; excessive commands to go should not be necessary	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 should understand that going to the bed means lying down. The dog should remain in position for at least 5 seconds; excessive commands to go should not be necessary	
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	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				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 honk a bike horn, either with their foot or their mouth, 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 with the object	The dog audibly honks a bike horn, either with their foot or their mouth. 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 with the object	---	---	---
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)	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			must be used). Handler may be in 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	The dog sits and 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 dog must remain in position for at least 3 seconds	The dog sits in a "beg" position and holds an object with both front paws. The object should not touch the ground. Once in position, 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 (suitable for the dogs size) with all 4 feet and remains on the	---	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		platform. Handler may be in any position				
Platform (send to platform)	---	---	The handler sends the dog ahead onto 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	The handler sends the dog ahead onto 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	As for Intermediate but the dog must be sent ahead 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 (Video to show entire sequence once)	The handler sends the dog ahead onto 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; sit/stand/down not acceptable at this level
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	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

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
						each platform (3 tricks). Handler must be at least 3 m from the platforms; sit/stand/down not acceptable at this level
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 ± 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 ± 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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			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			
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	Dog moving forward through at least 6 poles and	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		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 ladder. Handler may be anywhere	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 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 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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
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	---
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	---	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		randomly laid out. Handler may be in any position				
Seesaw	---	---	---	---	The dog safely negotiates a seesaw. The dog may only get off 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.	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	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			Handler in any position		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 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 ± 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 shorter than the dog's body length)	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Tidy up toys	---	---	---	At least 3 toys must be put into an open container (no repeat necessary)	At least 3 toys must be put into a container, the dog must close the container with a lid at the end (no repeat necessary)	Dog must put 3 toys that are at least 5 body lengths away into a container that is closed at the start (no repeat necessary)
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	---
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	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				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 physical manipulation	Full set (12) of Agility standard weave poles, executed independently. Handler at least 1 m away from dog	---

Scent Games

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
Find it (area search)	---	---	The dog finds, picks up and brings 2 similar/same articles to the handler. No formal retrieve is required, nor hold/present; the dog should not see the article being placed/thrown. Although the article can be visible to the	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 ± the size of a small fist. The area should be at least 20 x 20 dog body	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 ± the size of a small fist. The area should be at least 20 x 20 dog body	The dog finds, picks up and brings 5 articles to the handler - 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

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			human eye, it should not be too large, defeating the object of the exercise. The search area should be ± 15 x 15 paces if outdoors, or 5 x 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 (No repeats necessary)	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; dog must not see the articles being put out (Articles must be shown to the camera) (No repeats necessary)	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; dog must not see the articles being put out (Articles must be shown to the camera) (No repeats necessary)	and should be no larger than a tennis ball. The area should be ±20 x 20 m but does not have to be square. The handler must remain outside the search area but does not have to be stationary; dog must not see the articles being put out (Articles must be shown to the camera) (No repeats necessary)
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	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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		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	is not visible for 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 clearly 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	As per Advanced but the articles should be identical to each other

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					<p>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 to the search article. The dog may not see 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 <i>(Don't cue the dog over the articles and beware of confusing this with Find Your _____)</i></p>	
Scent discrimination (detection dog type)	---	---	The dog finds a specific scent in a search area \pm 5 x 5 m, indoors or outdoors. The scent may but does not have to be in a small container.	The dog performs 2 separate searches, 1 indoors and 1 outdoors; dog must give clear indication when it finds the article and not retrieve it	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
			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	(may be separate videos)		
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	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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
		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	in front of the dog. The dog is then cued to find the toy . The dog must indicate the correct article to get the toy . 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. (No repetitions needed. This should not be confused with Find	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 (No repetitions needed.	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				it (Person) or Mantrailing	This should not be confused with Find it (Person) or Mantrailing)	

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 (Note this trick is a Sequence not a Chain)
Backward leg weave	---	---	---	---	The dog reverses through the handler's legs. The handler may walk	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					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 (Note this trick is a Sequence not a Chain)	
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 (Note this trick is a Sequence not a Chain)	---
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	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
				the hoop must be relative to the ball size. The size of the ball should be suitable for the dog. Handler in any position, ± 1 dog body lengths away from both the dog and the hoop. Handler may not assist the dog		
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 drink to the handler. The dog may close the door before or after taking the object to the handler. The handler can be nearby
Cover-up with blanket	---	---	---	Dog lies down and pulls a blanket over the body. Handler any position	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
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 convincingly, 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 (Note this trick is a Sequence not a Chain)	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
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 (Note this trick is a Sequence not a Chain) (No repeats necessary)	---	---
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 towards the handler and into the peekaboo position. The handler may adjust their legs slightly, but the dog should clearly find the correct position	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
<p>Jumpy's ball trick (come, go, backup, spins, touch, get it)</p> <p>https://youtu.be/Zr3mXJeP1g</p>	---	---	---	---	---	<p>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 (Note this trick is a Sequence not a Chain)</p>
Laundry (clothes from dryer into basket)	---	---	---	---	<p>Dog takes clothes out of a drier and puts them into a laundry basket. At least 3 pieces of laundry have to be used</p>	---
Litter in step can	---	---	---	---	<p>Dog picks up an object, takes it to a trash can with a step on lid. Dog steps to open the</p>	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					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 is given a paintbrush and paints on a canvass. Two (2) strokes should be shown. Handler in any position	Dog is given a paint brush, dips the brush in paint and paints; handler may assist by holding the paint container for the dog	Dog to pick up paint brush, dip the brush in paint, paint, and put the brush away.; handler may assist by holding the paint container for the dog
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	---	---
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	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					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 container. Handler should remain stationary, irrespective of which option has been chosen (Note this trick is a Sequence not a Chain)	
Phone (get the phone/toy when it rings)	---	---	---	---	Dog brings the phone when it rings to the handler (may be any small object that emits a noise). Handler and dog should start the exercise \pm 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	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					cue for the dog, thus no other cues are allowed. The handler can be in any position	
Retrieve mail (from mailbox)	---	---	---	---	---	The dog opens a "lever" 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 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	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					ground. She lifts the hoop with the nose and ducks under and through the hoop. The hoop will slide over the dog's back but need not go all the way	
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	---

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	---	---	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
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. 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	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					must be ± 2 body lengths apart	
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/toy/lure 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 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	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	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
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 3 seconds. The handler may choose the position the dog assumes	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 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, ± 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. Cue's must be kept to a minimum. Each of the tricks	---

Trick	Elementary	Beginners	Novice	Intermediate	Advanced	Champion
					must be different. Sit, stand and down are not allowed	
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 may move or remain stationary	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; handler to move \pm 6 steps for both sides	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	
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