AUSTRALIAN NATIONAL KENNEL COUNCIL LTD

Rules for the Conduct of

TRICK DOG TESTS

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Adopted by the Member Bodies of the
Australian National Kennel Council Limited

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AUSTRALIAN NATIONAL KENNEL COUNCIL

RULES FOR THE CONDUCT OF TRICK DOG TESTS

1.0 INTRODUCTION

1.1 Trick Dog Tests encourage owners and handlers to teach their dogs skills and to display various behaviours in a positive and fun environment. The rules are designed in such a way that handlers and dogs of all abilities are able to compete on an equal footing.

1.2 The objective in Trick Dog Test training and competition is for the dog and handler to perform a selection of tricks, presented with obvious cooperation between a dog who is willing and working well and a supportive handler. Tricks allow us to improve communication and thereby increase our bond with our dogs.

1.3 If interpretation of these Rules is required, clarification must be sought, in writing, through the relevant Member Body or from the National Dances with Dogs Committee of the ANKC. The decision of which will be binding.

1.4 Any person making an entry in Trick Dog Tests does so at their own risk.

1.5 The National Dances with Dogs and Tricks Committee will review the rules at five-yearly intervals.

2.0 DEFINITIONS

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

“Affiliate”: The Affiliate is a member of an ANKC Ltd Member Body conducting Trick Dog Tests.

"ANKC Ltd Member Body" or "Member Body": The ANKC Ltd Member Body in each State or Territory of Australia.

“Trick Dog Tests”: An ANKC approved canine sport conducted under these Rules.

“Position”: Position is the start point for the relevant trick. This is where the handler/dog will be in relation to each other and/or in relation to a piece of equipment.

“Stance”: Stance means the dog in a ‘sit’, ‘stand’, or ‘down’. Unless specified otherwise it will be handler’s choice.

“Set Up”: Set Up is the position of dog and handler before being asked by the Judge if they are ready.

“Cue”: Cue is the instructions – verbal and/or physical - which the handler gives the dog for them to perform the trick, given after the Judge has signalled the start of the trick.

“Action”: Action is whatever the team must do to complete the trick in accordance with the relevant Trick description.

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

“Defined area”: The defined area is a designated marked area – some examples may include an open box, suitcase, hula hoop, laundry basket, baby bath, obedience utility box, mat, or a raised platform.

“Disconnecting”: Disconnecting is when a dog is not responding to handler’s cues, or its focus is elsewhere.

“Retrieve object”: Some examples of a retrieve object may include a toy, ball, dumbbell, or similar item, or as described for an individual trick.

"Reward station": The reward station is a defined area set up by the Affiliate and approved by the Judge.

"Equipment station": The equipment station is a defined area set up by the Affiliate and approved by the Judge.

"Toy": Where use of a toy is permitted as a piece of equipment or a reward, the toy must be silent.

3.0 TRICK DOG TESTS

The scheduling of any Trick Dog Tests is subject to the approval of the relevant Member Body. An Affiliate conducting Trick Dog Tests must offer all titling classes as listed in section 3.1 below.

3.1 Titling Classes

The following classes are available in Trick Dog Tests:

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

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

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

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

(e) **TRICK DOG CHAMPION:** For dogs who have qualified for the title of 'Trick Dog Advanced' (TK.A.). This title will be gained through the Advanced Class.

3.2 Progression through titling classes

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

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

3.2.3 At the discretion of the Affiliate's nominee, where a dog has gained sufficient Qualifying Certificates for a title and the owner has applied for that title after the closing of entries the competitor may request the dog be transferred to the next higher class. A competitor may be required to show proof of application to their relevant Member Body. Receipt of application from the relevant Member Body is not required.

3.3 Non-titling Classes

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

4.0 TITLES

4.1 Qualifying Certificates

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

(a) gain a score of at least five (5) points out of ten (10) points on the number of tricks for which qualifying scores are required at the relevant class; and

(b) achieve the minimum total score;

as set out in the following table:

Class	Starter	Novice	Intermediate	Advanced	Champion
Number of tricks for which qualifying score must be achieved	6	8	8	10	10
Minimum total score/points	45	60	65	85	93 – 95.9 = 1 point 96 – 100 = 2 points

4.2 Trick Dog titles

4.2.1 The following is a summary of the requirements for titles in each class. Only the highest Trick Dog title in each class awarded to the dog will be used in connection with the name of the dog.

Class	Starter	Novice	Intermediate	Advanced	Champion
Title	TK.S	TK.N	TK.I	TK.A	TK.CH
Number of certificates/points	3	5	6	8	12 points
Minimum number of Judges	2	2	2	3	3

4.2.2 All dogs eligible to be entered in Trick Dog Tests in accordance with these Rules will be eligible to receive Title Certificates upon meeting the requirements set out in Rule 4.2.3 below.

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

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

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

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

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

(e) 'TK.CH' signifying Trick Dog Champion in connection with, and before the name of each dog, who has gained the title of Trick Dog Advanced (TKA) and thereafter achieves additional passes gaining twelve (12) points in total. Qualifications scoring 93 points to 95.9 points earn one (1) point and qualifications scoring 96 points to 100 points earn two (2) points. The total of twelve (12) points must be gained under at least three (3) different Judges.

These qualifications must be achieved through the Advanced Class. Only qualifications gained as from and including 1 Jan 2027 will be eligible for the Trick Dog Champion Title.

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

5. Decisions

5.1 Decisions of the Committee of the Affiliate conducting any Trick Dog Tests may be subject to appeal to the relevant Member Body in accordance with the rules of that Member Body.

5.2 The rules of the Member Body will apply to any Trick Dog Tests and to any Affiliate conducting Tests. In the event of any inconsistency, the Member Body rules must prevail.

5.3 Anyone taking part in Trick Dog Tests who openly impugns or criticises the actions or decisions of the Judge shall render themselves liable to be debarred from further participation in the Test and may be ordered from the grounds and further dealt with in accordance with the rules of the relevant Member Body.

6.0 RINGS

6.1 Except with the approval of the relevant Member Body, the ring must be a minimum of twelve (12) metres by twelve (12) metres or an area of one hundred and forty-four (144) sq. metres. Dimensions of the ring must be stated in the Schedule.

6.2 Where Tests are held indoors, it is the responsibility of the affiliate conducting a Test to ensure flooring is suitable.

6.3 For all types of ring surfaces handlers may bring non-slip mat/s for their chosen trick/s to ensure the welfare of their dog when performing those tricks.

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

6.5 Unless otherwise specified in the schedule, all ring equipment necessary for the proper conduct of a Test must be provided by the Affiliate conducting the Test. The minimum requirement of the Affiliate to provide is a reward/equipment station/s and a ring perimeter. Refer to Rule 10.4.1.

6.6 When there are multiple rings operating at the one Test, a distance of at least two (2) metres must be maintained between the perimeters of adjoining rings.

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

6.8 The ring entrance and assembly area must be kept free from spectators throughout the Test.

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

6.10 No dog or handler is permitted to enter the Test ring after the Judge has confirmed the suitability of the ring, except for the purpose of the Test.

7.0 EXHIBIT REQUIREMENTS

7.1 Eligibility of exhibits

Trick Dog Tests are open to dogs that are:

(a) registered with the relevant Member Body; and

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

7.2 Entries

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

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

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

7.2.3 A dog will be entered in only one class at Trick Dog Tests.

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

7.3 Handler Attire

Handlers must wear some type of appropriate[1] footwear that complies with the safety requirements of the Member Body.

7.4 Registration and attendance

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

7.4.2 The handler and dog must be available to the ring steward at the conclusion of the Test of the competitor prior to them.

7.5 Welfare of Dogs

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

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

7.5.3 Exhibits may be required to be inspected in accordance with the requirements of the relevant Member Body.

7.5.4 Listed below are those areas of which the handler must be aware when competing in a Trick Dog Test. Where any of these areas are not adhered to the Judge will direct the handler to cease the trick (no retry permitted).

(a) Health and safety of the dog. When choosing their tricks, the handler has considered the capabilities of the dog and does not demand of them anything that would cause them harm or discomfort. The handler will ensure their dog is physically and mentally able to easily perform all the tricks asked. The handler has taken into consideration the surface of the ring and the speed of the dog when choosing their tricks. The dog must appear stable and in control of their body when performing any tricks. If the dog is injured during the routine, the Judge will stop the Test.
(b) Equipment must be stable and without any obvious danger so that the tricks can be performed safely.
(c) The dog does not show sign of excessive stress or significant signs of physical exertion. It is important that the Judge be able to differentiate between when the dog is over-excited and happy from when the dog is over-excited and stressed and begins to struggle in their confident performance.

[1] Excludes thongs, scuffs and bare feet.

(d) Partnership. If the dog struggles in anyway during the tricks, the handler must offer support without delay. Companionship is reflected in the atmosphere of the team working together; there is nothing harsh or forceful about the handling; and the team displays mutual respect towards one another.

(e) It is important that no tricks in Trick Dog Tests be used that may cause an injury to the dog. Any tricks that are unnatural and unsafe for the dog's structure and conformation must be avoided and if put into a Test will cause the Judge to order immediate removal of the dog from the ring.

The following are examples of types of tricks, including but not limited to, which are likely to be unsafe for the vast majority of dogs:

i. The dog balanced on handler's shoulders while the handler is standing;
ii. Dog standing on hindlegs for more than 30 seconds at any one time during the performance of the trick;
iii. The dog being carried on the upright handler's back and being asked to jump off at head height;
iv. A head stand (also known as tripod) or any variation of it, whereby the dog is balanced on their nose and front feet with their back feet off the ground;
v. A hand stand or any trick where the dog is independently balanced on their front feet, either moving or statically;
vi. The dog sitting on the handler's upturned feet or performing any other behaviour in that position, and having no contact with the floor;
vii. Forward or backward roll/somersault (eg where the dog turns head over heels in the air or on the ground and lands or finishes on their feet);
viii. Other moves which may be viewed as potentially harmful or injurious to the dog.

7.6 Bitches in Oestrum

Bitches in oestrum or showing a coloured discharge of any sort must not be permitted to compete in any Test or to remain within the precincts of the Test venue.

8.0 REMOVAL OF A DOG

8.1 Any dog that attacks or displays aggressive behaviour towards any person or another dog must be removed and disqualified from all Tests on the day, and the matter must be addressed in accordance with the incident reporting procedures of the Member Body.

8.2 The Judge must –

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

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

9.0 WITHDRAWAL OF A DOG

9.1 A handler may withdraw a dog before or during judging but, following such withdrawal, that handler/dog team will not be able to take any further part in that class of the Test, unless the Judge, in exceptional circumstances, otherwise approves. A handler who wishes to withdraw must provide a clear indication of this intention to the Judge and must not thereafter continue.

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

10.0 THE TEST

10.1 Test criteria

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

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

10.2 Dog attire

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

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

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

10.2.4 A dog must not be artificially coloured.

10.2.5 Hairband/s to keep the hair away from the face and eyes is allowed to permit the dog to see clearly.

10.2.6 Protective clothing may be worn by the dog at the discretion of the Judge. Protective clothing may only be put on, or removed from, the dog before the commencement or after the completion of judging of the Test.

10.3 Selection of tricks

10.3.1 A handler must select tricks from those set out in Appendix A for the relevant class. The order in which the team performs the tricks is determined by the handler and must be clearly marked on the Judge's Mark Sheet prior to their entry into the ring.

10.3.2 Subject to Rule 10.3.3, in every class, the team must perform each nominated trick once only.

10.3.3 In all classes, the handler may request a retry once only and for one trick only. A retry on that trick must be undertaken immediately after the incorrectly executed trick, not later in the Test.

10.4 Equipment

10.4.1 It is the responsibility of the handler to provide the safe and appropriate equipment required for performance of any or all tricks.

10.4.2 Any piece of equipment may be inspected by the Judge to ensure its safety for the dog. A Judge must disallow use of a piece of equipment if it is deemed unsafe or inappropriate. (In consultation with the Judges, the Affiliate will determine how this is to be undertaken by the Judges on the day.)

10.4.3 Any equipment required by the handler must be brought into the ring prior to the commencement of the Test. Handheld equipment will be placed on the equipment station. Larger items will be set in place. At the completion of the trick handheld equipment will be replaced on the equipment station. Larger equipment which has altered in placement during the performance of the trick may be either left in place or moved out of the way. The handler is responsible for the security of their dog while setting up, relocating, and/or removing equipment from the ring. Setting up, relocating, and/or removal of equipment is under the approval of the Judge.

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

11.0 COMPETING

11.1 Competitors are under the jurisdiction of the Judge the entire time they are in the Test ring, not just during the performance of their tricks.

11.2 Any person who carries out punitive correction or harsh handling of any dog at any time within the precincts of the Test venue must be reported and dealt with under the Member Body rules.

11.3 Competitors will perform the tricks in the order listed on their entry. Competitors are expected to proceed briskly from one trick to the next.

11.4 If no handler stance is specified, the handler may adopt a stance of their choice. This may include standing, sitting (including on a chair or stool), bent over or squatting. It is expected that the handler's posture will be appropriate to the size/height of the dog.

11.5 If no stance is specified for the dog at the start of the trick, the dog may be in a stance of the handler's choice.

11.6 If no distance is specified at the start of the trick, the distance will be at the handler's choice.

11.7 Except where movement is required, the handler will normally remain approximately at the start position until the dog has completed the trick but is not required to maintain a rigid stance and can move and/or turn provided they remain at or near the start position.

11.8 Any duration specified will be the minimum duration required for the performance of the trick.

11.9 If no duration is specified, the trick will be completed when the dog has performed the action described for the relevant trick.

11.10 Where reference is made to a distance in terms of metres or body lengths, it will be considered as an approximation only (see 2.0 Definitions – 'Body length').

11.11 The Judge may delegate to a steward responsibility for verifying distances and/or timing the duration of tricks.

11.12 Cues and encouragement

11.12.1 Any cue, praise and/or encouragement may be provided by the handler to the dog and must not be penalised in any class. Any reference to the name of a cue is descriptive only. The handler may use a cue of their choice, provided that it is not offensive, threatening or sexually suggestive.

11.12.2 Physical touch as encouragement or reward between tricks must not be penalised in any class. If, in the opinion of the Judge, physical contact is being used to physically guide or correct the dog, the dog must be non-qualified on that trick.

11.12.3 Multiple cues (verbal and/or physical) may be used. When during a trick a move is to be repeated, the handler may repeat the chosen cue provided that the dog is obviously performing the behaviour cued. Repeated cues must not be penalised where cues are used for components of the trick, or to continue a smooth behaviour.

Where a dog has clearly refused or halted a behaviour, they must be penalised. Repeating a cue due to the dog's refusal or inattention will be penalised. Fewer and less obvious cues will be expected in the higher classes.

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

11.13 Rewards

11.13.1 Rewards in the form of food or a silent training toy may be used at the reward station in the Starter, Novice and Intermediate classes following completion of a trick.

11.13.1.1 Any food must be in a sealed container excluding a plastic bag.

11.13.1.2 Any food or toy must remain at the reward station when not in use.

11.13.1.3 Rewards may be used in Starter and Novice class following completion of a trick.

11.13.1.4 Rewards may be used in Intermediate class, up to four (4) times only during the duration of the Test.

11.13.2 There must be one (1) reward station in each of the Starter, Novice, and Intermediate classes.

11.13.3 Prior to entering the ring the handler must place any such rewards at a reward station which will be positioned in a location determined by the Judge. The Judge may inspect a handler's rewards before commencement of the Test and may issue such direction to the handler in relation to the rewards as the Judge deems appropriate, in accordance with this Rule.

11.13.4 The handler may reward the dog up to a maximum of six (6) visits to the reward station in Starters class, a maximum of eight (8) visits in Novice class, and a maximum of four (4) visits in Intermediate class. Delivery of the reward must be undertaken briskly and quietly.

11.13.5 A handler must use one type of reward only for any trick but may use a food reward for some tricks and a toy reward for other tricks. Any equipment used for a trick must not then be used as a reward (except as stated in N1. Search and Identify).

11.13.6 Any reward must be delivered within one (1) metre of the reward station. Food rewards must be delivered by hand and not placed on the ground. Toys and/or food must not be thrown or used to make a noise in the process of reward delivery.

11.13.7 The Judge may direct the handler to leave the reward station and move on to the next trick.

11.13.8 When use is made of a reward station, the dog must move to the reward station with and under the control of the handler.

11.13.9 Where use is made of a toy as a reward or object used in a trick, the toy must not emit any sound when touched or pressed.

11.14 In any class, once a competitor has exited the ring, the next competitor may use food, a training toy or motivator up to the ring entrance.

11.15 Apart from rewards allowed at reward stations for Starter, Novice and Intermediate classes, no food, training toy or motivator must be left within six (6) metres of the Test ring.

11.16 Retry

11.16.1 In all classes, up to one (1) retry is permitted in the entire Test.

11.16.2 If after one (1) retry the dog still does not complete the trick, the dog cannot qualify but may continue and finish the Test.

11.17 Other requirements

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

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

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

11.17.4 While on the grounds, all dogs must be on a lead (or otherwise restrained [e.g. in a crate]) except when competing. Dogs will enter and leave the test ring on lead under the control of the handler. The Judge will order when the lead is to be removed; the handler must then remove and secure the lead as directed by the Judge. A dog who exits the Test ring off lead at any time must be penalised, up to disqualification, in accordance with Rule 8 and Rule 12.4.1(b).

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

12.0 JUDGES AND JUDGING

12.1 Judges

12.1.1 Each class in titling Trick Dog Tests must be judged by an ANKC licensed Trick Dog Judge.

12.1.2 A Judge at any titling Trick Dog Tests must have been approved by the relevant Member Body for judging at the relevant class.

12.1.3 The Judge must:

(a) indicate to the handler the name of the next trick;

(b) ask if the handler is ready to undertake the next trick;

(c) advise the handler to commence the trick;

(d) indicate when distance and/or duration are complete;

(e) advise the handler when the trick is deemed to be finished;

(f) advise the handler if the trick has been performed correctly or incorrectly.

12.2 Judges' marking criteria

Each Judge must allocate a score out of 10 for each trick, having regard to:

(a) the accuracy of the dog's performance and speed in responding to the handler's cues;

(b) the extent of mistakes and/or refusals;

(c) the extent to which the dog works in a natural and willing manner;

(d) the extent to which teamwork and a strong relationship and enjoyment are demonstrated between the dog and handler.

Part points may be allocated.

12.3 Deductions

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

12.3.2 Inclusion in the Test of a piece of equipment which is not integral to, or not used by the handler and/or dog during the Test will incur a penalty of one (1) point per piece of equipment.

12.3.3 Undertaking a retry must incur a penalty of two (2) points. If the dog fails to perform the trick on the second try or requires a retry on more than one trick, each such trick will incur a non-qualifying score. The penalty (minus two [2] points) is shown under deductions for the total Test, not for the individual trick.

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

12.3.5 Physical management, manipulation of the dog or harsh verbal cues or corrections in the Test ring will incur a penalty up to disqualification.

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

12.3.7 A dog disconnecting from the handler will incur a penalty of up to four (4) points for each occurrence.

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

12.4 Disqualification

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

(a) a dog fouling/eliminating at any point between entering and exiting the ring;

(b) the dog and/or handler leaving the ring at any time after entering and before exiting the ring; if a dog or handler accidentally steps outside the ring during the Test they will not be penalised;

(c) harsh or punitive treatment of the dog in the Test ring;

(d) excessive physical manipulation of the dog in the Test ring;

(e) any violation of the rules relating to dog attire including artificial colouring;

(f) any action by the handler or dog which the Judge considers unsafe or contrary to the welfare of the dog;

(g) using any piece of equipment or any part of the handler's body in a manner which simulates or portrays threatening, attacking, injuring or otherwise harming the dog or any person, or other violence or aggression;

(h) any violation of Rule 11.13 Use of Rewards;

(i) use of, or having on the person of the handler, during a Test, any food or toy of any kind, other than as provided for in Rule 11.13 Use of Rewards;

(j) use of any human (other than handler) or animal prop;

(k) continuous barking*;*

(l) dogs must be under control at all times, this includes during the reward sections of the Test. Any unmanageable behaviour must result in the dog being disqualified and the team must be excused from the ring.

12.4.2 If a competitor is disqualified, the score sheet must be marked "Disqualified (D/Q)" and no placing can be awarded to that entry.

12.5 Marks and placings

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

12.5.2 In determining placings, qualifying scores take precedence over non-qualifying scores. Competitors who withdrew or were disqualified are not eligible for a place.

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

(a) timeliness and accuracy of responses from the dog to the handler's cues;

(b) smoothness and gentleness of handling;

(c) flow from one trick to the next; and

(d) teamwork.

APPENDIX A

TRICK DESCRIPTIONS
PREAMBLE – ALL CLASSES

1. Unless otherwise stated in the Rules or individual Trick Descriptions –

   (a) The handler will provide any equipment required for a trick. Any piece of equipment may be inspected by the Judge to ensure its safety for the dog. (See also Rule 10.4.2) In consultation with the Judges, the Affiliate will determine how this is to be undertaken by the Judges on the day.

   (b) The handler will place any equipment in the ring before commencement of the first trick. The set-up of equipment will be completed before the dog enters the ring to compete. (See also Rule 10.4.3)

   Any equipment which remains stationary during execution of the trick will remain in position throughout the Test.

   Larger items of equipment must be placed in position before the handler enters the ring to commence the Test. Smaller items of equipment must be placed on the equipment station until needed and replaced on that area at the completion of the trick.

   The handler may move any item of equipment which has moved during the performance of the trick and which at the completion of the trick may impede movement around the ring or is a potential safety hazard in the ring. Such items may be moved near the boundary of the ring or to the reward/equipment defined area after use. This must be undertaken by the handler, and it is not permitted for another person to assist in this regard. The dog must accompany the handler while any such rearrangement is undertaken, and the dog cannot be left unattended (eg in a stay) in the ring while the handler undertakes any set up or rearrangement of equipment.

   (c) Any cue may be a verbal cue and/or physical signal to the dog. Additional cues and praise may be used throughout the Test. (See also Rules 11.12.1 and 11.12.3.)

   Any reference to the name of a cue is descriptive only; the handler may use a verbal cue of their choice, provided that it is not offensive or sexually suggestive. Reference to the 'position' is the start point for the relevant trick. (See also Rule 2)

   (d) If no handler stance is specified, a handler may adopt a stance of their choice. This may include standing, sitting (including on a chair or stool), bent over or squatting. It is expected that the handler's posture will be appropriate to the size/height of the dog. (See also Rule 11.4)

   (e) If no stance is specified for the dog, at the start of a trick, a dog may be in a stance of the handler's choice. (See also Rule 11.5)

   (f) If no distance is specified, at the start of the trick, the distance will be at the handler's choice. (See also Rule 11.6)

   (g) Except where movement is required, the handler will normally remain approximately at the start position until the dog has completed the trick but is not required to maintain a rigid stance and can move and/or turn provided they remain at or near the start position. (See also Rule 11.7)

   (h) Any duration specified will be the minimum duration required for performance of the trick. (See also Rule 11.8)

   (i) If no duration is specified, the Test will be completed when the dog has performed the action described for the relevant trick. (See also Rule 11.9)

   (j) Where reference is made to a distance in terms of metres or body lengths, it will be considered as an approximation only. (See 2.0 Definitions – 'Body length'). (See also Rule 11.10.)

2. The Judge may delegate to a steward responsibility for verifying distances and/or timing the duration of tricks. (See also Rule 11.11)

3. When use is made of a reward station, the dog must move to the reward station with and under the control of the handler. (See also Rule 11.13.8)

4. Where use is made of a toy as a reward or object used in a trick, the toy must not emit any sound when touched or pressed. (See also Rule 11.13.9)

5. The Judge will: (See also Rule 12.1.3)
   (a) indicate to the handler the name of the next trick;
   (b) ask if the handler is ready to undertake the next trick;
   (c) advise the handler to commence the trick;
   (d) indicate when distance and/or duration are complete;
   (e) advise the handler when the trick is deemed to be finished;
   (f) advise the handler if the trick has been performed correctly or incorrectly.

DEDUCTIONS

Up to 1 POINT	2 POINTS	4 POINTS	NON-QUALIFYING ON A TRICK
Dog interferes with handler's movement	Retry on a trick	Excessive barking	Dog not completing the trick
Slow response to cue	Minor barking	Disconnecting from handler	Minimum requirements of trick not met
Non-use of equipment	Knocking over equipment		Dog or handler not in position/stance specified for the trick
Minor mouthing of equipment			In the search and identify tricks, the dog incorrectly identifying the correct container
			Failure to complete one component of a trick with multiple components
			Handler doing an extra retry on a trick
MISBEHAVIOUR/ LACK OF CONTROL 1 – 10 POINTS		**DISQUALIFICATION**	
Inaccuracy of performance Slow response to cues	Mistakes/refusals	Fouling/eliminating in ring	Use of a toy which emits a sound
Physical management/ manipulation of dog	Dog not working in natural and willing manner	Dog or handler leaving ring (other than accidental)	Using equipment or any part of the handler's body to portray threatening, attacking, injuring or harming the dog or any person, or other violence or aggression
Harsh verbal cues/ corrections/ intimidating signals	Lack of teamwork, relationship, enjoyment	Harsh or punitive treatment of dog	Using, or having on the person of the handler, food or a toy, other than at reward station as allowed in Starter, Novice and Intermediate
Extended, exaggerated or repeated signals or cues or physical guidance	Lack of briskness	Excessive physical manipulation of dog/physical contact to guide/place the dog	Use of any human (other than handler) or animal prop
Failure to comply with Judge's direction re -nature of reward -use of reward -moving to next trick	Handler error	Violation of the rules re dog attire including artificial colouring	Continuous barking
Dog going to reward station other than with and under control of handler	Rewarding the dog outside the 1 m from the reward table	Using a real or replica weapon	

STARTER CLASS

Trick Descriptions

S.1	Around Object – Once / 1 m
S.2	Circle Handler- Once
S.3	Circle Spin – Once (a) Moving (b) Stationary
S.4	Leg Weave – Stationary Fig. of 8
S.5	Nose to Hand Touch – 2 touches / 2 secs
S.6	Follow Target Stick (a) 360 degree turn (b) Forward 2 body lengths
S.7	Step Up – 5 secs / 1 m
S.8	Paw on Hand – 2 secs
S.9	Back Up – 1 body length / 0.5 m
S.10	Send over Jump – 1 m (a) Handler remains at start (b) Handler runs past jump (c) Handler at side of jump (d) Handler moves to other side of jump
S.11	Take a Bow – 2 secs
S.12	Sendaway – 2 m
S.13	Find Straddle – 2 secs
S.14	Stationary Hold – 2 secs
S.15	Sit Pretty/Paws on my Arm – 2 secs (a) Without support (b) On arm of handler
S.16	Roll Over - Once
S.17	Chin Rest – 2 secs

S.1 Around Object – Once / 1 metre

Set up

The handler will provide an object, placed at least one (1) metre from the start position. The dog will be in a stance of the handler's choice and close to the handler.

Cue

The handler will cue the dog to go round the object. The handler may take a step forward to send the dog, but this step must not encroach on the minimum distance from the object.

Action

On cue the dog, without stopping, must leave the handler, go round the object (dog must pass the back of the object once) and must then return close to the handler.

S.2 Circle the Handler - Once

Set up

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

Cue

The handler will cue the dog to circle them.

Action

On cue the dog must make one (1) complete circle forward around the handler and return to the start position.

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S.3 Circle Spin - Once

Set up

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

Cue

The handler will cue the dog to circle spin.

Action

On cue the dog must complete one (1) circle spin away from the handler and return to the start position. The handler may be stationary or moving as the dog does the circle spin.

S.4 Leg Weave – Stationary figure of 8

Set up

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

Cue

The handler will move their legs apart and cue the dog to weave through their legs. The handler's feet must remain stationary until the dog has completed the leg weave.

Action

On cue the dog must weave through the handler's legs, making one (1) figure eight around the handler's legs, then return to the start position. The handler's legs are permitted to bend slightly during the weave.

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

Set up

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

Cue

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

Action

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

S.6 Follow Target Stick

Set up

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

Cue

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

Action

On cue the dog must move and follow the cane or target stick as the handler -

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

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

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

S.7 Step Up - 5 seconds

Set up

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

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

Cue

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

Action

On cue the dog must move to and place their front feet on the step/perch/box and hold that position for five (5) seconds.

S.8 Paw on Hand - 2 seconds

Set up

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

Cue

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

Action

On cue the dog must lift the paw as cued by the handler and place it on the handler's open palm and maintain contact for at least two (2) seconds. The handler must not push their hand under the dog's paw or hold on to the dog's paw.

S.9 Back Up – 1 body length / 0.5 metre

Set up

The dog will be in a stand, or sit, in front of and facing the handler. The handler must stand at least half (0.5) metre from the dog. The handler must not crowd the dog.

Cue

The handler will cue the dog to back up.

Action

On cue the dog must move backwards at least one (1) body length. The handler must remain stationary but may take a step forward to initiate the movement. This step must not encroach on the minimum distance from the dog which must be maintained throughout the trick. The dog must back up substantially in a straight line.

S.10 Send over Jump – 1 metre

Set up

The handler will provide a jump (which may be a bar jump or a solid jump and must be safe for the dog to jump) with a minimum height of 150mm and of a maximum height of 400mm. The

height which the dog jumps should be suitable for the dog's abilities. The handler and dog must stand at least one (1) metre (on either side) from the jump with the dog in a stance of the handler's choice and beside the handler on either the left or right side.

The handler is not required to inform the Judge which option they will be using. The handler may take a step forward to send the dog, but this step must not encroach on the minimum distance from the jump.

The handler may -

(a) remain at the start point and send the dog over the jump; or

(b) run past the jump with the dog, to encourage them to jump; or

(c) leave the dog and move to stand at the side of the jump and send the dog over; or

(d) move to the opposite side of the jump and stand at least one (1) metre away from the jump.

The handler will move to their chosen position.

Cue

The handler will cue the dog to take the jump.

Action

On cue the dog must jump over the jump, land on the other side and return close to the handler. The dog must not jump back after completing the jump.

S.11 Take a Bow - 2 seconds

Set up

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

Cue

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

Action

On cue the dog must take up the position of a bow, with their elbows lowered towards the ground whilst their hindquarters remain elevated. The dog must hold the bow for two (2) seconds.

S.12 Sendaway - 2 metres

Set up

The handler will provide an object to create a defined area. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The defined area must not be enclosed. The handler must take up a position at least two (2) metres in front of the area.

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

Cue

The handler will cue the dog to go to the defined area. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance from the defined area.

Action

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

S.13 Find Straddle Position - 2 seconds

Set up
The dog may be in any stance and any position other than straddle and, if behind the handler, must be at least one (1) body length away. The handler may cue the dog to wait as they move to take up their position.

Cue
The handler will move their legs apart to form an inverted 'V' and cue the dog to take up the straddle position.

Action
On cue, the dog must take up position with their shoulder/chest between the handler's legs and facing the same direction as the handler (straddle position). The dog must maintain this position for two (2) seconds.

S.14 Stationary Hold - 2 seconds

Set up

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

Cue

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

Action

On cue the dog must take the object and hold it, without mouthing it, for two (2) seconds; the time starts once the dog has taken the object from the handler.

S.15 Sit Pretty / Paws on my Arm – 2 seconds

Set up

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

Cue

The handler will cue the dog to Sit Pretty and present their arm if option (b) is chosen.

Action

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

(a) raise their front paws in the air, without support. The handler may pose with the dog and/or maintain the cue to Sit Pretty; or

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

In either case the dog will hold the position for two (2) seconds.

S.16 Roll Over – Once

Set up

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

Cue

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

Action

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

S.17 Chin Rest – 2 seconds

Set up

The dog will be in front of the handler in a stance of the handler's choice. The handler may kneel or bend to a suitable position for the trick.

Cue

The handler will offer their hand (the hand may be in any position) and cue the dog to place their chin on the hand.

Action

The dog must place their chin on top of the hand and hold for two (2) seconds.

NOVICE CLASS

Trick Descriptions

N.1	Search and Identify – 3 pots / 2 m
N.2	Around Object – 1 ½ circles / 3 m
N.3	Circle the Handler – 3 times
N.4	Circle Spin – Twice (a) 2 spins in same direction (b) 1 clockwise, 1 anticlockwise
N.5	Leg Weaves – moving / 2 Fig of 8
N.6	Nose to Hand Touch – 4 touches / 2 secs each
N.7	Follow Target Stick around Handler – Fig of 8
N.8	Step up and Pivot in Front
N.9	Step up and Pivot at Side
N.10	Lift your Paws – left and right / 1 m
N.11	Back Up – 3 body lengths / 0.5 m
N.12	Jump Cane or Hoop -1 m
N.13	Sendaway – 3 m
N.14	Sleeping Beauty – 3 secs
N.15	Moving Carry – 6 body lengths
N.16	Crawl – 2 body lengths
N.17	Roll Over – Once / 1 m
N.18	Straddle Position - Moving forward / 2 body lengths
N.19	Paws up on Fixed Object – 3 secs
N. 20	Paws on Feet – Handler moving / 1 body length
N.21	Cross Your Paws – 1 paw / 2 secs / 1 m
N.22	Take a Bow – 2 secs / 1 m
N.23	Retrieve Named Object – 2 objects / 1 m
N.24	Sit Pretty – 3 secs / 1 m

N.1 Search and Identify – 3 pots / 2 metres

Set up

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

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

The handler will place the pots/containers approximately two and a half (2.5) metres apart. The handler and dog must be at least two (2) metres from the closest pot/container.

The handler and dog will face away from the pots/containers while the steward or Judge places the object under the selected pot/container. The handler and the dog will turn and face the pots/containers once the object is in place.

Cue

The handler will cue the dog to find the pot/container with the object.

Action

On cue the dog must go to the pots/containers and must clearly indicate the correct pot/container.

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

The only pot/container which may be disturbed is the one which is hiding the treat/toy. If the dog indicates an incorrect pot/container, a non-qualifying score will be awarded. No retry is permitted on this trick.

N.2 Around Object - 1 ½ circles / 3 metres

Set up

The handler will provide an object, placed at least three (3) metres from the start position. The dog will be in a stance of the handler's choice, and close to the handler.

Cue

The handler will cue the dog to go round the object. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance from the object.

Action

On cue the dog, without stopping, must leave the handler, complete one and a half (1½) circles of the object (dog must pass the back of the object two [2] times) and must then return close to the handler.

N.3 Circle the Handler - 3 times

Set up

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

Cue

The handler will cue the dog to circle them.

Action

On cue the dog must make three (3) complete circles forwards around the handler and return to the start position. The handler must remain stationary.

N.4 Circle Spin - Twice

Set up

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

Cue

The handler will cue the dog to circle spin.

Action

On cue the dog must complete either –

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

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

Whichever option is chosen, the dog must return to the start position. The handler may be stationary or move forwards while the dog executes the circle spins. If the handler chooses option (b), the dog may pause briefly in order to change direction.

N.5 Leg Weaves – moving / 2 Figures of 8

Set up

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

Cue

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

Action

On cue, as the handler moves forwards, the dog must weave through the handler's legs, making two (2) figures of eight around the handler's legs; the handler must not lift their legs to step over the dog. The dog must return to the start position.

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

Set up

The dog will be in the stand position in front of and at least half (0.5) metre away from the handler.

Cue

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

Action

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

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

Set up

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

Cue

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

Action

On cue the dog must move and follow the cane or target stick as the handler turns in a full 360 degree circle. The dog must move at a distance from the handler, positioned near and focussed on the end of the cane or target stick. On conclusion of the turn, the handler must move the cane or target stick in a figure of eight pattern, in front of the handler. The dog must continue to follow the end of the cane or target stick throughout the figure of eight pattern. The dog must not jump up at the cane or target stick.

N.8 Step Up and Pivot in Front

Set up

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

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

Cue

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

Action

On cue the dog must move to and place their front feet on the step/perch/box and stand facing the handler. On further cue, while maintaining their front feet on the step/perch/box and facing the handler, the dog must move their hindquarters to the right or left until both the handler and the dog have completed one (1) circle around the step/perch/box.

N.9 Step Up and Pivot at Side

Set up

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

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

Cue

The handler will cue the dog to put their front feet only on the step/perch/box:

(a) The handler and dog may go to the step/perch/box in left or right heel position;

(b) The handler may send the dog to the step/perch/box and then move into left or right heel position;

(c) The handler may move to the step/perch/box then call the dog into left or right heel position.

After the handler is in left or right heel position, they will then move in a circle to the left or right around the step/perch/box and cue the dog to move to the right or left so that the dog remains in the relevant heel position as the handler moves.

Action

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

N.10 Lift your Paws – left and right / 1 metre

Set up

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

Cue

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

Action

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

N.11 Back Up – 3 body lengths / 0.5 metre

Set up

The dog will be in a stand or sit, in front of and facing the handler. The handler must stand at least half (0.5) metre from the dog. The handler must not crowd the dog.

Cue

The handler will cue the dog to back up.

Action

On cue the dog must move backwards at least three (3) body lengths. The handler must remain stationary as the dog steps backwards. The dog must back up substantially in a straight line.

N.12 Jump Cane or Hoop – 1 metre

Set up

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

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

Cue

The handler will then present the cane/hoop and cue the dog to jump over the cane or through the hoop.

Action

The dog must jump over the cane or through the hoop, land on the other side and return close to the handler. The dog must not jump back after completing the jump.

N.13 Sendaway – 3 metres

Set up

The handler will provide an object to create a defined area. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The defined area must not be enclosed. The handler must take up a position at least three (3) metres in front of the defined area.

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

Cue

The handler will cue the dog to go to the defined area. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance from the defined area.

Action

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

N.14 Sleeping Beauty - 3 seconds

Set up

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

Cue

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

Action

On cue the dog must roll to lie completely on their side or back and remain in this position for three (3) seconds.

N.15 Moving Carry – 6 body lengths

Set up

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

Cue

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

Action

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

N.16 Crawl - 2 body lengths

Set up

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

Cue

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

Action

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

N.17 Roll Over – Once / 1 metre

Set up

The dog will be in a down in front of the handler and must be at least one (1) metre from the handler.

Cue

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

Action

On cue the dog must roll over once only. The dog may lie on their side to start the roll over and, at the conclusion of the trick, may remain in the down, stand or sit, but must maintain the required distance for the duration of the trick. The handler may move to maintain their position in relation to the dog.

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

Set up

The dog may be in any stance and any position other than straddle and, if behind the handler, must be at least one (1) body length away. The handler may cue the dog to wait as they move to take up their position.

Cue

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

Action

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

N.19 Paws Up on Fixed Object - 3 seconds

Set up

The handler will provide an object[2] which must be immobile and anchored for the exercise; the handler may hold the object to keep it stable and immobile. The object must be higher than the dog's withers (to a maximum of 500 mm with a 10% variation above or below this height).

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

Cue

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

Action

On cue the dog must place both front paws only on the object, with their hind feet maintaining contact with the ground. The dog may lift one front paw at a time or both paws simultaneously. The dog must hold the stance in the stand for three (3) seconds. The dog may be released or the handler may lower the dog's front paws to the ground.

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

Set up

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

Cue

The handler will cue the dog to take up position with their front feet on the handler's feet.

Action

The handler will cue the dog to put their left paw on the handler's left foot and their right paw on the handler's right foot, so that there is a paw on each of the handler's feet at the same time. Once in position, the handler may cue the dog to keep their paws on the handler's feet and must then move forwards or backwards one (1) body length. The dog's paws must remain on the handler's feet for the duration of the trick.

N.21 Cross Your Paws – 1 paw / 2 seconds / 1 metre

Set up

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

Cue

The handler will cue the dog to cross their paws.

Action

On cue, the dog must put one paw over the other and remain crossed for two (2) seconds.

N.22 Take a Bow – 2 seconds / 1 metre

Set up

[2] Suggestions include a pram, a child's toy car, a gym ball, or a roller (all of which have a brake or other stop to ensure immobility and stability) or a gym bar.

The dog will be in a stance and a position of the handler's choice. The dog and handler must be at least one (1) metre apart.

Cue

The handler will cue the dog to take a bow; the handler may bend over to cue the dog. The handler may take a step forward to command the dog to bow and/or maintain their pose for the duration of the trick. The step forward must not encroach on the minimum distance from the dog.

Action

On cue the dog must take up the position of a bow, with their elbows lowered towards the ground whilst their hindquarters remain elevated. The dog must hold the bow for two (2) seconds.

N.23 Retrieve Named Object – 2 objects / 1 metre

Set up

The handler will provide two (2) retrieve objects, all of a similar size. The handler must set those two (2) retrieve objects out on the floor/ground approximately two (2) metres apart. The dog and handler must be at least one (1) metre from the closest object. The spread of the objects will be placed before the dog enters the ring.

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

Cue

The handler will cue the dog to retrieve the object requested by the Judge.

Action

On cue the dog must go directly to the spread of objects, find the named object, pick it up, and return close to the handler. The handler must remain stationary. On further cue from the handler, the dog must release the object to the handler's hand.

N.24 Sit Pretty – 3 seconds / 1 metre

Set up

The dog will be in a stance and a position of the handler's choice. Dog and handler must be at least one (1) metre apart.

Cue

The handler will cue the dog to Sit Pretty.

Action

On cue the dog must sit securely balanced on their hindquarters and must raise their front paws in the air, without support, for three (3) seconds. The handler may pose with the dog and/or maintain the cue to Sit Pretty.

INTERMEDIATE CLASS

Trick Descriptions

I.1	Retrieve Named Object - 3 objects / 3 m
I.2	Neat and Tidy – 1 object / 0.5 m
I.3	Double Around Object – 2½ circles / 3 m
I.4	Paws Up and Push – 1 body length
I.5	Cross your Paws – 2 paws / 3 secs / 1 m
I.6	Back Up – 3 body lengths / 2 m
I.7	In Reverse – Moving with Handler - 3 steps
I.8	Reverse and Circle - once
I.9	Sendaway – 6 m
I.10	Take a Bow – 3 secs / 2 m
I.11	Get it and Move – 8 m / 1 m
I.12	Crawl – 3 body lengths / 1 m
I.13	Say your Prayers – 3 secs
I.14	Reverse Leg Weaves – Figures of 8
I.15	Head Movement – 1 behaviour (a) Left and right (b) Up and down
I.16	Follow Target Stick – 5 body lengths plus trick
I.17	Straddle Position Moving (a) Move backwards 2 body lengths (b) Pivot 360 degrees on the spot
I.18	Speak – 2 m
I.19	Roll Over – twice / beside or 2 m
I.20	Paws on Feet – Pivot / 2 body lengths
I.21	Hide your Face – 1 behaviour /1 m (a) Raise front paw/s – place on nose (b) Place head under towel or cloth object (c) Dog's body away – looking forward
I.22	Hold Leg or Hold Object – 3 secs
I.23	Pickpocket – 1 m
I.24	Sidestep – 3 steps

I.1 Retrieve Named Object – 3 objects / 3 metres

Set Up

The handler will provide three (3) retrieve objects, all of a similar size. The handler must set those three (3) retrieve objects out on the ground/floor within an area of approximately one (1) metre square; the closest object must be at least three (3) metres away from the start point and all objects must be at least 0.5 m apart. The spread of the objects will be placed before the dog enters the ring.

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

Cue

The handler will cue the dog to find and retrieve the object requested by the Judge.

Action

On cue the dog must go directly to the spread of objects, find the named object, pick it up, and return close to the handler. On further cue from the handler, the dog must release it to the hand of the handler.

I.2 Neat and Tidy – 1 object / 0.5 metre

Set up

The handler will provide an object and a container[3], in which the object will be placed. The object and the container must be placed on the ground/floor at least one (1) metre apart. The dog will be in a stance and position of the handler's choice but both dog and handler must be at least half (0.5) metre from both the object and the container. The handler must remain at least half (0.5) metre from the object and the container throughout the trick. The spread of the objects must be placed before the dog enters the ring.

Cue

The handler will cue the dog to retrieve the object and place it in the container. The handler may give multiple verbal cues and/or hand signals.

Action

On cue the dog must pick up the object and place it into the container, then return close to the handler.

I.3 Double Around Object – 2 ½ circles / 3 metres

Set up

The handler will provide an object, placed at least three (3) metres from the start position. The dog will be in a stance of the handler's choice, and close to the handler.

Cue

The handler will cue the dog to go round the object. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance from the object.

Action

On cue the dog, without stopping, must leave the handler, complete two and a half (2½) circles of the object (dog must pass the back of the object three [3] times) and must then return close to the handler.

I.4 Paws up and Push –1 body length

Set up

The object will be higher than the dog's withers (to a maximum of 500 mm with a 10% variation above or below this height). The object must be of a type which will move safely on the surface of the Test venue.

The dog will be in a stand close to the object. A wait/stay may be used. The handler will be in a position of the handler's choice. The handler may initially hold the object while the dog takes up position and may provide some support on the object during movement.

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

Cue

The handler will cue the dog to take up position on the object and may further cue the dog to push the object.

Action

On cue, the dog must place both front paws on the object with their hind feet maintaining contact with the ground. This may be completed with one front paw at a time or with both front paws

[3] The container may be a box or basket or similar.

simultaneously. When in position, the dog must cause the object to move one (1) body length. The handler may support the object and/or have the dog push the object towards or away from them, but may not initiate movement of the object. The dog may be released or the handler may lower the dog's front paws to the ground.

I.5 Cross Your Paws – 2 paws / 3 seconds / 1 metre

Set Up

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

Cue

The handler will cue the dog to cross their paws.

Action

On cue, the dog must put one paw over the other then cross the second paw over the first paw. The paws may be crossed in any order but must remain crossed for three (3) seconds for each paw.

I.6 Back Up – 3 body lengths / 2 metres

Set up

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

Cue

The handler will cue the dog to back up.

Action

On cue the dog must move backwards at least three (3) body lengths. The handler must remain stationary as the dog steps backwards. The dog must back up substantially in a straight line.

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

Set up

The dog will be in a stand beside the handler.

Cue

The handler will cue the dog to back up as the handler walks backwards.

Action

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

I.8 Reverse and Circle - Once

Set up
The dog will be in a stand beside the handler.

Cue
The handler will cue the dog to reverse around them.

Action
On cue the dog must make one (1) complete circle moving backwards around the handler and return to the start position. The handler must remain stationary.

I.9 Sendaway – 6 metres

Set up

The handler will provide an object to create a defined area. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The defined area must not be enclosed. The handler must take up a position at least six (6) metres in front of the area.

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

Cue

The handler will cue the dog to go to the defined area. The handler may take a step forward to send the dog, but this step must not encroach on the minimum distance from the defined area.

Action

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

I.10 Take a Bow - 3 seconds / 2 metres

Set up

The dog will be in a stance and a position of the handler's choice. The dog and handler must be at least two (2) metres apart.

Cue

The handler will cue the dog to take a bow; the handler may bend over or pose to cue the dog. The handler may take a step forward to command the dog to bow and/or maintain their pose for the duration of the trick. The step forward must not encroach on the minimum distance from the dog.

Action

On cue the dog must take up the position of a bow, with their elbows lowered towards the ground whilst their hindquarters remain elevated. The dog must hold the position for three (3) seconds.

I.11 Get It and Move - 8 metres / 1 metre

Set up

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

Cue

The handler will cue the dog to retrieve the retrieve object and to carry the retrieve object while walking. The handler may do a combination of the options below.

Action

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

(a) the dog may return to the handler and then walk at least eight (8) metres beside the handler; the handler may walk in any direction; or

(b) the handler may back away for at least eight (8) metres as the dog moves forward towards them.

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

I.12 Crawl – 3 body lengths / 1 metre

Set up

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

Cue

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

Action

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

I.13 Say Your Prayers - 3 seconds

Set Up

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

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

Cue

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

Action

On cue the dog must place their paws up (on the handler's arm or the horizontal bar) and bow their head so that it is positioned mostly or fully under the handler's arm or horizontal arm of the object, and remain in that pose for three (3) seconds.

I.14 Reverse Leg Weaves - Figure of 8

Set up

The dog will be in a stand beside the handler.

Cue

The handler will cue the dog to move backwards under their leg from one side to the other and may provide a second cue to initiate a second reverse weave back to the original side, thus completing two (2) reverse weaves. The handler may give a wait cue while taking up position.

Action

The trick may be performed as two (2) reverse weaves commencing from the handler's left or right side or as a flowing figure of 8 sequence of two (2) weaves. It may be completed on the spot with the handler bringing their leg into neutral position between each weave or by the handler taking a second step forwards or backwards for the second weave.

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

I.15 Head Movement - 1 behaviour

Set up

The dog will be in a stance of the handler's choice. The dog may be in front and facing towards or away from the handler or beside the handler.

Cue

The handler will cue the dog to perform one (1) of the behaviours listed below. The handler may use a verbal cue, hand signal and/or body movement.

Action

On cue the dog must perform one of the following -

(a) turn their head approximately 45 degrees to the left and to the right (saying 'no'); or

(b) move their head down and up again (as in a head nod or saying 'yes').

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

I.16 Follow Target Stick – 5 body lengths plus trick

Set up

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

Cue

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

Action

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

On conclusion of the movement, the handler will cue the dog to complete a trick[4], in front of the handler; the cue may be given with the cane or target stick. The trick will conclude with the dog taking up position in front of the handler, facing away from the handler, with focus on the cane or target stick. The dog must not jump up at the cane or target stick.

I.17 Straddle Position Moving – Pivot or 2 body lengths

Set up

The dog may be in any stance and any position other than straddle and, if behind the handler, must be at least one (1) body length away. The handler may cue the dog to wait as they move to take up their position.

Cue

The handler will move their legs apart to form an inverted 'V' and cue the dog to take up the straddle position. The handler may further cue the dog to initiate further movement.

Action

On cue the dog must take up position with their shoulder/chest between the handler's legs and facing in the same direction as the handler (straddle position). Once the dog is in position and on the handler's further cue, the handler and dog must perform one of the following while maintaining straddle position:

(a) Move backwards two (2) body lengths; or

(b) Pivot 360 degree, with the handler having one leg moving on the spot while the other describes a circle and ends in the same position as at the start of the pivot.

I.18 Speak – 2 metres

Set up

The dog will be in a stance and a position of the handler's choice. The handler must be at least two (2) metres away from the dog and maintain that distance throughout the trick.

Cue

[4] For example, a spin.

The handler will cue the dog to bark.

Action

On cue the dog will bark.

I.19 Roll Over –Twice / beside or 2 metres

Set up

The dog will be in a down beside the handler or at least two (2) metres in front of the handler.

Cue

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

Action

On cue, the dog must roll over in either direction; on further cue the dog must roll over a second time. There may be a brief pause after the first roll and before commencement of the second; alternatively, there may be flowing movement from the first into the second roll. The handler may move to maintain their position in relation to the dog. On conclusion of the second roll the dog may remain in a down, lie on their side, sit, or stand.

I.20 Paws on Feet – Pivot / 2 body lengths

Set up

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

Cue

The handler will cue the dog to take up position with their front feet on the handler's feet and then to perform the selected action.

Action

The handler will cue the dog to put their left paw on the handler's left foot and their right paw on the handler's right foot, so that there is a paw on each of the handler's feet at the same time. Once in position, the handler may cue the dog to keep their paws on the handler's feet and move with the handler to perform one of the following:

(a) A 360 degree pivot, with the handler having one leg moving on the spot while the other describes a circle and ends in the same position as at the start of the pivot; or

(b) Movement forwards or backwards for a distance of at least two (2) body lengths.

The dog's paws must remain on the handler's feet for the duration of the trick.

I.21 Hide your Face – 1 behaviour / 1 metre

Set up

The dog will be in a stance of the handler's choice. The handler must be at least one (1) metre from the dog and maintain that position throughout the trick.

If behaviour (b) is chosen, the handler will provide a towel or similar cloth object which will be placed on the floor/ground.

Cue

The handler will cue the dog to perform one (1) of the behaviours listed below.

Action

On cue the dog must perform one (1) action selected from the following:

(a) Raise their front paw(s) and place it/them on their nose/in the vicinity of their eyes;

(b) Go to and place their head under the towel or similar cloth object; or

(c) Turn their body away, in any stance, from the handler with their head looking forward.

Any movement of the head or position adopted must be clearly visible to the Judge.

I.22 Hold Leg or Hold Object – 3 seconds

Set up

The handler may provide a held object, such as a stick or cane, or the trick may be performed on the handler's leg. The dog will be in a stance of the handler's choice and close to the handler.

Cue

The handler may move the object or their leg into a suitable position and cue the dog to wrap their paws around it.

Action

On cue, the dog must wrap one or both paws around the object or handler's leg and hold the position for three (3) seconds. The dog may be in a sit pretty, sit or standing.

I.23 Pickpocket – 1 metre

Set up

The handler will place a cloth (e.g. handkerchief, bandanna, scarf) in a pocket or tucked into a belt, with an end visible. The dog must start at least one (1) metre from the handler.

Cue

The handler may turn, bend, sit, or kneel so the cloth is visible to the dog. The handler will cue the dog to pickpocket.

Action

The handler must remain stationary. On cue, the dog will move to the handler, take the cloth in their mouth, remove it from the handler and deliver to the hand. The dog may place their paws on the handler to access the cloth.

I.24 Sidestep – 3 steps

Set up

The dog will be in a stand and close to the handler on the left or right side.

Cue

The handler will cue the dog. Cues may be used to commence and/or maintain the sideways movement.

Action

The handler will move sideways, in either direction, with the dog moving with them. The dog must maintain position while the handler takes at least three (3) steps.

ADVANCED CLASS

Trick Descriptions

A.1	Neat and Tidy – 3 objects / 1 m
A.2	Hide your Face – 2 behaviours / 1 m (a) Dog raises front paw (b) Dog places head under cloth (c) Dog faces away from handler
A.3	Head Movement – 2 behaviours / 1 m (a) Dog moves head side to side (b) Dog moves head up and down (c) Dog places chin on handler's shoulder/head
A.4	Step Up and Rotate – One Rotation / 1.5 m
A.5	Paws Up and Push - 3 body lengths
A.6	March on the Spot – 6 lifts
A.7	Unroll Carpet – 2 body lengths
A.8	Back Up – Dog and Handler - 2 body lengths / 2 m
A.9	Reverse to between Handler's Legs – 3 body lengths
A.10	In Reverse – Moving with Handler – 6 steps
A.11	Reverse and Circle while Handler moves – 1 circle
A.12	Reverse Leg Weaves – 4 weaves
A.13	Scoot/Moonwalk – 3 body lengths
A.14	Handler is the Jump – 3 m
A.15	~~Circled~~ Arms/Leg Jump – 3 m (a) Handler's arm (b) Handler's arms in a hoop (c) Handler's raised leg (d) Handler's legs in a hoop
A.16	Moving Hold – 10 body lengths / 2 tricks
A.17	Bring it Back – 6 m
A.18	Pull Along – 6 body lengths
A.19	Roll Over Once – Handler Steps Over
A.20	Blanket Games – 3 secs / 1 m
A.21	Straddle and Move - 2 behaviours ~~/ 1 m~~ (a) Dog circles handler's leg/s – 4 circles (b) Circle handler's leg as handler pivots backwards – 4 pivots (c) Handler lunges – 2 times (d) Paws on handler's feet – 3 body lengths
A.22	Follow Target Stick Sideways – 6 steps (a) Dog at handler's side (b) Dog in front and facing away from handler
A.23	Push Along – 3 body lengths
A.24	Moving Stand Tall – 4 steps
A.25	Crawl – 3 secs / 3 body lengths / 3 m
A.26	Ring Toss/Quoits
A.27	Match to Sample – 1 m
A.28	Circle Handler at a Distance – 2 m
A.29	Handler's Choice – 3 components

A.1 Neat and Tidy – 3 objects / 1 metre

Set Up

The handler will provide three (3) objects and a container in which the objects will be placed. The objects must be placed on the ground/floor at least half (0.5) metre apart and at least three (3) metres from the container. The dog will be in a stance and position of the handler's choice. The handler may stand in any position relative to the dog but must be at least one (1) metre away from the dog, the objects and the container throughout the trick. The spread of the objects must be placed before the dog enters the ring.

Cue

The handler will cue the dog to retrieve each of the objects and to place them in the container. The handler may give multiple verbal cues and/or hand signals.

Action

On cue the dog must pick up each object and place all three (3) in turn into the container, then return close to the handler.

A.2 Hide your Face - 2 behaviours / 1 metre

Set up

The dog will be in a stance of the handler's choice. The handler must be at least one (1) metre from the dog and maintain that position throughout the trick.

If behaviour (b) is chosen, the handler will provide a towel or similar cloth object which will be placed on the floor/ground.

Cue

The handler will cue the dog to perform two (2) of the behaviours listed below.

Action

On cue the dog must perform two (2) actions selected from the following. There may be a pause between each of the behaviours.

(a) Raise their front paw(s) and place it/them on their nose/in the vicinity of their eyes;

(b) Go to and place their head under the towel or similar cloth object;

(c) Turn their body away, in any stance, from the handler with their head looking forward.

Any movement of the head or position adopted must be clearly visible to the Judge

A.3 Head Movement – 2 behaviours / 1 metre

Set up

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

Cue

The handler will cue the dog to perform two (2) of the behaviours listed below. The handler may use a verbal cue, hand signal and/or body movement.

Action

On cue the dog must perform two (2) behaviours selected from the following. There may be a pause between each of the behaviours. For options (a) and (b) the handler must remain at least one (1) metre away from the dog throughout the trick.

(a) move their head from side to side (saying 'no') - moving alternately to the left and right;

(b) move their head down and up again (as in a head nod or saying 'yes') - moving alternately down and up;

(c) with the handler being in a suitable position, place their chin on the handler's shoulder or

head.

Any movement of the head or position adopted must be clearly visible to the Judge.

A.4 Step Up and Rotate – One Rotation / 1.5 metres

Set up

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

The dog will be in a stance of the handler's choice at least one (1 metre) away from the step/perch/box. The handler must move to a position at least one and a half (1.5) metres away from nearest edge of the step/perch/box and maintain that position throughout the trick.

Cue

The handler will cue the dog to step up and put their front feet only on the step/perch/box. The handler will cue the dog to rotate in a circle to the left or right. The handler must remain stationary while the dog performs this movement but may use verbal cues and hand signals.

Action

On cue the dog must move to and place their front feet on the step/perch/box. On further cue the dog must rotate around the step/perch/box, maintaining their front feet on the step/perch/box, and must complete one 360 degree rotation around the step/perch/box, finishing in the same position as at the start of the rotation.

A.5 Paws Up and Push – 3 body lengths

Set up

~~The object must be higher than the dog's withers (to a maximum of 500 mm with a 10% variation above or below this height). The object must be of a type which will move safely on the surface of the Test venue.~~

The dog must be in a stand close to the object. A wait/stay may be used. The handler will be in a position of the handler's choice. The handler may initially hold the object while the dog takes up position and may provide some support on the object during movement.

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

Cue

The handler will cue the dog for the behaviour or sequence.

Action

On cue, the dog must perform one of the following:

(a) Place both front paws on the object[5], with their hind feet maintaining contact with the ground. This may be completed with one front paw at a time or both front paws together; the dog will then push the object for three (3) body lengths. If a skate board is used, the dog may place both front feet and one hind foot on the board; or

(b) Place all four (4) paws on the object[6] and ride or move the object for three (3) body lengths; or

(c) Approach the handler from behind, place two (2) front paws on the handler and 'push' the handler along. As the handler moves, the dog maintains paws on the handler for a distance of three (3) body lengths.

Except in the case of (c), the handler may support the object and/or have the dog push the object towards or away from them, but may not initiate movement of the object. The dog may be released or the handler may lower the dog's paws to the ground.

[5] Suggestions include a pram, a child's toy car or a skate board.

[6] Suggestions include a ball or barrel.

A.6 March on the Spot – 6 Lifts

Set up

The dog will be in a stand beside the handler.

Cue

The handler will cue the dog to raise and hold up each paw in succession. The handler may raise their feet in conjunction with the cue.

Action

On cue the dog must raise a paw; they must then replace that foot and raise the other paw; they must then repeat the sequence twice in succession (ie a total of six (6) paw lifts). Elevation of each paw must be clearly visible to the Judge.

A.7 Unroll Carpet – 2 body lengths

Set up

The handler will provide a roll of carpet or foam/rubber runner with a length equivalent to at least two (2) body lengths. The runner will remain rolled up during placement.

The dog will be in a stance of the handler's choice, positioned in front of the runner. The handler will be in a position of their choice but must not touch the dog or the runner.

Cue

The handler will cue the dog to unroll the runner.

Action

On cue the dog must push the runner with their nose to unroll the runner for its full length.

A.8 Back Up - Dog and Handler – 2 body lengths / 2 metres

Set up

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

Cue

The handler will cue the dog to back up.

Action

On cue the dog must move backwards substantially in a straight line for at least two (2) body lengths while the handler must walk back continuously until the dog has completed the two (2) body lengths.

A.9 Reverse to between Handler's Legs – 3 body lengths

Set up

The dog will be in a stand. The handler will cue the dog to wait while the handler moves to a position at least three (3) body lengths behind the dog. The handler will face in the same direction as the dog, with their legs apart in an inverted V.

Cue

The handler will cue the dog to back up.

Action

On cue the dog must walk backwards substantially in a straight line until their shoulders are level with and between the handler's legs or have passed between the handler's legs; the handler must not move sideways to facilitate the dog ending up between their legs.

A.10 In Reverse - Moving with Handler – 6 steps

Set up

The dog will be in a stand beside the handler.

Cue

The handler will cue the dog to back up as the handler walks backwards.

Action

On cue the dog and handler must both back up, with the handler taking at least six (6) steps backwards and the dog maintaining heel position.

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A.11 Reverse and Circle while Handler moves – One circle

Set up

The dog will be in a stand beside the handler.

Cue

The handler will cue the dog to reverse around them.

Action

On cue the dog must make one (1) complete circle moving backwards around the handler. While the dog is moving in a backwards circle, the handler must move forwards on the spot in the opposite direction (eg if the dog is moving backwards clockwise the handler will move forward on the spot anti-clockwise or vice versa). The dog and handler will return to the start position.

A.12 Reverse Leg Weaves – 4 weaves

Set up

The dog will be in a stand beside the handler.

Cue

The handler will cue the dog to move backwards through their legs from one side to the other in a figure of 8 and may provide further cues to initiate continuous weaves.

Action

On cue (which may be a verbal cue and/or the handler's hand and/or leg movement), the dog must move backwards between the handler's legs to the opposite side, at which time the handler must take a further step back and may re-cue the behaviour, continuing from side to side moving backwards for four (4) continuous reverse weaves (two around each leg). The dog must return to the start position.

A.13 Scoot/Moonwalk – 3 body lengths

Set Up

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

Cue

The handler will cue the dog to Scoot/Moonwalk. The handler may bend or kneel to give the cue.

Action

On cue the dog must bow and simultaneously move backwards for at least three (3) body lengths while remaining in the bow posture. The handler must remain stationary.

A.14 Handler is the Jump – 3 metres

Set up

The dog will be in a stance of the handler's choice. The handler will leave the dog and be at least three (3) metres away from the dog. The handler can either, lie or sit on the floor with legs outstretched, kneel or bend over.

Cue

The handler will cue the dog to jump over them.

Action

On cue the dog must jump over the handler without touching them with their feet. After landing on the other side the dog must return close to the handler. The dog must not jump back after completing the jump.

A.15 Arms/Leg Jump – 3 metres

Set Up

The dog will be in a stance of the handler's choice. The handler will leave the dog and be at least three (3) metres away from the dog. When the handler presents their arms/legs they must be at an appropriate height for the dog and at least 15cm off the ground.

Cue

The handler will present their arms/legs and may give a cue for the dog to jump.

Action

On cue the dog must jump over or through one of the following, land on the other side and return close to the handler:

(a) the handler's extended arm; handler may bend or kneel;

(b) the handler's arms joined in the configuration of a hoop;

(c) the handler's raised leg; or

(d) the handler's legs bowed in the configuration of a hoop[7].

The dog must not jump back after completing the jump.

A.16 Moving Hold – 10 body lengths / 2 tricks

Set Up

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

Cue

The handler will cue the dog to take/hold the retrieve object from their hands and then cue the dog to move forward with them. While moving with the dog the handler will further cue the dog to perform two (2) other behaviours[8].

Action

While holding the retrieve object, and without mouthing it, the dog must on cue move forwards at least ten (10) body lengths beside the handler; the handler and dog may move in any direction and in a straight or curved line, with or without changes of direction. At any time during this movement and on cue, the dog must perform the selected additional behaviours. On further cue the dog must release the retrieve object to hand.

A.17 Bring it Back – 6 metres

Set up

The handler will provide a retrieve object (eg a basket, bag or similar, excluding a dumbbell, toy or ball) for the dog to retrieve. The handler must place the retrieve object at least six (6) metres

[7] Eg Handler's feet together, knees bent and apart.
[8] Eg a spin, leg weave, circle the handler.

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

Cue

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

Action

On cue the dog must go to and pick up the object and, without mouthing the object, return close to the handler. On further cue the dog must release the retrieve object to hand.

A.18 Pull Along – 6 body lengths

Set Up

The handler will provide a piece of wheeled equipment[9] with a rope or other pull mechanism by which the dog can pull it along with their mouth.

The dog will be in a stand beside the handler. The equipment will be on the outside of the dog furthest away from the handler.

Cue

The handler will cue the dog to pick up the rope or other pull mechanism of the equipment. The handler may give a further cue for the dog to move forward.

Action

On cue the dog must take the rope in their mouth and move forward with the handler for a distance of at least six (6) body lengths. When the trick is finished the dog must, on further cue, cease pulling, and either drop the rope or deliver it to hand.

A.19 Roll Over Once - Handler Steps Over

Set up

The dog will be in a down. The handler may stand in any position relative to the dog.

Cue

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

Action

On cue, the dog must roll over towards the handler and the handler must step over the dog. Only one (1) step over is required and on completion of that movement the dog may remain in a down or sit or move into a stand close to the handler.

A.20 Blanket Games – 3 seconds / 1 metre

Set up

The handler will provide a blanket or similar cloth object of a suitable size and weight for the dog to pull over themselves. The dog will be in a down on or adjacent to the blanket or cloth object. The handler may stand in any position relative to the dog but must be at least one (1) metre away from the dog and blanket or cloth object and maintain that distance throughout the trick.

Cue

The handler will cue the dog to roll over in the blanket or cloth object or pull the blanket or cloth object over themselves.

Action

On cue the dog must take hold of the blanket or cloth object and either roll over and wrap themselves in the blanket or cloth object or pull the blanket or cloth object over themselves; in either case the dog must maintain that position for three (3) seconds timed from when the dog has completed the roll-over/wrap in the blanket or cloth object. The Judge will indicate when that time has elapsed.

[9] Suggestions include a toy wagon or other toy with wheels which will move easily on the venue surface.

A.21 Straddle and Move – 2 behaviours ~~/ 1 metre~~

Set up

The dog may be in any stance and position other than straddle and, if behind the handler, must be at least one (1) body length away. The handler may cue the dog to wait as they move to take up their position.

Cue

The handler will move their legs apart to form an inverted 'V' and cue the dog to move into the straddle position. Further cues may be used to initiate the forward steps.

Action

On cue the dog must take up position with their shoulder/chest between the handler's legs and facing in the same direction as the handler (straddle position). Once the dog is in position and on the handler's further cue, the dog must perform two (2) behaviours selected from the following options. The options may be linked together or the dog may be reset between each option.

(a) In straddle position, wait, circle leg and into straddle position, wait, circle handler's leg (or other leg) and return to straddle position; repeat the sequence once more. The handler must be stationary.

(b) In straddle position, wait, circle leg as the handler pivots backwards 180 degrees, and into straddle position, wait, circle other leg as the handler pivots backwards 180 degrees to face the original direction and return to straddle position; repeat the sequence once more.

(c) Move forward in straddle position as the handler moves forward at least three (3) steps; drop into down position as the handler lunges/drops to one knee; stand as the handler stands (known as 'tactical straddle'); repeat the sequence once more.

(d) Put their left paw on the handler's left foot and their right paw on the handler's right foot, either simultaneously or consecutively, so that there is a paw on each of the handler's feet at the same time. While maintaining this position, move forwards or backwards for a distance of at least three (3) body lengths.

A.22 Follow Target Stick Sideways – 6 steps

Set up

The dog will be in a position of the handler's choice. The handler must use a cane or target stick which is at least as long as the dog's body length. The cane or target stick must be consistently held at least thirty (30) centimetres above the dog's head.

Cue

The handler must hold the cane or target stick out in front of and above the dog and may use a verbal cue.

Action

On cue the dog must move and follow the cane or target stick and complete one of the following:

(a) with the dog on the handler's left or right, the handler and dog must move left or right, with the dog moving sideways under the cane or target stick while the handler takes at least six (6) steps laterally; or

(b) with the dog in front of and facing away from the handler, both dog and handler must move sideways in the same direction, with the dog moving sideways under the cane or target stick while the handler takes at least six (6) steps laterally.

In either option, the dog must work at least one (1) body length away from the handler and must be positioned near and focused on the end of the cane or target stick. The dog must not jump up at the cane or target stick.

A.23 Push Along – 3 body lengths

Set up

The handler will provide a movable object[10] and two stable objects[11] through which the movable object will be pushed; the stable objects must be no more than one (1) metre apart and must be at least three (3) body lengths from the start point. It is acceptable for the handler to provide a strip of suitable flooring for this trick.

The dog will be in a stance of the handler's choice; they will be positioned either next to or near the moveable object. The handler will be in a position of their choice and may move but must not touch the dog or the object.

Cue

The handler will cue the dog to push the movable object.

Action

On cue the dog must push the movable object with their nose for a distance of at least three (3) body lengths and end with the moveable object pushed between the two stable objects.

A.24 Moving Stand Tall – 4 steps

Set up

The dog will be in a stand or sit and close to the handler.

Cue

The handler will cue the dog to stand tall on both hind legs. On further cue the dog must move with the handler.

Action

On cue the dog must stand on their hind legs and move in unison with the handler as the handler takes four (4) steps forwards or backwards.

A.25 Crawl – 3 seconds / 3 body lengths / 3 metres

Set up
The dog must start in the down position. The handler may stand in any position relative to the dog but must be at least three (3) metres away from the dog and maintain that distance throughout the trick.

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

Action
On cue the dog will crawl forwards approximately one (1) body length. The handler will cue the dog to stop. The dog may stop in any stance (down, stand or sit). The dog must hold this position for three (3) seconds. The Judge will ask the handler to recommence the trick. The handler will cue the dog to crawl forwards again and the dog is to crawl a further two (2) body lengths. The dog will have then completed three (3) body lengths, with a three (3) second pause in the middle.

A.26 Ring Toss/Quoits

Set up
The handler will provide a stand and two (2) small rings which can be placed on the stand. Rings will be placed on the ground, near the stand. The dog and handler will be in a stance and position of the handler's choice and close to the stand.

[10] Suggestions include a large ball.
[11] Suggestions include free-standing 'goal posts' or uprights, large flower pots or cones.

Cue
The handler will cue the dog to pick up each ring and place it on the stand.

Action
On cue the dog must pick up each ring and place it on the stand.

A.27 Match to Sample – 1 metre

Set up
The handler will supply three (3) pairs of objects. One of each pair will be set out in a line. Each object must be approximately half (0.5) a metre apart. The dog and handler will be in a stance and position of the handler's choice and must be at least one (1) metre from the closest object.

Cue
The Judge will choose one of the other objects and give it to the handler as a match. The handler will cue the dog by showing them the object to be matched. The dog may also be cued to retrieve. The name of the object to be matched must not be used.

Action
The dog must retrieve the correctly matched object and return close to the handler. On further cue from the handler, the dog will release the object to the handler's hand.

A.28 Circle Handler at a Distance – 2 metres

Set up
The dog will be in a stance and position of the handler's choice and must be least two (2) metres from the handler.

Cue
The handler will cue the dog to circle them at a distance.

Action
On cue the dog must make one (1) complete circle forward around the handler, maintaining a distance of at least two (2) metres for the entire circle and finish in the start position. The handler may turn with the dog.

A.29 Handler's Choice – 3 components

For the Advanced class, the handler may choose one (1) trick that does not appear at any level in this schedule. The trick must include at least three (3) distinct and linked components, including elements of distance and/or duration. The trick must be suitable for the dog and be able to be performed safely for both dog and handler.

The handler will be required to describe the components of the trick on the entry form and to provide any clarification required by the Judge.

TRICK DOG LIST AND JUDGE'S MARK SHEET

Class: STARTER			**Catalogue No:**
Tricks selected		**Points lost**	**Score**
S.1	Around Object – Once / 1 m		
S.2	Circle Handler- Once		
S.3	Circle Spin – Once (a) Moving (b) Stationary		
S.4	Leg Weave – Stationary Fig. of 8		
S.5	Nose to Hand Touch – 2 touches / 2 secs		
S.6	Follow Target Stick (a) 360 degree turn (b) Forward 2 body lengths		
S.7	Step Up – 5 secs / 1 m		
S.8	Paw on Hand – 2 secs		
S.9	Back Up – 1 body length / 0.5 m		
S.10	Send over Jump – 1 m (a) Handler remains at start (b) Handler runs past jump (c) Handler at side of jump (d) Handler moves to other side of jump		
S.11	Take a Bow – 2 secs		
S.12	Sendaway – from 2 m		
S.13	Find Straddle – 2 secs		
S.14	Stationary Hold – 2 secs		
S.15	Sit Pretty/Paws on my Arm – 2 secs (a) Without support (b) On arm of handler		
S.16	Roll Over - Once		
S.17	Chin Rest – 2 secs		
	SUB-TOTAL		
	DEDUCTIONS		
	TOTAL SCORE		

TRICK DOG LIST AND JUDGE'S MARK SHEET

Class: NOVICE			**Catalogue No:**
Tricks selected		**Points lost**	**Score**
N.1	Search and Identify – 3 pots / 2 metres		
N.2	Around Object – 1 ½ circles / 3 m		
N.3	Circle the Handler – 3 times		
N.4	Circle Spin – Twice (a) 2 spins in same direction (b) 1 clockwise, 1 anticlockwise		
N.5	Leg Weaves – moving / 2 Fig. of 8		
N.6	Nose to Hand Touch – 4 touches / 2 secs each		
N.7	Follow Target Stick around Handler – Fig of 8		
N.8	Step up and Pivot in Front		
N.9	Step up and Pivot at Side		
N.10	Lift your Paws – left and right / 1 m		
N.11	Back Up – 3 body lengths / 0.5 m		
N.12	Jump Cane or Hoop – 1 m		
N.13	Sendaway – 3 m		
N.14	Sleeping Beauty – 3 secs		
N.15	Moving Carry – 6 body lengths		
N.16	Crawl – 2 body lengths		
N.17	Roll Over – Once / 1 m		
N.18	Straddle Position - Moving forward / 2 body lengths		
N.19	Paws up on Fixed Object – 3 secs		
N. 20	Paws on Feet – Handler moving / 1 body length		
N.21	Cross Your Paws – 1 paw / 2 secs / 1 m		
N.22	Take a Bow – 2 secs / 1 m		
N.23	Retrieve Named Object – 2 objects / 1 m		
N.24	Sit Pretty – 3 secs / 1 m		
	SUB-TOTAL		
	DEDUCTIONS		
	TOTAL SCORE		

TRICK DOG LIST AND JUDGE'S MARK SHEET

Class: INTERMEDIATE			**Catalogue No:**
Tricks selected		**Points lost**	**Score**
I.1	Retrieve Named Object - 3 objects / 3 m		
I.2	Neat and Tidy – 1 object / 0.5 m		
I.3	Double Around Object – 2½ circles / 3 m		
I.4	Paws Up and Push – 1 body length		
I.5	Cross your Paws – 2 paws / 3 secs / 1 m		
I.6	Back Up – 3 body lengths / 2 m		
I.7	In Reverse – Moving with Handler - 3 steps		
I.8	Reverse and Circle - once		
I.9	Sendaway – 6 m		
I.10	Take a Bow – 3 secs / 2 m		
I.11	Get it and Move – 8 m / 1 m		
I.12	Crawl – 3 body lengths / 1 m		
I.13	Say your Prayers – 3 secs		
I.14	Reverse Leg Weaves – Figure of 8		
I.15	Head Movement – 1 behaviour (a) Left and right (b) Up and down		
I.16	Follow Target Stick – 5 body lengths plus trick		
I.17	Straddle Position Moving – (a) Move backwards 2 body lengths (b) Pivot 360 degrees on the spot		
I.18	Speak – 2 m		
I.19	Roll Over – twice / beside or 2 m		
I.20	Paws on Feet – Pivot / 2 body lengths		
I.21	Hide your Face – 1 behaviour /1 m (a) Raise front paw/s – place on nose (b) Place head under towel or cloth object (c) Dog's body away – looking forward		
I.22	Hold Leg or Hold Object – 3 secs		
I.23	Pickpocket – 1 m		
I.24	Sidestep – 3 steps		
	SUB-TOTAL		
	DEDUCTIONS		
	TOTAL SCORE		

TRICK DOG LIST AND JUDGE'S MARK SHEET

Class: **ADVANCED**			Catalogue No:
Tricks selected		**Points lost**	**Score**
A.1	Neat and Tidy – 3 objects / 1 m		
A.2	Hide your Face – 2 behaviours / 1 m (a) Dog raises front paw (b) Dog places head under cloth (c) Dog faces away from handler		
A.3	Head Movement – 2 behaviours / 1 m (a) Dog moves head side to side (b) Dog moves head up and down (c) Dog places chin on handler's shoulder/head		
A.4	Step Up and Rotate – One Rotation / 1.5 m		
A.5	Paws Up and Push - 3 body lengths		
A.6	March on the Spot – 6 lifts		
A.7	Unroll Carpet – 2 body lengths		
A.8	Back Up – Dog and Handler - 2 body lengths / 2 m		
A.9	Reverse to between Handler's Legs – 3 body lengths		
A.10	In Reverse – Moving with Handler – 6 steps		
A.11	Reverse and Circle while Handler moves – 1 circle		
A.12	Reverse Leg Weaves – 4 weaves		
A.13	Scoot/Moonwalk – 3 body lengths		
A.14	Handler is the Jump – 3 m		
A.15	~~Circled~~ Arms/Leg Jump – 3 m (a) Handler's arm (b) Handler's arms in a hoop (c) Handler's raised leg (d) Handler's legs in a hoop		
A.16	Moving Hold – 10 body lengths / 2 tricks		
A.17	Bring it Back – 6 m		
A.18	Pull Along – 6 body lengths		
A.19	Roll Over Once – Handler Steps Over		
Class: **ADVANCED**			Catalogue No:

Tricks selected		Points lost	Score
A.20	Blanket Games – 3 secs /1 m		
A.21	Straddle and Move – 2 behaviours ~~/ 1 m~~ (a) Dog circles handler's leg/s – 4 circles (b) Circle handler's leg as handler pivots backwards – 4 pivots (c) Handler lunges – 2 times (d) Paws on handler's feet – 3 body lengths		
A.22	Follow Target Stick Sideways – 6 steps (a) Dog at handler's side (b) Dog in front and facing away from Handler		
A.23	Push Along – 3 body lengths		
A.24	Moving Stand Tall – 4 steps		
A.25	Crawl – 3 secs / 3 body lengths / 3 m		
A.26	Ring Toss/Quoits		
A.27	Match to Sample – 1 m		
A.28	Circle Handler at a Distance – 2 m		
A.29	Handler's Choice – 3 components		
	SUB-TOTAL		
	DEDUCTIONS		
	TOTAL SCORE		

ANKC LTD TRICK DOG JUDGE'S CHART

Club:……. Date:…….

Class: …….. Judge:……..

Required Pass Score: ……

Cat. No.	Points Lost	Score	Q (place)

Cat. No.	Points Lost	Score	Q (place)

Judge's Signature: …….

GUIDELINES FOR TRICK DOG SCHEDULES

The Affiliate conducting the Test will publish a Schedule for each Trick Dog Tests it conducts, in accordance with Member Body requirements and these Rules. The Schedule will set out such requirements for the Test as the Affiliate may determine and will normally include the following information:

1. The name of the Affiliate conducting the Test.
2. The date and venue at which the Test is to be conducted.
3. Details of the venue (such as whether it is an open or roofed/enclosed area and the surface of the ring [eg grass, carpet etc]).
4. The closing date for entries.
5. The address to which entries should be forwarded.
6. Entry fees.
7. Classes offered and the name of the Judge for each.
8. Commencing time of registration, equipment check and judging.
9. Vetting: exhibits may be required to be inspected or vetted.
10. Contact phone number (mobile) for the Affiliate on the day of the Test.
11. Such other information specific to the Test as the Affiliate considers appropriate.

GUIDE TO SET UP AND PERFORMING TRICK DOG TESTS

1. Rewards

1.1 Dogs must be under control at all times; this includes during the reward sections of the Test. Any unmanageable behaviour will result in the dog being disqualified and the team will be excused from the ring.

1.2 For Starter, Novice and Intermediate classes, reward stations will be set up in the ring as directed by the Judge.

1.3 Handlers may use a silent toy or food reward to reward the dog at the conclusion of a trick or a number of tricks. The handler may reward the dog up to a maximum of six (6) visits to the reward station in Starters class, a maximum of eight (8) visits in Novice class, and a maximum of four (4) visits in Intermediate class. The handler may use a food reward after some tricks and a toy reward after other tricks, if they so desire.

1.4 Food which is provided by the handler must be in a sealed container.

1.5 If a toy is used, it must be a silent toy. The handler and dog may go to the reward station, play with the toy, then release and move to take up position for the next trick. At no time can the toy be thrown.

1.6 The Judge will indicate if they consider the reward process has gone on too long and direct the handler to the next trick.

2. Set up of equipment

Handlers must set up their equipment before the commencement of their Test.

3. Retry

3.1 In all classes, up to one retry is allowed in the entire Test.

3.2 If after one retry a dog does still not pass the trick, it cannot qualify but may continue to finish the Test.

4. Scheduling

4.1 If Trick Dog Tests are held in the same ring as any other discipline, it is recommended that the classes of that other discipline/s are judged first, followed by the Trick Dog titling class/es.

4.2 At the conclusion of all official classes an Affiliate may offer non-titling classes.