**Dances with Dogs/Trick Dog Rule Review 2022**

**Dances with Dogs submissions NSW**

**2.0 DEFINITIONS**

At any class level a minimum of 70% of a Heelwork to Music routine must consist of heelwork, during which the dog’s shoulder should be reasonably close to the handler’s leg; the percentage of heelwork in a routine is based on the time spent undertaking heelwork positions; a routine which contains less than 70% in heelwork will be awarded a non-qualifying score and the result will be recorded as NQ. The remainder of the routine may consist of freestyle. Both the Heelwork to Music and non-Heelwork to Music moves must be taken into account in awarding the score.

Addition

In Freestyle the dog must:

Show independent moves in the routine

At any class level a minimum of 70% of a Freestyle routine must consist of freestyle moves, the percentage of freestyle in a routine is based on the time spent undertaking freestyle moves The remainder of the routine may consist of heelwork.

Rationale: To show the difference between an already established heelwork section the Freestyle section should showcase the handler and dog abilities to show moves independent of the handler. There is already a percentage rate in HTM and FS should be no different. Bringing us into line with other countries and giving clarity to our competitors.

**APPENDIX C**

**GUIDELINES FOR DANCES WITH DOGS SCHEDULES**

Subject to Member Body requirements, published Schedules for Dances with Dogs competitions normally include the following information:

1. The name of the Affiliate conducting the competition.
2. The date and venue at which the competition is to be conducted.
3. Details of the venue (such as whether it is an open or roofed/enclosed area, the surface of the ring [eg grass, carpet etc] and the specific dimensions of the ring).
4. The closing date for entries.
5. The address to which entries should be forwarded.
6. Entry fees.
7. Divisions and classes offered and the members of the Judging Panel(s) for each.
8. Commencing time of vetting, submission of music, music checks and judging.
9. Contact phone number (mobile) for the Affiliate on the day of the competition.
10. Such other information specific to the competition as the Affiliate considers appropriate.

**GUIDELINES FOR DANCES WITH DOGS SCHEDULES**

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5. The address to which entries should be forwarded.
6. Entry fees.
7. Divisions and classes offered and the members of the Judging Panel(s) for each.
8. Commencing time of vetting, submission of music, music checks 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 competition.
11. Such other information specific to the competition as the Affiliate considers appropriate.

Rationale: We already have in the Rules that 6.6 that bitches in oestrum are not allowed to compete as we do with other nq points such as carrying food, we do not search handlers to make sure that isn’t happening. The suggested change brings us in line with other sports. The last two years where close contact has not been allowed the extra for clubs having an extra steward just to check bitches has not been allowed, yet there has been no bitches in showing discharge presented so proving it is just another impost on the club. The suggested addition does allow however the club to check a bitch if the need occurs.

**Dances with Dogs/Trick Dog Rule Review 2022**

**Trick Dog submissions NSW**

**2.0 Definitions New Definition
“Position”** The dog will take up position of the handler’s choice, close to the handler or as stipulated in the description of the exercise. The dog takes up “Position” means sit, stand or down.

Remove all reference to the word STANCE and replace with POSITION

**Rational** Throughout the Rules the word STANCE is used which is confusing and not used in any other ANKC discipline. The constant word used in Performance disciplines is POSITION.
The word STANCE is confusing to handlers new to the sport of Tricks and as the word stance is not used in any other discipline, handler’s crossing over to compete in Tricks also find it confusing. Moreover, consistency in wording should also be for handler’s wishing to embrace other disciplines. After all, we are working towards encouraging handlers to compete with their dogs in any and all dog sports.

 The dog may be in a sit or stand position in front of the handler.
 “The dog will be in a stance of the handler’s choice….”

 For uniformity

 The dog will be in position of the handlers choice.
 The dog will be in a down “position”.
 The dog will be in a stand.

EG: N15 The dog will be in a stance of the handler’s choice and be beside the handler. CHANGE TO
 The dog will be in a POSITION of the handler’s choice and be beside the handler

**Add: New definition:**

The **Set Up** is the positioning of dog and Handler in relation to each other and any equipment before being asked by the judge if they are ready. It includes the start point of the Trick.

The **Cue** is the instructions - verbal and/or physical that the handler gives the dog in order for it to perform the trick, given after the judge has signalled the start of the trick.

The **Action** is whatever the team must do in order to

complete the trick in according to the relevant Trick

description.

1. Present Rule Page6

**4.2.2.** (c) ‘TK.N’ signifying Trick Dog Intermediate in connection with, and after the name of, each

dog, which has gained a total of five (5) Qualifying Certificates in the Intermediate class, under at least two (2) different Judges.

**Change to**

 TK.N’ signifying Trick Dog Intermediate in connection with, and after the name of, each

 dog, which has gained a total of five (5) six (6) Qualifying Certificates

in the Intermediate class, under at least two (2) different Judges.

**Rationale**

Needs to be consistent with the Table

**2. Present Rule Page 7**

**6.2** **Entries**

6.2. 1 All entries must be made on the ANKC entry form or in a format providing the required data and in accordance with the Member Body rules and the timelines And/or other requirements published in the schedule Handlers must nominate their chosen tricks on the trick list for the relevant class, including the trick number and title and, where relevant, the trick option selected as specified in the Schedule. Handlers Choice Tricks, when used, must be briefly described.

 Change to

 6.2.1 *All entries must be made on the ANKC entry form or in a format providing the required data and in accordance with the Member Body rules and the timelines and/or other requirements published in the Schedule.* *Handlers must nominate their chosen tricks ~~on~~ from the trick list for the relevant class, including the trick number and title and, where relevant, the trick option selected, as specified in the Schedule. Handlers Choice Tricks, when used, must be briefly described. Add*

*The Affiliate must clearly state on their Schedule whether the competitor is permitted to perform their tricks in their choice of order. Competitors will perform their tricks in the order listed on their entry. (see 10.3)*

**Rationale.**At present there is inconsitency throughout the States as to how the tricks are presented, with some
States insisting the tricks are performed in numerical order and others permitting the handlers to select their own order

**Current Rule Number and Rule Detail in Full**

**9.3 Selection of tricks**

9.3.1 A handler may select tricks from those set out in Appendix A for the relevant class

 level.

9.3.2 Subject to Rule 9.3.3, at every level the team will perform each nominated trick once

 only.

9.3.3 At the Starer and Novice level, the handler may request a re-try once only and for

 once trick only. A re-try must be undertaken immediately after the incorrectly

 executed trick, not later in the test.

**The Proposed Amendment**

9.3 Selection of tricks

9.3.1 A handler may select tricks from those set out in Appendix A for the relevant class

 level.

9.3.2 Subject to Rule 9.3.3, at every level the team will perform each nominated trick

 once only.

9.3.3 The handler may request a re-try once only and for one trick only at all class

 levels except for those contributing towards a championship title. A re-try must be

 undertaken immediately after the incorrectly executed trick, not later in the test.

**Rationale For the Proposed Amendment**

I believe a re-try should be allowed for all class levels as a re-try is allowed in all Rally Obedience classes and mistakes in dances with dogs do not automatically lead to a disqualification. As some competitors travel very far to compete in Intermediate and Advanced Classes it is very demotivating to think that you can potentially not qualify for failing to properly execute just one trick without a re-try. I believe a re-try should not be allowed for teams qualifying for a championship title if it gets introduced.

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

**New Rule:**9.4.4 All 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 will result in a non- qualifying score.
 **Rationale:**The new rule clarifies the need for the handler to plan the equipment required for each trick, correctly complete their Trick List and set-up in the Test ring. Handlers are prepared and bring only their necessary equipment, however, in the likely event that a handler set-up extra equipment to their need should not qualify.
 **Consequential Changes:** To 9.4.4 and Deductions page

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**10.0 COMPETING**

**Old Rule**

10.4.3 Multiple cues ( verbal and/or physical) may be used, but over-use ( eg extended, exaggerated or repeated signals) will be penalised. .Repeated cues should not be penalised where different cues are used for components of a trick, or to continue a smooth behaviour. Where a dog has clearly refused or halted a behaviour, they may be penalised. Fewer and less obvious cues will be expected at the higher levels.

**New Rule :**

**10.4.3** 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 should 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, he must be penalised. Repeating a cue due to the dog’s refusal or inattention is to be penalised.

Fewer and less obvious cues will be expected at the higher levels.

**Rationale.** The present rule has confused many competitors

and contains contradictions. It has been taken, in part, from

DWD Rules 10.2.1 - which contain a more easily understood,

less confusing, explanation.

Many of the Trick Test Rules are identical to the Dances with

Dogs Rules, therefore a precedent has already been set.

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**10.5 Rewards**

**Old Rule:**

10.5.1. Any food must be in a sealed container

**New Rule:**

10.5.1**Any food must be in a sealed container, excluding a plastic bag.**

**Rationale:** Plastic bags often do not reseal completely, and take time to reseal, and food spills onto the table and ground more easily.

. **Rewards**
**Old Rule :**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.

**New Rule:
11.4.1**(k) 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.
 **Rationale:** This Rule belongs in the section on
disqualification.

**Old Rule:
1.2** For Starter and Novice classes, reward stations will be set up in the ring as directed by the Judge.
 **New Rule**Add to 10.5.2 : There will be one (1) reward station in each of Starter and Novice classes. The reward station will be set up in the ring as directed by the Judge. **Rationale:** This rule pertains to 10.5 Rewards and thus should be in that section.

**Old Rules:
1.3** Handlers may use a silent toy or food reward to reward the dog at the conclusion of a trick or a number of tricks. The handler may reward the dog up to a maximum of 6 visits to the reward station in Starters class and a maximum of 8 visits in Novice class. They may use a food reward after some tricks and a toy reward after other tricks, if they so desire.
 **1.4** Food which is provided by the handler must be in a sealed container.
**1.5** If a toy is used, it must be a silent toy. The handler and dog may go to the reward station, play with the toy with the dog, then release and move to take up position for the next trick.
The toy at no time can be thrown.
**1.6** The Judge will indicate if s/he considers the reward process has gone on too long and direct the handler to the next trick.
 **New Rule: Rules 1.3; 1.4; 1.5; 1.**6 above are already well
explained within the rules (10.5) in the relevant sections.
Therefore they can be deleted here.
**Rationale**: Since the rules are already in the relevant sections,
( 10.5 ), it is not necessary to repeat the rules in Appendix E.

**Old Rule
2.** Set up of equipment
Handlers will set up any of their equipment before the commencement of their test; stewards may assist.
 **New Rule:** Delete this rule in this section
**Rationale** This Rule is already adequately stated in 9.4 Equipment.

**Old Rule :**3. Retry
3.1 In Starter and Novice classes, up to one retry is allowed in the entire test.
3.2 If after one retry a dog does still not pass the trick, it cannot qualify but may continue to finish the test.

**New Rule**Added to 10.0 COMPETING between existing 10.7 and 10.8 and renumber. ie: Retry10.?.1 In Starter and Novice classes, up to one entry is allowed
in the entire test.
10.?.2. If after one retry a dog does still not pass the trick, it
cannot qualify but may continue to finish the test.
**Rationale:** This rule should be under COMPETING.
 **Consequential Changes :** all sections under 10 COMPETING
would need renumbering.

**Old Rule**4. Scheduling
4.1 If trick titles are held in the same ring as any other discipline, it is recommended that the classes of that other discipline/s are judged first, followed by the Trick Dog titling class/es.

**New Rule: 5.12** If trick titles are held in the same ring as any other discipline, it is
recommended that the classes of that other discipline/s are judged first, followed by the Trick Dog titling class/es.
 **Rationale:** This Rule should be situated in the Ring
section of the Rules.

**Old Rule:
4.2** At the conclusion of all official classes an Affiliate may offer non-titling classes.
**New Rule:** 6.2.4 A dog may be entered in both titling and non-titling classes when the latter are offered by the Affiliate conducting the test. Non- titling classes may be offered at the conclusion of all official classes**.
Rationale:** This Rule should be added to Rule 6.2.4

**JUDGES AND JUDGING
New Rule
11.1.3 Orders from the judge :**Next Trick is……
Take up your position
Are you ready?
Start
Time/Distance ( where a time or distance is mandated and) and/or: Complete Correct/incorrect
**Rationale:**I surveyed members who have competed in Trick Tests.
The above is the majority opinion.
The competitors and those who intend to compete would prefer to have
standard orders from the judge as is the case in other disciplines.
The Judge’s indicating that the duration or distance has been
completed is necessary as some tricks have extra components to be
completed before judging ceases for that trick: eg - S.5; N.6; N.15; I.5;
I.11; I.16; A.16; A.18;
They also have asked to be told whether the tricks were correctly/
incorrectly performed in all classes.

**Old rule**
**11.3 Penalties
Old rule**
11.3.1 The penalties referred to in this rule relate to a deduction from the total score awarded by the judge.
11.3.2 to 11.3.8 ( which should be 11.3.9)
**New rule with some altered numbering**
The following are to be deducted from the total score.
11.3.1.( was 11.3.2 ) Barking may incur a penalty of up to 4points. Continuous barking shall result in disqualification.
11.3.2. (Was11.3.3 ) Inclusion in the test of a piece of equipment which is not integral to, or not used by the Handler and/or dog during the test shall incur a penalty of 1 point per piece of equipment.
11.3.3 ( formerly 11.3.6 ) Physical management, manipulation of the dog or harsh verbal cues or corrections in the test ring shall incur a penalty up to disqualification.

11.3.4 ( formerly 11.3.8) A dog disconnecting from the handler may incur a penalty of up to 4 points for each occurrence.
11.3.5 ( formerly 11.3.8 - which should have been 11.3.9)
Failure to comply with a direction from the judge in relation to the use of rewards or to move on to the next trick will incur a penalty of up to 10 points for each occurrence.

The following are to be deducted from the score of the trick where they occurred.
11.3.6 (formerly 11.3.4) Undertaking a retry in Starter or Novice Class shall incur a penalty of 2 points. If the dog fails to perform the trick on the second try, or requires a retry on more than one trick, each such trick will incur a non- qualifying score.
11.3.7 ( formerly 11.3.5 ) Where a trick comprises more than one component, all components selected must be completed satisfactorily in order to achieve a qualifying score for that trick.
11.3.8 ( formerly 11.3.7 ) Slow responses to cues or the dog or handler being in a position other than specified in the Trick description will incur a penalty of up to 10 points for each occurrence.

**Rationale**
For the original sections numbered 11.3.2; 11.3.3; 11.3.6;
11.3.8; 11.3.8; 11.3.8 ( should have been 11.3.9), the scores should be deducted from the total score.
For the original Sections numbered 11.3.4, 11.3.5, 11.3.7, the penalties should be deducted from the individual trick, affecting the score for that particular trick, not the total score. ie:
11.3.4 Competitors should not obtain full marks for a trick for which there was a retry.
11.3.5 If all components of a trick were not completed, the points must be deducted from that trick.
11.3.7 Deductions for slow responses etc should be applied to the specific trick.

**APPENDICES A**

APPENDICES A (Preamble) and E

EXPLANATION

There are 2 Appendices. A - Preamble (page 14) - precedes the Trick

descriptions, whilst E -(A Guide to Set Up and Performing Trick Dog Tests -

is the last page (54) of the rules and is easily overlooked by Competitors’.

Many of the Rules in these Appendices are already in the body of the Rules,

some are better descriptions of the Rules and others are new rules which

should be under the relevant headings in the body of the Rules.

Most Rules themselves have not been changed, rather relocated to a

more relevant place within the Rules, or combined with existing rules.

APPENDIX A

TRICK DESCRIPTIONS PREAMBLE - ALL LEVELS

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

Old Rule

(a) The handler will provide any equipment required for a trick. Any piece of equipment

may be inspected by the Judge to ensure its safety for the dog. (See also Rule 9.4)

New Rule: 9.4.2 Any piece of equipment may be inspected by the Judge to ensure its

safety for the dog. A Judge may disallow use of a piece of equipment if it is deemed unsafe

or inappropriate.

Rationale : The first sentence of (a) is already Rule 9.4.1. Combining the second part of (a)

with 9.4.2 places this rule in the relevant section of the rules and provides a better

description of the rule.

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**(b) Old Rule**

(b) The handler will place any equipment in the ring before commencement of the first

trick. The set-up of equipment will be completed before the dog enters the ring. (See also

Rule 9.4.3)

**New Rule:** 9.4.3 (Delete rule 9.4.3 and replace with) : The handler will place any

equipment in the ring before the commencement of the first trick. The setup of

equipment will be completed before the dog enters the ring.

Handlers are responsible for the security of their dogs while setting up and/or

removing equipment from the ring.

**Rationale:** The new Rule provides a more precise explanation, and places the rule

in the relevant section of the rules by combining the two existing rules, making

them less likely to be misunderstood - plus there is a grammatical correction.

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**C Old Rule:**

(c) Any cue will be a verbal cue and/or physical signal to the dog. Additional cues and

praise may be used throughout the test. (See also Rule 10.4)

Any reference to the name of a cue is descriptive only; the handler may use a verbal cue

of his choice, provided that it is not offensive or sexually suggestive.

**New Rule:**

10.4.1 Verbal cues and/or encouragement may be provided by the handler to the

dog and shall not be penalised at any level. Additional cues and

praise may be used throughout the test. Any reference to the name

of a cue is descriptive only; the Handler may use a verbal cue of his choice,

provided that it is not offensive or sexually suggestive. Rationale: Rule (c) should

be in the body of the rules, combined with the existing Rule 10.4.1, not a separate

rule, in an appendix. Combining the rules makes them less open to

misunderstanding.

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**(d) Old Rule:**

(d) Reference to the ‘start point’ is the start point for the relevant trick.

**New Rule :** 2.0 DEFINITIONS.

The ‘start point’ is the start point for the relevant trick.

**Rationale:** This rule is a definition and as such should be under 2.0 DEFINITIONS.

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**(e) Old Rule** :

(e) If no distance is specified, it will be at the handler’s discretion.

**New Rule** 10. 4. If no distance is specified, it will be at the handler’s discretion.

**Rationale:** This rule refers to competing and as such should be under the heading

10.0 COMPETING, keeping all rules pertaining to competing together within the

rules.

**Consequential Changes**: 10.5 to 10.8 inclusive would require renumbering.

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**(f) Old Rule:**

(f) If no handler stance is specified, a handler may adopt a stance of his choice. This may

include standing, sitting (including on a chair or stool), bent over or squatting. It is

expected that the handler’s posture will be appropriate to the size/height of the dog.

**New Rule:** 10.5 If no handler stance (POSITION) is specified, a handler may adopt a stance (POSITION) of his choice. This may include standing, sitting (including on a chair or stool), bent over or squatting. It is expected that the handler’s posture will be appropriate to the size/height of the dog.

**Rationale:** This rule refers to competing and as such should be under the heading

10.0 as should any rule regarding ‘stance’, keeping all rules pertaining to

competing together within the rules.

**Consequential Changes:** Renumbering of Rule 10 sections will be required.

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**(g) Old Rule:**

(g) If no stance is specified for the dog, at the start of a trick, a dog may be in a stance of

the handler’s choice.

**New Rule:** 10.6 If no stance is specified for the dog at the start of the trick, a dog

may be in a stance of the handler’s choice.

**Rationale:** This rule pertains to competing and as such should be under the heading

10.0 COMPETING.

Consequential Changes: Renumbering of Rule 10 sections will be required.

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**(h) Old Rule:**

(h) Except where movement is required, the handler will normally remain approximately at

the start point until the dog has completed the trick but is not required to maintain a rigid

stance and can move and/or turn provided he remains at or near the start point.

**New Rule:** 10. 7 Except where movement is required, the handler will normally

remain approximately at the start point until the dog has completed the trick but is

not required to maintain a rigid stance and can move and/or turn provided he

remains at or near the start point.

**Rationale:** This rule pertains to competing and as such should be under 10.0

COMPETING.

**Consequential Changes:** Renumbering of Rule 10 sections would be required.

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**(i) Old Rule:**

(i) Any duration specified will be the minimum duration required for performance of the

trick.

**New Rule:** 10.8 Any duration specified will be the minimum duration required for

performance of the trick.

**Rationale:** This rule pertains to competing and as such should be under 10.0

COMPETING.

Consequential Changes: Renumbering of Rule 10.0 sections would be required.

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**(j) Old Rule:**

(j) If no duration is specified, the test will be completed when the dog has performed the

action described for the relevant trick.

**New Rule:** 10.9. If no duration is specified, the test will be completed when the dog

has performed the action described for the relevant trick.

**Rationale:** This rule pertains to competing and as such should be under 10.0

COMPETING.

**Consequential Changes**: Renumbering of Rule 10.0 sections would be required.

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**(k) Old Rule:**

(k) Where reference is made to a distance in terms of metres or body lengths, it will be

considered as an approximation only. ‘Body length’ refers to the length of the dog from the

withers to the base of the tail.

**New Rule:** 10.10 Where reference is made to a distance in terms of metres or body

lengths, it will be considered as an approximation only. ‘Body length’ refers to the

length of the dog from the withers to the base of the tail.

**Rationale:** This rule pertains to competing and as such should be under Rule 10.0

COMPETING.

**Consequential Changes:** Renumbering of Rule 10 sections would be required.

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**(2) Old Rule:**

2. The Judge may delegate to a steward responsibility for verifying distances and/or timing

the duration of tricks.

**New Rule:** 10.11 The Judge may delegate to a steward responsibility for verifying

distances and/or timing the duration of tricks.

Rationale: This rule pertains to competing and as such should be under 10.0

COMPETING.

**Consequential Changes:** Renumbering of Rule 10 sections would be required.

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**NOTE:** Consequential Changes within Section 10 would result in 10.4 becoming

10.12; 10.5 becomes 10.13; 10.6 becomes 10.14 ; 10.7 becomes 10.15; 10.8 becomes

10.16.

——————————————————————————————————————-

**3 Old Rule:**

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.

**New Rule:** 10.5.8 (existing numbering for Rule 10) When use is made of a reward

station, the dog must move to the reward station with and under the control of the

handler.

**Rationale** This rule should be included under 10.5.8 Rewards

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**4 Old Rule:**

4. Where use is made of a toy as a reward or article used in a trick, the toy must not emit

any sound when touched or pressed.

**New Rule:** 10.5.9 ( existing numbering for Rule 10 ) Where use is made of a toy as a

reward or article used in a trick, the toy must not emit any sound when touched or

pressed.

**Rationale:** This Rule pertains to the Rules regarding Rewards and as such, should

be in section 10.5, Rewards.

———————————————————————————————————————

**5 Old Rule:**

5. The Judge will –

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

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

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

(d) in the case of Starter and Novice classes (where one retry is allowed) advise the

handler if the trick has been performed incorrectly.

**New Rule:** 11.1.3 The Judge will-

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

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

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

(d) in the case of Starter and Novice classes (where one retry is allowed) advise the

handler if the trick has been performed incorrectly.

**Rationale:** this rule should appear under the heading 11. Judges and Judging

**Consequential Changes:** renumbering of 11.1 (and the addition of 11.1.4 Orders from the Judge - see relevant proposed rule)

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**APPENDICES A**

APPENDICES A (Preamble) and E

EXPLANATION

There are 2 Appendices. A - Preamble (page 14) - precedes the Trick

descriptions, whilst E -( A Guide to Set Up and Performing Trick Dog Tests -

is the last page (54) of the rules and is easily overlooked by Competitors’.

Many of the Rules in these Appendices are already in the body of the Rules,

some are better descriptions of the Rules and others are new rules which

should be under the relevant headings in the body of the Rules.

Most Rules themselves have not been changed, rather relocated to a

more relevant place within the Rules, or combined with existing rules.

APPENDIX A

TRICK DESCRIPTIONS PREAMBLE - ALL LEVELS

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

Old Rule

(a) The handler will provide any equipment required for a trick. Any piece of equipment

may be inspected by the Judge to ensure its safety for the dog. (See also Rule 9.4)

New Rule : 9.4.2 Any piece of equipment may be inspected by the Judge to ensure its

safety for the dog. A Judge may disallow use of a piece of equipment if it is deemed unsafe

or inappropriate.

Rationale: The first sentence of (a) is already Rule 9.4.1. Combining the second part of (a)

with 9.4.2 places this rule in the relevant section of the rules and provides a better

description of the rule.

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**(b) Old Rule**

(b) The handler will place any equipment in the ring before commencement of the first

trick. The set-up of equipment will be completed before the dog enters the ring. (See also

Rule 9.4.3)

**New Rule:** 9.4.3 (Delete rule 9.4.3 and replace with) : The handler will place any

equipment in the ring before the commencement of the first trick. The setup of

equipment will be completed before the dog enters the ring.

Handlers are responsible for the security of their dogs while setting up and/or

removing equipment from the ring.

**Rationale :** The new Rule provides a more precise explanation, and places the rule

in the relevant section of the rules by combining the two existing rules, making

them less likely to be misunderstood - plus there is a grammatical correction.

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**C Old Rule:**

(c) Any cue will be a verbal cue and/or physical signal to the dog. Additional cues and

praise may be used throughout the test. (See also Rule 10.4)

Any reference to the name of a cue is descriptive only; the handler may use a verbal cue

of his choice, provided that it is not offensive or sexually suggestive.

**New Rule:**

10.4.1 Verbal cues and/or encouragement may be provided by the handler to the

dog and shall not be penalised at any level. Additional cues and

praise may be used throughout the test. Any reference to the name

of a cue is descriptive only; the Handler may use a verbal cue of his choice,

provided that it is not offensive or sexually suggestive. Rationale: Rule (c) should

be in the body of the rules, combined with the existing Rule 10.4.1, not a separate

rule, in an appendix. Combining the rules makes them less open to

misunderstanding.

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**(d) Old Rule:**

(d) Reference to the ‘start point’ is the start point for the relevant trick.

**New Rule :** 2.0 DEFINITIONS.

The ‘start point’ is the start point for the relevant trick.

**Rationale:** This rule is a definition and as such should be under 2.0 DEFINITIONS.

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**(e) Old Rule** :

(e) If no distance is specified, it will be at the handler’s discretion.

**New Rule** 10. 4. If no distance is specified, it will be at the handler’s discretion.

**Rationale:** This rule refers to competing and as such should be under the heading

10.0 COMPETING, keeping all rules pertaining to competing together within the

rules.

**Consequential Changes** : 10.5 to 10.8 inclusive would require renumbering.

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**(f) Old Rule :**

(f) If no handler stance is specified, a handler may adopt a stance of his choice. This may

include standing, sitting (including on a chair or stool), bent over or squatting. It is

expected that the handler’s posture will be appropriate to the size/height of the dog.

**New Rule:** 10.5 If no handler stance (POSITION) is specified, a handler may adopt a stance (POSITION) of his choice. This may include standing, sitting (including on a chair or stool), bent over or squatting. It is expected that the handler’s posture will be appropriate to the size/height of the dog.

**Rationale:** This rule refers to competing and as such should be under the heading

10.0 as should any rule regarding ‘ stance’, keeping all rules pertaining to

competing together within the rules.

**Consequential Changes:** Renumbering of Rule 10 sections will be required.

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**(g) Old Rule:**

(g) If no stance is specified for the dog, at the start of a trick, a dog may be in a stance of

the handler’s choice.

**New Rule:** 10.6 If no stance is specified for the dog at the start of the trick, a dog

may be in a stance of the handler’s choice.

**Rationale:** This rule pertains to competing and as such should be under the heading

10.0 COMPETING.

Consequential Changes: Renumbering of Rule 10 sections will be required.

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**(h) Old Rule:**

(h) Except where movement is required, the handler will normally remain approximately at

the start point until the dog has completed the trick but is not required to maintain a rigid

stance and can move and/or turn provided he remains at or near the start point.

**New Rule:** 10. 7 Except where movement is required, the handler will normally

remain approximately at the start point until the dog has completed the trick but is

not required to maintain a rigid stance and can move and/or turn provided he

remains at or near the start point.

**Rationale:** This rule pertains to competing and as such should be under 10.0

COMPETING.

**Consequential Changes:** Renumbering of Rule 10 sections would be required.

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**(i) Old Rule:**

(i) Any duration specified will be the minimum duration required for performance of the

trick.

**New Rule:** 10.8 Any duration specified will be the minimum duration required for

performance of the trick.

**Rationale:** This rule pertains to competing and as such should be under 10.0

COMPETING.

Consequential Changes: Renumbering of Rule 10.0 sections would be required.

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**(j) Old Rule:**

(j) If no duration is specified, the test will be completed when the dog has performed the

action described for the relevant trick.

**New Rule:** 10.9. If no duration is specified, the test will be completed when the dog

has performed the action described for the relevant trick.

**Rationale:** This rule pertains to competing and as such should be under 10.0

COMPETING.

**Consequential Changes**: Renumbering of Rule 10.0 sections would be required.

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**(k) Old Rule:**

(k) Where reference is made to a distance in terms of metres or body lengths, it will be

considered as an approximation only. ‘Body length’ refers to the length of the dog from the

withers to the base of the tail.

**New Rule:** 10.10 Where reference is made to a distance in terms of metres or body

lengths, it will be considered as an approximation only. ‘Body length’ refers to the

length of the dog from the withers to the base of the tail.

**Rationale:** This rule pertains to competing and as such should be under Rule 10.0

COMPETING.

**Consequential Changes:** Renumbering of Rule 10 sections would be required.

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**(2) Old Rule:**

2. The Judge may delegate to a steward responsibility for verifying distances and/or timing

the duration of tricks.

**New Rule:** 10.11 The Judge may delegate to a steward responsibility for verifying

distances and/or timing the duration of tricks.

Rationale: This rule pertains to competing and as such should be under 10.0

COMPETING.

**Consequential Changes:** Renumbering of Rule 10 sections would be required.

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**NOTE:** Consequential Changes within Section 10 would result in 10.4 becoming

10.12; 10.5 becomes 10.13; 10.6 becomes 10.14 ; 10.7 becomes 10.15; 10.8 becomes

10.16.

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**3 Old Rule:**

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.

**New Rule:** 10.5.8 (existing numbering for Rule 10) When use is made of a reward

station, the dog must move to the reward station with and under the control of the

handler.

**Rationale** This rule should be included under 10.5.8 Rewards

———————————————————————————————————————-

**4 Old Rule:**

4. Where use is made of a toy as a reward or article used in a trick, the toy must not emit

any sound when touched or pressed.

**New Rule:** 10.5.9 ( existing numbering for Rule 10 ) Where use is made of a toy as a

reward or article used in a trick, the toy must not emit any sound when touched or

pressed.

**Rationale:** This Rule pertains to the Rules regarding Rewards and as such, should

be in section 10.5, Rewards.

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**5 Old Rule:**

5. The Judge will –

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

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

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

(d) in the case of Starter and Novice classes (where one retry is allowed) advise the

handler if the trick has been performed incorrectly.

**New Rule:** 11.1.3 The Judge will-

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

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

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

(d) in the case of Starter and Novice classes ( where one retry is allowed) advise the

handler if the trick has been performed incorrectly.

**Rationale:** this rule should appear under the heading 11. Judges and Judging

**Consequential Changes:** renumbering of 11.1 (and the addition of 11.1.4 Orders from the Judge - see relevant proposed rule)

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**STARTER**

**S.1 Go Round - Once**

***Set up***

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

***Cue***

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

**Action**

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

N.2 Go Round - 3 metres / 1 ½ circles

**Set up**

The handler will provide a cone or pole and will place it at least three (3) metres from the

start point. The dog will be in a stance of the handler’s choice, and will normally be beside the handler and close to handler. The handler whether the dog will move in a clockwise

 or anti -clockwise direction.

**Cue**

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

**Action**

On cue the dog, without stopping, will leave the handler, complete 1½ circles of the cone

or pole in a clockwise or anti-clockwise direction, and will then return close to the handler.

**b) Circle the Handler Tricks**
 S.2 Circle the Handler - Once
**Set up**
The dog will be in a stance of the handler’s choice and close to the handler.
**Cue**
The handler will cue the dog to circle him.
**Action**
On cue the dog will make one complete circle forward around the handler, and finish in the same position as at the start of the trick

**N.3 Circle the Handler - 3 times
Set up**
The dog will be in a stance of the handler’s choice and beside  close to the handler The handler will indicate to the judge whether the dog will move in a clockwise or anti clockwise direction.
**Cue**
The handler will cue the dog to circle him.
**Action**
On cue the dog will make three (3) complete circles forwards around the handler. The

handler will remain stationary. and finish in the same position as at the start of the trick

**S.2 no changes. Changes for N.3 provide consistency between the tricks.**

**c) Leg Weave Tricks

S.4 Leg Weave – Stationary figure of 8
*Set up***The dog will be in a stance of the handler’s choice and may be on the left or right side of

the handler.
***Cue***The handler will have their legs apart and the handler’s feet will remain stationary until the dog has returned to the start position. The handler will cue the dog to weave through his legs.
***Action***On cue the dog will weave through the handler’s legs, making one (1) figure eight

around the handler’s legs, then return to the start position.

**N.5 Leg Weaves – 2 Figures of 8, moving**
***Set up***
The dog will be in a stance of the handler’s choice and beside the handler. The handler will be standing. may be on the left or right side of the handler.
***Cue***
The handler will cue the dog to weave through his legs as the handler moves forwards four (4) steps.
***Action***
On cue, as the handler moves forwards, the dog will weave through the handler’s legs, making two (2) figures of eight around the handler’s legs; the handler will not lift his legs to step over the dog. The dog will finish in the same position as at the start of the trick.

S.4 no changes. Changes in N.5 provide consistency between the tricks.

**11. Deletion of the “CUE” in all tricks**

**Rationale**

By deleting the Cue and absorbing the section into either the Set Up or the Action, wherever it is most appropriate for the particular trick, would remove the ambiguity which occurs in some of the Tricks.

In thirty four of the tricks, the wording under Cue states the obvious e.g “ The handler will cue the dog….” In the remainder of the tricks the wording is not a cue. In some tricks it should be a part of the “SETUP” and in others should be part of the “ACTION”.
Sometimes the CUE states what also appears in the SETUP or the ACTION.
There are instances of contradiction between the CUE, SETUP and ACTION.

Below are two examples of the tricks indicating these issues

**Change to**
**S. 10 Send over Jump – from 1 metre**
***Set up***
The handler will provide a jump (which may be a bar jump or a solid jump and must be safe for the dog to jump) with a minimum height of 150mm and of a maximum height of 400mm. The height which the dog jumps should be suitable for the dog’s abilities. The handler and dog will stand at least one (1) metre (on either side) from the jump with the dog in a stance of the handler’s choice and beside the handler on either left or right side.
The handler is not required to inform the Judge which option he will be using. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of one (1) metre from the jump
The handler may -
(a) remain at the start point and send the dog over the jump; or
(b) run past the jump with the dog, to encourage him to jump; or
(c) leave the dog and move to stand at the side of the jump and send the dog over; or
(d) move to the opposite side of the jump and stand at least one (1) metre away from the jump.
***Cue***
The handler will cue the dog to take the jump. The handler is not required to inform the Judge
which option he will be using. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of one (1) metre from the jump.

**Present Rule**

**S. 10 Send over Jump – from 1 metre**
***Set up***
The handler will provide a jump (which may be a bar jump or a solid jump and must be safe for the dog to jump) with a minimum height of 150mm and of a maximum height of 400mm. The height which the dog jumps should be suitable for the dog’s abilities. The handler and dog will stand at least one (1) metre (on either side) from the jump with the dog in a stance of the handler’s choice and beside the handler on either left or right side.
The handler may -
(a) remain at the start point and send the dog over the jump; or
(b) run past the jump with the dog, to encourage him to jump; or
(c) leave the dog and move to stand at the side of the jump and send the dog over; or
(d) move to the opposite side of the jump and stand at least one (1) metre away from the jump.
***Cue***
The handler will cue the dog to take the jump. The handler is not required to inform the Judge which option he will be using. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of one (1) metre from the jump.
***Action***
On cue the dog will jump over the jump, land on the other side and return close to the handler
 **Rationale**
Delete the heading Cue and place the section under Set up. This is actually part of the set up not a cue.

**S.4 Leg Weave - Stationary figure of 8**

**Old Rule**

**Set Up.**

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

right side of the handler

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

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

**New Rule**

**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. The handler will have - his legs apart in an inverted ‘V’ and the handler's feet will remain stationary until the dog has returned to the start position and stance. His legs however may move slightly in order to accommodate the dog’s size as indicated in Preamble 1 (h).

**Cue**

The handler will cue the dog to weave.

**Action**

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

**Rationale**

The trick description has been transferred here to the Set Up from Cue. It is not a cue and thus should not appear under the ‘Cue’ heading. There has been widespread confusion regarding when the dog is to open his legs. The description now brings the Set Up in line with that of I.20.

In addition, ‘stance’ has been added here to avoid confusion regarding the definition of ‘position’. bringing it in line with S.15 description.

There has been confusion in this trick with some requiring dogs to return to the start position (which actually means location only ), plus return to the start stance, which is not mandated but has been added for the new Rule.

It is important that definitions of ‘stance’ and ‘position ‘as used in these rules be added to 2.0 Definitions

**S.5** Nose to Hand Touch - 2 touches/2 seconds

Old Rule

Set Up

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

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

Action

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

* **New Rule**
* **S.5 Nose to Hand Touch**
* Set Up
* The dog will be **in a stand.** The handler will be in front of the dog.
* Cue
* The handler will cue the dog to touch each hand in turn.

**Action**

The handler will present his left hand to his left front and his right hand to his right front and away from his body and cue the dog to touch each hand in turn with his nose, when that hand is presented. The dog will maintain contact on each hand for two (2) seconds. The Judge will indicate when that time has elapsed. The dog must clearly move to target each presented hand; the handler may not move his hand to the dog. Hands may be presented in any order, and once only for each hand. The actual nose to hand touches must be clearly visible to the judge.

**Rationale**

The definition of ‘position’ is ‘location’ and therefore is not correct here. Much of the description under ‘Cue’ is actually the action and therefore has been transferred to ‘Action’ and any repetition has been removed.

**9. Present Rule Page18**

**S.12 Sendaway - from 2 metres and N.13 Sendaway – 3 metres**
***Set up***The handler will provide an object to create a defined area6. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The handler will place the object creating the area and take up a position at least two (2) metres in front of the area. The dog will be in a stance of the handler’s choice and will be beside the handler.

**Change to**
The handler will provide an object to create a defined area6. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and face the handler while remaining substantially in or on the defined area. The handler will ~~place the object creating the area~~ ~~and~~ take up a position at least two (2) metres in front of the area. The dog will be in a stance of the handler’s choice and will be beside the handler.

**Rationale** The object to create a defined area is set up by the handler when they set up their other equipment.

**S 15** Sit Pretty - 2 seconds
**Old Rule**

**Set Up**

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

**Cue**

The handler will cue the dog to Sit Pretty.

**Action**

On cue the dog will sit securely balanced on his hind quarters and will- raise his front paws in the air, without support; or raise his front paws onto the arm of the handler.

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

**New Rule**

**S.15 Sit Pretty**

**Set Up**

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

**Cue**

The handler will cue the dog to Sit Pretty

**Action**

On cue the dog will sit securely balanced on his hind quarters and will - raise his front paws in the air, without support. The handler may pose with the dog and/or maintain the cue to Sit Pretty; or raise his front paws onto the arm of the handler.

In either case the dog will be in a stance and position for two (2) seconds. The Judge will indicate when that time has elapsed.

**Rationale**

This is Starter class. Those choosing option (b) are posing with the dog for the time required with the arm as an extended cue.

Those choosing option (a) should also be permitted to cue the dog for the duration of the trick.

**NOVICE**

**Old Rule N.1 Search and Identify - 3 objects/2 metres**

**Set Up**

The handler will supply three (3 ) flower pots or similar sized containers and an article ( which may be a treat or toy) to be placed under one of the pots. If using a food treat, it must be in a sealed food container with holes in the lid; food must not be placed directly on the ground. If using a toy, the toy must be able to fit under the pot.

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

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

**Cue**

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

**Action**

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

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

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

**Rationale**

There are excellent containers (eg soap containers) that can be tightly sealed and which already have the holes in the top, that are not food containers and the competitor should have the choice to use these. Many competitors now take part in Nosework or Scentwork and many dogs indicate by sitting or standing. At present those dogs would fail the trick even though the indication was clear. These dogs should not be excluded from performing this trick.

**N.4** Circle Spin – Twice Old Rule.

 **Set Up**

The dog will be in a stance of the handler's choice and may be in front of or

beside the handler. The handler will indicate to the judge whether the dog will

spin in a clockwise or anticlockwise direction.

**Cue**

The handler will cue the dog to circle spin.

**Action**

On cue the dog will complete either-

* two (2) 360 degree circle/spins in the same direction; or
* one (1) 360 degree circle/spin and one (1) 360 degree circle/spin anticlockwise.

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

**New Rule**

**N.4 Circle Spin - Twice**

Set Up

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

**Cue**

The handler will cue the dog to circle spin.

**Action**

On cue the dog will complete either-

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

one (1) 360 degree circle/spin and one (1) 360 degree circle/spin anticlockwise.

Whichever option is chosen, the dog will finish in the start position **and stance.**

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.**

**Rationale**

Although position ( location ) only is required in the old rule, there has been confusion with some requiring start point stance as well. Adding stance will make the finish requirements absolutely clear for all.

Option (b) : It is very difficult for the dog to change direction in a spin without a brief pause, especially when the spin must be exactly 360 degrees.

**N.5** Leg Weaves - 2 figures of 8, moving.

**Old Rule**

**Set Up**

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

**Cue**

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

**Action**

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

**New Rule**

N**.5 Leg Weaves - moving 4 steps,**

**Set Up**

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

**Cue**

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

**Action**

On cue, as the handler moves forwards, the dog will weave through the handler's legs, whilst the handler moves forwards four (4 ) steps; the handler will not lift his legs to step over the dog. The dog will finish in the same position and stance as the start of the trick.

**Rationale**

The Heading / name of the Trick: a figure of eight is not a weave. In a figure of eight the dog goes completely around both legs. In a weave, the dog goes only half way round each leg.

**Action :** for the same reason, replace “ making two (2) figures of eight around the handler's legs” with the correct description of a weave - ie: the dog weaves through the handler's legs whilst the handler moves forwards four (4) steps. Some people have taken the description “ 2 figures of eight” literally but have then found it impossible to move forward taking 4 actual steps. Again, since “position” (location) is interpreted (wrongly) to include “stance”, “stance” needs to be added to the finish in order to avoid confusion.

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**N.12** Jump Cane or Hoop Old Rule

**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 15cm off the ground.

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

**Cue**

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

**Action**

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

**New Rule**

**N.12 Jump Cane or Hoop**

**Set Up**

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

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

**Cue**

The handler will cue the dog to **jump over or through the cane or hoop.**

**Action**

Whilst facing the dog, the handler will present the cane/hoop to the dog and then cue the dog to jump. On cue the dog will jump over the cane or through the hoop, land on the other side and return close to the handler.

**Rationale**

This trick description is very confusing and at present, because of the contradictory descriptions in Set Up, Cue and Action, the handler has a choice as to when to leave the dog.

There are descriptions in the Cue which actually should be either the Set Up or the Action. The Cue should contain only the Cue, not the Set Up or Action.

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

**Old Rule**

**Set Up**

The handler will provide an object which should be immobile and anchored for the exercise; the handler may hold the object to keep it stable and immobile. The object should be higher than the dog’s whither ( to a maximum of 500mm)

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

**Cue**

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

**Action**

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

**New Rule**

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

**Set Up**

The handler will provide an object which must be immobile and anchored for the exercise; the handler may hold the object to keep it stable and immobile. The object should be higher than the dog’s whither ( to a maximum of 500mm)

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

**Cue**

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

**Action**

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

**Rationale**

“ should” implies the subject has a choice : they should do it but are not obliged to. (eg: you should go home) Therefore “Will“and “must” are the more appropriate words here, then there can be no confusion regarding the meaning of “should” There have been occasions when handler's have been penalised for choosing an alternative to the suggested stance where “should” is used in these rules.

**Old Rule.19 Paws Up on Fixed Object - 3 seconds
*Set up***The handler will provide an object8 which should be immobile and anchored for the exercise; the handler may hold the object to keep it stable and immobile. The object should be higher than the dog’s withers (to a maximum of 500 mm).

The dog should be in a stand, close to the object. A wait/stay may be used. The handler and dog will be in a position of the handler’s choice.
***Cue***The handler will cue the dog to place his front paws on the object. ***Action***On cue the dog will place both front paws on the object, with his hind feet maintaining contact with the ground. The dog may lift one front paw at a time or both paws simultaneously. The dog will hold the position for three (3) seconds. The Judge will indicate when that time has elapsed. The dog may be released or thehandler may lower the dog’s front paws to the ground.

**New Rule**.19 Paws Up on Fixed Object - 3 seconds
***Set up***The handler will provide an object8 which should be immobile and anchored for the exercise; the handler may hold the object to keep it stable and immobile only. The handler will not place their hands on the area the dog’s paws are to be placed. The object should be higher than the dog’s withers (to a maximum of 500 mm).

Rationale: This Rule allows the handler to support the item to keep it stable and immobile, that is handler may hold the chair/stool legs with their legs or foot or hands. The handler is not to “support” the stool or chair with their fingers where the dog is to place their paws. All items that are known to mobilise are required “to have a break or other stop to ensure immobility and stability...”.

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

Set Up

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

Cue

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

 Action

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

**New Rule**

**Paws on Feet - Handler Moving/ 1 body length**

**Set Up**

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

**Cue**

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

**Action**

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

The dog’s paws will remain on the handler's feet for the duration of the trick. Rationale

This is a very difficult move and the intention must be for the dog to have a choice as to whether the paws are put on the handler's feet consecutively or simultaneously. Therefore “concurrently “should be deleted. Concurrently means “at the same time,” “simultaneously”.

**INTERMEDIATE**

I.1 Named Retrieve - 3 metres.

**Old Rule**

**Set Up**

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

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

**Cue**

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

**Action**

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

**New Rule**

I.1 Named Retrieve - 3 metres

**Set Up**

The handler will provide five (5) articles, all of a similar size. The handler will set those five (5) articles out on the floor/ground within an area of approximately one (1) metre square; the closest article will be at least three (3) metres away from the start point and articles will be 0.5 m apart. The spread of the articles will be set out before the dog enters the ring. The dog will be in a stance of the handler's choice, beside the handler. The Judge will advise which article is to be retrieved.

**Cue**

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

**Action**

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

**New Rule**

**Rationale**

As the original rule is written, the articles must be placed so that each is 0.5m from every other article. This is not possible and is clearly not the intention of the rule. Rewording the rule removes any confusion.

**I.2 Neat and Tidy**

**Old Rule**

**Set Up**

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

**Cue**

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

**Action**

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

**New Rule**

**I.2 Neat and Tidy**

**Set Up**

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

**Cue**

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

**Action**

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

**Rationale**

‘ will place’ means that the handler places the object and container in place during the trick setup. However this contradicts Rule 9 and Preamble 1(b).

In order to remove any confusion, ‘will’, must not be used in this context.

**Consequential Changes:**

In every trick description where it is stated that that the equipment

‘will’ be placed during the setup of the trick, this word must be replaced using the past tense - eg I.3 “cone or pole PLACED at………

**I.3** **Double Go Round – 3 metres / 2 ½ circles**

***Set up***

The handler will provide a cone or pole and will place it at least three (3) metres from the start point. The dog will be in a stance of the handler’s choice, ~~and will normally be beside the handler~~. and close to the handler. ~~The~~

~~handler will indicate to the judge whether the dog will move in a clockwise or anti-clockwise direction~~.

***Cue***

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

***Action***

On cue the dog, without stopping, will leave the handler, go round the cone or pole in a clockwise or anti-ockwise direction, complete 2½ circles of the cone or pole and will then return to be close to the handler ~~and in any stance~~.

S.1 No change to present description. N.2 and I.3 changes in red to provide consistency of the trick descriptions between levels.

**b) Circle the Handler Tricks**

**S.2** **Circle the Handler - Once**

***Set up***

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

***Cue***

The handler will cue the dog to circle him.

***Action***

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

**N.3** **Circle the Handler - 3 times**

***Set up***

The dog will be in a stance of the handler’s choice and ~~beside~~  close to the handler. ~~The handler will indicate~~

~~to the judge whether the dog will move in a clockwise or anti-clockwise direction.~~

***Cue***

The handler will cue the dog to circle him.

***Action***

On cue the dog will make three (3) complete circles forwards around the handler. ~~The handler will~~

~~remain stationary.~~ and finish in the same positon as at the start of the trick

S.2 no changes. Changes in red for N.3 provide consistency between the tricks.

**I.9 Sendaway -6 metres**

**Old Rule *Set up***

The handler will provide an object to create a defined area12. The defined area must have a non-slip surface and must be large enough for the dog to be able to stand and turn and

face the handler while remaining substantially in the defined area. The handler will place the object/s

 creating the area and take up a position at least six (6) metres from the start point.

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

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

**Action**

On cue the dog will go to the defined area, turn and face the handler; the dog can then

stand, sit or drop but in doing so must remain in the defined area until released by the handler.

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

**New Rule**

**I.9 Sendaway - 6 metres**

**Set up**

The handler will provide an object to create a defined area12. The defined area must have a non-

slip surface and must be large enough for the dog to be able to stand and turn and face the handler

while remaining substantially in the defined area. The handler will place the object/s creating the

area and take up a position at least six (6) metres from the start point.

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

**Cue**

The handler will cue the dog to go to the defined area. The handler will remain stationary but may

take a step forward to send the dog; however, this step must not encroach the minimum distance of

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

**Action**

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

**Footnote 12** This may be a cardboard box, a mat, an area whose perimeter is defined by PVC pipe or a rope or other low sided barrier or object which clearly makes the perimeter of the area, excluding a crate or raised platform or bed.

Rationale

A crate is not low sided and defeats the challenge of teaching the dog to stay wholly within the perimeter of the object. A raised bed or platform similarly makes the trick easier than obviously intended.

Consequential changes: These exclusions would also be added to footnotes to S.12 and N.13 - Sendaways.

**I.10 Take a Bow.**

**Old Rule**

**Set Up**

The dog will be in a stand. The dog may be in front of the handler or to the left or right of the handle, no in either case will be at least three (3) metres away from the handler.

**Cue**

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

**Action**

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

**New Rule**

**I.10 Take a Bow**

**Set Up**

The dog will be in a stand. The dog may be in front of the handler or to the left or right of the handle, no in either case will be at least three (3) metres away from the handler.

**Cue**

The handler will cue the dog to take a bow, the handler may bend or pose to cue the dog.

Action

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

**Rationale**

The idea of the tricks was to lead into Dances with Dogs, where handlers can pose other than just bending to cue the dog. A pose other than just a restrictive ‘ bend’ can look impressive to spectators.

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

**Old Rule**

**New Rule**

***Set Up***

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

The dog will be in a sit or stand in a location of the handler’s choice. The

handler may stand or kneel and may bend.

**Cue**

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

**Action**

On cue the dog will place his paws up (on the handler’s arm or the horizontal

bar) and bow his head so that it is positioned under the handler’s arm or horizontal arm of the

object, and remain in that pose for three (3) seconds. The Judge will indicate when that

time has elapsed.

**I.13 Say Your Prayers - 3 seconds**

***Set Up***

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

The dog will be in a sit or stand in a location of the handler’s choice. The

handler may stand, sit, or kneel and may bend.

**Cue**

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

**Action**

On cue the dog will place his paws up (on the handler’s arm or the horizontal bar) and

bow his head so that it is positioned mostly under the handler’s arm or horizontal arm of the object,and remain in that pose for three (3) seconds. The Judge will indicate when that

time has elapsed.

**Rationale**

Many handlers have back pain or have had operations on their spines, and cannot bend, others have problems with their knees and are unable to kneel. These handlers should not be prevented from choosing this trick, rather, they should be permitted to sit on a chair or stool in order to execute this trick.

When dogs do this trick properly, the head is bowed down and only partly under the arm/bar. (Hence “mostly “under the bar/arm.)

**I.17 Straddle Position Moving.**

**Old Rule**

**Set Up**

The dog will be in a stance of the handler's choice and may be beside or in front of and facing and facing the handler. A wait/stay may be used.

**Cue**

The handler will move his legs apart to form an inverted ‘V’ and cue the dog to take up straddle position. Further cues may be used to initiate further movement.

**Action**

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

1. move backwards two (2) body lengths; or
2. 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.

**New Rule**

**I.17 Straddle Position Moving**

**Set Up**

The dog will be in a stance of the handler’s choice and may be beside or in front of and facing the handler. A wait/stay may be used.

The handler will have his legs apart to form an inverted ‘V’.

**Cue**

The handler will cue the dog to take up straddle position. Further cues may be used to initiate further movement.

**Action**

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

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

(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.

**Rationale**

The handler's placing his legs in an inverted ‘V’ is not a cue, it should be e in the description of the Set Up (cf I.20.- where the placing of the legs in an inverted ‘V’ is in the Set Up.

**I.20 Paws on Feet - Pivot/High Lifts**

**Old Rule**

**Set Up**

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

**Cue**

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

**Action.**

Whilst maintaining straddle position, on cue the dog will put his paws on the handler's feet. The dog will remain in straddle position with his feet on the handler's feet and move with the handler to perform one of the following:

1. 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
2. Movement forwards or backwards to a distance of one (1) body length, with the lifting his feet high (relative to the dog's size)? during this movement.

**New Rule**

**I.20 Paws on Feet - Pivot/High Lifts**

**Set Up**

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

**Cue**

The handler will cue the dog to take up position and then to perform the selected action.

**Action**

The handler will cue the dog to put his left paw on the handler's left foot and his right paw on the handler's right foot, so that there is a paw on each of the handler's feet at the same time. Once in position, the handler may cue the dog to keep his 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 to a distance of one (1) body length, with the lifting his feet high (relative to the dog's size)? during this movement.

**Rationale**

Most of the Cue in the existing rule constitutes the Action and should not appear under ‘Cue’. A small part of the Cue is also repeated in the description of the action.

**ADVANCE**

Trick Description Table

**Old numbering :**

A6 Unroll Carpet- 2 body lengths.

**New numbering: this trick should numbered A.7 as there is already an A.6.**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**A5 Paws Up and Push**

 **Old Rule :**

**Set Up**

The handler will provide any equipment required for performance of this trick, it will be of a type which will move safely on the surface of the test venue.

The dog may be in any position except paws up.

**Cue**

The handler will cue the dog for the behaviour or sequence. A wait/stay may be used.

**Action**

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

1. Place both front paws on the object,^14 with his hind feet maintaining contact with the ground. This may be completed with one front paw at a time or both front paws together, the dog will then push the object for three (3) body lengths; or
2. Place all 4 paws on the object^15 and ride or move the object for three (3) body lengths; or
3. Approach the handler from behind and ‘push him over’ by bouncing on him with the dog's front paws.

Except in the case of (c), the handler may support the object and/or have the dog push the object towards him. The dog may be released or the Handler may lower the dog’s paws to the ground.

**New Rule :**

**A.5 Paws Up and Push**

**Set Up**

The handler will provide any equipment required for performance of this trick, it will be of a type high will move safely on the surface of the test venue.

The dog may be in any position except paws up.

**Cue**

The handler will cue the dog for the behaviour or sequence. A wait/stay may be used.

**Action**

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

(a) Place both front paws on the object, with his hind feet maintaining contact with the ground. This may be completed with one front paw at a time or both front paws together, the dog will then push the object for three (3) body lengths; or

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

(c) Approach the handler from behind and ‘push him over’ by bouncing on him with the dog's front paws.

Except in the case of (c), the handler may support the object and/or have the dog push the object towards **or away from** him. The dog may be released or the Handler may lower the dog's paws to the ground.

**Rationale:** Pushing the object away from the handler is a viable option here. The present rule does not recognise a dog’s capability.

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**A9 Reverse to between Handler’s legs- 4 body lengths.**

**Old Rule**

**Set up**

The dog will be in a stand; the handler will be four (4) body lengths behind the dog, facing in the same direction as the dog.

**Cue**

The handler will cue the dog to wait while the handler moves to a position at least four (4) body lengths behind the dog and will face in the same direction as the dog, with his legs apart in an inverted V. The handler will then cue the dog to back up.

**Action**

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

**New Rule:**

**A.9 Reverse to between Handler's Legs - 4 body lengths**

**Set up**

The dog will be in a stand; the handler will be four (4) body lengths behind the dog facing the same way as the dog **and with his legs apart in an inverted V.**

**Cue**

The handler will cue the dog to back up.

**Action**

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

**Rationale:**

The cue, which takes place after the trick has commenced, contradicts and repeats some of the set up.This is very confusing for competitors and Judges alike. Therefore the parts of the cue that pertain to the setup have been removed. If left as written, competitors have the choice to leave their dogs either before or after the trick commences.

In addition it is not absolutely clear that the dog must pass between the handler’s legs.

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**A12 Reverse Leg Weaves - 4 weaves.**

**Old Rule**

**Set up**

The dog will be in a stand beside the handler.

**Cue**

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

**Action**

On cue (which may be a verbal cue and/or the handler’s hand and/or leg movement), the dog will move backwards between the handler’s legs to the opposite side, at which time the handler will take a further step back and may re-cue the behaviour, continuing from side to side moving backwards for four (4) continuous reverse weaves ( two around each leg ). The dog should finish on the same side as he started.

**New Rule**

**A.12 Reverse Leg Weaves - 4 weaves**

**Set up**

The dog will stand beside the handler.

**Cue**

The handler will cue the dog to move backwards through his legs from one side to the other whilst the handler is moving backwards and may provide further cues to initiate continuous weaves.

**Action**

**On cue (which may be a verbal cue and/or the handler’s hand and/or leg movement ), the dog will move backwards between the handler’s legs to the opposite side, at which time the handler will take a further step back and may re-cue the behaviour, continuing from side to side moving backwards for four(4) continuous leg weaves ( passing each leg twice ). The dog will finish on the same side as he started.**

**Rationale:** This is a moving weaving exercise. In a figure of 8, the dog must move backwards around (circle backwards around ) each leg, which is not a moving weave. This also contradicts the description in the cue to ‘move backwards under his leg from one side to the other’.

In addition the description “ two around each leg “ cannot constitute moving weaving and does, in fact contradict the previous part of the description; ie, in a weave the dog performs half circles around each leg. “ Passing each leg twice” is a more accurate description.

The description as it stands may lead to confusion as it has in N 5.

**————————————————————————————————**

**A15**  Arms/Leg Jump - from 4 metres

 **Old Rule**

**Set Up**

The dog will be in a stance of the handler's choice. The Handler will leave the dog and stand at least four (4) metres away either facing the dog or with his back to the dog. When the handler presents his arms/legs they must be at the appropriate height for the dog and at least 15cm off the ground.

**Cue**

The Handler will cue the dog to stay and move to his position at least (4) four metres away from the dog. The Handler will present his arms/legs and may give a verbal cue the dog to jump.

**Action**

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

1. the handler’s extended arm: Handler may bend or kneel;
2. the handler’s arms joined in the configuration of a hoop;
3. the handler’s raised leg; or
4. the handler's legs bowed in the configuration of a hoop.

**New Rule**

**A.15 Arms/Leg Jump - from 4 metres**

**Set Up**

The Handler will be in a stance of the handler's choice. The Handler will leave the dog and stand at least four (4) metres away either facing the dog or with his back to the dog. **The** Handler will present his arms/legs which must be at an appropriate height for the dog and at least 15 cm off the ground.

**Cue**

The handler may give a verbal cue for the dog to jump.

**Action**

On cue the dog will jump over or through one of the following, land on the other side, and return close to the Handler.

1. the handler's extended arms; Handler may bend or kneel;
2. the handler's arms joined in the configuration of a hoop;
3. the handler's raised leg; or
4. the handler's legs bowed in the configuration of a hoop.

**Rationale**

The present Cue contradicts the Set Up, causing confusion - the handler cannot satisfy both the setup and cue as the rule stands.

Also the grammar within the cue needs correction, and a comma should be inserted after “ land on the other side” in the Action.

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**A17 Bring it Back - 6 metres**

**Old Rule**

**Set Up**

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

**Cue**

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

**Action**

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

**New Rule**

**A.17 Bring it Back - 6 metres**

**Set Up**

The handler will provide an article ( eg a basket, bag or similar, excluding a

 Dumbbell or toy or ball ) for the dog to retrieve; this will be placed at least six (6) metres from where the handler will send the dog. The dog will be in a stance of the handler's choice beside the handler.

**Cue**

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

Action

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

**Rationale**

This is an advanced Trick and the dog is performing a retrieve which is not an Obedience retrieve. Suggestions are a basket or bag or similar and these are more suitable for an Advanced trick. The suggestions make no mention of balls or toys - therefore this rule clarifies what can be used.

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**A21** Straddle and Move

Old Rule.

Set Up

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

**Cue**

The Handler will cue the dog to take up position between his legs which will be apart in an inverted ‘V’. Further cues may be used to initiate further movement.

On cue the dog will take up straddle position (ie between the handler’s legs facing in the same

direction as the handler, with his shoulder/chest between the handler’s legs). On further cues

the dog will perform two (2) behaviours selected from the following:

(a) In straddle position, wait, circle leg and into straddle position, wait, circle handler’s leg (or

other leg) and return to straddle position; repeat the sequence a further two (2) times. The

handler is stationary.

(b) In straddle position, wait, circle leg as the handler pivots backwards 180 degrees, and into

straddle position, wait, circle other leg as the handler pivots backwards 180 degrees to face

the original direction and return to straddle position; repeat the sequence a further two (2)

times.

(c) Move forward in straddle position as the handler moves forward at least three (3) steps;

drop into down position as the handler lunges/drops to one knee; stand as the handler

stands (known as ‘tactical straddle’); repeat the sequence one (1) additional time.

(d) Put his left paw on the handler’s left foot and his right paw on the handler’s right foot

concurrently, so that there is a paw on each of the handler’s feet at the same time. While

maintaining this position, move forwards or backwards for a distance of at least five (5) body

lengths

**Action**

**New Rule**

**A.21 Straddle and Move**

**Set Up**

The dog may be in a stance of the handler's choice and will be at least one (1) metre from the handler **whose legs will be apart in an inverted ‘V’.**

**Cue**

**The Handler will cue the dog to take up position between his legs.** Further cues may be used to initiate further movement.

**Action**

On cue the dog will take up straddle position ( ie between the handler's legs facing in the same direction as the handler, with his shoulder/chest between the handler's legs). On further cues the dog will perform two (2) behaviours selected from the following:

1. In straddle position, wait, circle leg and into straddle position, wait, circle the handler's leg ( or other leg) and return to straddle position; repeat the sequence a further two (2) times. The handler is stationary.
2. 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 a further two (2) times.
3. Move forward in straddle position as the handler moves forward at least three (3) steps; drop into a down position as the handler lunges/drops to one knee, stand as the handler stands ( known as the tactical straddle); repeat the sequence one (1) additional time.
4. Put his left paw on the handler's left foot and his 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 move forwards or backwards for a distance of at least five (5) body lengths.

**Rationale**

It is presently unclear when the handler must open his legs. The words used are better suited to the setup than the cue.

In addition in (d) the word ‘concurrently ‘ which means ‘ at the same time,’ ‘simultaneously’ is surely not the correct word here. and a choice should be given - and whilst a small dog would have space to safely jump up onto the handler's feet, (concurrently), this move could prove painful for handlers of larger dogs. A safer way for larger dogs to step onto the handler's feet is one paw at a time ( consecutively)

**A23** Push Along - 4 body lengths.

**Set Up**

**Old Rule**

The handler will provide a movable object and two stable objects through which the movable object will be pushed; the stable objects will be no more than one (1) metre apart and must be at least four (4) body lengths from the start point.

The dog will be in a stance of the handler's choice; he will be positioned on one side of the object and may be either next to or near the object. The handler will be in a position of his choice and may move but may not touch the dog or object.

**Cue**

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

Action

On cue the dog will push the moveable object with his nose for a distance of at least four (4) body lengths and end with the ball pushed between the two stable objects.

**New Rule**

**A.23 Push Along - 4 body lengths.**

**Set Up**

The Handler will provide a movable object and two stable objects through which the movable object will be pushed; the stable objects will be no more than one (1) metre apart and must be at least four (4) body lengths from the start point.

The dog will be in a stance of the handler's choice; he will be positioned **either next to or near the object.** The Handler will be in a position of his choice and may move but may not touch the dog or object.

Cue

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

Action

On cue the dog will push the moveable object with his nose for a distance of at least four (4) body lengths and end with the **moveable object** pushed between the two stable objects.

 **Rationale**

In the Set Up, the use of the phrase ‘on one side’ is confusing especially since the description then says the dog may be ‘ either next to or near the object’. Therefore the description is better understood by deleting the phrase ‘on one side’.

‘moveable object ‘ is used throughout the trick until the last sentence when ‘ball’ is used. This suddenly implies that only a ball may be used when this is only a suggestion in footnote 19 and not mandatory.

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**A 25 Handler’s Choice – 3 components**

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

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.

New Rule

For the Advanced class, the trick(s) for this section must have at least (3) distinct and linked advanced components. This includes elements of distance and/or duration. Tricks can be chosen from the Trick Rule book (preferably from the Advanced Trick selection) However, if they are chosen from the lower level (intermediate and below) the trick must be altered to fit the advanced difficulty level.

Example using 1.7 In Reverse moving with Handler. To add difficulty (distance) to go minimum of six steps. However, this would only satisfy 1 part of the 3 components expected from the advance trick combination.

The handler may also devise tricks that do not appear at any level in this schedule as long as the tricks have the difficulty, distance and /or duration, keeping in line with the Advanced Class.

The trick should 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.

**Rationale:** To maintain an Advanced Trick Dog degree of difficulty.

**New Rule - all parts of Appendix E** should be transferred to

the body of the Rules.

Rationale: Appendix E contains extra Rules. However these

Rules belong in the body of the Rules their relevant section. In

addition Appendix E is on the final page, after Mark sheets etc

and is frequently overlooked by competitors.

Consequential Changes. Renumbering of some Rules.

APPENDIX E

GUIDE TO SET UP AND PERFORMING TRICK DOG

TESTS

1. Rewards

Old Rule :

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.

New Rule:

11.4.1

(k) 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.

Rationale: This Rule belongs in the section on

disqualification.

—————————————————————————-

Old Rule:

1.2 For Starter and Novice classes, reward stations will be

set up in the ring as directed by the Judge.

New Rule

Add to 10.5.2 : There will be one (1) reward station in

each of Starter and Novice classes.

The reward station will be set up in the ring as directed

by the Judge.

Rationale: This rule pertains to 10.5 Rewards and thus

should be in that section.

—————————————————————————-

Old Rules:

1.3 Handlers may use a silent toy or food reward to reward

the dog at the conclusion of a trick or a number of tricks.

The handler may reward the dog up to a maximum of 6

visits to the reward station in Starters class and a maximum

of 8 visits in Novice class. They may use a food

reward after some tricks and a toy reward after other tricks,

if they so desire.

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

sealed container.

1.5 If a toy is used, it must be a silent toy. The handler and

dog may go to the reward station, play with the toy with the

dog, then release and move to take up position for the next

trick.

The toy at no time can be thrown.

1.6 The Judge will indicate if s/he considers the reward

process has gone on too long and direct

the handler to the next trick.

New Rule: Rules 1.3; 1.4; 1.5; 1.6 above are already well

explained within the rules (10.5) in the relevant sections.

Therefore they can be deleted here.

**Rationale:** Since the rules are already in the relevant sections,

( 10.5 ), it is not necessary to repeat the rules in Appendix E.

——————————————————————————

Old Rule

2. Set up of equipment

Handlers will set up any of their equipment before the

commencement of their test; stewards

may assist.

New Rule: Delete this rule in this section

Rationale This Rule is already adequately stated in 9.4

Equipment.

—————————————————————————-

Old Rule :

3. Retry

3.1 In Starter and Novice classes, up to one retry is allowed

in the entire test.

3.2 If after one retry a dog does still not pass the trick, it

cannot qualify but may continue to finish

the test.

New Rule

Added to 10.0 COMPETING between existing 10.7 and 10.8

and renumber. ie:

Retry

10.?.1 In Starter and Novice classes, up to one entry is allowed

in the entire test.

10.?.2. If after one retry a dog does still not pass the trick, it

cannot qualify but may continue to finish the test.

Rationale: This rule should be under COMPETING.

Consequential Changes : all sections under 10 COMPETING

would need renumbering.

—————————————————————————

Old Rule

4. Scheduling

4.1 If trick titles are held in the same ring as any other

discipline, it is recommended that the

classes of that other discipline/s are judged first, followed by

the Trick Dog titling class/es.

New Rule: 5.12 If trick titles are held in the same ring as

any other discipline, it is recommended that the classes

of that other discipline/s are judged first, followed by

the Trick Dog titling class/es.

Rationale: This Rule should be situated in the Ring

section of the Rules.

——————————————————————————

Old Rule:

4.2 At the conclusion of all official classes an Affiliate may

offer non-titling classes.

New Rule: 6.2.4 A dog may be entered in both titling and

non-titling classes when the latter are offered by the

Affiliate conducting the test. Non- titling classes may be

offered at the conclusion of all official classes.

Rationale: This Rule should be added to Rule 6.2.4

**8. Present Rule Appendix A Page 14**
5. The Judge will –
(a) indicate to the handler the name of the next trick;
(b) ask if the handler is ready to undertake the next trick;
(c) advise the handler when the trick is deemed to be finished;
(d) in the case of Starter and Novice classes (where one retry is allowed) advise the

handler if the trick has been performed incorrectly
**Change to**

5. The Judge will –

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

(b) Insert “Take up position”
(c) ask if the handler is ready to undertake the next trick ask the handler “Are you
 Ready”, followed by “Begin”
(d) advise the handler when the trick is deemed to be finished, advise the handler

“Trick complete, correct (incorrect)”
(e)  the case of Starter and Novice classes (where one retry is allowed) advise the

handler if the trick has been performed incorrectly

**Rationale**
 At present each judge has their own method to indicate when to commence a trick or when a trick is complete. The use of the operative words “ Are you Ready” ,“Take up position ”, “Trick complete , correct (incorrect)” would provide clarity for competitors