**DOGS WEST PROPOSAL**

**NEW CLASS STORY TELLING**

**The story telling title is separate title and has been included for dogs that have attained the title of at least Novice Trick Dog, as this is an increase in skill level this new class is asking the dog to complete a set of tricks that work together, storytelling has more spectator appeal as there is no break between tricks, it is proposed at two levels**

**The reason that it is not available for starter as they is a need to gain a certain level of proficiency before moving to continuous tricks**

**TRICK STORY TELLING**

**CRITERIA**

Below is a guide on the proposal for a new division in Trick Dog Test.

Story Telling, the levels proposed are:

Story Telling Level 1 (STLV1) and

Story Telling Level 2 (STLV2)

**Qualifying Certificates – Trick Story Telling**

To be awarded a Qualifying Certificate in the Trick Story Telling division, a competitor must, at the one test –

(a) complete the number of required tricks for that class;

(b) gain a score of at least five points for each trick selected and a minimum score of ten (10) points in the Story Telling and Teamwork category;

(c) achieve the minimum total score;

as set out in the following tables:

|  |  |  |
| --- | --- | --- |
| **Class** | **Level one** | **Level two** |
| Number of linked tricks | 6  | 8  |
| Total Score  | 80 | 100 |
| Minimum total score  | 60 | 75 |

|  |  |  |
| --- | --- | --- |
| **Class** | **Level one** | **Level two** |
| Title | STLV1  | STLV2  |
| Number of Certificates  | 6 | 8 |
| Minimum Number of Judges  | 2 | 3 |

**Criteria - Trick Story Telling**

Level 1 The handler must choose for level one story telling a minimum of three tricks listed from the Starter/Novice Trick list, the remaining three tricks can be made up by the handler or taken from anywhere else in the trick rule book, all six tricks must be submitted when entering.

 When entering, the tricks taken from the Trick Dog Rule Book must be listed as per description in the rule book (trick name and number) Tricks that are made up must have a short description added when entering to let the judge understand what is going to be performed. In total all six tricks must be submitted when entering and must be of at least Starter standard.

Level 2 The handler must choose for level two story telling a minimum of four tricks listed from the Intermediate/Advanced Trick list, the remaining four tricks can be made up by the handler but must be of at least intermediate standard, all eight tricks must be submitted when entering.

 When entering, the tricks taken from the Trick Dog Rule Book must be listed as per description in the rule book (trick name and number) Tricks that are made up must have a short description added to let the judge understand what is going to be performed. In total all eight tricks must be submitted when entering and must be of at least Intermediate standard

 Each trick must flow from one to the next in a continuous action, there will be no reward station or retries in Trick Story Telling.

 All tricks undertaken must be done in a safe manner for dog and/or handler refer to Trick Dog

 Test rule book.

 Any equipment to be used must be checked by the Judge prior to commencement.

**Describing the Story**

The handler must submit a Title for their story when entering and may also submit a synopsis of

their story in a maximum of 150 words to describe the story. This will indicate to the Judge what

is going to be performed.

The competitor may perform more tricks in their story but only the tricks listed will be scored.

Example of listing of tricks:

**TITLE OF STORY: GO FOR A WALK AND SWIM**

Trick one – N14 Sleeping Beauty – 3 Secs

Trick Two – Retrieve – handler will send to a cane and ask the dog to collect and deliver to hand

Trick Three - S2 Circle the handler once

Trick Four - N12 Jump cane or hoop

Trick Five - N19 Paws up on fixed object – 3 secs

Trick Six - Go for a swim – dog will leave handler (**sendaway**) and stand on blue plastic looks like a lake

Example of synopsis – Jack was asleep and dreaming of a walk. He woke up, excited to go for a walk. Jack collects Amanda’s cane and brings it to her. He is so excited he circles around her, as she is putting on her shoes. He waits patiently but then leaps over the walking cane ‘IT IS TIME TO GO’. They walk to the park and rest with Jack putting his paws up on a bench as they look across the paddock. It is such a fine day that Jack sees the lake and goes for a swim.

Other examples of short descriptions of tricks:

Dog Digs Hole – dog will scratch the surface of the ground with his front paws

Count to Three – dog when he sees the card will bark three times

Cracker Dog – dog will spin twice to the left and twice to the right

**Trick Story telling Judging**

 The Judge, who will be seated at the table, will allocate a score out of 10 for each trick performed that is listed on the entry form and will take into account:

* 1. the degree of difficulty of each trick in relation to the class entered;
	2. the accuracy of the dog’s performance and speed in responding to the handler’s cues;
	3. the extent of mistakes;
	4. the flow of each trick to the next;
	5. the extent to which teamwork and enjoyment are demonstrated between the dog and

handler.

 The judge will pay particular attention to the story telling element and how the tricks fit together.

 If the scores are tied the points from the teamwork and storytelling section will decide the winner.

 Part points may be allocated.

If, whilst performing the story, the dog performs a trick incorrectly the judge will award a zero score for that particular trick, the handler will not go back and retry the trick but move on with the story, two incorrectly performed tricks in the story will result in a non-qualifying score.

**Trick Story telling Eligibility**

To enter the trick story telling level one the dog must have the title of TKN.

 To enter the trick story telling level two the dog must have the title of STLV1.

**Time Limit**

The story for STLV1 must be completed within 2 minutes. Time starts at the commencement of first trick.

The story for STLV2 must be completed with 3 minutes time. Starts at commencement of first trick.

**TRICK STORY TELLING**

**JUDGES MARK SHEET**

**LEVEL ONE**

|  |  |
| --- | --- |
| **Club** | **Date**  |
| **NAME OF STORY** | **Handler number** |
| **Judge** | **Judge’s Signature** |
| **Judging each trick will score maximum 10 points**  |  |  |  |
| **ACCURACY AND TECHNICAL MERIT OF TRICKS (Max 60)** |
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| --- | --- | --- |
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|  |  |  |
|  |  | TOTAL SCORE FOR SIX TRICKS |

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| **STORY TELLING AND TEAMWORK (Max 20)** |  |  |  |
| The flow of each trick in relation to the story | 10 |  |  |
| Level of teamwork, harmony and relationship demonstrated between the dog and handler | 10 |  |  |
|  |  |  |  |
| **SUB-TOTAL** |  |  |  |
| **Deductions** |  |  |  |
|  **TOTAL** |  |  |  |

**TRICK STORY TELLING**

**JUDGES MARK SHEET**

**LEVEL TWO**

|  |  |
| --- | --- |
| **Club** | **Date**  |
| **NAME OF STORY** | **Handler number** |
| **Judge** | **Judge’s Signature** |
| **Judging each trick will score maximum 10 points**  |  |  |  |
| **ACCURACY AND TECHNICAL MERIT OF TRICKS (Max 80)** |
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| --- | --- | --- |
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|  |  | TOTAL SCORE FOR EIGHTTRICKS |

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| **STORY TELLING AND TEAMWORK (Max 20)** |  |  |  |
| The flow of each trick in relation to the story | 10 |  |  |
| Level of teamwork, harmony and relationship demonstrated between the dog and handler | 10 |  |  |
|  |  |  |  |
| **SUB-TOTAL** |  |  |  |
| **Deductions** |  |  |  |
|  **TOTAL** |  |  |  |