

**SCHEDULE 11 [C]**

**KENNEL UNION OF SOUTHERN AFRICA**

**REGULATIONS FOR TRICK DOG TESTS**

**EXTRACT**

## BEGINNER TRICK DOG

**TIPS FOR SUCCESS**

1. This level is compulsory for all dogs. Dogs must have passed either Elementary Trick Dog or Canine Good Citizen Bronze to participate in this class.
2. Dogs must be at least 6-months old to participate and at least 12-months old before attempting any of the jumps.
3. Dogs must show fifteen (15) tricks from at least ten (10) different categories.
4. Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring by hand will be allowed. Food or toy lures may be used in five (5) of the fifteen (15) tricks but remember to reward your dog after the trick is performed.
5. Show each trick twice consecutively unless specifically stated otherwise. I.e. show as described in the criteria and once again.
6. Dogs must be off-lead unless leash-laws dictate otherwise, i.e. the park, training club etc.
7. Pay close attention to the time a dog must hold a position, e.g. sit for 3 seconds.
8. Pay close attention to the distance required, e.g. for the stay take one (1) step away from the dog.
9. Tricks may be clustered where this makes sense, e.g. sit / stand / down (shown 2 x) or tunnel / jump (shown 2 x). However, the stay and recall can’t be clustered as by recalling the dog you can’t meet the criteria of returning to the dog in the stay.
10. Peekaboo – dog must be in a stand.
11. Hold & Fetch – Chase – the dog must freely chase the object. It should not be told to wait, the article thrown and then told to fetch – that is a retrieve.
12. For the Target (nose) – object /hand trick, the dog must first touch the object / hand, and then follow it for 3 body lengths. The dog should not move 3 body lengths and then touch. Touch and follow.
13. Wherever possible, tell the Evaluator what trick you are doing. This can be done via subtext, signs or simply saying what the trick will be.
14. Preferably film in landscape to avoid you and/or the dog leaving the frame.

**Lists of tricks:**

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| **Category** | **Trick** | **Link to video example** |
| Backwards work | Backup*Dog to backup at least 2 dog body lengths; handler may move with dog* | <https://youtu.be/VNqS0e9vCXM><https://youtu.be/Unx8llJ4USY> |
| Balance & Coordination | Balance beam (plank)*Plank raised + brick height; width of plank is slightly wider than dogs shoulder width; plank at least 2.5 m long; a low dog walk MAY NOT be used* | <https://youtu.be/FpG1a1s1uEQ>  |
| Balance on ball or peanut (all 4 feet)*Dog to jump up on cue and hold position for 3 sec; ball/peanut must be stabilised and size appropriate* | <https://youtu.be/5TwJXGEOkBA>  |
| Brain games | Game (manipulates interactive canine game)*Nina Ottosson (or similar) Level 1 games**NOTE: Dog needs to get 3 pieces of food from 3 different places (or repeats of same place if game only has one slot.* | Any brand will do but for a guide to Level 1 games, please see <https://www.nina-ottosson.com/>  |
| Sausage bobbing*Handler to place 3 pieces of food in a shell / bucket / similar object; the dog is then cued to eat at least 1 piece of food; the food items must be floating and visible to the Evaluator* | <https://youtu.be/yk29H_wMpkw>  |
| Foundation | Come*Return to handler when called; response immediate but speed not important; distance of 10 body lengths; dog must be in an open area and not recalled between any form of chute / barrier* | <https://youtu.be/sBQiRPXcLHo> <https://youtu.be/ubFeOomTeA0> <https://youtu.be/b5qZ8QAzamI>  |
| Down*Dog to lie down from either a sit or stand; hold for 5 sec* | <https://youtu.be/2Tqz_fl03WI>  |
| Find it (in hand)*Toy/treat in hand and not visible to dog; dog to convincingly indicate correct hand* | <https://youtu.be/0LwpwsqM2d8> <https://youtu.be/pblYXsnkY5I>  |
| Focus (hold eye contact)*Dog to look at handler; hold for 5 sec* | <https://youtu.be/JCvWBtYRI44>  |
| Pull on a rope/tug*Dog to pull for 5 sec* | <https://youtu.be/HAN1yg1mWOY>  |
| Sit*Dog to sit from either a stand or down; hold for 5 sec* | <https://youtu.be/CUmvjPKpeuE>  |
| Stand*Dog to stand from either a sit or down; hold for 5 sec* | <https://youtu.be/UZfWmn6MAnk>  |
| Stay*Dog in any position; handler to move 1 pace away; hold for 5 sec and handler return to dog* | <https://youtu.be/x0z-PsJyPYE>  |
| Walk on a loose leash*Dog to heel total of 30 handler paces; 2 changes of direction and halt; dog can be in any position for start/stop* | <https://youtu.be/vhgRl1SZOFI><https://youtu.be/GnfONROaieI>  |
| Handler Interaction | Kisses*Dog to “kiss” handler by licking or touching nose to handlers face or back of hand* | <https://youtu.be/8RQEhaHcUBM>  |
| Peekaboo (between my legs)*Dog to move to* ***stand*** *between handler’s legs* | <https://youtu.be/6JNRArakvHw>  |
| Weave through handler’s legs / arms*Dog to perform a figure of 8 through the handlers legs twice; this will result in the dog crossing between the handlers legs 4 times. Handler should not move their legs forwards/backwards excessively but may bend their knees slightly. For large dogs, the handler may lift their foot/leg to accommodate the dogs size* | <https://youtu.be/8KSCX7mAD7A>  |
| Hold & Fetch | Catch (soft toy, soft ball, treat, etc.)*Dog to catch item with mouth when tossed at dog* | <https://youtu.be/hKbF48b-qZ8>  |
| Chase object*Object must constitute a toy, e.g. tug toy. Dog to grab object but not necessarily tug or retrieve it* | <https://youtu.be/1Kqj69dPbLY>  |
| Hold object in mouth*Dog to hold object in mouth for 3 sec* | <https://youtu.be/YXRJ5mjpDzc>  |
| Leave it*Item to be placed before dog and dog to wait for at least 3 sec before being released to get the object; object must be desirable to dog* | <https://youtu.be/ZwtvxP0bE-w>  |
| Natural movement | Circle right, circle left (spins)*Dog to circle left and right on cue; dog must turn in a full circle (360°)* | <https://youtu.be/tahQ7bobHks>  |
| Head down / chin rest / handler’s hand*Dog to place chin on ground / handler and hold for 2 sec* | <https://youtu.be/YsVETDPsLgg>  |
| Off-the-floor(Dog must be at least 12 months before jumping) | Jump (clear jump)*Height not specified but dog must show jumping action; handler can move with dog* | <https://youtu.be/7KXREeCh-fk> <https://youtu.be/r0rX9bT8ZRA>  |
| Jump through hoop(s)*Hoop can be held by handler or fixed to an item e.g. pole. The hoop can be any height, but the dog must show a jumping action* | <https://youtu.be/i_iHU0upFNs> <https://youtu.be/D197Woe2bKY><https://youtu.be/wytvxh5XkXo> <https://youtu.be/RLGN1njK5Dg><https://youtu.be/sEzWUSXQ75Q>  |
| Paw tricks | Bang game (smack a board)*Equipment: very low seesaw, a board that "tips".* *Dog must push the board down with the front paw(s) at the elevated end. The elevation should reach at least halfway up the dog's front leg* |  |
| High five*Dog sits and touches the handler's hand in a "high Five" fashion (vertical hand). Both paws must be shown 2 x alternating**E.g. left/right/left/right or vice versa* | <https://youtu.be/yuX9PphuVEw>  |
| Shake hands*The dog puts a paw into the handler's presented hand - hand is presented horizontally. The handler does not have to "grab" the paw but may do so if they wish. If the handler chooses to grab the paw, the dog must not look uncomfortable and try to pull away. Both paws must be shown 2x alternating, the handler may use any hand* | <https://youtu.be/mYTSYSlpBJ4>  |
| Wave good-bye/hello*Dog sits and raises 1 paw in a "high five" without touching the handler's hand. There should be a clear distance between the handler's hand and the dog's paw. When seen from the front the dog's pads must be seen in this trick* |  |
| Props | Barrel racing (go round a cone or object)*Dog goes around an object, at least 180 degrees. Dog must turn in both directions* | <https://youtu.be/SPmlyM63e0M> <https://youtu.be/IdkSXYlPAiU> <https://youtu.be/HkRySUuDq60>  |
| Cavalettis*Dog has to negotiate a series of at least 6 cavaletti dog's wrist height. The dog needs to trot over them without disturbing them. Handler in any position* |  |
| Honk a bike horn*The dog must attempt to honks a bike horn, either with their foot or their moth, but no sound is necessary at this level. Handler may be in any position but may not assist the dog. The horn should be mounted in such a way that the dog can safely interact with the object* |  |
| Platform (get on it)*The dog gets on a platform (suitable for the dogs size) with all 4 feet and remains on the platform. Handler may be in any position* | <https://youtu.be/Tf07ccHYLzY> <https://youtu.be/7Ps30_NtWNg>  |
| Square Ladder *Dog moving forward through at least 6 poles at hock height, + a dog step width apart. The dog may not jump through the ladder. The poles do not have to be part of a ladder. Handler may be anywhere* |  |
| Scattered Sticks (natural cavaletti / branches)*Dog and handler negotiate an area with branches and sticks or pipes. There should be enough objects on the ground to make this a challenge. The sticks should not be lying in a row, but rather be randomly laid out. Handler may be in any position* | <https://youtu.be/qgCr901z3Ls>  |
| Tunnel*The dog moves through a tunnel, at least 5 m long. Handler in any position* | <https://youtu.be/fVchNtd4e6g> <https://youtu.be/jKuuLSlYW7U>  |
| Scent games | Find it (person)*Handler must go out of sight and then hide from the dog. The dog can watch the handler during the initial leaving of the dog. The dog may be restrained or left in a wait/stay (in which case it may not break until called by the handler). Distance at least 30 m when outdoors, indoors the handler must go into another room that is not visible to the dog* | <https://youtu.be/HVU9NyT73jI>  |
| Memory game (3 baskets)*The dog must be under control. The handler puts a treat into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc. The dog is then cued to find the treat. The dog must clearly indicate the correct article to get the treat. Handler may be anywhere* |  |
| Shell game*The dog must be under control. The handler puts a* ***treat*** *into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc. The handler then moves the containers around in front of the dog. The dog is then cued to find the* ***treat****. The dog must indicate the correct article to get the* ***treat****. Handler may be anywhere* | <https://youtu.be/6J_psAPSk74>  |
| Target tricks | Target – go to*The handler sends the dog to a clearly defined target area which is at least 5 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area, but is not required to show any further behaviour* |  |
| Target (nose) – object /hand*Dog* ***touches and follows*** *either the handler’s hand or an object, such as a target stick for at least 3 dog body lengths. Handler may move or remain stationary* |  |
| Target (paw) – object/ hand*Dog touches a target with the paw that is at least 2 dog body lengths away from the handler* |  |