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**SCHEDULE 11 [C]**

**KENNEL UNION OF SOUTHERN AFRICA**

**REGULATIONS FOR TRICK DOG TESTS**

**EXTRACT**

## NOVICE TRICK DOG

**TIPS FOR SUCCESS**

1. This level is compulsory for all dogs. Dogs must have passed their Beginner Trick Dog title.
2. Dogs must be 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. You may have food on your body (which includes treat-bags and/or pockets). Handlers may reward their dog after each trick is performed. Luring will be allowed in five (5) of the fifteen (15) tricks. If the test is performed live, the evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.
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 5 seconds.
8. Pay close attention to the distance required, e.g. for the stay take three (3) steps away from the dog.
9. For Go to your place (into crate / under table etc), please make sure that there is a covering / tablecloth.
10. 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.
11. 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.
12. Preferably film in landscape to avoid you and/or the dog leaving the frame.

**Lists of tricks:**

|  |  |  |
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| **Category** | **Trick** |  |
| Backwards work | Backup  *Dog to backup at least 5 dog body lengths; handler may move with dog* | <https://youtu.be/GGpXJvsPp78>  <https://youtu.be/2GSvH8UwHx0> |
| Backup onto object / stairs  *Dog backs up from 2 paces onto object with all 4 feet; + hock height; all 4 paws must be on the object; handler may move with dog* | <https://youtu.be/T40I-IUdtBQ>  <https://youtu.be/T00srlmWBeQ>  <https://youtube.com/shorts/sAOtLRfM0ag?feature=share> |
| Balance & Coordination | Balance beam (plank)  *Plank raised + 20 cm high with sloped ramp on/off; width of plank is slightly wider than the dog’s shoulder width; plank at least 2.5 m long; a low dog walk can be used* |  |
| Balance on ball or peanut (all 4 feet)  *Dog to jump up on cue and hold position for 5 sec; ball/peanut must be stabilised and size appropriate* | <https://youtu.be/PgZ_4hsyn9k> |
| Hind legs – stand with support  *Dog to stand by itself but then rest front feet on e.g. handlers arm or chair back; hold 3 sec* | <https://youtu.be/77bn8bW0kBA> |
| Paw Pods / bricks  *Dog to place either front feet or back feet on paw pods/bricks; hold for 3 sec* | <https://youtu.be/WbNDz0tVPtY> |
| Brain games | Balance cookie on nose  *Dog to hold position for 3 sec* | <https://youtu.be/toGVnEJXtI0> |
| Game (manipulates interactive canine game)  *Nina Ottosson (or similar) Level 2 games*  *NOTE: Dog needs to get 3 pieces of food each from a different place* | Any brand will do but for a guide to Level 2 games, please see <https://www.nina-ottosson.com/> |
| Foundation | Finish – around me  *Dog to heel around handler from front position; dog to sit; sit can be slightly crooked* | <https://youtu.be/vO81eH6NyiU>  <https://youtu.be/KvXhKqV9pJI>  <https://youtu.be/VeNgkz-K-Sk>  <https://youtu.be/9xBEBUo-TlA> |
| Finish – side swing  *Dog to heel position from front position; dog to sit; sit can be slightly crooked* | <https://youtu.be/HtuBpRk6His>  <https://youtu.be/pdGr9AFKWkU> |
| Focus (hold eye contact)  *Dog to look at handler; hold for 7 sec* | <https://youtu.be/8bamNd36sZc> |
| Sits in box (on cue)  *Box slightly smaller than dogs body length; hold for 2 sec; show the dog getting in, sitting and waiting* | <https://youtu.be/6DzT_EOSaaY> |
| Stay  *Dog in sit or down; handler to move 3 paces away; hold for 10 sec and handler return to dog (older or disabled dogs can do stand)* | <https://youtu.be/wCQPwvgYQ78>  <https://youtu.be/b-QF1ZpgEuU> |
| Walk on a loose leash  *Dog to heel total of 30 handler paces; 3 changes of direction and halt; dog in sit for start/stop* | <https://youtube.com/shorts/Co6CaZYgCJQ?feature=share>  <https://youtu.be/nTGldOyfrtg>  <https://youtu.be/Lv3FAakd3Kg> |
| Handler Interaction | Peekaboo (between my legs)  *Dog to move to between handlers legs and to place front paws on handler’s feet; small dogs may place front paws on one foot and rear paws on the other foot* | <https://youtu.be/wDpc-A-hWlg> |
| Remove handler’s slipper, shoe  *Dog to pull slipper off handler’s foot using its mouth* |  |
| Under handler (handler on hands and knees)  *Dog to move under the handler’s body / under the abdomen while handler remains static (i.e. doesn’t move feet or hands)* | <https://youtu.be/M3359k5gLbA> |
| Weave through handler’s legs / arms  *Dog to weave through handler’s legs in alternate directions (L/R), at least 6 passes; weaves may be done while the handler is walking forward or backwards* | <https://youtube.com/shorts/IY7B0UIjzBI?feature=share>  <https://youtu.be/tagjBdHUrf8> |
| Hold & Fetch | Carry (such as basket or another object)  *Dog to carry item in mouth by handles for at least 4 dog paces; object must hang* | <https://youtube.com/shorts/ISpJTWqPZWQ?feature=share> |
| Drop it  *Dog to release object from mouth – object can be toy or food* | <https://youtu.be/C3AplP6fSwI> |
| Flying disk (in air or rolling)  *Dog to take hold of frisbee or frisbee-like object (not necessarily retrieve it)* | <https://youtu.be/f0yWGvJwAog>  <https://youtu.be/f8PHTLFuuZ4>  <https://youtu.be/vPWk5yVs3Bs> |
| Pull on string (turn on light)  *Dog to turn light on* |  |
| Retrieve (article must be safe for dog to retrieve)  *Dog to retrieve item and return to handler; no present or hold necessary; no food/glass* | <https://youtu.be/Kh9oEYKQs9E>  <https://youtu.be/txfMYhJwcRc>  <https://youtu.be/0vlmD4Q3Pb8> |
| Natural movement | Bow  *Dog to hold position for 3 sec* | <https://youtu.be/DYgdT1ZDfek>  <https://youtu.be/KkwiE8WF9bc> |
| Circle right, circle left (spins)  *Dog to circle left and right on cue (cue more subtle than Beginners); dog must turn in a full circle (360°)* | <https://youtu.be/BeCurofaiuM>  <https://youtu.be/IuCzOZ-rrjs> |
| In bed, turns so belly is up  *Dog to turn belly up on cue; can use blanket or bed* |  |
| Look over your shoulder (dogs)  *Dog to be sitting or lying and to look over each shoulder; handler can be in any position* | <https://youtu.be/BtfOTinUxrc> |
| Play dead  *Dog to lie flat on side or back* | <https://youtu.be/ObY59WIZgx4>  <https://youtu.be/DfjS-zPxixk> |
| Roll over  *Dog to perform roll in 1 direction (can start in any position)* | <https://youtu.be/z7JkLlVTRYI> |
| Sing / howl  *Dog to sing/howl (not bark), duration must be convincing* |  |
| Sit pretty / beg  *Dog to sit pretty for at least 3 sec* | <https://youtu.be/RjjU9WvbmtU> |
| Speak (bark on cue)  *Dog to bark at least 2 x with a clear reset between cues* | <https://youtu.be/gjRazeOFFsA> |
| Obedience | Dog push ups (on the flat)  *Dog to alternate down and sit x 2 each* | <https://youtu.be/hbvaREhW6Ms> |
| Heel (a specified number of sides of handler)  *Dog to hold position for at least 6 steps; 2 sides of handler* | <https://youtu.be/Z_XZtJcfQu0> |
| Heeling with automatic sit  *Handler to walk at least 10 steps, dog to sit immediately; dog may not be cued to sit* | <https://youtu.be/rxHXbSSrMUQ> |
| Pivots  *Dog to pivot on platform/stool in both directions; handler may move with dog (show each direction 2x)* | <https://youtu.be/5I2pH9dcJZo> |
| Stacking (for showing)  *Dog to be moved 5 paces and stopped in show ring stack; no physical manipulation of dog* | <https://youtu.be/MJF6I7LtKBw>  <https://youtu.be/gATDvNvQpQo> |
| Off-the-floor | Figure 8’s – over jump  *Perform Figure 8 over a jump; jumping actions shown; circle each upright twice* | <https://youtu.be/r4j0VXRAEns> |
| Flyball (swimmers turn)  *Demonstrate turn with all 4 feet on box; dog does not have to get a ball* | <https://youtu.be/KWnaJLSAqAg>  <https://youtu.be/ocjxzCZOKwI> |
| Jump (clear jump)  *As for Beginners but dog must go ahead of handler or be recalled towards handler; handler standing still when sending/calling* | <https://youtu.be/2rquF9QKPy4>  <https://youtu.be/HmFntYLiGRM>  <https://youtube.com/shorts/T4QQVDvGfAs?feature=share>  <https://youtu.be/LrL4vNsRGvk>  <https://youtu.be/p2pCXLSZvxo> |
| Jump (over baton / handheld)  *Handler position may be adjusted to size of dog; dog to circle handler twice* | <https://youtu.be/0059tt2OUJw> |
| Jump for joy (jump straight up)  *Dog to jump up, all 4 feet to be off the floor* | <https://youtube.com/shorts/oEe_qAzQ6-U?feature=share> |
| Jump over my knee  *Handler can kneel or stand depending on the size of the dog* | <https://youtu.be/QbfCc83xdcA> |
| Long jump  *Jump to be 1.5 x length of dog; dog must be under control (safety); handler to send dog over jump, not run with dog, dog doesn’t have to hold position on the other side* | <https://youtu.be/9cvyUd7uB_A>  <https://youtu.be/DBuoM-SqLSc> |
| Others | Canicross  *Dog has to be attached to the handler with canicross equipment. Handler and dog have jog or run at least 200 m. Handlers/dogs with disability may walk*  *(No repetitions needed)* | <https://youtu.be/yDQ386iMgL0> |
| Carting  *Dog needs to be in a proper fitting harness hitched to a suitable cart and pull the cart showing a straight line, at least 5 dog and cart lengths* |  |
| Paw tricks | Cross paws – one, then the other (dog lying down)  *Dog crosses 1 paw over the other; 1 side only* |  |
| Dig – pretend to dig  *Dog may dig with only 1 paw or both paws. Need to dig a couple of times; clear reset needed between reps. Can be done on any surface but preferably on loose ground/sand* | <https://youtu.be/qDlH_9hcXkI>  <https://youtu.be/GjCiG7EuIHA>  <https://youtu.be/-xDF5HZ4yO0> |
| Leg hike (lift rear leg)  *Dog lifts a back leg while standing* |  |
| Light (turn on touch light with foot/nose)  *Dog pushes a light switch or a touch-lamp with either the foot or nose hard enough to switch on a light; an Easy button is also acceptable* | <https://youtu.be/Si0RtN-Qzjs> |
| Wave good-bye/hello  *Dog sits and raises 1 paw in a "high five". There should be enough duration to clearly see the paw; hold 3 sec. The handler should be at least 5 dog lengths away and also "wave" at the dog. When seen from the front the dog's pads must be seen in this trick* |  |
| Props | 2o2o (rear feet on raised target)  *Dog must take up a position with its back feet on an object and hold the position for 3 sec; the dog must move forward into the position and not backup onto the object* | <https://youtu.be/3XS0SR6GQBg> |
| A-frame (any style, no contact, safety paramount)  *The dog moves over an A-Frame. This does not have to be an agility A frame, but it has to be suitably large for the dog to negotiate it and show both comfort with the height as well as energy in getting over it. Handler may be in any position* | <https://youtu.be/QaLC9TVdZ0s> |
| Barrel roll – 2 paws  *Dog has front paws on a cylinder of suitable size and rolls it while walking with the back feet on the ground. At least 5 dog body lengths. Handler may be in any position* | <https://youtu.be/AMLMVHrH2GY> |
| Buried under toys, poke head out on cue  *Dog is in a large container filled with toys. The dog must be covered with toys. On cue the dog has to "emerge" from the toys by sitting up, lifting the head, standing up or similar, without leaving the confines of the container. The container must be such that the trick can be seen (i.e. low sides, just to contain the toys, or a net, etc). It is not important if toys fall out of the container during the trick* |  |
| Carry stuffed animal on back  *Dog has a stuffed animal on its back (like a rider on a horse), the toy may not be attached in any way (show this in the video). The dog must then move at least 5 dog body lengths and come to a halt. The toy should not fall off or be supported by the handler. The handler may be in any position. The toy may not be flat e.g. soft frisbee* |  |
| Cavalettis  *Dog has to negotiate a series of at least 12 cavaletti dog's wrist height. The dog needs to trot over them without disturbing them. Handler in any position* | <https://youtu.be/EEYLe0gYJ-8> |
| Get in box / suitcase  *Dog has to get into an open container placed 2m away from the handler; the container must be smaller than the dogs body length. The dog may sit, down or stand in the container. The dog should remain at least 2 seconds in the container* | <https://youtu.be/l6MPeEIzSb8>  <https://youtu.be/HtvjR9OqA-4> |
| Go to your place (into crate / under table etc)  *As per "Go to your place", but the "place" must have solid/covered sides and roof, such as a fabric crate or a wire crate/table covered with a tablecloth or similar* |  |
| Go to your place (to bed/mat)  *Dog has to go to their bed/mat and lie down. Handler may cue the down separately. The dog should remain in position for at least 5 seconds; excessive commands to go should not be necessary* | <https://youtu.be/nGv9R-DRrzo> |
| Honk a bike horn  *The dog audibly honks a bike horn, either with their foot or their moth. Handler may be in any position but may not assist the dog. The horn should be mounted in such a way that the dog can safely interact with the object* |  |
| Hoopers  *Dog must show at least 2 x 180 degree turns around cones or similar object in opposite directions and go through at least 3 hoops (3 individual hoops must be used). Handler may be in any position* | <https://youtu.be/lCMP-nNXqgA> |
| Hug toy / object / dog  *The dog wraps a front paw around an object. The dog may sit or stand. The object may be fixed or may be held by the handler or may be the handler. Handler may be in any position* | <https://youtube.com/shorts/d432M2KaSIE?feature=share>  <https://youtu.be/u4dD1RR2rgs> |
| Platform (send to platform)  *The handler sends the dog ahead onto a platform suitable for its size that is at least 3 dog body lengths away. The dog must remain on the platform with all 4 feet for 3 sec, but may be in any position and any direction* | <https://youtu.be/2LLJWsVu96s>  <https://youtu.be/4ssE4CBfD7E> |
| Play the piano  *The dog uses the front paws to play a piano. The piano does not have to actually make a sound, although that would be preferable. The dog may sit or stand. The handler may be in any position. The dog should paw the piano repeatedly, but at least 4 times. both paws should be used, but they do not have to alternate (i.e. it could be 3 with one paw and 1 with the other, simulating piano playing). Handler may be in any position* |  |
| Square Ladder  *Dog moving forward through at least 6 poles and step back over 2 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, but a ladder is preferred. Handler may be anywhere* |  |
| Ride in moving object  *Dog is on a smallish movable object (not a motor car). The object moves either independently or is manoeuvred by the handler. The handler must not touch the object near the dog. If the handler moves the object, it should be done by pulling it on a string or handle for example. Handler may be in any position* |  |
| Skateboard  *Dog pushes a skateboard with the front feet on the board and the back feet on the ground. The dog needs to be seen getting on the board and pushing it at least 5 dog body lengths. Handler in any position* |  |
| Smoosh (press face on plexiglass)  *Dog pushes nose against a glass or plexi-glass surface. Ideally the nose and possibly part of the mouth should look squashed when seen from the other side. Video needs to be taken from the other side to show squashed nose. Position should be held for + 2 seconds. Handler may be in any position* |  |
| Tunnel  *The dog moves through 2 tunnels, at least 1 of which has to be curved enough that the dog cannot see the exit when entering. Handler in any position.* |  |
| Scent games | Find it (area search)  *The dog finds, picks up and brings 2 similar/same articles to the handler. No formal retrieve is required, nor hold/present; the dog should not see the article being placed/thrown. Although the article can be visible to the human eye, it should not be too large, defeating the object of the exercise. The search area should be + 15 x 15 paces if outdoors, or 5 x 5 m if played indoors. Handler must remain outside the search area. If the game is being played indoors, the handler may remain in the doorway to the room*  *(No repeats necessary)* | <https://youtu.be/XeVuw39u-_Y>  <https://youtu.be/gkEfaE2k92g> |
| Find it (person)  *Handler hides so that they are not visible to the dog. Dog may not watch the handler walk away. Handler calls the dog once only. Distance at least 30 m when outdoors, indoors handler must go into another room that is not visible for the dog* | <https://youtu.be/TulWW1IbCN8> (Inside)  <https://youtu.be/K6lQaR1yVuQ> (Outside) |
| Scent discrimination (detection dog type)  *The dog finds a specific scent in a search area + 5 x 5 m, indoors or outdoors. The scent may but does not have to be in a small container. When the dog has located the scent, she has to "indicate" the scent. The indication needs to be disclosed beforehand. The search itself does not have to be difficult. Handler may be in any position but may not help the dog in any way. There may be several search cues given, but the handler may not give a cue for the dog to indicate.* |  |
| Shell game  *The dog must be under control. The handler puts a* ***toy*** *into 1 of 3 containers which are closed but may have holes on top, such as cones or baskets, etc. The handler then moves the containers around in front of the dog. The dog is then cued to find the* ***toy****. The dog must indicate the correct article to get the* ***toy****. Handler may be anywhere* |  |
| Target tricks | Door – close (push with foot)  *Dog closes a door with a foot. Handler may be in any position* |  |
| Door – open (pull with foot)  *Dog opens a door that is slightly ajar using the front paw* |  |
| Door – open/close (pull with tug)  *Dog opens a door by pulling on a tug that is attached to the door. The door can be any type of door (cupboard, crate, room, etc). Handler may be in any position* |  |
| Roll a carpet out with nose  *Dog rolls out a carpet or mat. It should be a large enough carpet to require several pushes with the nose to unroll. There may be no food/toy/lure inside the carpet roll. Handler may be in any position* | <https://youtu.be/ITYsbFlsozU>  <https://youtu.be/5ZNWMTCvE_s> |
| Target – go to  *The handler sends the dog to a clearly defined target area which is at least 10 dog body lengths from the start. The handler is to remain stationary, although they may use a step forward as part of the initial cue if desired. The dog needs to clearly reach the target area and remain there for at least 3 seconds. The handler may choose the position the dog assumes* | <https://youtu.be/WbY9I-F0eN4> |
| Target (nose) – object /hand  *The dog must move forward to touch a target that is 2 body lengths away from the handler* |  |
| Target (paw) – object/ hand  *Dog paw targets an object that is +10 cm in diameter (or less). The object/target is at least 2 dog body lengths away from the handler and the dog remains on the target for at least 5 seconds* |  |