

Tricks



Level 1

Dog		Handler	
Skill	Description	Criteria (3 reps)	Not yet / Pass
Attention	Dog focuses on handler on "ready to work" cue	Dog maintains focus for min 3s	-
Beam	Dog walks across a raised beam	Hand target, no luring	
Cavaletti / ladder	Dog demonstrates hind leg awareness walking across poles	Walks without touching poles, no luring	
Crate up	Dog enters crate on cue, handler closes door	Waits in crate until cued to exit (10s)	
Doggy Zen	Dog stays away from available food	Dog stays away from food in hand for 5s	
Down	Dog lies on floor or mat on cue	Dog maintains position for min 5s, no luring	
Go to a mat	Dog moves to mat on cue (any position)	Any position	
Hoop jump	Dog jumps through a hoop at hock height above ground	Clear jump	
Nose target – hand	Dog positions nose against hand	Duration min 2s	
Nose target – object	Dog positions nose against object	Duration min 2s	
Nose target – moving	Dog follows moving hand or object target	Follows vertical and horizontal movement	
Paw target – hand	Dog positions either front paw against hand	Duration min 2s	
Paw target – object	Dog positions either front paw against object	Duration min 2s	
Recall	Dog returns promptly to handler	From min 3m away	
Sit from down	Dog moves from down to sit on cue	Dog maintains position for min 5s, no luring	
Sit from stand	Dog moves from stand to sit on cue	Dog maintains position for min 5s, no luring	
Stairs – up and down	Dog moves confidently up and down stairs	Min 3 steps, no luring	
Wait on mat	Dog remains on mat until cued to get off	Dog remains on mat for min 5s	
Sequence	Combine any 2 behaviours from level 1 into new trick	May cue each behaviour	
Notes:	May use food/toy luresMay use clicker to mark beMay use food to reward AF		
Date completed:			