

Winnebago County 4-H



Dog Project



LW
Extension
Cooperative Extension

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WINNEBAGO COUNTY 4-H DOG PROJECT

GENERAL GUIDELINES

1. State 4-H guidelines will apply for all Showmanship and Obedience classes. Information on these guidelines are available at the Extension Office.
2. Registration fees are to be paid prior to the first training session. Fees for the first member of a family will be \$25.00. Fees for the second member or second dog will be \$15.00 to cover the following:
 - a) Awards and trophies
 - b) Postage, long distance calls, etc.
 - c) Show equipment purchases and replacements (mats, ring fencing, jumps, etc.)
 - d) Cleaning supplies and other miscellaneous expenses

If you do not plan to train with us, but plan to enter the County or State Dog Show, you will still need to attend 6 training sessions. Non 4-H members are required to attend 2 training sessions.

3. Trainer(s) and/or the County 4-H Dog Project Committee may remove any aggressive, unruly dog from training.
4. Any disagreement with an instructor or 4-H member shall be taken to the County 4-H Dog Project Committee promptly.
5. ALL MEMBERS are expected to participate in any fund-raising activity.
6. Care of your dog should be YOUR responsibility; feeding, watering, grooming, training, playing and most importantly - loving. It's a good idea to go along to the vets, and to earn your own money to help with his care.

DOG HEALTH & EQUIPMENT

1. **ALL** dogs to be exhibited and/or trained must have the following vaccinations with dates vaccinated listed on the official certificate, supplied by your veterinarian. They must be certified by a member of the County 4-H Dog Project Committee at least five (5) days prior to training or dog show.
 - a) DHL and Parvo Virus - within one (1) year of training/shows.
 - b) Rabies - within three (3) years of training/shows.
 - c) Coronavirus and kennel cough are strongly recommended.
 - d) Heartworm recommended.

No dog can attend training or dog show without required health records reviewed and on file at least five (5) days prior to training or dog show.

2. **DO NOT BRING DOGS** with fleas, ticks, worms, kennel cough, etc. Advise your trainer of the condition and see your vet as soon as possible.
3. No needless barking is allowed. All dogs brought to classes must be groomed.
4. Bitches in season will not be allowed on the training grounds unless other provisions are made with the County 4-H Dog Project Committee. The 4-H member may attend.
5. Dogs must be on leash at all times unless under direction of an advanced instructor.
6. Each dog should be equipped with a correctly fitted slip chain collar with no attachments (this means no tags), and a leather, nylon or web leash (6 ft. length for Pre-Novice) with only a metal snap attached. Prong collars may be used during training if trainer sees fit. Proper equipment is a must.
7. Each person is responsible for keeping the training grounds clean and orderly. Each person is responsible for cleaning up after his or her own dog. Please bring proper equipment.

RULES & POLICIES FOR TRAINING AND EXHIBITING

1. Times for training: See current calendar on page 1.
2. Members must meet local 4-H club requirements, and be enrolled in the County 4-H Dog Project.
3. Students must attend 6 sessions to show at the County Fair. This is to enable the dog and the handler to become familiar with facilities, procedures and to allow the Superintendent to become familiar with all 4-H members and dogs. To receive credit for a class, the student must be an active participant for at least 30 minutes of the appropriate session.
4. Each child is expected to show spirit, enthusiasm and cooperation at training.
5. A dog must be trained by the 4-H member. If a child is unable to attend, parents may observe lesson but may not handle dog. Parents may be asked to assist child if necessary.
6. Parents are expected to stay with their children during training. We will assume no responsibility for children left alone. We need parents to be "posts" during training, assist with grounds patrol, registration and attendance monitors.
7. Beginners are encouraged to attend all classes.
8. Each week you will be taught a new exercise. You should practice the exercise each day for 10-15 minutes, 2 times per day is ideal. Do the exercise exactly as taught. Obedience is learned by repetition, and if you don't practice, your dog cannot be expected to learn.
9. Instructors will not tolerate class disruptions. Any disruptions or unsportsmanlike behavior could cause temporary or permanent dismissal.
10. Parents and friends of participants are encouraged to watch, providing there is no interference or disruptions. Please do not bring any animals that are not participating in the dog project without advanced permission from the County 4-H Dog Project Committee.
11. Please wear appropriate attire. Tennis shoes are best for training - no sandals or flip flops. Wear suitable clothing for the weather. We train rain or shine.
12. The dog is to be shown in the class for which it received training in that particular year. A dog that has attained a qualifying score at a county level Dog Show, or above, must advance to the next higher class the following year. If you do not get a qualifying score, you do not have to advance.
13. All 4-H youth enrolled in the Dog Project with a dog having been trained or shown by another person will be placed in the class level decided on by the individual trainer and the County 4-H Dog Project Committee.
14. Each member may enter 2 dogs, but only 1 animal may be entered in a particular obedience class, and only 1 animal obedience class may be entered with each dog. Only 1 showmanship class is allowed.
15. If you plan to participate in the County Fair Dog Show, you need to enter the Showmanship and/or Obedience Class on the official 4-H Fair Entry Blank.

CANINE SAFETY REMINDERS FOR CHILDREN

REMEMBER—FOR YOUR SAFETY—NEVER APPROACH A STRANGE DOG!

When a strange dog comes to you:

Remain calm - stand motionless - try not to show fear. Speak quietly to the dog. "Good dog, go home"--letting the dog know you intend no harm.

Protect yourself if a dog should attack:

Cover your face and neck with your arms. If you are knocked down, roll onto your stomach and remain quiet.

If you are bitten by a dog:

Tell your parents right away so that the wounds can be washed with soap and water and your doctor contacted.

Dogs that are fenced, chained, on leash or harnessed:

Never approach without the owner's permission. Teasing, threatening or throwing things at confined dogs will anger them. Remember: fences can be jumped--chains, ropes and leashes may break.

A dog leading a blind person should never be approached, even for praise:

Any distraction may cause the dog to make a mistake with possible harm to his master.

Dogs you know, including your own dog:

Offer the back of your hand for the dog to sniff. Keep your movements slow and gentle. Do not let playing with a dog result in teasing the dog. Dogs love to play but resent teasing and may harm you in self-defense. It is dangerous to approach a sleeping dog, to take food from a dog that is eating, or interfere with a mother dog caring for her puppies.

DOG SHOW

(See Winnebago County Fairbook for complete rules.)

Fair entries are to be made as follows:

DEPARTMENT 9

CLASS A - SHOWMANSHIP

Lot Number

- 101. 8-11 years old
- 102. 12-14 years old
- 103. 15+ years old

Anyone earning a Top blue ribbon & trophy previously must show in "Open Class."

- 104. Open Class, 9-12 years
- 105. Open Class, 13 years & older
- 106. Brace

CLASS B - OBEDIENCE

Lot Number

- 101. Pre-Novice A, 8-12 yr old
- 102. Pre-Novice A, 13 years & older
- 103. Pre-Novice B
- 104. Novice
- 105. Graduate Novice
- 106. Pre-Open
- 107. Open
- 108. Pre-Utility
- 109. Utility
- 110. Brace Pre-Novice
- 111. Brace Novice
- 112. Team Pre-Novice
- 113. Team Novice

CLASS C - DEMONSTRATIONS

Lot Number

- 101. Youth Doing Judging - 9-11 yrs
- 102. Youth Doing Judging - 12-14 yrs
- 103. Youth Doing Judging - 15 & older
- 104. Dog Bowl (team of 4)

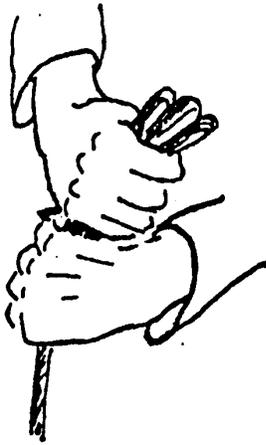
CLASS D - DOG EDUCATION

Lot Number

- 101. Dog Education Poster
- 102. Dog Photography
- 103. Dog Painting
- 104. Dog Drawing
- 105. Dog Woodworking
- 106. Any Other Dog Exhibit

TRAINING COLLARS

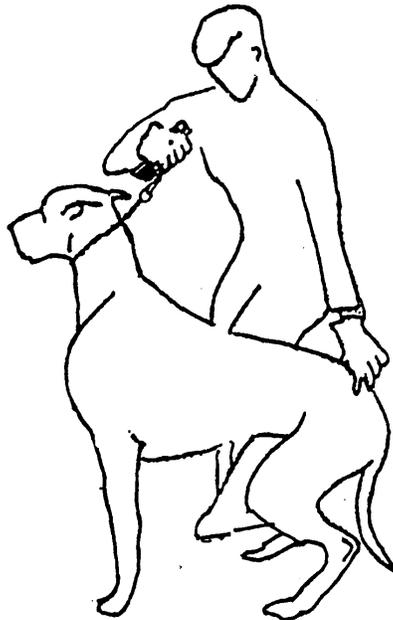
The right way to put on a Training Collar.



Hands together - grip for large dogs.
This is like grabbing a baseball bat.

Keep slack in the lead at all
times except when correcting

Hold onto the lead - near collar. Tap on the
hindquarters (at the same time). Your com-
mand is simply "Sit". Dog is always on your left.



DO'S AND DON'TS FOR TRAINING

1. If you feed your dog in the late afternoon or evening, we suggest you withhold his feeding on training nights until after the completion of your class. This will in no way harm your dog, and in most cases, will actually enhance the training.
2. Play with your dog before and/or after training. Make the lesson fun.
3. Don't over train. Start with two or three 5-minute sessions per day. Gradually increasing to 15 to 20 minutes as there becomes more material to cover. Shorter more often sessions bring the best results.
4. Be consistent. Always use the command for the same response desired. Don't say, "Rover, down" then, "Rover, lay". Inconsistency causes confusion.
5. Be patient! If you start losing your temper STOP TRAINING. Pick up later after you've cooled off. To continue training while angry produces a condition where one "dumb animal" is attempting to teach another. A really unproductive situation.
6. Vary the work. Don't let the dog get bored. Work him fast, continually changing direction, pace, etc. If you keep things moving, you'll keep his attention. Do not repeat the same pattern continually or several times in a row.
7. Be firm. Demand obedience. Once you give a command, make sure the dog performs it. NEVER let him get away with not doing it even once, or he'll try to get away with it again.
8. Don't be afraid to back up and review basics if you encounter a problem.
9. The dog's only reward is kindness and praises from you, so be lavish with it when he does well.
10. Don't punish the dog unless he knows what he's being punished for. You may not have made yourself clear and he's simply confused. Go back, start over.
11. Always end the training period on a happy note. End with something that he can do so you can praise him.
12. Disobedience or slow response should be corrected IMMEDIATELY. Good work should be followed by instant praise. The key to dog training is properly timed corrections and praise.
13. NEVER call the dog to you and punish him for ANYTHING. He will associate being punished with coming to you. If possible, go up to the dog slowly, never run, and catch him in the act and then punish him.
14. Have your dog checked regularly (every 6 months) for worms and make regular checks at home for fleas, ticks, etc. DO NOT bring your dog to training with any of these present.
15. Keep your dog properly groomed. Your dog will feel better if he is groomed properly. Every dog benefits from a good brisk brushing at least once a week (no matter if long or short-haired). Many breeds require more frequent brushings to keep the coats in good condition, and they may require professional grooming. A well-groomed dog looks better, feels better and works better. We have many qualified people with regard to dog grooming, so don't be afraid to ask questions if you are not sure of something.

Part of good grooming is the care of your dog's feet. Check the length of his nails; spread toes, lameness and foot problems may result from allowing nails to grow overlong. Like human nails, they need trimming at regular intervals. If you are unfamiliar with the correct procedure, please contact your veterinarian and he will consult with you on the matter.

TERMS USED IN TRAINING

- Repetition** Dogs learn through repetition. Dogs learn at different rates. Some dogs learn after a few repetitions and some after many repetitions. But, the continued repeating of an exercise should and must be made enjoyable! Do this with enthusiasm and alternating exercises to motivate the dog. An enthusiastic trainer produces an enthusiastic dog. Enthusiastic dogs learn faster.
- Attention** Dogs must pay attention to the trainer. Many problems arise because of lack of attention. The trainer should work throughout training on attention.
- Commands** Command, but don't nag. Use the same words as on worksheets, or suggested by your instructor, or your own. But make sure the word and associated action are used consistently in the same way and tone of voice.
- "No"**
Command Voice firm! NO means STOP. May be used in some exercises as directed on worksheet or by your instructor to stop dog from making an error.
- "Watch Me"**
Command Always used in an encouraging voice when the dog is at the trainer's side; always with a demanding voice when the trainer is in front of the dog! "WATCH ME" means PAY ATTENTION and is worked on throughout the dog's training.
- Praise** Motivate the dog by lots of praise! BE EXCITED! When training, praise through a whole exercise while dog is learning. When dog becomes reliable, praise at the completion of an exercise. Voice praise-(examples): "Lets go!", "Atta boy!", "Good dog!", "Right on!", "Terrific!", "That away!", "Come on!", "Ya ready!", "G-O-O-D!", and "There ya go!".
- Voice Control** Your voice is a training aid used during training. It can change the dog's attitudes. Read your dog, and adapt the tone of voice to produce the end result you want.
- Attitude** The trainer's attitude will reflect how the dog works, so your attitude MUST give the impression that training is FUN! To bring out the best in a dog, praise enthusiastically . . . make training FUN! If you get angry or impatient, S-T-O-P, go back to an exercise you know your dog can do well. Praise - then stop training.
- Release** Word or words used to tell dog that the training exercise is finished. Always said enthusiastically. Do not use word normally used in praising your dog. Release words-(examples): "OK!", "Free!", "Finished!", "Done!", etc.
- "Pop"-Lead Corrections** The "POP" is a lead correction using a 4-6 inch JERK and IMMEDIATE RELEASE! Timing is important and must be geared to the size and temperament of the dog. The "POP" comes the instant before or right when the mistake occurs. Corrections made after the mistake have little learning value. Praise should come immediately after the "POP" in moving exercises. In stationary exercises, use the "POP" with a "NO command.
- Read Your Dog** Develop the ability to anticipate mistakes and know what your dog is going to do before the mistake occurs and to use the proper correction as needed.
- Automatic Corrections** To prevent errors, make lead corrections in anticipation of mistakes. Give corrections automatically when needed; learn to read your dog.
- Individual Differences** No two dogs learn at the same rate or in the same way. Even if it is the same breed, each dog is an individual and should not be expected to react the same as another dog.

A BEGINNER DOG'S VOCABULARY

1. SIT: (Plant your rump) A random sitting position.
2. DOWN: (Lie down) A random lying position.
3. HEEL: (Walk at my side) A position with dog's head/neck next to handler's left hip/leg.
4. COME: (Join me) To come in your direction when called.
5. FRONT: (Plant your rump - toe to toe) To sit straight in front of you , facing you.
6. STAY: (Freeze) To stay in a position until you return to a heel position.
7. WAIT: (Wait) To wait in a position until given another command.
8. NO: (Permission denied) To stop whatever the dog is doing. It does not mean bad dog, only stop what you're doing.
9. OFF: (Get off) To remove himself. Good for correcting jumping, or any other time the dog or his paws are on something they should be OFF.
10. GOOD
DOG: (Approval) Given in a loving, approving tone as a reward for doing well.

With the exception of "NO" and "OFF", all commands should be given in a pleasant voice, but said with authority. Avoid loudness since this does not denote authority, but tone and timbre of voice do. After the above list of commands are mastered, you can build on them.

Be consistent. Do not use the wrong command for the results desired. Such as:

- Down for off
- Stay when you mean wait
- Come and not making the dog come
- No and letting the dog continue

Do not use any of the above words unless you are in a position to enforce them.

SHOWMANSHIP TRAINING

Begin by teaching your dog to move on to lead properly on either side of you at heel. Usually your dog will work on the left, but there are times when he'll have to be on the right. At all times, keep your dog and yourself happy. Praise him when he does well--never punish, use correction. A dog who shows fear will not show well.

Next, learn to set-up or "stack" your dog. Find that picture of your breed again and study the proper position. Teach him to stand still even while first you and then a stranger touches him. Teach him to stand still while a stranger goes over him by feeling his head, legs and body, including his teeth and ears. Learn to show your own dog's teeth to the judge, if asked. Be able to show both the front and the side of the mouth with the lips opened to show the teeth.

Practice gaiting your dog. Some look best fast, others slow. Be sure you can keep him moving properly, head up and moving in a straight line.

Turns are the most difficult to master. Practice until you can do it smoothly in any direction. Always remember, never come between the dog and the judge. Sometimes you will have to turn yourself in front. Practice!

After you and your dog work as a team in your own backyard, be sure you practice with other dogs. A dog who does not excel in obedience, can sweep the class in showmanship, if well prepared.

SHOW PROCEDURES

When you are sure your dog is well groomed and you have changed into your showmanship clothes, it is time to check your ring. Plan to be at the ringside about five minutes before your class is called. Coming earlier will make both you and your dog nervous and being late is inexcusable!

Upon entering the ring, take your place and set-up your dog at a reasonable distance from the dog in front of you. Don't crowd. If the dog behind you stops too close, politely ask the handler to move back a little. You'll need room to move around your dog.

TIPS FOR 4-H SHOWMANSHIP

Showmanship is a competition to judge the ability of the handler to train, groom and show his dog. The type of dog—purebred or mixed breed—does not enter into the judging.

The dog should be well groomed, and the handler should be dressed appropriately in order to do justice to the dog.

First, the dog. Be sure your dog is clean. This means every part of him. Are his teeth free from tartar? Do his ears look and smell clean? Check his eyes. They should be clear and bright. Toenails must never touch the ground and be sure to check that dew claw. A dog who is brushed regularly will have a special glow in the showmanship ring. Be sure you brush down to the skin on heavily coated dogs. Short haired dogs also need brushing to stimulate the skin and get rid of dead hair. You should know your dog's coat well enough to judge how far before the show he should be bathed. Some dogs need several days to get the natural oils back into the coat. Others need to be fluffy and should be done the night before. Be prepared for last minute touch-ups at the show. A washcloth and towel can be very useful, especially on rainy days. Find pictures of dogs who resemble your pet in a show. Trim and practice grooming months before on your dog. Don't over trim, but be sure your dog looks like the breed he is supposed to be representing. The exception is the Poodles. A kennel clip is acceptable. Don't depend upon winning because he is professionally groomed. How your dog looks that day is what counts. Grooming will make a mixed breed look as good as the purebreds.

How you appear to the judge is also important. Be sure you are neat and clean yourself. Please, no gum chewing. Your hair should be worn so that you need not touch it in the ring. Brushing your hair away from your face will detract from your dog. Remember, you are in the spotlight in all positions. Short skirts and short tops are best left at home. Suit jackets look nice for boys, but a sport shirt and slacks might be more comfortable. Shirt tails and blouses should not be left flying. Wear rubber soled shoes to prevent slipping. Absolutely no bare feet and preferably no sandals. Tennis shoes or low gum soled shoes are preferable.

Both you and your dog must appear alert. Just as proper food, rest and exercise put you in top shape, it is even more important for your dog. What you feed your dog will affect his health and weight. Dogs should not be over or underweight. Check with your veterinarian if this is a problem. A dull coat, also, is a sign of poor health or the wrong food. This is also a part of showmanship.

The dog needs training in advance and so do you. Although the state rules do not require show leads, it will be to your advantage to use one. They come in several styles and widths. Find one that is right for your dog. Each end has a loop. The end that is placed on the dog has a clip for tightening. For best control, it is placed on the dog up close behind the ears so that the dog is quickly controlled by a sharp upward jerk. The lead from the back of the dog's neck to your hand should be only long enough to exert control. Roll up the excess and conceal it in your hand. Do not fasten the loop end around your wrist or fingers. You must be able to change hands quickly. Only one hand on the leash at all times.

Avoid looking awkward. Make all your movements calmly and smoothly. Move yourself so that the judge can always see your dog. Don't over handle. If your dog is okay, leave him alone. If your dog gets wiggly, walk him slowly around in a small circle and restack him (only when the judge isn't looking).

You may use bait if your dog is usually baited, but do not let any lie on the floor to distract other dogs.

The judge will usually have the group move around the ring, dogs on the side of the judge which is usually the left side of the handler. Watch for the judge who moves, and be prepared to step behind your dog and switch hands on the lead to put your dog again on the side of the judge.

When the judge motions for you to stop, smoothly stack your dog and be ready to have him examined. Even though the judge is not examining your dog, keep alert because he might just glance in your direction. As the judge circles your dog, keep moving out of his way. When he is on the right side, you should sneak around to the left. Don't make fast, jerky movements, since this might frighten your dog. If the judge should pick up a foot, check to see that it comes down in the right place. If not, reach under your dog and place your hand on the hock or elbow and put it generally back into place.

When returning to the judge, stop at a reasonable distance from him so he can get a good view. If your dog is well trained, he will probably stack himself, but be ready to help if necessary. Again, stay away from the judge.

When indicated, return to your place in line and restack.

The judge will probably gait you all in a circle again and choose his winners. Smile, win or lose. Each judge will like something a little different, which makes each show a challenge.

Finally, try to attend an AKC show in your area. Throughout the summer season, a show is being held somewhere in the state almost every weekend. Watch your breed in particular plus the Junior Showmanship Classes.



TEN DO'S OF SHOWMANSHIP

DO . . .

- 1) Enter the ring with a well groomed dog.
 - 2) Be well groomed yourself. Girls - skirts or dress slacks (no jeans). Boys - shirt and slacks (no jeans).
 - 3) Be relaxed - smile - you've got the best dog out there - prove it to him!
 - 4) Keep your dog between you and the judge.
 - 5) Keep your lead neatly coiled in your hand.
 - 6) Know your basic ring patterns.
 - 7) Keep one eye on your dog, and one on the judge. Don't let him catch you off guard!
 - 8) Listen to instructions.
 - 9) Know the parts of your dog, his breed, the country of origin, and the dog show group he is in.
 - 10) Shoes (No sandals)
-

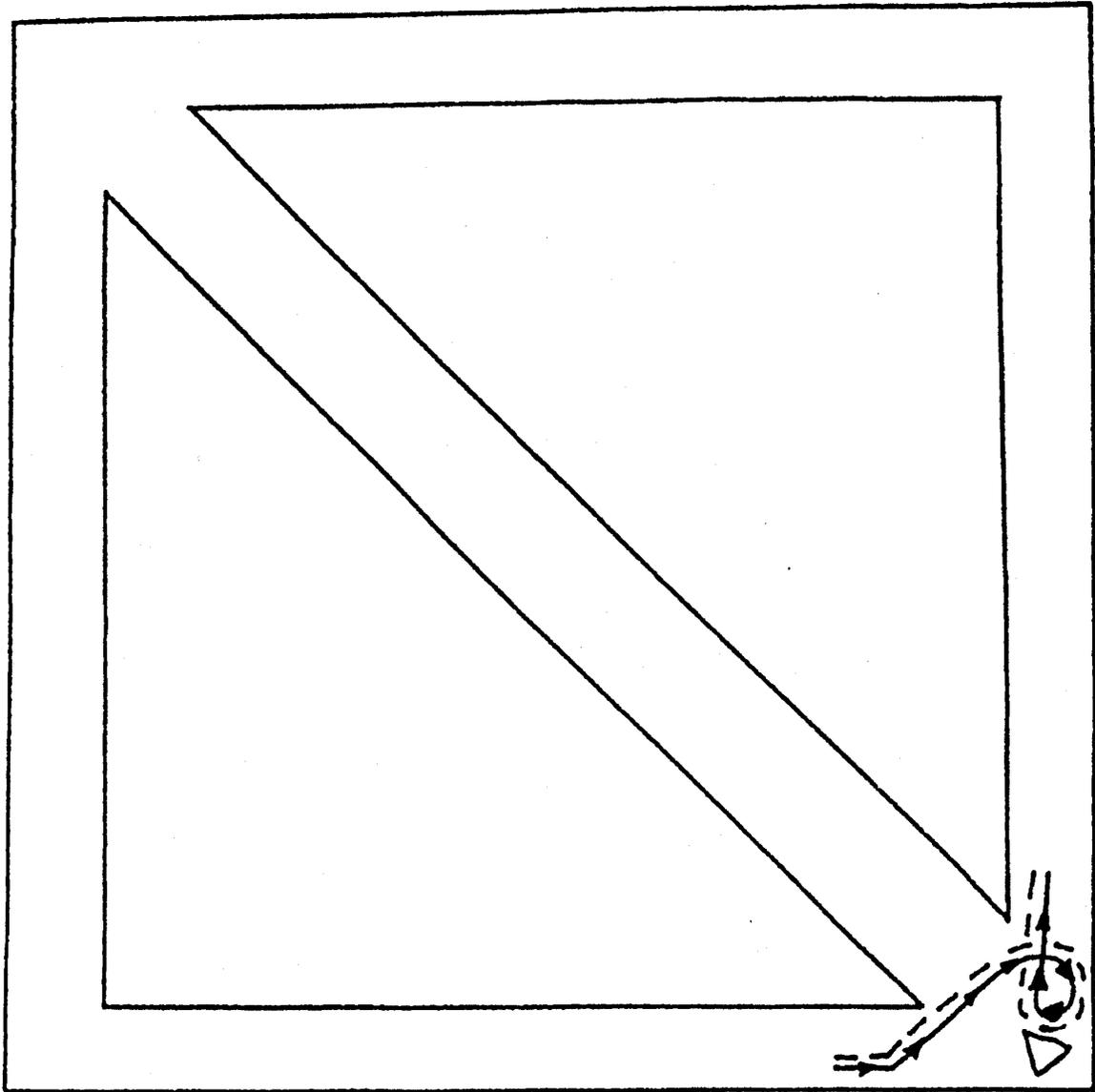
TEN DON'TS OF SHOWMANSHIP

DON'T . . .

- 1) Don't chew gum.
- 2) Don't crowd your fellow exhibitors.
- 3) Don't turn your back on the judge.
- 4) Don't talk!
- 5) Don't daydream, know what's going on.
- 6) Don't get angry with your dog, train him before you get there.
- 7) Don't be impatient with the judge, you may be in his position yourself someday.
- 8) Don't over-show your dog while the judge is looking at him.
- 9) Don't make remarks if you don't win - try again - practice harder.
- 10) Don't enter a show before you and your dog are ready.

SHOWMANSHIP

THE COURTESY TURN



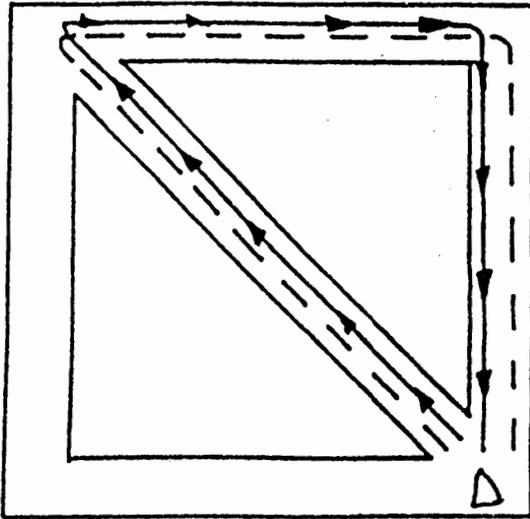
Judge



You

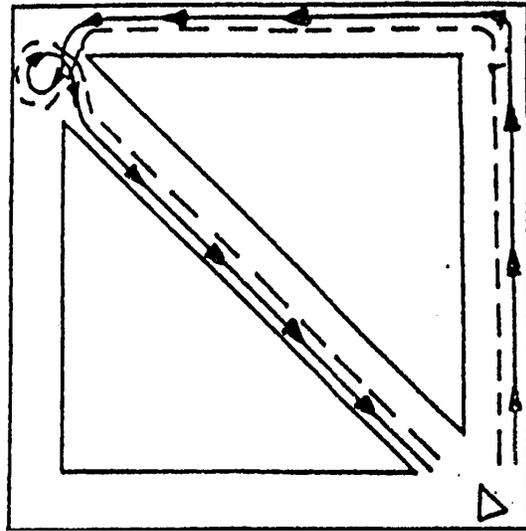
Your Dog

THE REVERSE TRIANGLE



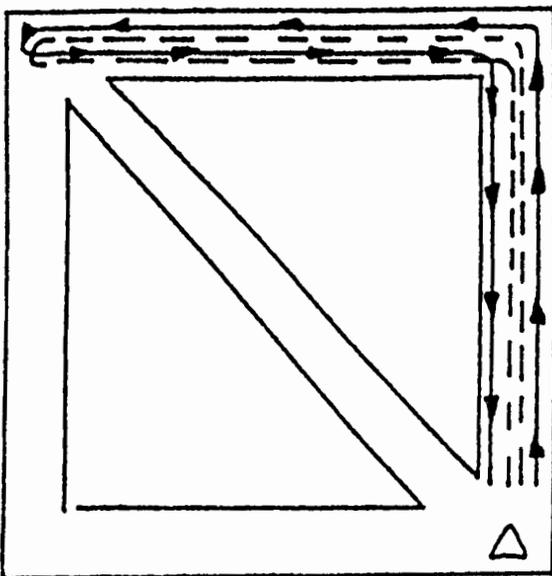
Leave the Judge with dog on your left side. Switch hands at the end of the diagonal. At top right corner switch dog to left hand and return to Judge.

THE TRIANGLE PATTERN



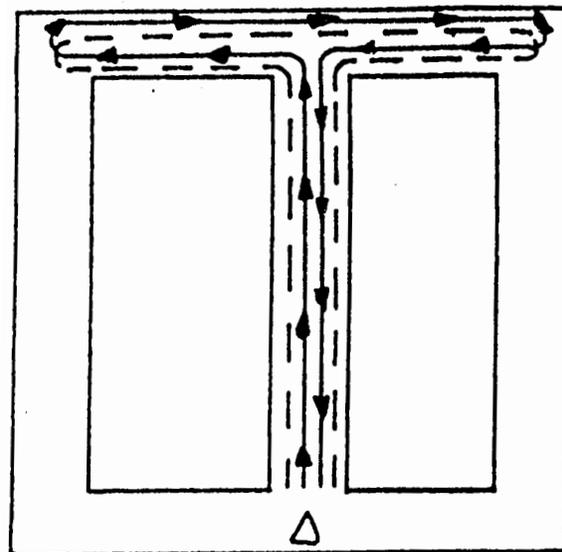
With dog on left side, go straight down and across the ring. Turn in a small circle and return to the Judge on the diagonal. (Dog remains on left side.)

THE "L" PATTERN



With dog on your left side, go straight down the mat and turn to the left. Go to corner and switch hands. Return to right top corner and switch again to the left hand. Return to Judge.

THE "T" PATTERN



With dog on left side, go down center of ring, turn to the left and at end of mat switch lead to right hand and go all the way across to the end of the mat. Switch lead back to your left hand and return up the center to the Judge.

4-H CLASSES & SCORING

PRE-NOVICE A & B

(all work on leash)	
Heel on a leash & Figure 8	50 points
Stand for examination	40 points
Recall	50 points
Long sit (1 minute)	30 points
Long down (3 minutes)	<u>30 points</u>

TOTAL 200 points

NOVICE

Heel on leash & Figure 8	40 points
Stand for examination	30 points
Heel off leash	40 points
Recall	30 points
Long sit (1 minute)	30 points
Long down (3 minute)	<u>30 points</u>

TOTAL 200 points

GRADUATE NOVICE

Heel on leash	30 points
Stand for examination-off leash	30 points
Heel free & Figure 8	40 points
Drop on recall	40 points
Long sit (3 minutes)	30 points
Handler out of sight	
Long down (5 minutes)	<u>30 points</u>
Handler out of sight	

TOTAL 200 points

PRE-OPEN

(all work off leash)	
Heel free & Figure 8	40 points
Drop on recall	40 points
Retrieve on flat	30 points
Broad jump	30 points
Long sit (3 minutes)	30 points
Handler out of sight	
Long down (5 minutes)	<u>30 points</u>
Handler out of sight	

TOTAL 200 points

OPEN

(all work off leash)	
Heel free & Figure 8	40 points
Drop on recall	30 points
Retrieve on flat	25 points
Retrieve over high jump	35 points
Broad jump	20 points
Long sit (3 minutes)	25 points
Long down (5 minutes)	<u>25 points</u>

TOTAL 200 points

PRE-UTILITY

Signal exercise	40 points
Retrieve over high jump	40 points
Directed retrieve	40 points
Directed jumping - high	40 points
Jump only	
Moving stand & examination	<u>40 points</u>

TOTAL 200 points

UTILITY

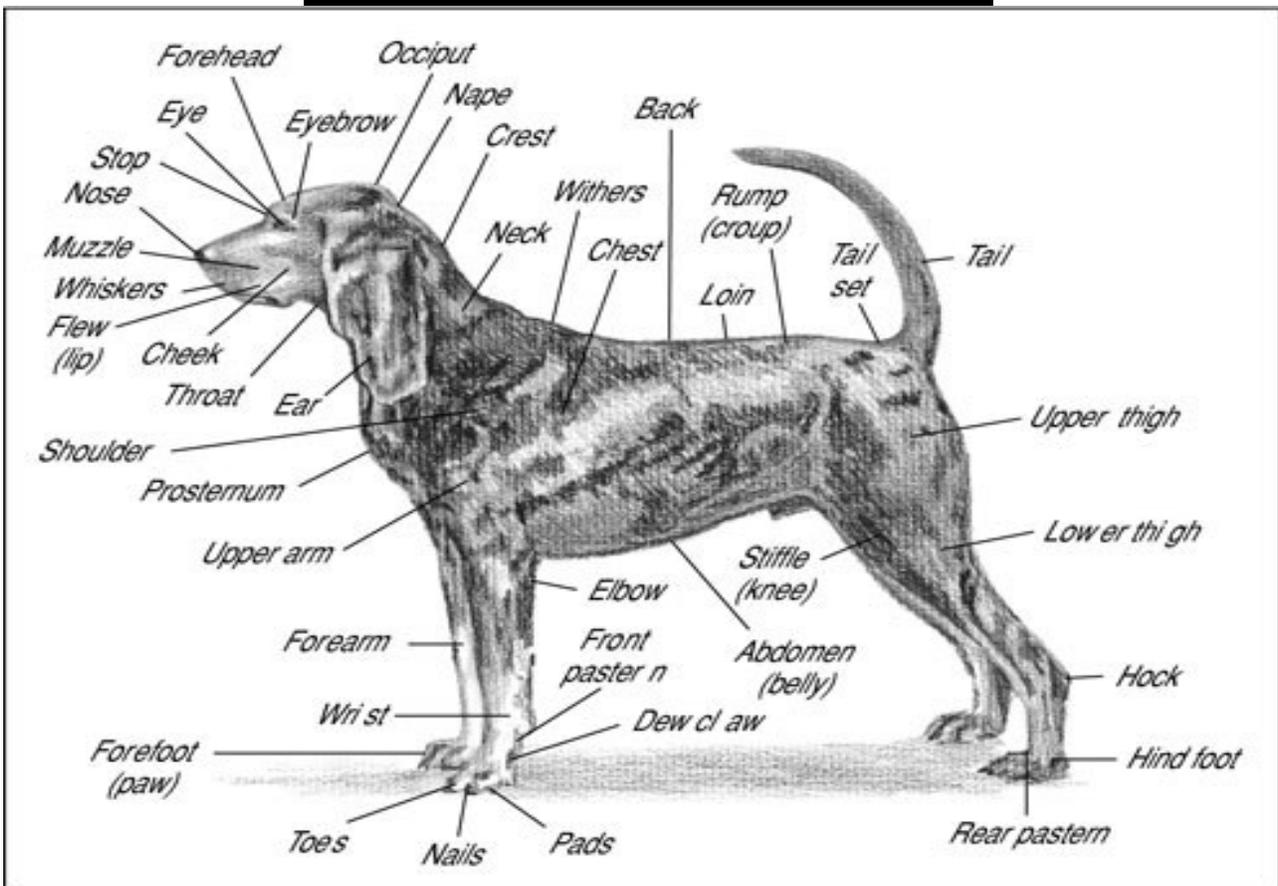
Signal exercise	40 points
Scent discrimination:	
Leather	30 points
Metal	30 points
Directed retrieve	30 points
Directed jumping	40 points
Moving stand & examination	<u>30 points</u>

TOTAL 200 points

SHOWMANSHIP

1. Skill by the exhibitor in handling the dog.
2. Grooming and conditioning of the dog.
3. Conformation of the dog will **NOT** be considered.
4. Knowledge of dog.
5. Member's appearance.
6. Females in season may not be shown.
7. Courtesy turns optional.

ANATOMY OF THE DOG



Bite: Position of teeth (even, scissors, undershot, or overshot)

Feathers: Fringe of hair on ears, legs, and tail

Shirt Frill: Chest feathers

Petticoat: Rump feathers

BREED VARIANCE

There are many things that are different for each breed of dog:

- a. Head carriage
- b. Tail carriage
- c. Top line
- d. Ear set
- e. Foot placement
- f. Lay of the coat
- g. Position of the leash
- h. Position of the handler
- i. Position of the hands
- j. Use of bait

TRAINING CURRICULUM

Pre-Novice Training Log

Week of...	Exercise
Week 1	Watch Sit Down Puppy Push-ups (Work up to this exercise throughout the week of practice) Footwork and Handling
Week 2	Review Sits and Downs on Command Targeting Stand One – Steps Scoots
Week 3	Review Week 1 and 2 Homework Come Watch Two-Step Heel Left and Right Pivots Showmanship – Explanation and Stacking Your Dog
Week 4	Review Week 1, 2 and 3 Homework The Promise – Gambling with Your Dog Sit and Stay Footwork Practice – Starts and Stop of Heeling Exercise Showmanship – Judge’s Evaluation and Stacking Your Dog
Week 5	Review Previous Weeks Homework Four – Step Drills Automatic Sits Down and Stay Two Step Comes Footwork Practice – Left and Right Turns without Your Dog Showmanship – Gaiking Your Dog

Pre-Novice Training Log - Cont.

Week of...	Exercise
Week 6	Review Previous Weeks Homework Heeling in Straight Line and Automatic Sits Right Turns and Left Turns Six Foot Come Stand for Exam Footwork Practice – About Turns, Slow and Fast without Your Dog Showmanship – Down and Back Pattern
Week 7	Review Previous Weeks Homework Change of Pace About Turns Swing Finish Around Finish Showmanship – L Pattern
Week 8	Review Previous Weeks Homework Circle Right Circle Left Showmanship – Triangle and Reverse Triangle Pattern
Week 9	Review Previous Weeks Homework Figure 8s Showmanship – Arrow Pattern
Week 10-13	Review Previous Weeks Homework Showmanship – Double Down and Back Pattern

Pre-Novice Class (Week 1)

Watch: Your dog is sitting at your left side. Leash in right hand, left hand forms OK sign around the leash with the treat between thumb and index finger. Lower the treat until your dog sees it and looks at it. Raise the treat until it is in a direct line between the dog's eyes and yours. Say "Watch." Praise your dog and reward him with the treat after a few seconds of watching. Gradually lengthen the time he must watch before getting the treat (you can praise your dog quietly when he is "watching" you).

Goal: Your dog will watch for one minute without looking away, even if distractions are present (people, balls, etc.). Final Goal: Your dog will watch when treat is not visible.

Caution: Do not let the treat "drift" toward the center of your body. It will probably cause your dog to start to lean around to see it, he will begin to sit with a flare (hindquarters away from you, no longer straight). Keep your left wrist glued to you hip.

Sit: Your dog is at your left side. Leash in right hand, treat in left hand. Get dog's attention by putting the treat right in front of his nose (within one inch). Slowly raise the treat up and back, towards the dog's tail. Hold the treat in that position until the dog sits to relieve the pressure created on his spine by looking up. When the dog sits, say your bridge word, reward, and praise calmly for a few seconds. Wait a few seconds more, release with your release word. When your dog has become 90% efficient of being lured into this behavior, then add the "Rover, Sit" cue before you move your hand to direct your dog to sit.

Goal: Your dog will sit on command, quickly and straight. Final Goal: Your dog will sit on command when the treat is not visible. Dog will remain sitting until released.

Down: Start with your dog sitting at your left side. Hold the treat in front of your dog's nose and lead his head down toward the ground. When the dog goes down, use your bridge word immediately when your dog's elbows touch the ground, praise calmly for a few seconds, wait a few seconds more, and release with your release word. When your dog has become 90% efficient of being lured into this behavior, then add the "Rover, Down" cue before you move your hand to direct your dog to down.

Goal: Your dog will down on command, quickly. Final Goal: Your dog will down on command, quickly, when treat is not visible. Your dog will remain down until released.

Suggested

Activity: Research your particular breed. Find out what special characteristics apply to your breed, what its original purpose was, the work it did, and how you can make use of these qualities in training. If your dog is a mixed breed, determine what breeds he is a mixture of and find out about those breeds. (Example: Beagle, bred for using his nose to hunt. In training it will take more patience to teach the dog not to sniff during exercises. It will be easier to teach him scenting exercises in utility class.)

General

Information: Use your dog's training collar only for training sessions when you are with him. When you are not training, it is safer to keep a buckle collar on your dog.

In order to succeed, you need to train your dog at least five days per week, not including training class. Two short periods of training are better for your dog than one long one.

How to put on a training collar: Hold one ring and drop the rest of the chain through it to make

a collar/loop. Make the collar form the letter P (P is for puppy). Facing your dog, look through the P and see your dog's nose. Slip the collar over his head from this position. When your dog is at your left side, the collar is on correctly if the end attached to the leash goes over the dog's neck.

Pre-Novice Class (Week 2)

Targeting: Your dog starts in front of you. With a treat in the right hand, show your dog your left hand (open and palm side to your dog). As soon as your dog's nose touches your left hand, say your bridge word, reward and praise calmly. If your dog is not getting the idea of touching your left hand, place your right hand with the treat in it right in back of your left hand. The dog will then have to touch your left hand in order to smell the treat. After your dog gets the idea of touching your left hand, then start moving your hand to the sides of you and all around in different locations. Move your left hand so that the dog has to get up and move to your left in order to touch it.

Goal: Dog will follow your left hand. This would be helpful in the heeling exercises and finishes. Final Goal: The dog will follow your left hand quickly when the treat is not visible.

One Steps: Start with your dog sitting at your left side, straight (facing exactly the way you are facing), and watching. Leash in your right hand, left hand making an OK sign around the leash with the treat between the thumb and index finger. Say "Come up." Step forward with your right foot and encourage the dog to move up with you. Bring your left foot up to your right foot. Lift the treat and say "Rover, Sit." DO NOT pull the dog with the leash. He will resist the leash by pulling away rather than coming with you.

Goal: Your dog will move one step with you without looking away. Keeping the "watch" is the most important part of this exercise. Final Goal: With no treat visible your dog will heel with you without looking away, even if distractions are present.

NOTE: Move slowly until your dog gets the idea of what you want. Remember that watching is the most important part of this exercise. Also KEEP THE LEASH COMPLETELY LOOSE!

Scoots: This is the start of the recall exercise. Start with your dog sitting straight (facing exactly the way you are facing) at your left side. Make a stop sign with your flat left hand in front of your dog's face and tell your dog "Wait". Step in front of him, so your are facing him toe to toe (very close). Leash in left hand, treat in right hand (hand held in front of your dog, in the center of your body). Say "Rover, Come." Step back one step with your right foot. Lower the treat hand (right hand), palm up and very close to your body, in front of your dog to lead him forward. Move your left foot even with your right foot. Say "Sit" and curl the treat hand up and toward you (keep it close to your body) to create a sit. Use your bridge word immediately when your dog sits, quietly praise and reward. Repeat with the other foot first to step out on. Alternate feet as you do the exercise to keep your dog centered.

Goal: Your dog will move with you, stay close, and sit when you stop without a command. Final Goal: Your dog will learn that "Come" means "Get to this spot in front of me as fast as you can, and sit there". Your dog will do scoots quickly, straight, and without a sit command, even if treat is not visible.

Stand: Start with your dog at you left side. Hold the leash in your left hand, treat in your right hand. Hold the treat in front of your dog's nose (close) and lead him forward to the standing position with the treat. Keep the treat at nose level – lifting it up may cause your dog to sit or jump up. As soon as your dog is standing, stop all forward motion of the treat in your right hand and allow the dog to nibble the treat at nose level as he stands. With your left hand, stroke the dog's

back in long, steady motions. Keep the dog standing for a few seconds, then release word, praise and reward. When your dog has become 90% efficient of being lured into this behavior, then add the “Rover, Stand” cue before you move your hand to direct your dog into a stand. Gradually lengthen the amount of time the dog stands until he stands for one minute. Work towards standing up straight besides your dog as he stands.

If your dog does not remain standing, use your left hand and tickle him under the tuck up, just in front of the back legs, or put your foot on the ground right in front of his back feet, so he can't move them forward to sit.

Goal: Your dog will stand on command and remain standing until released. Final Goal: Your dog will stand and remain standing while you move six feet in front of him and combine it with the stay command. He will stay still (not move any of his feet) while another person approaches and touches his head, shoulders, and back. He will stand still while you walk in a circle around him.

New Environment

Exercise:

Choose an exercise from week 1 (watch, targeting, or sit on command) that your dog knows the best (has the hang of it pretty well). Practice this exercise in your everyday practicing spot, such as on the grass in your front yard or in the living room of your house. Do 4 quick responses (they must be perfect responses from your dog) from your dog of its exercise that your dog knows the best. Remember to use to your bridge word immediately when your dog has done it right, praise calmly and reward after each good response from your dog. Then choose a new location, such as the driveway or the cement in the garage, and ask your dog to do the exact same exercise. Practice this signal exercise until the dog gets the hang of it in this new practicing spot. Some dogs think that they can only do certain exercises in certain spot. Praise and reward extra to begin with when the dog is learning something new. The exercise might be old, but doing the same exercise in a new location is a new event.

Goal: This New Environment exercise tells your dog that “You can down on the grass, now I want to show you that you can down on the carpeting”. Final Goal: You want your dog to say to its self, “I can do this exercise in a spot that I feel comfortable and I can do this exercise in a spot that I do not know”.

Reminder: Practice at home is what brings success. Class is designed to teach you what to teach your dog at home!

Pre-Novice Class (Week 3)

Two Step

Heel:

Review lesson for One-Steps (homework lesson from week 2). Increase distance traveled to two steps.

Goal: To lengthen the distance traveled while your dog maintains the “watch”.

Note: Remember that the “watch” is the most important part of this exercise. If your dog is not watching you, he cannot stay with you and learn from you. Go slowly and keep the watch!

Come Watch: Start with your dog sitting straight at your left side and watching. Make a stop sign with your flat left hand, say “Wait” and step in front of your dog, facing him and toe to toe. With leash in the left hand and treat in the right hand, encourage the dog to watch, using the same procedure you used when you were teaching watch at your side. Reward after a few seconds at first, then gradually lengthen the time the dog

watches before he is rewarded (you can praise your dog quietly and calmly when your dog is watching you fully).

When your dog is steady, add distractions. Raise your arms slowly, straight out from your body, while your fingers, hold tennis balls in your hands and drop them, etc. Use your face, voice, and treat to encourage the dog to continue looking at you no matter what happens around him.

Goal: Your dog will watch the handler when in the front position. Final Goal: Your dog will watch the handler when in the front position, during long stays, and at all other times.

Left Pivot:

Start with your dog sitting or standing straight at your left side. Left hand inside the collar, fingers down, palm back, knuckles against the dog's neck. Treat in your right hand. Left hand close to left leg (grab your pant leg to be sure). All at the same time do the following:

- Your right foot forms a "T" in front of the left foot.
- Your right hand moves treat from dog's nose to the left, turning his head left (move the treat from the dog's nose as if you want to put it into his left ear!).
- Left hand holds firmly, or puts pressure back on the collar.
- You and your dog will make one quarter turn (90 degrees) to the left.
Keep the watch!
- When your dog has become 90% efficient of being lured into this behavior, then add the "Get-In" cue before you move your hand to direct your dog into a pivot left.

Goal: Your dog will turn one quarter turn to the left on command by moving in a scissors-like motion with its back legs. Final Goal: Any time your dog is commanded to "Get In" (with no treat visible) he will position himself with his hindquarters in as in the left pivot. Your dog will watch the handler throughout the movement.

Note: When practicing, after doing 4 left pivots you should end up facing the same direction you were facing when you began.

Another Note: If your dog begins in a "hip sit" with his hip rolled under, it is much more difficult for him to get up and move as he must to do this exercise. Lure your dog slightly forward so he is sitting up on his hocks before attempting a left pivot.

Right Pivot:

Start with the dog sitting or standing straight at your left side and watching. Leash in the left hand, treat in the right hand. All at the same time, do the following:

- Move your left foot forward to make a "T" with your right foot.
- Lead your dog forward and one quarter turn (90 degrees) to the right with the treat.
- Move your right foot next to your left foot.
- Say "Sit".
- Lift up with the treat to create a sit.
Keep the watch!
- When your dog has become 90% efficient of being lured into this behavior, then add the "Rover, Heel" cue before you move your hand to direct your dog into a right pivot.

Goal: On command your dog will move one quarter turn to the right, staying close to you and sitting straight. Final Goal: Your dog will turn with the handler, staying close and watching, on all turns that start to the right (right turn, about turn, figure eight, etc.). Your dog will watch the handler throughout the movement.

Caution: Keep the treat directly in front of your dog. If the treat hand "drifts" toward the center of your body, your dog will wrap around you in order to see it, causing a flared (hindquarter away from you, not straight) sit.

Note: When practicing, after doing 4 right pivots you should end up facing the same direction you were facing when you began.

Suggested

Activity:

Similar to New Environment Exercise. This week, train your dog in three different distraction free places (examples: back yard, front yard, grandma's yard). This will teach your dog that obedience work doesn't only happen in the place where you usually practice. It will help to strengthen all of your dog's learning.

Footwork

Practice:

Start and Stop of Heel without Your Dog.

Pre-Novice Class

(Week 4)

This is **Patience Week**. Be patient if your dog seems to have forgotten everything you ever taught him.

The Promise: Please refer to the training notes (Intermittent reinforcement). You have taught your dog many behaviors by leading him with a treat. Now that he knows how to do the behaviors, he must learn to do them without being led by the treat. The treat will still be used as a reward for a job well done.

When he understands what to do, begin rewarding in a unpredictable way (on the third down, then the fifth, then the second, etc.).

Goal: Your dog will follow commands with no treat visible.

Note: If the first successful "promise" takes a long time, don't be discouraged. Every one after the first will be quicker. The first one is sometimes hard for the dog to figure out!

The promise can be used for all exercises. It is not limited to the down.

Sit and Stay: This is an inductive stay. Do one step at a time. Move on only when your dog is very steady with that step.

For every step start with your dog sitting straight at your left side. Make a stopsign with your flat left hand in front of the dog's face and say "Stay". *Finish* with your release word and praise.

- Step 1 – Take one step with your right foot only, turn and immediately reward your dog for staying. Say "Good Stay". Repeat until your dog is steady.
- Step 2 – Take one step with your right foot, and bring your left foot up to it. Turn and immediately reward your dog for staying. Say "Good Stay". Repeat until your dog is steady.
- Step 3 – Take two steps forward, immediately return and reward. Say "Good Stay". Repeat until your dog is steady.
- Step 4 – Walk to the end of your leash and turn to face the dog. Immediately return and reward. Say "Good Stay". Repeat until your dog is steady.
- Step 5 – Walk to the end of the leash, turn to face your dog, pause. Return and reward. Say "Good Stay". Repeat, gradually lengthening the pause, until your dog is steady.
- Step 6 – Walk two step forward, turn to face the dog. With the leash in your left hand, make a stopsign with your flat right hand and say "Stay". Gently apply steady pressure (not a tug or jerk) to the dog's collar by pulling on the leash. Look for the dog to lock the muscles of his front legs to resist the pull. Release the pressure and say "Good Stay", return to your dog and reward. Say "Good Stay". Repeat entire sequence until dog is steady.
- Step 7 – Gradually increase pressure until your dog is resisting strongly. You are using the sense of touch to teach your dog. He is feeling what it means to "stay". When your dog is very steady, practice pulling to the left or right, up or down.

Goal: Your dog will stay on command, even if distractions are present. Final Goal: Your dog will stay in sit, down, and stand positions until released, even if distractions are present.

Note: If the dog does not stay at one of the steps, he was probably not steady enough on the previous steps. Go back as many steps as necessary for the dog to have success. Rushing through the steps does not help the dog learn! It may lengthen the total time it takes your dog to learn to stay.

Suggested Activity:

Teach your dog to wait for you to go through doorways first. Use your voice or the door to prevent your dog from rushing through. Practice going through various doorways and narrow places. Each time your dog waits for you to go first, you earn leadership points from your dog.

**Pre-Novice Class
(Week 5)**

Four – Step Drill:

Start with your dog sitting straight at your left side and watching. Leash in the right hand, left hand around leash in an OK sign with treat between thumb and index finger. Step out as follows:

- Left, right, left, shorter right, and together.
Keep the watch!

Goal: To teach your dog to watch you for four steps. To teach you and your dog the footwork you will use to start and stop.

Automatic Sits:

Begin to do One – Steps without giving the command to sit. Use a quick movement of the treat or lift up gently on the collar to help your dog to sit without a verbal cue. Work to eliminate all cues.

Goal: While heeling, your dog will sit without a command every time the handler stops.

Down and Stay:

Use the same method as the Sit and Stay but start each step with dog in down position. This is an inductive stay. Do one step at a time. Move on only when your dog is very steady with that step.

Goal: Your dog will stay on command, even if distractions are present. Final Goal: Your dog will stay in sit, down, and stand positions until released, even if distractions are present.

Note: If your dog does not stay at one of the steps, he was probably not steady enough on the previous steps. Go back as many steps as necessary for your dog to have success. Rushing through the steps does not help your dog learn! It may lengthen the total time it takes your dog to learn to stay.

Two – Step Comes:

Start with your dog sitting at your left side. Make a stopsign with your flat left hand in front of the dog's face and say "Wait". Step in front of your dog, facing him and toe to toe. With the leash in your left hand, make a stopsign with your flat right hand and say "Wait". Take two steps back. Pause. Say "Rover, Come". Lower the treat hand, palm up and very close to your body, to encourage your dog to come to you. When your dog is close to you, say "Sit" and curl the treat hand up and towards your (keep it close to your body) to create a sit. Praise and reward.

Goal: To lengthen the “Come” which was started with “Scoots”. To create understanding of the “Wait” command, and gradually lengthen the “Wait”.

Footwork

Practice:

Left and Right Turns without Your Dog.

Pre-Novice Class (Week 6)

Six Foot

Come:

Starting with the Two – Step Come, gradually (one step per day and your dog becomes 90% efficient) lengthen the number of steps you take away from your dog while he is waiting.

When you can back to the end of the leash, change the way you leave your dog. Start with your dog sitting straight at your left side. Make a stopsign with your flat left hand and tell your dog to “Wait”. Walk straight away from your dog to the end of the leash (do not turn around and back away). When you reach the end of the leash, turn and face your dog.

Goal: Your dog will wait while the handler walks straight away from him to the end of the leash and turns to face him. Your dog will come on one command, with leash loose and no extra cues. Your dog will sit automatically and straight in the front position.

Note: Whenever you call your dog, always use 1.) His Name and 2.) the Word Come. Get in the habit of “Rover, Come!” so that in an emergency (Rover is headed for the road to chase a squirrel) you will automatically say the right words to get him to come back.

Your dog should not move towards you in this exercise until you call. If you turn at the end of the leash and call immediately every time, your dog will learn to come when you turn, instead of waiting for your call. To avoid this, wait different amounts of time after you turn before calling your dog (5 seconds, 15 seconds, 8 seconds, etc). Fool your dog occasionally. Don’t call him after you leave him. Instead, return to him and give him a treat for staying. Be unpredictable so the dog never thinks he can do the whole thing without you!

“Come” is a primary command. It may not be disobeyed by your dog, and it overrules any previous command. If your dog is not 100% reliable on the “come”, DO NOT TRY TO DO IT OFF LEASH! You must be able to enforce it every time until the dog learns he must come. Every time your dog comes to you must be a very pleasant experience for him. Even if he did something awful and you have been chasing him for hours, if he finally comes to you, he must be praised. He will not associate a scolding with whatever he did was wrong. He will associate it with coming to you, and next time he’ll stay away from you as long as he can!

Straight Line

Heeling/Auto-

matic Sits:

Start with the dog sitting straight at your left side and watching. Say “Rover, Heel” and step out on your left foot. Keep the watch! After 5 to 20 steps (vary the steps each time), halt (end with left, shorter right, together, as in the Four Step Drill). Do not say “Sit”. Your dog must sit automatically when you stop.

Do not do turns (left, right, or about) during this drill. Heel in a straight line until you run out of space. When you run out of space, release your dog, praise him and start again in the other direction.

Goal: Your dog will watch at all times during straight line heeling. Your dog will sit automatically every time the handler stops. The handler will learn start and stop footwork. The dog and handler will have fun.

Note: This drill concentrates on watch and automatic sits. Don't worry about other things, but *don't accept anything but your dog's best on the watch and automatic sits.*

Left Turn:

While heeling (in motion), plant the left foot at a 45 degree angle to the left and step around it another 45 degree angle with the right foot to turn (90 degrees) to complete the left turn.

Goal: To turn left (while heeling) in the same way every time, so your dog can learn your body cue for the turn. To learn to turn consistently.

Note: Do not pull or tug on the leash to force your dog on any turn. Pulling on the leash will cause your dog to resist the turn. Use the edible leash (treat) to induce your dog to move.

Right Turn:

While heeling (in motion), plant the right foot at a 45 degree angle to the right and step around it another 45 degree angle with the left foot to turn (90 degrees) to complete the right turn.

OR: While heeling (in motion), plant the left foot at a 45 degree angle over your right foot and stepping around it with your right foot at another 45 degree angle. (All that is different is what foot you start the right turn on in the first place.)

Goal: To turn right (while heeling) in the same way every time, so your dog can learn your body cue for the turn. To learn to turn consistently.

Note: Practice turns without your dog for at least half of your turn practice time. It is much easier to think about your feet if you don't have to think about a dog. If you become smooth and consistent with the turns, your dog will become smooth and consistent, too!

Stand and Stay:

Day 1: Stand your dog (remember to say "Stand"). Remain at his side. Keep him standing perfectly still for 2 minutes, pause, bridge, reward, praise and release. (Work up to 2 minutes and make sure your dog is comfortable before increasing the time.)

Day 2: Review Day 1, then stand your dog, command "Stay", pivot in front, count to ten, pivot back to your dog, pause, bridge, reward, praise, release.

Day 3: Review Day 1 and Day 2, then stand your dog, command "Stay", pivot in front, count to 20, pivot back to your dog, pause, bridge, reward, praise, and release.

Day 4: Review Day 1, Day 2 and Day 3, then stand your dog, command "Stay", go 3 feet in front of your dog, turn and face him. Count to 30, then step back to his side, pause, bridge, reward, praise, and release.

Day 5: Review previous days, then stand your dog and command "Stay". Go 6 feet in front of your dog, turn and face him. Count to 30 and return around behind your dog, pause, bridge, reward, praise, and release.

Day 6: Review previous days, then stand your dog and command "Stay". Go 6 feet in front of your dog and face him. Count to 60 and return around to heel position, pause, bridge, reward, praise and release.

Footwork Practice:

About Turns, Slow and Fast without Your Dog.

Suggested Activity:

This week, go to a park or shopping center at least one time to practice. Your dog should listen to you (and watch) even though there are distractions. Practice exercises that your dog knows quite well. Save the new exercises for your more quiet training areas. If your dog acts nervous, do not comfort him. He will think you are praising him for being frightened and you

will cause the behavior to increase. Ignore any nervous or frightened behavior and build your dog's confidence by praising and rewarding everything he does right, no matter how small. The more distracted or nervous your dog seems, the simpler the exercises you practice should be, and the richer your praise when they are done well.

Pre–Novice Class (Week 7)

About Turns: Follow all of the about turns, start with your dog sitting straight at your left side and watching. Do not pull or tug on the leash to force the dog to turn. Pulling on the leash will cause your dog to resist the turn. Use the edible leash (treat) to induce your dog to move.

Stationary About Turn: Leash in left hand, treat in right hand. All at the same time, do the following:

Say "Rover, Heel". Follow footwork diagram in the Footwork and Handling Section of this book. When you stop say "sit" and lift up with the treat to create the sit.
Keep the Watch!

One Step About Turns: Add one step before you complete the "Stationary About Turn". Once you and your dog are 90% efficient move onto the Two Step About Turn.
Keep the Watch!

Two Step About Turns: Add two steps before you complete the "Stationary About Turn".
Keep the watch!

Goal of the About Turns: Dog and handler will reverse directions (180 degrees) in the same way every time. The handler's footwork will help the dog stay close and turn quickly. The dog will watch the handler throughout the turn.

Finish. 2 **Cookie:**

Start with the dog sitting straight at your left side. Make a stopsign with your flat left hand, tell the dog, "Wait" and step in front of him, so you are facing him toe to toe. Step on the leash. Hold a cookie in each hand. While holding the cookie in your left hand tightly against the side of your left leg (so dog doesn't see it), use the cookie in your right hand to lead the dog around your body to the right. As the dog moves behind you, bury the cookie in the right hand against back or your right leg, pick up the dog's nose with cookie in the left hand, and lead the dog forward to a straight sitting position at your left side.

Goal: The dog will move from sitting in front of the handler to the heel position. By uses of hand, dog will learn the signal for "Around".

Goal: Dog and handler will reverse directions in the same way every time. The handler's footwork will help the dog stay close and turn quickly. The dog will watch the handler throughout the turn.

Swing Finish: Start with your dog sitting straight at your left side. Make a stopsign with your flat left hand, tell your dog "Wait" and step in front of him, so you are facing him and toe to toe. Close enough to pet your dog on the head. The leash is in your right hand and treats are in your left hand. The leash is to keep her from leaving, not to be used to pull or guide your dog into position. Take a long step straight back with your left foot. Lure your dog to your left side and back of you with the treat. Turn your dog towards you with the treat and bring your dog back up along your left side and lure her into a sit. Use the "Sit" word to have her sit. When your dog is 90% efficient of this add the "Swing" cue before you start luring your dog along the side of you.

Pre–Novice (Week 8)

Circle Right

& Circle Left: Add variation to straight line heeling by pivoting 360 degrees (a full circle) to the right or left. The dog makes a circle around the handler.

Right Circle - encourage the dog with a treat, your voice, and the words "ComeUp." Do NOT PULL on the leash to encourage your dog around you. Pulling will slow your dog down instead of speed him up!

Left Circle - repeat "Get In" to encourage your dog to do continuous left pivot around you in a circle. If you have a problem with this exercise, it is time to go back and teach the left pivot more thoroughly.

Goal: The dog will manage his front and hind legs to turn quickly and tightly with his handler. This exercise will help to improve left, right, and about turns, attention, and basic heeling.

Pre–Novice Class (Week 9)

Figure 8: During the Figure 8 exercise, your dog adapts to your pace and position. He must stay in heel position. It is your job to help him by being very consistent in your handling and by turning the 8s into simple straight lines connected by smooth curves. Practice your footwork without your dog for part of your practice time each day.

Think of the Figure 8 in as two straight lines connected by two half circles to make an 8. As you round one half circle, line up on the straight line and walk along it. A Figure 8 that snakes in the middle is more difficult for a dog to negotiate.

The dog must not bump on the inside curve (dog on the inside), nor lag on the outside curve (do on the outside). Do not use the leash to pull a lagging dog around the outside curve! It will cause him to resist and make the problem worse. Encourage him by using a treat or motivator, holding it or throwing as you were shown in class. Make him think that coming around that curve quickly is truly in his best interest, not to mention fun.

Suggested Activity:

Part 1: As part of two separate training sessions this week (different days), put your dog in a long down for 15 minutes. You may do something (read a book on dog psychology, paint your toenails purple, etc) while your dog is down, but he must remain in your sight so your can put him back down immediately if he gets up. Do not pet the dog during the down.

Part 2: Have you earned any leadership points from your dog lately? Remember that earning leadership with your dog is an ongoing and very important process. Try writing down things you do to earn points. Examples: Go through doorways first, have the dog wait for his food, eat before the dog eats, do not allow him on furniture or your bed, groom him, have him wait while you go up stairs first, have him do something for you before you pet or play with him (a simple sit or down will do, but every time!), train him regularly, at the end of a game with a toy take the toy and put it away, etc. Every leadership point you earn makes training easier and your dog a better behaved and happier family member.

Novice Training Log

Week of...	Exercise
Week 1	Watch Sit Down Puppy Push-ups (Work up to this exercise throughout the week of practice) Footwork and Handling
Week 2	Review Sits and Downs on Command Targeting Stand One – Steps Scoots Sphinx Down (optional)
Week 3	Review Week 1 and 2 Homework Watch w/ Handler movement Kickback Stand Left and Right Pivots Stay Footwork Practice – start and stop Showmanship – Explanation and Stacking Your Dog
Week 4	Review Week 1, 2 and 3 Homework Four Step Drill Take It Off! Give Two Step Come Footwork Practice – Left and Right Turns without Your Dog Showmanship – Judge’s Evaluation and Stacking Your Dog
Week 5	Review Previous Weeks Homework Finish Swing Right Turns and Left Turns

Novice Training Log - Cont.

Week of...	Exercise
Week 5 - Cont.	Footwork Practice – About Turns, Slow and Fast without Your Dog Showmanship – Gaiting Your Dog
Week 6	Review Previous Weeks Homework About Turns Heeling in Straight Line and Automatic Sits Promise Six Foot Come Stand for Exam Showmanship – Down and Back Pattern
Week 7	Review Previous Weeks Homework Two Step Oblique Come Change of Pace Figure Eight Group Stay Showmanship – L Pattern
Week 8	Review Previous Weeks Homework Back Zig Zag Heeling Pattern Circle Down Stay Heel off leash 1-steps and 4-steps Showmanship – Triangle and Reverse Triangle Pattern
Week 9	Review Previous Weeks Homework Circle Right and Left Circle sit stay Heeling off leash – straight line Circle stand stay Release Reward Showmanship – Arrow Pattern
Week 10-13	Review Previous Weeks Homework Showmanship – Double Down and Back Pattern

Novice Class & Above (Week 1)

(Week 1) - Novice and Above is the same as Pre-Novice – (Week 1).

Novice Class & Above (Week 2)

Targeting: Start in a quiet place. Put handful of treats in your right hand and stand/sit in front of your dog. Put left hand, with palm open, close to your dog's nose. When dog reaches out and touches it give bridge and treat. Repeat until dog is consistently touching your left hand. Gradually move left hand further away so that eventually dog is moving forward to touch left hand. When dog is reliably moving to touch your hand, you can begin to move your hand and bridge dog for following it.

One Steps: Start with the dog sitting at your left side, straight (facing exactly the way you are facing), and **watching**. Leash in your right hand. Left hand forms OK sign around leash with treat between thumb and index finger. Say, "Come up." Step forward with your right foot and encourage dog to move up with you. Bring left foot up to your right foot. Lift the treat and say, "Sit." **Do NOT** pull the dog with the leash. (He will resist and pull away, rather than come with you.)

Goal: The dog will move one step with you without looking away. Keeping the "watch" is the most important part of this exercise. Eventually with no treat visible the dog will heel with you without looking away, even if distractions are present.

Note: Move slowly until your dog gets the idea of what you want. Remember that watching is the most important part of this exercise. **Leash must be kept loose at all times.**

Scouts: Start with dog sitting straight at your left side. Tell dog "WAIT" and step in front of him, so you are facing him and toe to toe. Leash in left hand, treat in right hand (hand held in front/center of your body). Say, "COME." Step back one step with your right foot. Lower the treat hand; palm up and very close to your body, in front of the dog to lead him forward. Move your left foot even with your right foot. Say, "SIT" and curl the treat hand up and toward you to create a sit. Praise and reward. Repeat with other foot. Alternate feet as you do the exercise to keep the dog centered.

Goal: The dog will move with you, stay close, and sit when you stop without a command. Eventually dog will learn that "COME" means "Get to this spot in front of me as fast as you can, and sit there." Dog will do scouts quickly, straight, and without a sit command, even if treat is not visible.

Sphinx Down:

Three Methods of Teaching Sphinx Down

1. Stand in front of the dog while it is standing. Get the dog's attention (nose) with a treat, and lead the nose downward and back toward the floor under the dog's chest.
2. Same as #1, but move the treat downward and forward, toward the floor in front of the dog.
3. With dog standing, stand in front of dog. Ask dog to back, and while it is backing, say "DOWN" and lead the dog's head with a treat down and back toward the floor under the dog's chest and between its front legs.

Repeat until dog goes down with verbal and/or hand signal, without being led with the food.

Goal: Dog downs immediately, front elbows touching the ground first, on command. Eventually the dog downs, front elbows first, when at a distance from handler, on voice command or hand signal.

Stand: Dog sits at left side in heel position. Take two steps forward, if she follows bridge & treat. If she doesn't stand lure, click! & treat. To get her to stand longer let her nibble the treat instead of eating it. When you know she will stand when you move say stand click! & treat. After about 6 times or more fade the movement.

**DOGS DO WHAT WORKS!
BEHAVIOR IS UNDER THE CONTROL OF ITS CONSEQUENCES!**

**Novice Class & Above
(Week 3)**

**Watch with
Handler**

Movement: Start with the dog sitting straight at your left side, watching. Say, "WAIT" and maintain the watch as you move slowly in front of dog, around to his right side, back to the front, and return to the heel position. Reward and praise after returning to the heel position.

Goal: Dog will maintain watch throughout handler movement. Eventually dog will watch handler at all times, with handler in any position, close or distant.

**Kickback
Stand:**

The dog does not move his front feet/legs when entering the stand position. The front legs remain stationary while the hind legs "kick back" into the standing position. Start with dog sitting straight at your left side. Turn to face the dog's right shoulder, with you knees even with his shoulders. Drop the leash and grasp the dog's collar with your left hand at the side of the dog's neck (grasping at top of neck encourages sitting.) With the treat between the fingers of your flat right hand, do the following all at the same time:

1. Say. "STAND."
2. Move your flat right hand (treat between fingers) toward the dog's face.
3. Move your left leg/foot back to brush the front of the dog's hind leg.

When dog is standing, allow him to nibble the treat in your right hand. Use your left hand to stroke the dog's back in long, smooth strokes, or to tickle under the tuck-up. When the dog has held the standing position for a few seconds, release, praise. Gradually eliminate the stroking/tickling, and lengthen the amount of time the dog stands (without moving) to one minute.

Goal: On command, the dog will stand by keeping the front legs still and moving the hind legs back into a standing position. The dog will remain in the standing position without moving until released. Eventually on command, the dog will stand (kickback style) and will remain standing and motionless as a stranger examines him and the handler returns to the heeling position.

Sit and Stay: This is an inductive stay. Do one step at a time. Move on only when your dog is very steady with that step.

For every step start with your dog sitting straight at your left side. Make a stopsign with your flat left hand in front of the dog's face and say "Stay". *Finish* with your release word and praise.

- Step 1 – Take one step with your right foot only, turn and immediately reward your dog for staying. Say "Good Stay". Repeat until your dog is steady.
- Step 2 – Take one step with your right foot, and bring your left foot up to it. Turn and immediately reward your dog for staying. Say "Good Stay". Repeat until your dog is steady.
- Step 3 – Take two steps forward, immediately return and reward. Say "Good Stay". Re-

- peat until your dog is steady.
- Step 4 – Walk to the end of your leash and turn to face the dog. Immediately return and reward. Say “Good Stay”. Repeat until your dog is steady.
- Step 5 – Walk to the end of the leash, turn to face your dog, pause. Return and reward. Say “Good Stay”. Repeat, gradually lengthening the pause, until your dog is steady.
- Step 6 – Walk two step forward, turn to face the dog. With the leash in your left hand, make a stopsign with your flat right hand and say “Stay”. Gently apply steady pressure (not a tug or jerk) to the dog’s collar by pulling on the leash. Look for the dog to lock the muscles of his front legs to resist the pull. Release the pressure and say “Good Stay”, return to your dog and reward. Say “Good Stay”. Repeat entire sequence until dog is steady.
- Step 7 – Gradually increase pressure until your dog is resisting strongly. You are using the sense of touch to teach your dog. He is feeling what it means to “stay”. When your dog is very steady, practice pulling to the left or right, up or down.

Goal: Your dog will stay on command, even if distractions are present. Final Goal: Your dog will stay in sit, down, and stand positions until released, even if distractions are present.

Note: If the dog does not stay at one of the steps, he was probably not steady enough on the previous steps. Go back as many steps as necessary for the dog to have success. Rushing through the steps does not help the dog learn!!! It may lengthen the total time it takes your dog to learn to stay.

Footwork

Practice:

Start and Stop of Heel without Your Dog.

Left Pivot:

Start with your dog sitting straight at you left side. Left hand inside the collar, fingers down, palm back, knuckles against the dog’s neck. Treat in your right hand. Left hand close to left leg (grab you pant leg to be sure). All at the same time do the following:

- Your right foot forms a “T” in front of the left foot.
- Your right hand moves treat from dog’s nose to the left, turning his head left (move the treat from the dog’s nose as if you want to put it into his left ear!).
- Left hand holds firmly, or puts pressure back on the collar.
- You and your dog will make one quarter turn (90 degrees) to the left.

Keep the watch!

When your dog has become 90% efficient of being lured into this behavior, then add the “Get-In” cue before you move your hand to direct your dog into a pivot left.

Goal: Your dog will turn one quarter turn to the left on command by moving in a scissors-like motion with its back legs. Final Goal: Any time your dog is commanded to “Get In” (with no treat visible) he will position himself with his hindquarters in as in the left pivot. Your dog will watch the handler throughout the movement.

Note: When practicing, after doing 4 left pivots you should end up facing the same direction you were facing when you began.

Another Note: If your dog begins in a “hip sit” with his hip rolled under, it is much more difficult for him to get up and move as he must to do this exercise. Lure your dog slightly forward so he is sitting up on his hocks before attempting a left pivot.

Right Pivot:

Start with the dog sitting straight at your left side and watching. Leash in the left hand, treat in the right hand. All at the same time, do the following:

- Move your left foot forward to make a “T” with your right foot.
- Lead your dog forward and one quarter turn (90 degrees) to the right with the treat.
- Move your right foot next to your left foot.

- Say "Sit".
- Lift up with the treat to create a sit.
Keep the watch!

When your dog has become 90% efficient of being lured into this behavior, then add the "Rover, Heel" cue before you move your hand to direct your dog into a right pivot.

Goal: On command your dog will move one quarter turn to the right, staying close to you and sitting straight. Final Goal: Your dog will turn with the handler, staying close and watching, on all turns that start to the right (right turn, about turn, figure eight, etc.). Your dog will watch the handler throughout the movement.

Caution: Keep the treat directly in front of your dog. If the treat hand "drifts" toward the center of your body, your dog will wrap around you in order to see it, causing a flared (hindquarter away from you, not straight) sit.

Note: When practicing, after doing 4 right pivots you should end up facing the same direction you were facing when you began.

Novice Class & Above (Week 4)

Four Step Drill:

Start with the dog sitting straight at your left side and watching. Leash in the right hand, left hand around leash in OK sign with treat. Step out as follows: Left, Right, Left, Shorter Right, Together. Keep the WATCH!

Goal: To teach the dog to watch you for four steps. To teach you and your dog the footwork you will use to start and stop.

Two Step Come:

Start with the dog sitting at your left side. Make stop sign with your flat left hand in front of the dog's face and say "Wait". Step in front of dog, facing him and toe to toe. With the leash in your left hand, make a stop sign with your flat right hand and say "Wait". Take two steps back. Pause. Say "Come." Lower the treat hand, palm up and very close to your body, to encourage the dog to come to you. When the dog is close to you, say "Sit" and curl the treat hand up and toward you to create a sit. Praise and reward.

Goal: To lengthen the "Come" which was started with "Scoots". To create understanding of the "Wait" and gradually lengthen the "Wait".

Take It:

Offer a treat from your hand, and say "Take it!" As his mouth closes on the treat, click. Repeat several times, holding the treat in different places so he has to work to get it. Get creative! Move it away as you say "take it!" so he has to follow. Click and give him a treat each time he responds to the "take it" cue by reaching for the treat. Now start using his favorite toy. Get him excited, when you see he really wants the toy, hold it out and say "take it", when he grabs it, click and treat. Do not worry about getting it back. When he is easily taking the toy toss it and say "take it". Keep your "Take It" sessions short – you want to stop the game before he gets tired and bored.

Off:

Stand in front of dog with one treat in a closed fist, palm up. Hold your other hand behind your back, with clicker and treats. Say 'off' one time, as you lower your closed fist just below dog's nose. Let her sniff, gnaw, and lick. At the split second she stops or looks away, click and treat with the other hand. Keep repeating until she backs up or turns her head at the word off. When she reliably moves away from closed fist immediately on the 'off' cue, repeat with your

hand open. If she dives for the food, just close your fist to prevent her from getting it. DO NOT SAY "NO!" or give any type of correction. When she can do Off with your hand open, place the forbidden treat on the floor and follow the same steps, using your hand as a shield to protect the food until she realizes that you're playing the same game.

Give: Hold dog's favorite toy in one hand. Get her excited about toy and offer it to her or drop it on the ground so she can grab it. When she has it in her mouth, get her attention by saying her name or making kissy sounds. When she looks at you hold out your hand with a tasty treat in your fingers. Don't move toward her or say anything. She will likely move toward you and sniff the treat. When she opens her mouth to eat the treat say, "give" in a happy tone. As she opens her mouth for the treat the toy falls to the ground, click but hold the treat, letting her nibble at it. As she nibbles, reach down and pick up the toy, then give her the whole treat. Now she gets a life reward too – you're going to toss the toy again. After several repetitions, you can start asking for the behavior with the "give" cue before you offer the treat. When she is giving up toys easily, start practicing with real forbidden objects and her dumb bell. Remember to keep playing with toys and life rewards by tossing the toy back after she gives it up. If you only do forbidden object she will learn give ends the game.

**BEHAVIOR IS REWARD DRIVEN! ATTENTION IS THE KEY
THAT MAKES TRAINING POSSIBLE.**

**Novice Class & Above
(Week 5)**

**Finish,
2 cookie:**

Start with the dog sitting straight at your left side. Make a stop sign with your flat left hand, tell the dog, "Wait" and step in front of him, so you are facing him toe to toe. Step on the leash. Hold a cookie in each hand. While holding the cookie in your left hand tightly against the side of your left leg (so dog doesn't see it), use the cookie in your right hand to lead the dog around your body to the right. As the dog moves behind you, bury the cookie in the right hand against back or your right leg, pick up the dog's nose with cookie in the left hand, and lead the dog forward to a straight sitting position at your left side.

Goal: The dog will move from sitting in front of the handler to the heel position. By uses of hand, dog will learn the signal for "Around".

Goal: Dog and handler will reverse directions in the same way every time. The handler's foot-work will help the dog stay close and turn quickly. The dog will watch the handler throughout the turn.

Swing Finish: Start with your dog sitting straight at your left side. Make a stop sign with your flat left hand, tell your dog "Wait" and step in front of him, so you are facing him and toe to toe. Close enough to pet your dog on the head. The leash is in your right hand and treats are in your left hand. The leash is to keep her from leaving, not to be used to pull or guide your dog into position. Take a long step straight back with your left foot. Lure your dog to your left side and back of you with the treat. Turn your dog towards you with the treat and bring your dog back up along your left side and lure her into a sit. Use the "Sit" word to have her sit. When your dog is 90% efficient of this, add the "Swing" cue before you start luring your dog along the side of you.

Left Turn: While heeling (in motion), plant the left foot at a 45 degree angle to the left and step around it another 45 degree angle with the right foot to turn (90 degrees) to complete the left turn.

Goal: To turn left (while heeling) in the same way every time, so your dog can learn your body cue for the turn. To learn to turn consistently.

Note: Do Not pull or tug on the leash to force your dog on any turn. Pulling on the leash will cause your dog to resist the turn. Use the edible leash (treat) to induce your dog to move.

Right Turn: While heeling (in motion), plant the right foot at a 45 degree angle to the right and step around it another 45 degree angle with the left foot to turn (90 degrees) to complete the right turn.

OR: While heeling (in motion), plant the left foot at a 45 degree angle over your right foot and stepping around it with your right foot at another 45 degree angle. (All that is different is what foot you start the right turn on in the first place).

Goal: To turn right (while heeling) in the same way every time, so your dog can learn your body cue for the turn. To learn to turn consistently.

Note: Practice turns without your dog for at least half of your turn practice time. It is much easier to think about your feet if you don't have to think about a dog. If you become smooth and consistent with the turns, your dog will become smooth and consistent, too!

Novice Class & Above (Week 6)

Quick Sit

Drill:

Begin to do 1- steps without giving the command to sit. Use a quick movement or treat or lift up gently on the collar to help the dog sit without a verbal cue. Work to eliminate the cues.

Goal: While heeling, the dog will sit without a command every time the handler stops.

About Turns: Follow all of the about turns, start with your dog sitting straight at your left side and watching. Do Not pull or tug on the leash to force the dog to turn. Pulling on the leash will cause your dog to resist the turn. Use the edible leash (treat) to induce your dog to move.

Stationary About Turn: Leash in left hand, treat in right hand. All at the same time, do the following:

- Say "Rover, Heel". Follow footwork diagram in the Footwork and Handling Section of this book. When you stop say "sit" and lift up with the treat to create the sit.

Keep the Watch!

One Step About Turns: Add one step before you complete the "Stationary About Turn". Once you and your dog are 90% efficient move onto the Two Step About Turn.

Keep the Watch!

Two Step About Turns: Add two steps before you complete the "Stationary About Turn".

Keep the watch!

Goal of the About Turns: Dog and handler well reverse directions (180 degrees) in the same way every time. The handler's footwork will help the dog stay close and turn quickly. The dog will watch the handler throughout the turn.

Six Foot

Come:

Starting with the Two – Step Come, gradually (one step per day and when dog is 90% efficient) lengthen the number of steps you take away from your dog while he is waiting.

When you can back to the end of the leash, change the way you leave your dog. Start with your dog sitting straight at your left side. Make a stopsign with your flat left hand and tell your dog to "Wait". Walk straight away from your dog to the end of the leash (do not turn around and back away). When you reach the end of the leash, turn and face your dog.

Goal: Your dog will wait while the handler walks straight away from him to the end of the leash and turns to face him. Your dog will come on one command, with leash loose and no extra cues. Your dog will sit automatically and straight in the front position.

Note: Whenever you call your dog, always use 1.) His Name and 2.) the Word Come. Get in the habit of "Rover, Come!" so that in an emergency (Rover is headed for the road to chase a squirrel) you will automatically say the right words to get him to come back.

Your dog should not move towards you in this exercise until you call. If you turn at the end of the leash and call immediately every time, your dog will learn to come when you turn, instead of waiting for your call. To avoid this, wait different amounts of time after you turn before calling your dog (5 seconds, 15 seconds, 8 seconds, etc). Fool your dog occasionally. Don't call him after you leave him. Instead, return to him and give him a treat for staying. Be unpredictable so the dog never thinks he can do the whole thing without you!

"Come" is a primary command. It may not be disobeyed by your dog, and it overrules any previous command. If your dog is not 100% reliable on the "come", DO NOT TRY TO DO IT OFF LEASH! You must be able to enforce it every time until the dog learns he must come. Every time your dog comes to you must be a very pleasant experience for him. Even if he did something awful and you have been chasing him for hours, if he finally comes to you, he must be praised. He will not associate a scolding with whatever he did was wrong. He will associate it with coming to you, and next time he'll stay away from you as long as he can!

The Promise: Please refer to the training notes (Intermittent reinforcement). You have taught your dog many behaviors by leading him with a treat. Now that he knows how to do the behaviors, he must learn to do them without being led by the treat. The treat will still be used as a reward for a job well done.

When he understands what to do, begin rewarding in an unpredictable way (on the third down, then the fifth, then the second, etc.).

Goal: Your dog will follow commands with no treat visible.

Note: If the first successful "promise" takes a long time, don't be discouraged. Every one after the first will be quicker. The first one is sometimes hard for the dog to figure out!

The promise can be used for all exercises, it is not limited to the down.

Change of Pace:

Review slow and fast footwork without your dog.

**Actually your dog is paying attention and learning things all the time.
Now we'd like him to pay attention and learn from you!**

**Novice Class & Above
(Week 7)**

**2 Step
Oblique
Come:**

Do a two-step come ("Wait" two steps back, "Come"), But step back and one back and to your

right/left. The dog must adjust to sit straight. Don't settle for a crooked sit! Repeat "Come" or "Come Straight" and help the dog sit straight by taking another tiny step back, or twisting your shoulders, trunk, and arms to encourage the dog to move its rear into a straight position. Praise and reward when the dog is straight.

Goal: On command, the dog will straighten his front position. The dog will learn the "picture" or a straight front position. The dog will adjust himself, without extra command, to always sit straight in the front position.

Figure 8:

During the Figure 8 exercise, your dog adapts to your pace and position. He must stay in heel position. It is your job to help him by being very consistent in your handling and by turning the 8s into simple straight lines connected by smooth curves. Practice your footwork without your dog for part of your practice time each day.

Think of the Figure 8 in as two straight lines connected by two half circles to make an 8. As you round one half circle, line up on the straight line and walk along it. A Figure 8 that snakes in the middle is more difficult for a dog to negotiate.

The dog must not bump on the inside curve (dog on the inside), nor lag on the outside curve (do on the outside). Do Not use the leash to pull a lagging dog around the outside curve! It will cause him to resist and make the problem worse. Encourage him by using a treat or motivator, holding it or throwing as you were shown in class. Make him think that coming around that curve quickly is truly in his best interest, not to mention fun!

Group Stay:

This can only be done in class, but to be successful practice stay at home. Practice stay for short periods of time, rewarding the dog for staying BEFORE he moves. Gradually extend the time and distance. When the dog is steady add distractions.

Goal: The dog will sit and stay for one minute, down and stay for three minutes, and stand and stay to be examined. During this time the dog will not move, make any sound, or sniff. The dog will stay in position until the handler is back in heel position and releases the dog. Long sits and downs are done off leash in Novice.

Pace

Changes:

Fasts and slows.

Your relationship with your dog is based on trust and cooperation.

**Novice Class & Above
(Week 8)**

Back:

Use one of the following three methods to teach your dog to back. Decide which works best with your dog.

1. Stand the dog. Take a position directly in front of the dog and facing him. Say "Back" and take very small steps toward the dog, forcing it to back up. If the dog backs up, even a tiny step, praise & reward. Repeat this process enough times for the dog to be comfortable backing several steps. If the dog tends to turn and end up going forward, GENTLY hold the head with a hand on each side so the dog must keep facing you and back straight. Remember, if YOU do all the work, the dog won't learn a thing. The dog does the work, you simple guide it! Repeat until the dog learns the motor skill needed to back without help.
2. Proceed as about, but assist the dog further with a treat. Hold the treat in front of the dog and allow him to nibble it. Say "Back" and take a very small step toward the dog, at the time pressing the treat and your hand gently into the front of the dog's muzzle. When a step is taken, bridge and reward. Practice until the treat is no longer needed and the dog is comfortable taking several backward steps.
3. Stand the dog parallel to a wall or fence. Stand facing the side of the dog, so his shoulder

is directly in front of your knees. With the hand that is closest to the dog's head, put a treat in front of the dog and allow him to nibble it. Say "Back" and gently press the treat and your hand into the front of the dog's muzzle, guiding him to take a step backward. When a step is taken, praise and reward. Repeat, using the wall and your body as a chute to guide the dog straight back, until the dog is comfortable taking several steps backward. Then, practice without the aid of the treat (give occasionally), and eventually without the aid of the wall and your body.

Goal: The dog walks backward in front of and beside handler. Remember to be patient until the dog learns what to do with his front and back legs in order to back up. Reward for even tiny steps by the dog in the right direction.

Zig Zag

Heeling

Pattern:

Practice left and right turns by heeling in a zig zag pattern. Go very slowly at first, keeping your dog in perfect heel position at all times. When he is in the right position, encourage him with your voice - the more correct he is, the more excited your voice becomes! When he is out of position, help him with "Get In," "Come Up," "Back," or "Eh-eh" (which means something's wrong with where you are - figure it out and fix it, please). As the dog becomes more accurate, gradually increase your pace until it approaches normal speed.

Goal: The dog will maintain heel position. The dog will learn what the handler looks like from perfect heel position. The dog will work to maintain the picture of his handler. The handler will learn consistent right and left turns.

Circle Down

Stay:

This can only be done in class, but to be successful practice down stay at home. Practice stay for short periods of time, rewarding the dog for staying BEFORE he moves. Gradually extend the time and distance. When the dog is steady add distractions.

Goal: The dog will down and stay for three to five minutes. During this time the dog will not move, make any sound, or sniff. The dog will stay in position until the handler is back in heel position and releases the dog. Long downs are done off leash in Novice and out of sight for above.

Heel Off

Leash - 1-

Steps &

4-Steps:

Warm up with heeling, 1-Step and 4-Step Drill on leash. With the dog in heel position, remove the leash. Using treat and voice only, practice 1-Step off leash. If necessary, alternate a few off leash with a few on leash. When the dog is steady with 1-Steps, move on to the 4-Step Drill off leash, maintaining correct heel position and watching.

Goal: The dog will heel one and four steps off leash, maintaining correct heel position and watching.

**Think of ways you can use your dog's training in "Real life".
Practice makes your dog a better canine citizen of the world.**

**Novice Class & Above
(Week 9)**

Circle Right

&

Circle Left:

Add variation to straight line heeling by pivoting 360 degrees (a full circle) to the right or left. The dog makes a circle around the handler.

Right Circle - encourage the dog with a treat, your voice, and the words "ComeUp." Do NOT PULL on the leash to encourage your dog around you. Pulling will slow your dog down instead of speed him up!

Left Circle - repeat "Get In" to encourage your dog to do continues left pivot around you in a circle. If you have a problem with this exercise, it is time to go back and teach the left pivot more thoroughly.

Goal: The dog will manage his front and hind legs to turn quickly and tightly with his handler. This exercise will help to improve left, right, and about turns, attention, and basic heeling.

Circle Sit

Stay:

This can only be done in class, but to be successful practice sit stay at home. Practice stay for short periods of time, rewarding the dog for staying BEFORE he moves. Gradually extend the time and distance. When the dog is steady add distractions.

Goal: The dog will sit and stay for one minutes. During this time the dog will not move, make any sound, or sniff. The dog will stay in position until the handler is back in heel position and releases the dog. Lone sits are done off leash in Novice.

Release

Reward:

Start with the dog in the heel position. Say, "Watch." When the dog watches, say "Good Watch." Look forward (as toward the judge), imagine the judge saying, "Are you ready?" Answer the judge, "Ready." Give your dog his release word, release him with the treat forward and upward. The dog should have to move to get the treat (jumping upward with head extended is ideal).

Goal: When you say "Ready," the dog's attention and focus will increase as he prepares to get the release word and treat. In the show ring, responding to the judge with "Ready" will prime your dog. His performance will have extra attention and intensity.

Heel Off

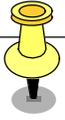
Leash -

Straight Line:

Extend the off leash work you have been doing in a straight line. Do not include turns. When you reach the end of your line, release the dog and praise. Use your voice and treat to keep the dog's attention on you. Gradually use the treat/reinforcer less. If needed, do one length off leash, the rest on leash.

Goal: The dog will heel off leash, maintaining heel position and watching.

Think of things you can do to play with your dog after training session. Be sure it's something both you and your dog enjoy!



Notes





Beginner Pre - Novice Class

OBEDIENCE JUDGE'S WORKSHEET

Wisconsin For Judge's Use ONLY - Not to be distributed

Pub. No. 4H439

Date: _____ Dog No.: _____

Show: _____ Breed: _____ Judge: _____

Exercise				Max points	Points off	Net score
Heel on leash	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	40		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constantly tugs on leash or guiding _____ Constant talking to dog _____	Forges _____ Lags _____ Crowds Handler _____ Occasional tight leash _____ Improper heel position _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ Fast _____ Slow _____ Poor Sits _____ Major Deductions – 3 points No Sit _____ Needs extra command to Heel _____ Handler Error _____			
Figure 8 On Leash	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	40		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constantly tugs on leash or guiding _____ Constant talking to dog _____	Forges _____ Lags _____ Crowds Handler _____ Occasional tight leash _____ Improper heel position _____ Heeling Wide _____ Turns _____ Poor Sits _____ Major Deductions – 3 points No Sit _____ Needs extra command to Heel _____ Handler Error _____			
Sit for Exam On Leash	20 Point Penalty	10 point penalty	Minor Deductions - 1 to 4 Point Penalty	40		
	Sits or does not stay before or during exam _____ Growsls _____	Moves away 4 steps or more before/during examination _____ Extra command to Stay _____	Needs extra command to stay _____ Shows shyness or resentment _____ Moves slightly during or after exam _____ Moves as Handler returns _____ Major Deductions – 3 points Handler Error _____			
Recall On Leash (No Finish)	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 2 points	40		
	Does not come on first command or signal _____ Handler Pulls or drags Dog In _____ Anticipates Recall _____	Extra command or signal to stay _____ Moves from position _____	Touches handler _____ Sits between feet _____ Poor Finish _____ Poor Sit _____ Major Deductions – 3 points Responds slowly _____ Stands or lays down _____ Handler's arms not at side _____ Extra command to finish _____ No Finish _____ Sat out of Reach _____ Handler Error _____			
Sit/Stay On Leash (45 seconds)	20 Point Penalty	15 point penalty	Minor Deductions – 1 to 3 points	40		
	Did not remain in place within 15 seconds _____ Excessive additional commands _____	Stands/lays within 15 to 30 sec _____ Repeated whines or barks _____	Additional Command _____ Minor whine/bark _____ Lays/Stands in 30 - 45 seconds _____ Minor move <i>before</i> handler returns _____ Minor move <i>after</i> handler returns _____ Handler Error (3 pt) _____			
Maximum Points				200		
<input type="checkbox"/> Harsh Disciplining <input type="checkbox"/> Fouls Ring <input type="checkbox"/> Leaves ring <input type="checkbox"/> Improper Equipment <input type="checkbox"/> Did not know how to Execute Exercise 25 points per occurrence				Less penalty for unusual behavior		
<input type="checkbox"/> Aggression toward judge or another dog - Non Qualifying Score Explanation: _____						



Pre - Novice Class A B

OBEDIENCE JUDGE'S WORKSHEET

Wisconsin For Judge's Use ONLY - Not to be distributed

Pub. No. 4H439

Date: _____

Dog No.: _____

Show: _____

Breed: _____

Judge: _____

Exercise				Max points	Points off	Net score
Heel on leash and figure 8	25 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	50		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constantly tugs on leash or guiding _____ Constant talking to dog _____	Forges _____ Lags _____ Crowds Handler _____ Occasional tight leash _____ Improper heel position _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ fast _____ slow _____ Poor Sits _____			
			Major Deductions – 3 points			
			No Sit _____ Needs extra command to Heel _____ Handler Error _____			
Stand for exam	20 Point Penalty	10 point penalty	Minor Deductions - 1 to 4 Point Penalty	40		
	Sits or does not stay before or during exam _____ Growls _____	Moves away 4 steps or more before/during examination _____ Extra command to stay _____	Resists handler posing _____ Shows shyness or resentment _____ Moves slightly during or after exam _____ Sits as Handler returns _____			
			Major Deductions – 3 points			
			Handler Error _____			
Recall	25 Point Penalty	10 point penalty	Minor Deductions – ½ to 2 points	50		
	Does not come on first command or signal _____ Handler Pulls or drags Dog In _____ Anticipates Recall _____	Extra command or signal to stay _____ Moves from position _____	Touches handler _____ Sits between feet _____ Poor Finish _____ Poor Sit _____			
			Major Deductions – 3 points			
			Responds slowly _____ Stands or lays down _____ Handler's arms not at side _____ Extra command to finish _____ No Finish _____ Sat out of reach _____ Handler Error _____			
Maximum Sub-Total				140		
Long sit (1 minute)	20 Point Penalty	15 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place within 15 seconds _____ Disturbs another dog _____	Stands/lays within 15 to 30 sec _____ Repeated whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays/Stands in 30-60 seconds _____ Minor move <i>before</i> handler returns _____ Minor move <i>after</i> handler returns _____ Handler Error (3 pt) _____			
Long down (3 minutes)	20 Point Penalty	15 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place up to 1 minute _____ Disturbs another dog _____	Stands/Sits within 1 to 2 minutes _____ Repeatedly whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays/Stands in 2 – 3 minutes _____ Minor move <i>before</i> handler returns _____ Minor move <i>after</i> handler returns _____ Handler Error (3 pt) _____			
Maximum Points				200		
<input type="checkbox"/> Harsh Disciplining <input type="checkbox"/> Fouls Ring <input type="checkbox"/> Leaves ring <input type="checkbox"/> Improper Equipment <input type="checkbox"/> Did not know how to Execute Exercise 25 points per occurrence				Less penalty for unusual behavior		
<input type="checkbox"/> Aggression toward judge or another dog - Non Qualifying Score						
Explanation: _____						



Novice Class

OBEDIENCE JUDGE'S WORKSHEET

Wisconsin For Judge's Use ONLY - Not to be distributed

Pub. No. 4H439

Date: _____ Dog No.: _____

Show: _____ Breed: _____ Judge: _____

Exercise				Max points	Points off	Net score
Heel on leash and figure 8	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	40		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constantly tugs on leash or guiding _____ Constant talking to dog _____	Forges _____ Lags _____ Crowds Handler _____ Occasional tight leash _____ Improper heel position _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ fast _____ slow _____ Poor Sits _____ Fig. 8 _____ _____ _____ _____ _____ _____ Major Deductions – 3 points No Sit _____ Needs extra command to Heel _____ Handler Error _____			
Stand for exam (off leash)	20 Point Penalty	10 point penalty	Minor Deductions - 1 to 4 Point Penalty	30		
	Sits or does not stay before or during exam _____ Growls _____	Moves away 4 steps or more before/during examination _____ Extra command to stay _____	Resists handler posing _____ Shows shyness or resentment _____ Moves slightly during or after exam _____ Sits as Handler returns _____ Major Deductions – 3 points Handler Error _____			
Heel off leash	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	40		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constant talking to dog _____	Forges _____ Lags _____ Crowds handler _____ Occasional tight leash _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ fast _____ slow _____ Poor Sits _____ Major Deductions – 3 points No Sit _____ Extra command to heel _____ Improper heel position _____ Handler Error _____			
Recall (off leash)	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 2 points	30		
	Does not come on first command or signal _____ Anticipates Recall _____	Extra command or signal to stay _____ Moves from position _____ Sits out of reach _____ Leaves handler _____	Touches handler _____ Sits between feet _____ Poor Finish _____ Poor Sit _____ Major Deductions – 3 points Responds slowly _____ Stands or lays down _____ Handler's arms not at side _____ Extra command to finish _____ No Finish _____ Sat out of reach _____ No Sit in Front _____ Handler Error _____			
Maximum Sub-Total				140		
Long sit (1 minute) off leash	20 Point Penalty	15 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place within 15 seconds _____ Disturbs another dog _____	Stands/lays within 15 to 30 sec _____ Repeated whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays/Stands in 30-60 seconds _____ Minor move before handler returns _____ Minor move <i>after</i> handler returns _____ Handler Error (3 pt) _____			
Long down (3 minutes) off leash	20 Point Penalty	10 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place up to 1 minute _____ Disturbs another dog _____	Stands/Sits within 1 to 2 minutes _____ Repeatedly whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays/Stands in 2 – 3 minutes _____ Minor move before handler returns _____ Minor move after handler returns _____ Handler Error (3 pt) _____			
Maximum Points				200		
<input type="checkbox"/> Harsh Disciplining <input type="checkbox"/> Fouls Ring <input type="checkbox"/> Leaves ring <input type="checkbox"/> Improper Equipment <input type="checkbox"/> Did not know how to Execute Exercise 25 points per occurrence				Less penalty for unusual		
<input type="checkbox"/> Aggression toward judge or another dog - Non Qualifying Score Explanation: _____						



OBEDIENCE JUDGE'S WORKSHEET

Date: _____ Dog No.: _____

Show: _____ Breed: _____ Judge: _____

Exercise				Max points	Points off	Net score
Heel on leash	15 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	30		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constantly tugs on leash or guiding _____ Constant talking to dog _____	Forges _____ Lags _____ Crowds handler _____ Occasional tight leash _____ Improper heel position _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ fast _____ slow _____ Poor Sits _____ Major Deductions – 3 points No Sit _____ Extra command to heel _____ Handler Error _____			
Stand for Exam (off leash)	15 Point Penalty	10 point penalty	Minor Deductions - 1 to 4 Point Penalty	30		
	Sits or does not stay before or during exam _____ Growls _____	Moves away 4 steps or more before or during exam _____ Extra command to Stay _____	Resists handler posing _____ Shows shyness or resentment _____ Moves slightly during or after exam _____ Sits as Handler returns _____ Major Deductions – 3 points Handler Error _____			
Heel free and figure 8 (off leash)	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	40	Fig. 8	
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constant talking to dog _____	Forges _____ Lags _____ Crowds Handler _____ Occasional tight leash _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ fast _____ slow _____ Poor Sits _____ Major Deductions – 3 points No Sit _____ Improper heel position _____ Needs extra command to Heel _____ Handler Error _____			
Drop on recall	20 Point Penalty	10 Point Penalty	Minor Deductions – ½ to 2 points	40		
	Does not come on first command _____ Does not drop on first command _____ Anticipates: Recall _____ Drop _____ Come in _____	Extra command or signal to stay after handler _____ Leaves _____ Moves from position _____ Extra Command to drop _____	Touches handler _____ Sits between feet _____ Poor Finish _____ Poor Sit _____ Major Deductions – 3 points Responds slowly _____ Stands or lays down _____ Handler's arms not at side _____ Drops Slowly _____ Extra command to finish _____ No Finish _____ Sits out of reach _____ No Sit in Front _____ Handler Error _____			
Maximum Sub-Total				140		
Long sit (3 minutes) Handler out of sight	20 Point Penalty	15 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place up to 1 minute _____ Disturbs another dog _____	Stands/lays within 1-2 minutes _____ Repeated whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays/Stands in 2-3 minutes _____ Minor move before handler returns _____ Minor move after handler returns _____ Handler Error (3 pt) _____			
Long down (5 minutes) Handler out of sight	20 Point Penalty	10 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place up to 2 minutes _____ Disturbs another Dog _____	Stands/Sits within 2-4 minutes _____ Repeatedly whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays or Stands in 4-5 minutes _____ Minor move before handler returns _____ Minor move after handler returns _____ Handler Error (3 pt) _____			
Maximum Points				200		
_____ Harsh Disciplining _____ Fouls Ring _____ Leaves ring _____ Improper Equipment _____ Did not know how to Execute Exercise				25 points per occurrence		Less penalty for unusual behavior
_____ Aggression toward judge or another dog - Non Qualifying Score Explanation: _____						



Pre Open

OBEDIENCE JUDGE'S WORKSHEET

Wisconsin For Judge's Use ONLY - Not to be distributed

Pub. No. 4H439

Date: _____ Show: _____ Breed: _____ Dog No: _____

Height at Withers: _____ Jumps: _____ Judge: _____

Exercise				Max points	Points off	Net score
Heel free and figure 8 (off leash)	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	40		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constant talking to dog _____	Fig. 8 Forges _____ Lags _____ Crowds Handler _____ Occasional tight leash _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ fast _____ low _____ Poor Sits _____ Major Deductions – 3 points No Sit _____ Improper heel position _____ Needs extra command to Heel _____ Handler Error _____			
Drop on Recall	20 Point Penalty	10 Point Penalty	Minor Deductions – ½ to 2 points	40		
	Does not come on first command _____ Does not drop on first command _____ Anticipates: Recall _____ Drop _____ Come in _____	Extra command or signal to stay after handler leaves _____ Moves from position _____ Extra Command to drop _____	Major Deductions – 3 points Touches handler _____ Sits between feet _____ Poor Finish _____ Poor Sit _____ Major Deductions – 3 points Responds slowly _____ Stands or lays down _____ Handler's arms not at side _____ Drops Slowly _____ Extra command to finish _____ No Finish _____ Sits out of reach _____ Handler Error _____			
Retrieve on the flat	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 2 points	30		
	Fails to go out on first command _____ Fails to retrieve _____	Goes before command _____ Needs extra command _____	Major Deductions – 3 points Touches handler _____ Sits between feet _____ Poor Finish _____ Improper carry of dumbbell _____ Mouthing or Playing _____ Poor Sit _____ Major Deductions – 3 points Drops Dumbbell _____ No Sit in Front _____ No Finish _____ Slow Response _____ Extra command to finish _____ Sits out of Reach _____ Handler Error _____			
Recall over Broadjump (dog comes straight to handler)	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 2 points	30		
	Refuses to Jump on first command _____ Walks on Jump _____	Goes before command _____ Does not clear Jump _____ Needs extra command _____	Major Deductions – 3 points Touches handler _____ Sits between feet _____ Poor Finish _____ Minor Jump Touch _____ Poor return _____ Poor Sit _____ Major Deductions – 3 points No Sit in Front _____ No Finish _____ Sat out of reach _____ No Sit in Front _____ Handler Error _____			
Maximum Sub-Total				140		
Long sit (3 minutes) Handler out of Sight	20 Point Penalty	15 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place up to 1 minute _____ Disturbs another dog _____	Stands/lays within 1-2 minutes _____ Repeated whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays or Stands in 2-3 minutes _____ Minor move <i>before</i> handler returns _____ Minor move <i>after</i> handler returns _____ Handler Error (3 pt) _____			
Long down (5 minutes) Handler out of Sight	20 Point Penalty	10 point penalty	Minor Deductions – 1 to 3 points	30		
	Did not remain in place up to 2 minutes _____ Disturbs another Dog _____	Stands/Sits within 2-4 minutes _____ Repeatedly whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays or Stands in 4-5 minutes _____ Minor move <i>before</i> handler returns _____ Minor move <i>after</i> handler returns _____ Handler Error (3 pt) _____			
Maximum Points				200		
_____ Harsh Disciplining _____ Fouls Ring _____ Leaves ring _____ Improper Equipment _____ Did not know how to Execute Exercise 25 points per occurrence				Less penalty for unusual behavior		
_____ Aggression toward judge or another dog - Non Qualifying Score Explanation: _____						



Open Class

OBEDIENCE JUDGE'S WORKSHEET

Wisconsin For Judge's Use ONLY - Not to be distributed

Pub. No. 4H439

Date: _____ Show: _____ Breed: _____ Dog No: _____

Height (at withers): _____ Jumps: _____ Judge: _____

Exercise				Max points	Points off	Net score
Heel free and figure 8	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 1 point	40		
	Unmanageable _____ Unqualified heeling _____	Handler continually adapts pace to dog _____ Constant talking to dog _____	Forges _____ Crowds Handler _____ Lags _____ Occasional Tight Leash _____ Heeling Wide _____ Turns _____ About _____ No change of pace _____ fast _____ slow _____ Poor Sits _____ Major Deductions – 3 points No Sit _____ Improper Heel Position _____ Needs extra command to Heel _____ Handler Error _____			
Drop on recall	15 Point Penalty	10 Point Penalty	Minor Deductions – ½ to 2 points	30		
	Does not come on first command _____ Does not drop on first command _____ Anticipates: Recall _____ Drop _____ Come in _____	Extra command or signal to stay after handler leaves _____ Moves from position _____ Extra Command to drop _____	Touches handler _____ Sits between feet _____ Poor Finish _____ Poor Sit _____ Major Deductions – 3 points Responds slowly _____ Stands or lays down _____ Handler's arms not at side _____ Drops Slowly _____ Extra command to finish _____ No Finish _____ Sat out of reach _____ No Sit in Front _____ Handler Error _____			
Retrieve on flat	15 Point Penalty	10 point penalty	Minor Deductions – ½ to 2 points	25		
	Fails to go out on first command _____ Fails to retrieve _____	Goes before command _____ Needs extra command _____	Touches handler _____ Sits between feet _____ Poor Finish _____ Improper carry of dumbbell _____ Mouthing or Playing _____ Poor Sit _____ Major Deductions – 3 points Drops Dumbbell _____ No Sit in Front _____ No Finish _____ Slow Response _____ Extra Command to Finish _____ Sat out of reach _____ Handler Error _____			
Retrieve over high jump	20 Point Penalty	10 point penalty	Minor Deductions – ½ to 2 points	35		
	Fails to go out on first command _____ Fails to jump either direction _____ Fails to retrieve _____	Goes before command or signal _____ Does not clear Jump _____	Touches handler _____ Sits between feet _____ Poor Finish _____ Improper carry of dumbbell _____ Mouthing or Playing _____ Poor Sit _____ Major Deductions – 3 points Drops Dumbbell _____ No Sit in Front _____ No Finish _____ Slow Response _____ Extra Command to Finish _____ Poor Delivery _____ Climbs Jump _____ Sat out of reach _____ Handler Error _____			
Broad jump	10 Point Penalty	5 point penalty	Minor Deductions – ½ to 2 points	20		
	Refuses to Jump on first command _____ Walks on Jump _____	Goes before command _____ Does not clear Jump _____ Needs extra command _____	Touches handler _____ Sits between feet _____ Poor Sit _____ Poor Finish _____ Minor Jump Touch _____ Poor return _____ Major Deductions – 3 points No Sit in Front _____ No Finish _____ Sat out of reach _____ Handler Error _____			
Maximum Subtotal Points				150		
Long sit (3 minutes)	15 Point Penalty	10 point penalty	Minor Deductions – 1 to 3 points	25		
	Did not remain in place up to 1 minute _____ Disturbs another dog _____	Stands/lays within 1-2 minutes _____ Repeated whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays/Stands in 2-3 minutes _____ Minor move before or after handler returns _____ Handler Error (3 pt) _____			
Long down (5 minutes)	15 Point Penalty	10 point penalty	Minor Deductions – 1 to 3 points	25		
	Did not remain in place up to 2 minutes _____ Disturbs another Dog _____	Stands/Sits within 2-4 minutes _____ Repeatedly whines or barks _____	Forced into position _____ Minor whine/bark _____ Lays/Stands in 4-5 minutes _____ Minor move before or after handler returns _____ Handler Error (3 pt) _____			
Maximum Points				200		
<input type="checkbox"/> Harsh Disciplining <input type="checkbox"/> Fouls Ring <input type="checkbox"/> Leaves ring <input type="checkbox"/> Improper Equipment <input type="checkbox"/> Did not know how to Execute Exercise				25 points per occurrence		Less penalty for unusual behavior
<input type="checkbox"/> Aggression toward judge or another dog - Non Qualifying Score Explanation: _____						

DATE _____

PRE-UTILITY

DOG NO. _____

SHOW _____

BREED _____

EXERCISE	NON QUALIFYING		QUALIFYING		Max Points	Points Off	NET SCORE
	ZERO	LESS THAN 50%	SUBSTANTIAL	MINOR			
SIGNAL EXERCISE	Handler adapts to dog's pace <input type="checkbox"/> Unmanageable <input type="checkbox"/> Unqualified heeling <input type="checkbox"/> Any audible commands <input type="checkbox"/>	Failure on first signal to: Stand <input type="checkbox"/> Stay <input type="checkbox"/> Drop <input type="checkbox"/> Sit <input type="checkbox"/> Come <input type="checkbox"/> Anticipates <input type="checkbox"/> Sits out of reach ... <input type="checkbox"/>	<input type="checkbox"/> Forges <input type="checkbox"/> Lags <input type="checkbox"/> No change of pace <input type="checkbox"/> Heels wide <input type="checkbox"/> Needs extra signal <input type="checkbox"/> Holding signals <input type="checkbox"/> Responds slowly to: <input type="checkbox"/> Stand <input type="checkbox"/> No sit front/finish <input type="checkbox"/> Lacks naturalness/smoothness <input type="checkbox"/> Handler error	Crowds handler <input type="checkbox"/> Sniffs <input type="checkbox"/> <input type="checkbox"/> fast <input type="checkbox"/> slow <input type="checkbox"/> <input type="checkbox"/> turning <input type="checkbox"/> reversing <input type="checkbox"/> <input type="checkbox"/> heel <input type="checkbox"/> sit <input type="checkbox"/> Touches Handler <input type="checkbox"/> Sits between feet <input type="checkbox"/> Poor sits <input type="checkbox"/> Poor finish <input type="checkbox"/>	40		
RETRIEVE OVER HIGH JUMP	Fails to go out on first command or signal <input type="checkbox"/> Fails to jump either direction <input type="checkbox"/> Fails to retrieve ... <input type="checkbox"/>	Goes before command or signal <input type="checkbox"/> Jumps only one direction <input type="checkbox"/> Sits out of reach ... <input type="checkbox"/> Extra command or signal <input type="checkbox"/>	<input type="checkbox"/> Slow <input type="checkbox"/> Mouthing or playing <input type="checkbox"/> <input type="checkbox"/> Drops dumbbell <input type="checkbox"/> Poor delivery <input type="checkbox"/> Climbs jump <input type="checkbox"/> No sit in front <input type="checkbox"/> No finish <input type="checkbox"/> Handler error	<input type="checkbox"/> Going <input type="checkbox"/> Returning <input type="checkbox"/> Touches handler <input type="checkbox"/> Sits between feet <input type="checkbox"/> Poor sit <input type="checkbox"/> Poor finish <input type="checkbox"/>	40		
DIRECTED RETRIEVE	Does not: Go out on first command <input type="checkbox"/> Go directly to glove <input type="checkbox"/> Retrieve right article <input type="checkbox"/> Fails to retrieve ... <input type="checkbox"/>	Anticipates comand/signal <input type="checkbox"/> Needs extra command/signal .. <input type="checkbox"/> Sits out of reach ... <input type="checkbox"/>	<input type="checkbox"/> Touches dog when sending <input type="checkbox"/> <input type="checkbox"/> Mouthing or playing <input type="checkbox"/> <input type="checkbox"/> Excessive signals <input type="checkbox"/> <input type="checkbox"/> Responds slowly to commands <input type="checkbox"/> <input type="checkbox"/> Dropping article <input type="checkbox"/> Poor delivery <input type="checkbox"/> No sit in front <input type="checkbox"/> No finish <input type="checkbox"/> Lacks naturalness/smoothness <input type="checkbox"/> <input type="checkbox"/> Handler error	Touches handler <input type="checkbox"/> Sits between feet <input type="checkbox"/> Poor sit <input type="checkbox"/> Poor finish <input type="checkbox"/>	40		
DIRECTED JUMP High jump only	Does not: <input type="checkbox"/> Leave on order <input type="checkbox"/> <input type="checkbox"/> Go substantially in right direction <input type="checkbox"/> <input type="checkbox"/> Stop on command <input type="checkbox"/> <input type="checkbox"/> Jump as directed <input type="checkbox"/> <input type="checkbox"/> Go at least 10' beyond jump <input type="checkbox"/> <input type="checkbox"/> Climbs jump <input type="checkbox"/> <input type="checkbox"/> Anticipates command <input type="checkbox"/>	<input type="checkbox"/> Holding signals <input type="checkbox"/> <input type="checkbox"/> Responds slowly to directions <input type="checkbox"/> <input type="checkbox"/> Slightly off direction <input type="checkbox"/> <input type="checkbox"/> Not back far enough <input type="checkbox"/> <input type="checkbox"/> Anticipates <input type="checkbox"/> Turn <input type="checkbox"/> Stop <input type="checkbox"/> Sit <input type="checkbox"/> Does not sit on command <input type="checkbox"/> <input type="checkbox"/> No sit in front/finish <input type="checkbox"/> Lacks naturalness <input type="checkbox"/> Lacks smoothness <input type="checkbox"/> Handler error	Touches handler <input type="checkbox"/> Sits between feet <input type="checkbox"/> Poor sits <input type="checkbox"/> Poor finish <input type="checkbox"/>	40			
MAXIMUM SUB-TOTAL					160		
MOVING STAND	Sits/lies before handler returns ... <input type="checkbox"/> Substantial move .. <input type="checkbox"/> Growls/snaps <input type="checkbox"/> Goes to other dog .. <input type="checkbox"/>	Minor move away . <input type="checkbox"/> Repeatedly whines or barks ... <input type="checkbox"/> Shows shyness <input type="checkbox"/> Shows resentment . <input type="checkbox"/>	<input type="checkbox"/> Resists handler posing <input type="checkbox"/> <input type="checkbox"/> Moves feet slightly <input type="checkbox"/> <input type="checkbox"/> Minor whine or bark <input type="checkbox"/> <input type="checkbox"/> Sits/lays after handler returns <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/>		40		
MAXIMUM POINTS					200		
<input type="checkbox"/> Disciplining <input type="checkbox"/> Disqualified		<input type="checkbox"/> Shows fear <input type="checkbox"/> Expelled	<input type="checkbox"/> Fouls ring <input type="checkbox"/> Excused	Less penalty for unusual behavior			
Explanation of penalty						TOTAL NET SCORE	

JUDGE _____



Utility Class

OBEDIENCE JUDGE'S WORKSHEET

Wisconsin For Judge's Use ONLY - Not to be distributed

Pub. No. 4H439

Date: _____ Show: _____ Breed: _____ Dog No: _____

Article Number: _____ Height (at withers): _____ Jumps: _____ Judge: _____

Exercise			Max points	Points off	Net score	
Signal Exercise	20 Point Penalty	10 Point Penalty	40			
	Handler adapts to dog's pace _____ Unmanageable _____ Unqualified Heeling _____ Any audible Commands _____	Failure on first signal to: Stand _____ Stay _____ Drop _____ Sit _____ Come _____ Anticipates _____				Minor Deductions – ½ to 1 point Forges _____ Lags _____ Crowds Handler _____ Heels wide _____ turning _____ reversing _____ Sniffs _____ No change of pace _____ fast _____ slow _____ Extra signal: heel _____ sit _____ holding signal _____ Responds slowly to: Stand _____ Down _____ Sit _____ Come _____ Touches Handler _____ Sits between feet _____ Poor Sits _____ Poor Finish _____ Major Deductions – 3 points No sit front/finish _____ Sits out of Reach _____ Handler error _____
Scent Discrimination	15 Point Penalty	10 Point Penalty	#1 30			
	Article 1:	Article 1:				Minor Deductions ½ to 1 point Article 1 Article 2 Handler roughness _____ Doesn't work continuously _____ Picks up/drops wrong article _____ Responds slowly _____ Mouthing _____ Touches handler _____ Poor sit _____ Poor finish _____
	Article 2:	Article 2:				Major Deductions – 3 points Article 1 Article 2 No sit in front _____ Drops article on return _____ Sits out of Reach _____ No finish _____ Handler error _____
	Fails 1st command _____ No retrieve _____ Wrong article _____	Anticipates _____ Extra Command _____				
Leather	Fails 1st command _____	Anticipates _____	#2 30			
Metal	No retrieve _____	Extra command _____				
Wood	Wrong article _____					
Directed retrieve	20 Point Penalty	10 point penalty	40			
	Does not: Go out on first command _____ Go directly to glove _____ Retrieve right glove _____	Anticipates command/signal _____ Needs extra command/signal _____				Minor Deductions – ½ to 2 points Touches dog when sending _____ Holding Signal _____ Mouthing or playing _____ Touches Handler _____ Responds slowly to commands _____ Poor Delivery _____ Sits between feet _____ Poor sit _____ Poor Finish _____ Major Deductions – 3 points No Sit in Front _____ Dropping Glove _____ No finish _____ Sits out of reach _____ Handler Error _____
Directed jump (High jump and Bar Jump)	20 Point Penalty	High Bar	40			
	Anticipates command _____ Does not: Leave on command _____ Go substantially in right direction _____ Stop on command _____ Jump as directed _____ Go at least 10' beyond jump _____ Take jump _____	Minor Deductions – ½ to 2 points High Bar Holding signals _____ Slightly off Direction _____ Responds slowly to directions _____ Not back far enough _____ Anticipates: Turn / Stop _____ Touches handler _____ Sits between feet _____ Poor sits _____ Poor finish _____ Major Deductions – 3 points High Bar Does not go substantially in right direction _____ Does not stop on command _____ No sit in front/finish _____ Handle error _____				
Moving stand	10 Point Penalty	5 Point Penalty	20			
	Sits/lies before handler returns _____ Substantial move _____ Growls _____	Minor Move _____ Repeatedly whines or barks _____ Shows shyness or Resentment _____				Minor Deductions – ½ to 2 points Moves feet slightly _____ Poor Finish _____ Minor whine or bark _____ Major Deductions – 3 points No Finish _____ Sits/lays after handler returns _____ Handler error _____
Maximum Points			200			
_____ Harsh Disciplining _____ Fouls Ring _____ Leaves ring _____ Improper Equipment _____ Did not know how to Execute Exercise 25 points per occurrence			Less penalty for unusual behavior			
_____ Aggression toward judge or another dog - Non Qualifying Score Explanation: _____						



Long Sit and Long Down Group Examinations

Class _____

(Dogs in Show Order)

Breed														
Exh. No.														
Long Sit														
Score														
Long Down														
Score														

<p>Pre-Novice & Novice LONG SIT (1 MIN.) Pre Novice – On Leash Novice – Off Leash (30 possible points)</p>	<p>20 Point Penalty</p> <p>Did not remain in place within 15 seconds</p> <p>Disturbs another dog</p>	<p>15 point penalty</p> <p>Stands/lays within 15 to 30 sec</p> <p>Repeated whines or barks</p>	<p>Minor Deductions – 1 to 3 points</p> <p>Forced into position</p> <p>Minor whine/bark</p> <p>Lays/Stands in 30-60 seconds</p> <p>Minor move <i>before</i> handler returns</p> <p>Minor move <i>after</i> handler returns</p> <p>Handler Error (3 pt)</p>
<p>Pre-Novice & Novice LONG DOWN (3 MIN.) Pre Novice – On Leash Novice – Off Leash (30 possible points)</p>	<p>20 Point Penalty</p> <p>Did not remain in place up to 1 minute</p> <p>Disturbs another dog</p>	<p>15 point penalty</p> <p>Stands/Sits within 1 to 2 minutes</p> <p>Repeatedly whines or barks</p>	<p>Minor Deductions – 1 to 3 points</p> <p>Forced into position</p> <p>Minor whine/bark</p> <p>Lays/Stands in 2 – 3 minutes</p> <p>Minor move <i>before</i> handler returns</p> <p>Minor move <i>after</i> handler returns</p> <p>Handler Error (3 pt)</p>
<p>Graduate Novice Pre-Open LONG SIT (3 MIN) Handler out of sight (30 possible points)</p>	<p>20 Point Penalty</p> <p>Did not remain in place up to 1 minute</p> <p>Disturbs another dog</p>	<p>15 point penalty</p> <p>Stands/lays within 1-2 minutes</p> <p>Repeated whines or barks</p>	<p>Minor Deductions – 1 to 3 points</p> <p>Forced into position</p> <p>Minor whine/bark</p> <p>Lays/Stands in 2-3 minutes</p> <p>Minor move before handler returns</p> <p>Minor move <i>after</i> handler returns</p> <p>Handler Error (3 pt)</p>
<p>Graduate Novice Pre-Open LONG DOWN (5 MIN) Handler out of sight (30 possible points)</p>	<p>20 Point Penalty</p> <p>Did not remain in place up to 2 Minutes</p> <p>Disturbs another Dog</p>	<p>10 point penalty</p> <p>Stands/Sits within 2 to 4 minutes</p> <p>Repeatedly whines or barks</p>	<p>Minor Deductions – 1 to 3 points</p> <p>Forced into position</p> <p>Minor whine/bark</p> <p>Lays or Stands in 4-5 minutes</p> <p>Minor move before handler returns</p> <p>Minor move after handler returns</p> <p>Handler Error (3 pts)</p>
<p>OPEN LONG SIT (3 MIN) Handler out of sight (25 possible points)</p>	<p>15 Point Penalty</p> <p>Did not remain in place up to 1 minute</p> <p>Disturbs another dog</p>	<p>10 point penalty</p> <p>Stands/lays within 1-2 minutes</p> <p>Repeated whines or barks</p>	<p>Minor Deductions – 1 to 3 points</p> <p>Forced into position</p> <p>Minor whine/bark</p> <p>Lays/Stands in 2-3 minutes</p> <p>Minor move before or after handler returns</p> <p>Handler Error (3 pt)</p>
<p>OPEN LONG DOWN (3 MIN) Handler out of sight (25 possible points)</p>	<p>15 Point Penalty</p> <p>Did not remain in place up to 2 minutes</p> <p>Disturbs another Dog</p>	<p>10 point penalty</p> <p>Stands/Sits within 2-4 minutes</p> <p>Repeatedly whines or barks</p>	<p>Minor Deductions – 1 to 3 points</p> <p>Forced into position</p> <p>Minor whine/bark</p> <p>Lays/Stands in 4-5 minutes</p> <p>Minor move before or after handler returns</p> <p>Handler Error (3 pt)</p>

***A dog that snaps, bites or attempts to bite must be immediately excused from the ring.



RALLY JUDGE'S WORKSHEET

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Pub. No. 4H439

Novice Advanced Excellet (circle one) Grade _____

Date: _____ Dog No.: _____

Show: _____ Judge: _____ Breed: _____

Jump Height: _____ Time: _____

Maximum Point Deduction	Deductions	Marks for Multiple Occurances (ex 1111)	Points Deducted
1 Point	<ul style="list-style-type: none"> • Tight Leash • Poor Sits • Interference w/ Handler • Slow to Respond • Resistant to Respond • Lack of Teamwork • Touching Jump • Out of Position 		
3 Points	<ul style="list-style-type: none"> • Repeat of Station • Pylon Knocked Over • Lack of Control • Forceful Command or Intimidating Signal • Excessive Barking • Handler Error 		
10 Points	<ul style="list-style-type: none"> • Incorrectly Performed Station • Refuses the Jump • Station Not Attempted • Consistently Tight Leash • Substantially out of Position • Knocks Parr off Upright 		
15 Points	<ul style="list-style-type: none"> • Dog Unmanageable • Improper equipment • Dog Leaves Ring • Eliminates in the Ring • Consistent Harsh Discipline 		
Non Qualifying	<ul style="list-style-type: none"> • Aggressive Dog 		
Possible Score			100
Deductions			
Total Score			



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