



GUIDE TO SET UP AND PERFORMING TRICK DOG TESTS

**Adopted
June 2019**

1. Rewards

- 1.1 Dogs must be under control at all times; this includes during the reward sections of the test. Any unmanageable behaviour will result in the dog being disqualified and the team will be excused from the ring.
- 1.2 For Starter and Novice classes, reward stations will be set up in the ring as directed by the Judge.
- 1.3 Handlers may use a silent toy or food reward to reward the dog at the conclusion of a trick or a number of tricks. The handler may reward the dog up to a maximum of 6 visits to the reward station in Starters class and a maximum of 8 visits in Novice class. They may use a food reward after some tricks and a toy reward after other tricks, if they so desire.
- 1.4 Food which is provided by the handler must be in a sealed container.
- 1.5 If a toy is used, it must be a silent toy. The handler and dog may go to the reward station, play with the toy with the dog, then release and move to take up position for the next trick. The toy at no time can be thrown.
- 1.6 The Judge will indicate if s/he considers the reward process has gone on too long and direct the handler to the next trick.

2. Set up of equipment

Handlers will set up any of their equipment before the commencement of their test; stewards may assist.

3. Retry

- 3.1 In Starter and Novice classes, up to one retry is allowed in the entire test.
- 3.2 If after one retry a dog does still not pass the trick, it cannot qualify but may continue to finish the test.

4. Scheduling

- 4.1 If trick titles are held in the same ring as any other discipline, it is recommended that the classes of that other discipline/s are judged first, followed by the Trick Dog titling class/es.
- 4.2 At the conclusion of all official classes an Affiliate may offer non-titling classes.