

## A Supplemental Guide to the TrickMeister Titles

# TRICKMEISTER



*Mastering fun and increasing your team knowledge and skills*

This document is a supplemental guide to the  
TrickMeister Titles

Please visit the website to register for one of the  
comprehensive online training courses in the  
Training Meister Program or to achieve one of the  
TrickMeister titles.

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Delivered by

**DogNostics** eLearning  
Fun, Affordable, Effective and Force-Free

# A Guide to the Titles

## TrickMeister

### *Mastering Fun with Your Dog!*

#### Overview

TrickMeister – *Mastering Fun with Your Dog* titles are totally unique as they don't just concentrate on the finished tricks, they judge how the trick is trained and executed. The TrickMeister team titles put the handler's training skills to the test! We firmly believe that all training should be fun but knowledge based. We also believe in setting the learner up for success. The TrickMeister titles look at the handler's training "mechanics" and communication skills - the ability to clearly and appropriately cue, mark and reinforce behaviors as well as the skills needed to teach behaviors using a range of different training methods. TrickMeisters pay particular attention to their learner's demeanor – TrickMeister titles are only awarded when it is clear that the learner is a willing, enthusiastic partner in the training process!

We believe that everyone should know how to train their dog using science based, rewards based, force-free training. The TrickMeister – *Mastering Fun with Your Dog* titles let you show off both your skill-set and the incredible bond that you share with your training companion!

The titles aim to encourage pet guardians and trainers to develop new skills, improve their training techniques and increase their knowledge, while having the best time possible!

The TrickMeister titles aren't just about tricks. Many of the behaviors included are ones we believe every pet dog should know!

Don't let the name mislead you. The titles aren't just for dogs - You can earn the titles with any companion animal!

Are you ready to demonstrate your skills?

## Who Can Apply to Earn TrickMeister Titles?

The titles are open to all pet dog/companion animal guardians and to instructors. Applications for anyone under the age of 18 must be signed by a parent or legal guardian. All applicants must agree to abide by The Pet Professional Guild's Guiding Principles.

Pet Professional Guild Members Understand Force-Free to mean:

*No shock, No pain, No choke, No fear, No physical force, No compulsion based methods are employed to train or care for a pet*

For more information, please go to [www.petprofessionalguild.com/PPGs-Guiding-Principles](http://www.petprofessionalguild.com/PPGs-Guiding-Principles)

## How Many Titles are There?

There are three TrickMeister - *Mastering Fun with Your Dog* trick team titles. Each title builds on the previous level allowing dog and handler to demonstrate their knowledge, skills and abilities. The TrickMeister titles include:

*Apprentice DN-TMA*

*Journeyman DN-TMJ*

*Master DN-TMM*

The titles must be taken in order and you must have successfully gained the title for the previous level before applying for the title for the next level.

# Apprentice



## DN-TMA

At this level, you will be expected to have a good foundation of knowledge and skills, including the ability to use both verbal and visual cues; to appropriately mark and reinforce behaviors; the ability to lure behaviors and fade the lure; use a target stick and hand target with ease and finesse, and know how to capture and free shape simple tricks. We will also be looking for evidence that the learner is a willing, enthusiastic partner in the training process!

All the skills and knowledge learnt in the Training Meister Apprentice Course are put to the test when earning the Trick Team Title!

The TrickMeister Apprentice Title is a prerequisite for the Journeyman and Master titles. You do not need to apply for the more advanced titles.

You do not need to take the Training Meister Apprentice Course in order to submit your application to earn the Apprentice Title. We would, however, highly recommend it!

# Journeyman



## DN-TMJ

At this level, you will be expected to have a good knowledge and skill-set, including the ability to use verbal, visual and olfactory cues; to lure, capture and shape behaviors; to use primary and secondary reinforcers; to use various reinforcement strategies, and to use various “markers”/bridging stimuli. All the skills learnt in the Training Meister Journeyman Course are put to the test when earning the Journeyman Title! The tricks (behaviors) taught are more demanding than those in the Apprentice Title but the main aim is to test the guardian or trainer’s skills, knowledge and ability. We will also be looking for evidence that the learner is a willing, enthusiastic partner in the training process!

The Apprentice Title is a prerequisite for video submission to earn the Journeyman Title.

You do not need to apply for the more advanced Master Title.

You do not need to take the Training Meister Journeyman Course in order to submit your application to earn the Journeyman Title. We would, however, highly recommend it!

# Master



## DN-TMM

At this level, you will be expected to have mastered the art and craft of teaching and training your companion. You should have a wide repertoire of tricks and be able to teach complex concepts and behaviors. You will need to know how to use all of the training methods and be able to micro-shape, build merges and chains. You will be required to put your creative talents to the test when planning imaginative routines. We will be looking for evidence that your training companion is a willing, enthusiastic partner in the training process and that they truly understand what is being asked of them. To earn your Master Title, you will be expected to demonstrate the highest standard of training skills and all tricks will need to be of the highest quality – consistent, polished, flawless...

All TrickMeister Master Title holders will have earned the right to call themselves Masters in the art, craft and science of teaching and training companion animals! Only the very best teams will achieve the title of TrickMeister Masters!

The Apprentice and Journeyman Titles are a prerequisite for video submission to earn the TrickMeister Master Title.

You do not need to take the Training Meister Master Course in order to submit your application to earn the Master Title. We would, however, highly recommend it!

## Disabled/Senior Dogs/Handlers.

We encourage disabled dogs or handlers to participate in the Trick Team Title program. Please let us know your requirements and we will work with you to adapt the criteria. Please email us at [Trickmeister@Dognosticselearning.com](mailto:Trickmeister@Dognosticselearning.com)

## Title Certification Criteria

To gain your TrickMeister title you will need a pass grade of 85% or higher.

Re-submission:

Applicants have six months to re-submit any criteria that did not meet the required level.

We allow **one** re-submission per paid application. Application fees will not be refunded.

If you wish to re-submit after the allotted time period, you will need to pay for a new application.

## You Will Earn.

Your TrickMeister Title Certificate to download.

## Your Training Partner Will Earn.

The following Titles and the right to use the letters after their name

- Apprentice: DN-TMA
- Journeyman: DN-TMJ
- Master: DN-TMM

## Applicant Support

Access to the TrickMeister Closed Facebook group, where you can chat with your peers, discuss your progress, share your videos with each other

and ask any questions you may have. Assessors will not comment on the videos or questions posed in this group but will oversee the group to make sure that everyone is abiding by PPG's Guiding Principles. Applicants who feel they may lack knowledge or skills or need more mentoring should take the Training Meister Apprentice, Journeyman and/or Master Courses.

## **Technology.**

Video camera.

Video-editing software.

## **How to Get Started.**

- Submit your application via the online form available on the website.

## **Video Submission Format**

TrickMeister video submissions should be uploaded to YouTube as unlisted videos and the link shared with us via the online application form.

## **Video Assessment Cost**

Please refer to the website for pricing information

## **Additional Information**

- TrickMeister is a team title—the same handler and dog must perform each trick together.



- Video submissions must not exceed the stated time limit but can be shorter.
- The videos must clearly demonstrate the required criteria.
- We need to clearly hear/see the cue, the click/marker/bridging stimulus and the delivery of the reinforcer.
- The video must **not** include music, unless otherwise stated.
- The learner must be a willing and happy participant in the training.
- The behaviors do **not** have to be performed on the same day.
- You are free to use any dog you wish (it does not have to be your dog) but it must be the same dog throughout.
- Please make sure that you maintain a consistent standard of tricks. If behaviors increase in speed, lose finesse or your training partner shows signs of fatigue or stress, your video submission will not be marked.
- Options for reinforcers include both food and toys unless otherwise stated.

Please inform us if your dog has a disability and you are using alternative cues and/or markers or need us to alter the criteria in any way.

## Video Submission Example

If you would like to see an example Trick Title video, please click the link here, or copy it into your browser window.

<https://www.youtube.com/watch?v=9I9ZKnRXZIU&feature=youtu.be>

We wish you all lots of success and look forward to seeing the results of your training and the amazing partnerships you share with your companion animals! Remember to have lots of fun and be very proud of your achievements!

# Apprentice Trick Team Title.

\*To help you get started we have put together an A,B,C video guide to the Apprentice Tricks. Please click the video link if you would like to view the video. You can also copy it into your browser window

<https://www.youtube.com/watch?v=HrrxEL3Ezfc&feature=youtu.be>

Criteria	Choice of Trick
<p data-bbox="568 788 810 823"><b>No music please</b></p> <p data-bbox="304 879 1057 914"><b>Your video should be no more than 7 minutes long.</b></p> <p data-bbox="183 970 1191 1098">The videos must not exceed the stated time limit but can be shorter. We apologize but we will not view or mark any videos that exceed this length.</p> <p data-bbox="183 1150 1057 1185">The videos must clearly demonstrate the required criteria.</p> <p data-bbox="183 1238 1160 1315">We need to clearly hear/see the cue, the click/verbal marker and the delivery of the reinforcer.</p>	<p data-bbox="1223 906 2128 983">Please make sure that you maintain a consistent standard of tricks.</p> <p data-bbox="1223 1035 2123 1118">If behaviors increase in speed, lose finesse or the dog shows signs of fatigue, your video submission will not be marked.</p> <p data-bbox="1223 1171 2016 1248">*Please choose a different trick to demonstrate each criterion.</p>

	<p>The learner must be a willing and happy participant in the training.</p> <p>*You are free to use any dog you wish (it does not have to be your dog) but it must be the same dog throughout.</p>	
1	<p>5 repetitions of a trick with only a verbal cue.</p> <p>The handler must clearly demonstrate how to cue, mark with a clicker and reinforce a behavior with food.</p> <p>Each repetition should be cued with the handler in a different stance - The handler can sit, stand, kneel, lie down, raise arms, crouch or face away from the dog.</p> <p>Hard of hearing/deaf dogs - Alternative options for cues and markers: Tactile/Sign Language/Hand Signal/Odor.</p>	<p>Come</p> <p>Down from Sit</p> <p>Emergency Stop</p> <p>Fetch an Object</p> <p>Sit from Down</p> <p>Speak/Bark</p> <p>Spin (360 anticlockwise)</p> <p>Stand from Down</p> <p>Twist (360 clockwise)</p>

<p>2</p>	<p>3 repetitions of a trick cued with a hand signal.</p> <p>The handler must clearly demonstrate how to cue, use a verbal marker/bridging stimulus and appropriately reinforce the behavior.</p> <p>Partially sighted/blind dogs. Alternative options for cues: Tactile/Odor/Verbal.</p>	<p>Down from Stand</p> <p>On Your Side (Lies on side from a down)</p> <p>Shake hands/Give a Paw</p> <p>Sit from Stand</p> <p>Sit Pretty/Beg</p> <p>Speak/Bark</p> <p>Spin (360 anticlockwise)</p> <p>Stand from Sit</p>
<p>3.</p>	<p>2 repetitions of a trick with added duration of 5 seconds.</p> <p>Can be moving or stationary.</p>	<p>Balance Object on Nose/Head</p> <p>Hold Object (Mouth)</p> <p>Leave It</p> <p>Sit Stay</p>

		<p>Stand Stay</p> <p>Watch Me (Eye Contact)</p>
4.	<p>3 demonstrations using a food lure.</p> <p>Please demonstrate how to lure a new behavior. We do not need to see the behavior without the lure or on cue.</p>	<p>Close (Finish to handler's left side)</p> <p>Down from Sit</p> <p>Down from Stand</p> <p>Go Round an Object</p> <p>Hoop Jump</p> <p>Peekaboo (Finish in a sit or stand between handler's legs)</p> <p>Sit from Down</p> <p>Sit from Stand</p> <p>Stand from Down</p>

		<p>Stand from Sit</p> <p>Twist (360 clockwise)</p>
5.	<p>A total of 4 demonstrations of use of a target stick that must clearly demonstrate that:</p> <p>a) The dog can follow a moving target stick at different heights: Low (below nose height), mid (nose height) and high (above nose height). Please use a different trick to demonstrate each height.</p> <p>You may demonstrate this criterion with tricks that you have already used.</p> <p>Please note that marks will be deducted if the height is not deemed appropriate for the dog's physical well-being.</p> <p>b) The dog can maintain a stationary nose touch to a target stick. (5 secs.)</p>	<p>Bow</p> <p>Crawl</p> <p>Guilty (Lies down with chin to floor)</p> <p>Press Ups (Sit, down, sit, down, sit, down)</p> <p>Sit Ups (Stand, sit, stand, sit, stand, sit)</p> <p>Spin (360 anticlockwise)</p> <p>Twist (360 clockwise)</p> <p>Walk in Heel ('Agility' style heelwork = mid/nose height. 'Obedience' style heelwork = high/above nose height)</p>

	<p>Partially sighted/blind dogs: Handler may use a “scented” target stick/target stick with food holder/cup or a target stick with a small bell attached.</p>	<p>Paws Up (2 front paws up on object or person)</p> <p>Hoop Jump</p> <p>Sit Pretty/Beg.</p> <p>Stand Stay (Can be repeated for stationary hand touch in next criteria)</p>
6.	<p>4 demonstrations of use of hand target that must clearly demonstrate that:</p> <p>a) The dog can follow a hand target at different heights:</p> <p>Low (below nose), mid (nose height) and high (above nose height).</p> <p>You may demonstrate this criterion with tricks that you have already used.</p> <p>Please note that marks will be deducted if the height is not deemed appropriate for the dog’s physical well-being.</p>	<p>Bow</p> <p>Crawl</p> <p>Guilty (Lies down with chin to floor)</p> <p>Press Ups (Sit, down, sit, down, sit, down)</p> <p>Sit Ups (Stand, sit, stand, sit, stand, sit)</p> <p>Spin (360 anticlockwise)</p> <p>Twist (360 clockwise)</p>

	<p>b) The dog can target and maintain a stationary hand touch (5 seconds)</p> <p>Partially sighted/blind dogs: Handler may “scent” their hand.</p>	<p>Walk in Heel (‘Agility’ style heelwork = mid/nose height. ‘Obedience’ style heelwork = high/above nose height)</p> <p>Paws Up (2 front paws up on object or person)</p> <p>Hoop Jump</p> <p>Sit Pretty/Beg.</p> <p>Stand Stay (Can be repeated for stationary hand touch in next criteria)</p> <p>Chin (Chin rests in handler’s hand)</p>
7.	<p>Demonstrate simple free-shaping.</p> <p>The handler must clearly state what the intended behavior is before they begin the shaping session e.g. Target nose to side of</p>	<p>Trainer shapes the learner</p> <p>to either</p> <p>paw or nose target one of the following items:</p>



cone/front left paw to bell/two front paws in box/back left paw to side of box etc.

Shaping “savvy” dogs may easily achieve the desired behavior in a short amount of time. For those less accustomed to shaping this may be more challenging.

Shaping can take many sessions.

Please include clips from your sessions which demonstrate:

- a. 30 seconds of shaping a new trick using a high rate of reinforcement.
- b. 30 seconds of shaping that show both high rate of reinforcement and an area of reinforcement that is ideal for your trick.
- c. 30 seconds to show the final finished trick

Bell

Bowl

Box

Bucket

Cone

# Journeyman Trick Team Title.

Criteria	Choice of Trick
<p data-bbox="568 512 813 549"><b>No music please</b></p> <p data-bbox="304 603 1059 639"><b>Your video should be no more than 8 minutes long.</b></p> <p data-bbox="185 694 1151 820">Your video submission must not exceed the stated time limit but can be shorter. We apologize but we will not view or mark any videos that exceed this length.</p> <p data-bbox="185 874 1043 911">The video must clearly demonstrate the required criteria.</p> <p data-bbox="185 965 1061 1134">We need to clearly hear/see the cue, the bridging stimulus (click/marker) and delivery of the reinforcer. Options for reinforcers at this level include both food and toys unless otherwise stated.</p> <p data-bbox="185 1189 1111 1267">Your partner must be a willing and happy participant in all the demonstrations.</p>	<p data-bbox="1223 576 2103 745">Please make sure that you maintain a consistent standard of tricks. If behaviors increase in speed, lose finesse or the dog shows signs of fatigue, your video submission will not be marked.</p> <p data-bbox="1223 799 2112 877">All tricks can be acquired through luring, capturing, shaping or social learning, unless otherwise stated.</p> <p data-bbox="1223 932 2016 1010">*Please choose a different trick to demonstrate each criterion.</p>

	<p>*Please use the same companion animal with whom you earned your TrickMeister Apprentice Title.</p>	
<p>1.</p>	<p>a). 2 repetitions of a trick to a single hand signal where pet is at distance of a minimum of 6 meters from handler.</p> <p>Partially sighted/blind dogs: Please inform assessor. You may use a verbal cue.</p> <p>b). 2 repetitions of a trick to a single verbal cue, where the dog is at a distance of a minimum of 6 meters from the handler.</p> <p>Hard of hearing/deaf dogs: Please inform assessor. You may use a visual cue.</p> <p>c). 2 repetitions of a trick to an olfactory cue. Dog is near handler. Please choose carefully and do not use any odor that could be detrimental to your TrickMeister partner.</p>	<p>Emergency Stop</p> <p>Go Left</p> <p>Go Right</p> <p>Guilty (dog lies down with chin to floor)</p> <p>Handstand (supported)</p> <p>Hug (sit pretty/beg with front paws around handler's leg)</p> <p>Limp (walks with one leg raised)</p> <p>Open the Door (can attach rope to handle)</p> <p>Roll Over</p> <p>On Your Side (lies on side from a down)</p> <p>Stick 'em Up + Bang/play dead (drops onto side from a sit pretty/beg)</p> <p>Wipe Your Paws (wipes paws on mat)</p>

<p>2.</p>	<p>2 repetitions of a trick taught through targeting.</p> <p>Please include:</p> <p>One demonstration of trick with target.</p> <p>One demonstration of finished trick, on cue, after target has been faded.</p> <p>The target can be any visual target e.g. target stick, hand, target mat, sticky note...</p>	<p>Close the Door</p> <p>Leg Weaves (weaves through legs as handler walks forwards)</p> <p>Say Your Prayers (paws up on arm or object with head lowered)</p> <p>Send-away (moves forwards away from handler)</p> <p>Tell Me a Secret! (“whispers” in handler’s ear)</p> <p>Weave Poles.</p> <p>Figure 8 (weaves through legs. Handler is stationary)</p> <p>Turn on the Light.</p>
<p>3.</p>	<p>Demonstrate reinforcement of a trick using an appropriate secondary reinforcer.</p> <p>Please show two demonstrations of the trick.</p>	<p>Agility Jumps</p> <p>Go Hide (moves away from handler and stops out of sight, behind an object)</p> <p>Pull a Wagon (pull a rope)</p> <p>Skateboard Pro (at least two legs on board and self-pushing)</p>

	<p>Suggested reinforcers: Ball, tug toy, frisbee, enthusiastic verbal praise, a life reward, tactile reinforcement...</p>	<p>Spread 'Em (front paws against wall and allows body search)</p> <p>Wave (waves one paw)</p>
<p>4.</p>	<p>3 demonstrations of a trick using different reinforcement strategies for each demonstration.</p> <p>Strategies include, but are not limited to:</p> <p>In position  Placement  Flick  Toss  Throw  Reward-station</p> <p>Short explanation of above strategies:</p> <p>In position – E.g. reinforce 'sit' in 'sit' position)  Placement - To reset e.g. Reinforce 'sit' in 'stand' position; to promote a specific movement e.g. Place under a paw to click movement of a paw)  Flick - Place treat on back of one hand and use first finger against thumb of other hand to flick the treat.  Toss – Overhand. Can be used in same way as flick. Encourages movement/distance/speed....)  Throw – Underhand. Often 'throw to catch'</p>	<p>Cop Cop/Hop on!  (front paws on handler's feet, walk forwards)</p> <p>Four feet in a bowl/box</p> <p>Go Round  (object, person or another dog)</p> <p>On Your Mark!  (Goes to target on floor – target must be no bigger than A5)</p> <p>Pick Pocket</p>

	<p>Reward-station – Reinforcer is not on handler. Go and get reinforcer together or send learner to reinforcer. E.g. Pot of treats or toy placed on table in training room or perhaps must run to fridge...</p> <p>We are looking to see how the different strategies are put to good use!</p>	<p>(wallet/purse from handbag/purse or item from handler's pocket)</p> <p>Scout (opposite/facing handler, 180 turn to finish facing forwards between handler's legs)</p>
<p>5.</p>	<p>Demonstrate a trick using a conditioned reinforcer/bridging stimulus that is conducive to a relaxed, calm or stationary state of mind/position.</p> <p>Please show two demonstrations.</p> <p>*For "Say Cheese" please show 1 demo with handler holding camera and one demo with the handler and dog in the photograph together - Someone else can take the photograph or the camera can be placed on a table or chair.</p>	<p>Cross Paws (right paw over left and vice-versa)</p> <p>Hip and Switch (dog in "sphinx" down position, shifts onto one hip and then the opposite hip)</p> <p>Nom, Nom (hold full hotdog in mouth and release to handler's hand uneaten - can be stationary or a retrieve)</p> <p>Relax (dog in a settled down)</p> <p>*Say Cheese (look at the camera)</p>

6.	<p>Demonstrate a trick using a conditioned reinforcer/bridging stimulus that is conducive to speed or excitement.</p> <p>Please show two demonstrations.</p>	<p>Agility Tunnel</p> <p>Fetch leash/keys/bag/newspaper/bowl</p> <p>Figure Eight. (Handler stationary, dog weaves through legs in shape of a figure eight)</p> <p>Jump through circled arms</p> <p>Soccer (push a ball with nose)</p>
7.	<p>Demonstrate a trick making good use of environmental props.</p> <p>Please show two demonstrations of the trick:</p> <p>a) One demonstration with props.</p>	<p>Go back (dog backs away from handler)</p> <p>Kung Fu (dog kicks out with hind leg) or Pee like a boy (hind leg lift)</p> <p>Rewind (dog circles handler backwards, in an anticlockwise direction, starting and finishing on handler's left side.) or Reverse Park (dog circles handler backwards in a clockwise direction, starting on handler's right side and finishing facing forwards, between handler's legs)</p>

	<p>b) One demonstration of finished trick, on cue, once props have been faded.</p>	<p>Trot in heel (trots at handler's left side)</p>
<p>8.</p>	<p>Two demonstrations of a trick that has been shaped.</p> <p>The trick should include both movement of the dog and interaction with an object.</p> <p>The teaching of more complex tricks can take many sessions. Please bear this in mind and do not over tire your dog.</p> <p>We do not need to see your training sessions.</p> <p>We need to see the finished trick on cue.</p>	<p>Go into a crate</p> <p>Go Pack (Jump into something e.g. suitcase or box and close lid)</p> <p>Jack in a Box (jump into box/basket; sit or lie down out of sight; pop up)</p> <p>Sit on a Pedestal and Wave a Paw</p> <p>Stand on a Pedestal and Spin</p> <p>Tidy Your Toys! (Five toys into toy box)</p>
<p>9</p>	<p>Three demonstrations of a trick chain.</p> <p>1. Demonstrate tricks in the following order: A. B. C. D.</p> <p>2. Demonstrate tricks in the following order: D. C. B. A.</p> <p>3. Demonstrate the tricks in the following order: C. A. D. B.</p> <p>Reinforcement should be delivered at the end of each sequence</p>	<p>Please include the following tricks in each demonstration:</p> <p>A. Twist (360 turn in clockwise direction)</p> <p>B. Go Back. (Dog moves backwards away from handler)</p> <p>C. Close (Dog finishes to left side of handler).</p> <p>D. Rewind (reverse around handler in anticlockwise direction)</p>



## Master Trick Team Title.

	<b>Criteria</b>	<b>Choice of Trick</b>
1.	<p><b>Your video should be no more than 8 minutes long.</b></p> <p>Your video submission must not exceed the stated time limit but can be shorter. We apologize but we will not view or mark any videos that exceed this length.</p> <p>The video must clearly demonstrate the required criteria.</p> <p>Your partner must be a willing and happy participant in the demonstrations.</p> <p>Please use the same companion animal with whom earned your Apprentice and Journeyman Titles.</p> <p>Please note that to earn your <i>Master</i> Title you will be expected to demonstrate the highest standard of training skills!</p>	<p>Please make sure that you maintain a consistent standard of tricks.</p> <p>If behaviors increase in speed, lose finesse or the dog shows signs of fatigue, your video submission will not be marked.</p> <p>Fetch Me a Drink! (Open fridge, fetch drink, close fridge)</p>

	<p style="text-align: center;"><b>No music please</b></p> <p>Demonstrate two repetitions of a behavior chain with an opening cue and terminal marker and reinforcer.</p>	<p>Get the Washing Out (Open door, put washing in basket, close door. A minimum of 3 items of washing, please)</p> <p>Time to lock up! (open crate door, go in crate, close crate door)</p> <p>Who's a Tired Girl/Boy? (Go to bed, lie down, pull up blanket)</p>
2.	<p style="text-align: center;"><b>No music please</b></p> <p>Demonstrate 2 repetitions of a trick that has been "captured".</p>	<p style="text-align: center;">Are You Cute? (head-cock)</p> <p style="text-align: center;">Bless You! (sneeze)</p> <p style="text-align: center;">Yummy, Yummy! (lick lips).</p> <p style="text-align: center;">Yawning Is Contagious!</p>
3.	<p style="text-align: center;"><b>No music please</b></p> <p>Demonstrate two repetitions of a merged trick, comprised of three different behaviors.</p>	<p style="text-align: center;">Are You Sleepy? (Fetch bed/cushion, lie down on bed/cushion, place chin on bed/cushion)</p> <p style="text-align: center;">Dog on a box (Go to pedestal, beg position, paws over face)</p> <p style="text-align: center;">Have You Been Naughty? (Go to mat, lie down and place paw over face)</p>

	<p>The trick should be clearly cued, only once, at the beginning of the merge.</p>	<p>Recall over jump (Recall, carry object and jump)</p> <p>Night Night! (Lie on blanket, take blanket in mouth, roll over wrapping self in blanket)</p>
<p>4.</p>	<p style="text-align: center;"><b>No Music please</b></p> <p>Micro-shape a new complex or conceptual behavior.</p> <p>Please use a combination of free shaping, cues and/or targeting without overtly directing the learning.</p> <p>The teaching of this complex trick will take a long time. Please remember to always put the needs of your companion first.</p> <p>The evidence for this video can be filmed over many sessions/weeks to show us evidence of teaching process and the final task on cue.</p> <p>Video footage should include:  Clip showing beginning of shaping process.  Clip showing midway progress.</p>	<p style="text-align: center;"><b>Choice of:</b></p> <p style="text-align: center;">Mimicry/Social Learning (Copycat).</p> <p style="text-align: center;">Comparatives (e.g. color discrimination. Largest/smallest).</p> <p style="text-align: center;">Modifiers (e.g. left/right, over/under, higher/lower)</p> <p style="text-align: center;">Quantifiers (Can Dogs Count?).</p> <p style="text-align: center;">Visual Match to Sample (matching pairs of known and <b>unknown</b> objects).</p>

	<p>Clip of final session and creative evidence that the learner understands what is being asked of him/her.  5 different examples, please.  For example:  Comprehension of the modifier cues “left” and “right” could be demonstrated with behaviors such as go left and go right, go around left and go around right, limp left and limp right, left paw lift and right paw lift etc. Please demonstrate both left and right of each behavior.  Visual Match to Sample of 3 known pairs of objects and two unknown pairs.  Cue Discrimination could be demonstrated by retrieving five items by name from a pile of ten different articles.  The above are just examples. Please use your imagination to creatively demonstrate the criteria.</p>	<p>Cue Discrimination  (retrieval of items by name).</p>
5	<p><b>You may add music to this routine</b></p> <p>Demonstrate the use of a trick as a conditioned reinforcer in a freestyle/agility/dancing with dogs/trick routine.</p> <p>Please incorporate a prop into the routine.</p>	<p><b>The lists of props included are merely suggestions.</b></p> <p>You are free to choose any prop and any trick!</p>

The trick routine should be reinforced at the end with a primary/secondary reinforcer.

This criterion is assessed both on the “power” of the chosen trick used as the conditioned reinforcer; the creative talent of the trainer and the “added value” the chosen prop brings to the routine.

Please include a minimum of 5 and a maximum of 10 different tricks.

The trick used as a conditioned reinforcer counts as one trick. Please state which trick is being used as a conditioned reinforcer when you submit your video.

You may repeat tricks in the routine but they will still count as just one trick.

Please feel free to **add music** to your routine. (It isn't obligatory)  
Please remember not to infringe any copyrights!

Hat

Cane Umbrella

Shopping basket

Handbag/purse

Hoop

Agility obstacles

Dumbbell