

LEVEL ONE – BEHAVIOR – Pre-Novice – Family Dog 1 Level – Must pass 7 items to move up to Level 2.

P/N P = Pass, N = Needs work

Dog's Name

Owner's Name

Evaluator

Date

Behavior	Description	Parameters	Pass?	Comments
1. Hand Targeting	Dog touches handler's hand with dog's nose	Take 3 steps to touch hand on physical cue of presented hand and/or verbal cue		
2. Name Game (Come)	Name Recognition, Turn Away Toward Handler, Come	On first request, Dog comes 15 feet		
3. Eye Contact	Eye contact with handler standing up straight for 2 seconds	On first physical and/or verbal cue		
4. Zen Dog	Dog must stay perfectly still while person lowers treat toward dog	Cue is treat coming toward dog. Deliver when treat gets 8" from dog's nose.		
5. Sit	Sit on mat from standing position	On first physical and/or verbal cue		
6. Down	Lie down on mat from sit or standing position.	On first physical and/or verbal cue		
7. Sit/Release	Dog sits on mat until released	Sit on first cue for 2 seconds, releases on first cue		
8. Down/Release	Dog lies down on mat until released	Down on first cue for 2 seconds, releases on first cue		

LEVEL TWO – Beginning Novice – Family Dog 1 Level – must pass at least 6 items to move up to Level 3 test

P/N P = Pass, N = Needs work

Dog's Name		Owner's Name		Evaluator		Date	
Behavior	Description	Parameters	Pass?	Comments			
1. Eye Contact	Eye contact at side with handler for 5 seconds. Dog may look away for two seconds and look back at handler again.	On first physical and/or verbal cue, while standing at owner's side.					
2. Name Game (Come)	Name Recognition, Turn Away from a person, Toward Caller, Come	On First Request, Dog comes 30 feet with a human distraction. Handler must hold collar while rewarding.					
3. Sit/Stay/Release	Dog sits until released	Sit on first cue for 15 seconds, releases on first cue					
4. Down/Stay/Release	Dog lies down until released	Down on first cue for 15 seconds, releases on first cue					
5. Go To Your Mat	Dog goes to mat and sits or lies down	Mat is 5 feet away					
6. Leash Manners	Dog stays on a loose leash while owner walks forward 10 feet.	As many cues as needed, leash may tighten up for up to 2 seconds, leash must have slack while walking.					
7. Leave It	Dog leaves a treat in owner's open flat hand for 5 seconds AND leaves treat on a chair for 10 seconds.	No more than 2 cues, handler cannot guard the treat. Treat presented at nose level.					

LEVEL THREE – Intermediate Novice - Family Dog 1 – When Level 3 is passed you can move up to Family Dog 2 – must pass 7 items.

P/N P = Pass, N = Needs work

Dog's Name

Owner's Name

Evaluator

Date

Behavior	Description	Parameters	Evaluator	Date	Pass?	Comments
Eye Contact	Eye contact at side with handler for 7 seconds, dog may look away and check back in again.	On first physical and/or verbal cue, while standing at owner's side.				
Name Game (Come)	Name Recognition, Turn Away from a food distraction and come to handler	On first request, dog comes 20 feet with a distraction.				
Sit/Stay/Release	Dog sits until released	Sit on first cue for 60 seconds, releases on first cue				
Down/Stay/Release	Dog lies down until released	Down on first cue for 60 seconds, releases on first cue				
Go To Your Mat	Dog goes to mat in a sit or down	Mat is 10 feet away				
Leash Manners	Dog stays on a loose leash while owner walks in a figure eight 20 feet.	As many cues as needed.				
Target	Dog touches a hand target with nose while in heel position and walking ten steps, multiple times.	Touches hand target with nose on first request, verbal cue (ie "Touch")				
Leave It	Dog leaves a treat on the ground for 10 seconds.	No more than 2 cues, handler cannot guard the treat. Treat presented on the ground.				
Front	Dog must come to the front of the handler, sit and give eye contact.	Dog begins about 5 feet from handler in a stay. Multiple cues are allowed, handler stays still and dog decides the position.				