

About the tests: The Level 1 through 3 tests are simple (but not always easy!) and will be given within a period of 30 minutes. Level 1 through 3 tests must be passed before moving up to Family Dog 2. There will not be time for explanations, questions or training during the test, be sure to ask questions via email *before* you take the test. If the test goes over 30 minutes, or if Level 1 & 2 are not passed, the Evaluator has the right to end the test and the student may schedule another test on a different day. Please study this document and practice in at least three novel places under time constraints to prepare. Handler means you, the dog’s owner. Choke chains, prong collars, shock collars or back attach harnesses are not allowed in the test. Handlers who use food bribes, toy bribes (instead of as rewards) or who make multiple requests where the test states “on first request” will receive an “N” for needs work.

HANDLER SKILLS - Novice – Family Dog 1
 Handler must pass all 4 handler items to move up to Level 1 test
 P/N P = Pass, N = Needs work

Dog’s Name _____ Owner’s Name _____ Evaluator _____ Date _____

Behavior	Description	Parameters	P/N	Comments
1. Preparation	Handler is prepared and on time	Handler arrives 15 minutes early, allows dog to adjust to the environment and eliminate and sniff the testing area before the test starts.		
2. Treat Pouch	Treat pouch is attached to waist and ready when test starts.	Handler has enough high and low value treats cut up and is wearing bait bag at waist without any plastic bags.		
3. Proper Equipment	<input type="checkbox"/> Treat Pouch attached to waist <input type="checkbox"/> 6’ leash <input type="checkbox"/> Mat <input type="checkbox"/> Water & bowl <input type="checkbox"/> Dog may be in a flat or martingale collar or a front attach harness.	Handler is prepared and ready to train before session begins.		
4. Handler’s Understanding of Exercises	Handler demonstrates knowledge of the exercises by name.	Evaluator does not need to explain exercises (like Hand Targeting, Name Game, etc.)		
5. Teamwork	Dog’s engagement with handler (not the treats!) in a new location with distractions.	Based on orientation toward handler, eye contact and response time.		

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. If dog moves feet or tries to grab treat, it is raised away from dog slowly.	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		
6. Marker Word	Dog's person uses marker word ("Yes!") to mark behavior and delivers a reward within 2 seconds.	Handler marks dog's behavior and delivers reinforcement in a timely manner.		
7. Timing/Mechanics	Timing of Rewards and delivery to the dog.	Handler hides food until dog does the job, marks and then delivers food reward. Owner does not use rewards as bribes.		
8. Position Feeding	Feed dog in the position that best helps train the behavior.	Handler delivers reward in the position that was asked for. (ie: if you ask for a sit, feed the dog in a sit)		

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	P/N	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. 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.		
6. 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.		
9. Marker Word	Dog's person uses marker word ("Yes!") to mark behavior and delivers a reward within 2 seconds.	Handler marks dog's behavior and delivers reinforcement in a timely manner.		
10. Timing/Mechanics	Timing of Rewards and delivery to the dog.	Handler hides food until dog does the job, marks and then delivers food reward. Owner does not use rewards as bribes.		
11. Position Feeding	Feed dog in the position that best helps train the behavior.	Handler delivers reward in the position that was asked for. (ie: if you ask for a sit, feed the dog in a sit)		

LEVEL THREE – Novice – Family Dog 1 Level – must pass at least 6 items to move up to Family Dog 2

P/N P = Pass, N = Needs work

Dog's Name

Owner's Name

Evaluator

Date

Behavior	Description	Parameters	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		
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.		
12. Marker Word	Dog's person uses marker word ("Yes!") to mark behavior and delivers a reward within 2 seconds.	Handler marks dog's behavior and delivers reinforcement in a timely manner.		
13. Timing/Mechanics	Timing of Rewards and delivery to the dog.	Handler hides food until dog does the job, marks and then delivers food reward. Owner does not use rewards as bribes.		
14. Position Feeding	Feed dog in the position that best helps train the behavior.	Handler delivers reward in the position that was asked for. (ie: if you ask for a sit, feed the dog in a sit)		