

## APPLICATION FORM

## THE BEST OF THE BEST!

The Trick Dog Grand Champion title is awarded to dogs who have been trick trained to the highest level.

In earning your Champion title, your dog demonstrated solid abilities in the variety of trick categories required for a stage performance and for animal acting.

The TDGCH challenges your dog to take it to the next level by performing a variety of entertaining tricks that could be pulled together into a routine to entertain an audience.

## HOW DO I EARN THE TITLE?

First, earn your Trick Dog Champion (TDCH) title. Next, film a video including the required tricks on the next page. Submit your video along with your application for review by Do More With Your Dog! staff evaluators. Submit your application at: domorewithyourdog.com


## RULES:

COLLARS/LEASHES: Aversive collars are not permitted. Tricks shall be off-leash. An exception may be permitted if necessary to comply with leash laws while outdoors. In such a case an unrestrictive harness shall be used with a long-line.

TREATS: Treats and toys may be used as a reward after the trick is finished, but may not be used to lure the dog into the behavior. Keep treats hidden, in a pocket or treat bag, from the dog during the trick.
HELPERS: The dog shall be handled by only one trainer. No other person may help with the trick (except as specified for a particular trick).

PHYSICAL MANIPULATION / PRESSURE: Handler may not physically manipulate the dog. Petting is fine. Pressuring the dog (which may include stern voice, stern eye-contact, crowding or hovering over the dog, or putting your face or hands close to the dog's head) is not permitted.

QUALIFYING: Applicant has 3 months to resubmit any portion of the test that did not qualify, at no additional cost. Application fee will not be refunded.

## VIDEO TIPS FOR SUCCESS!

- Keep it short
- If possible, compile tricks into one video
- Turn off the TV
- Check your surroundings and attire
- Remove slip collar
- Stand up straight; don't hover over your dog
- List your tricks on your application in order to make it easier for the evaluator
- Give your little champ a kiss on the head ;)

Questions? Email our friendly and knowledgeable evaluator team: dmwydadvisoryboard@gmail.com


## 1. SUBTLE CUES

Dogs are very good at responding to subtle signals; a raise of your eyebrows, a movement of your finger, or shift in your stance. In this exercise you will show your dog a placard with a word on it, and your dog will respond with the associated behavior. It should appear to the viewer that the dog is responding to the written word, however dogs are most often responding to a subtle cue.

## "READ" 3 INDEX CARDS

Card 1:
Card 2:
Card 3 :
Your unedited video should show you presenting a card/placard to your dog and your dog responding accordingly. Repeat with three different cards. You may treat your dog between each.

## 2. DELAYED REWARD

It is not always feasible to reward a performing dog as frequently as we would wish. This exercise demonstrates your dog's ability to perform a sequence of tricks with a delayed reward.

## PERFORM 4 TRICKS WITH REWARD ONLY AT END

Trick 1 (intermediate or higher):
Trick 2 (intermediate or higher):
Trick 3 (advanced or higher):
Trick 4 (expert):
Your unedited video should show your dog performing 4 tricks in a row without being rewarded until after the last trick. At least one trick shall be of Expert level, one of Advanced or higher level, and the remaining two of at least Intermediate level. Cues may be given for each trick. Tricks can be performed in any order.

## 3. A TO B MARKS

Set 3 or more marks or platforms (max height $4 \mathrm{in} / 10 \mathrm{~cm}$ ) at least 10 feet ( 3 m ) from handler. The dog shall perform 4 different tricks of any level on a mark, utilizing at least 3 marks. Go to Mark, Stay, and Come do not count as tricks for this exercise.

## PERFORM 4 TRICKS USING AT LEAST 3 MARKS

Trick 1:
Trick 2:
Trick 3:
Trick 4:
Your unedited video should show the entire sequence including the initial send to mark. The handler may gesture and talk to the dog, but shall not reward the dog until after the last trick. Example: Send to mark A, Sit, Send to Mark B, Down, Send to Mark C, Wave, Bark.

## 4. PLACE AN OBJECT

Many tricks incorporate the skill of placing an object in a specific location. Please show one of the following tricks or a trick of your choice that utilizes this skill.

## PUT AN OBJECT IN A RECEPTACLE

Toys in the toybox (no lid required)
O Basketball in the hoop
Litter in the wastebasket
Other
Your unedited video should show your dog repeating this trick $\underline{3}$ times in a row with no mistakes. No more than one cue may be given per iteration. The handler shall remain at least 6 feet ( 2 m ) from the receptacle. Treats may be given throughout.

## 5. PRECISION

Dogs can be eager to perform a trick quickly, but some tricks require concentration and precision. Please show one of the following tricks or a trick of your choice that utilizes this skill.

## MANEUVER OBJECT OR BODY WITH PRECISION

O Piggybank or Connect-4 game
ORing Toss
Ohess (lift and place game piece)
O Paintbrush in bucket
O Block Castle (stack 3 blocks)
O Stack cups
O Paw Pods (place paws on 4 bricks)
O Other
Your unedited video should show your dog repeating this behavior twice in a row. You may coach your dog. Your dog may make multiple attempts while struggling toward their goal. Treats may be given throughout.

## 6. REMAINING EXPERT TRICKS

The TDGCH requires a total of 10 Expert level tricks. Perform any remaining Expert tricks necessary to complete this requirement. Any previously demonstrated Expert tricks need not be repeated. For the purpose of this title, tricks that are similar will count as the same trick (ie: nose-work vehicle search and nose-work container search).


