

**COMBINED PREMIUM LIST
AKC TEMPERAMENT TEST, FARM DOG CERTIFIED,
ALL LEVELS FETCH TESTING
CGC/CGCA/Trick Dog Testing is also Available**



JACKSON OBEDIENCE TRAINING CLUB INC.

Licensed by the American Kennel Club

SATURDAY, OCTOBER 24, 2026

AKC Temperament Testing event #s 2026024427, 2026024428

Farm Dog Certified event #s 2026024423, 2026024424

Fetch (All Levels) events #s 202624425, 2026024426

CGC, CGCA and Trick Dog (All Levels)

Location

Versatility Ranch (June's place)
137 Gaddis Myers Rd., Pelahatchie, MS 39145

TESTING BEGINS AT 9:00 AM

Pre-entry opens on September 2, 2026 and closes on October 22, 2026.

Day of entries are allowed until 12:00 noon

Online Entries Accepted At

Entries will be accepted for all AKC breeds and dogs listed in the AKC Canine Partners Program.



CERTIFICATION Permission has been granted by the American Kennel Club for the holding of this event under the American Kennel Club rules and regulations.

Sheila Goffe, Executive Secretary

JOTC OFFICERS, BOARD & SHOW COMMITTEES

JOTC OFFICERS

June Atwood President
Donna Webb Vice President
Frances Shaw Treasurer
Hanna Freeman Secretary
Board Members: Jamie Dowd, Therese Hanna & Kaelin Saul

FARM DOG EVENT COMMITTEE

Donna Webb Event Chairperson 115 Sunrise Dr. Clinton, MS schipbc@yahoo.com
Frances Shaw Trial Secretary 1402 Olivia Ln, Terry, MS 39170 shawfrances@bellsouth.net
Jo Beth Britt, Jamie Dowd, & Therese Hanna

FETCH EVENT COMMITTEE

June Atwood Event Chairperson 137 Gaddis Myers Rd., Pelahatchie, MS versatilityranch@aol.com
Frances Shaw Trial Secretary 1402 Olivia Ln, Terry, MS 39170 shawfrances@bellsouth.net
Jo Beth Britt, Jamie Dowd & Donna Webb

TEMPERAMENT TEST EVENT COMMITTEE

June Atwood Event Chairperson 137 Gaddis Myers Rd., Pelahatchie, MS versatilityranch@aol.com
Frances Shaw Trial Secretary 1402 Olivia Ln, Terry, MS 39170 shawfrances@bellsouth.net
Jo Beth Britt, Jamie Dowd & Donna Webb

DIRECTIONS TO SHOW SITE

(30 minutes Southeast of Pearl, MS) From Pearl: Go 20 miles east on I-20E. At exit 68, take the ramp right for MS-43 toward Puckett. Bear to your left. (Do not turn on Shiloh Road) Go 9.1mi. Turn right onto Gaddis Myers Rd. Go 0.2 mi and turn left. Arrive at 137 Gaddis Myers Rd, Pelahatchie, MS 39145.
If you're coming from the east, you'll take the ramp to the right at exit 68, turn left onto MS-43, and then follow the directions above.

JUDGING PANELS

Farm Dog Certified Test

June Atwood & Hanna Freeman

AKC Temperament Test

Hanna Freeman & Therese Hanna

Fetch Test

Hanna Freeman & Therese Hanna

CGC/CGCA/TRICK DOG EVALUATORS

Jo Beth Britt, Therese Hanna & Hanna Freeman

Additional judges may be provided for all events as entry numbers require

ENTRY FEES

FARM DOG CERTIFIED EACH TEST...Advanced Entry...\$25.00 Day of Event ...\$30.00
Passing two tests required for Title

TEMPERAMENT TEST EACH TEST...Advanced Entry...\$25.00 Day of Event ...\$30.00
Passing two tests required for Title

FETCH TEST EACH TEST...Advanced Entry...\$25.00 Day of Event ...\$30.00
Passing two tests required for Title

CGC/CGCA/TRICK DOG

FIRST TEST EACH DOG \$20.00

ADDITIONAL TESTS FOR THE SAME DOG \$20.00

Before submitting your test results, your dog must be registered with AKC as a purebred dog with an AKC #, PAL# or as a Canine Partner (mixed breed). If you have not yet registered, please go to the AKC [website https://www.akc.org/register/dog/](https://www.akc.org/register/dog/) and complete the registration process.

Pre-entry is encouraged.

ONLINE ENTRIES: <https://jotc.org/special-events/>

MAIL ENTRIES TO:

Frances Shaw, Secretary, 1402 Olivia Ln, Terry, MS 39170.

Official Entry Form is at the end of this Premium List and must be used for paper entries

SPECIAL AGE REQUIREMENTS

Age Limits for CGC, CGCA: none.

Age Limits for Trick Dog: Dog must be at least 4 months of age

Age Limits for Farm Dog: Dogs must be at least 9 months of age.

Age Limits for Temperament Test: Dogs must be at least 1 year of age.

Age Limits for FETCH Test: Dogs must be at least 6 months of age

EMERGENCY PLAN

137 Gaddis Myers Rd Pelahatchie, MS 39145

POLICE • FIRE • AMBULANCE

DIAL 911

HOSPITALS WITH 24-HOUR EMERGENCY ROOMS

BAPTIST HOSPITAL.....(601) 968-1000

1225 North State Street, Jackson, MS 39202-2002

ST. DOMINIC HOSPITAL.....(601) 200-2000

969 Lakeland Drive, Jackson, MS 39216

UNIVERSITY- MISSISSIPPI MEDICAL CTR.....(601) 984-1000

2500 North State St., Jackson, MS 39216

VETERINARIANS - ON CALL

ANIMAL EMERGENCY & REFERRAL CENTER(601) 939-8999

ALWAYS OPEN - OPEN 24 HOURS A DAY / 7 DAYS A WEEK

1009 Treetops Blvd. Flowood, MS 3923

PRIZES FOR ALL TRIALS

ALL PRIZES SPONSORED BY JOTC.

A Qualifying Score is required for all prizes. All trophies and prizes must be claimed on the day of the show - None will be mailed.

A Dark Green Qualifying Ribbon will be awarded for each qualifying Farm Dog and Fetch score.

A White Qualifying Ribbon will be awarded for each qualifying ATT score.

A Special Rosette will be awarded to each dog who earns a Farm Dog Certified, AKC Temperament Test, or Fetch Test Title

A Titling Ribbon will be awarded to each dog that earns a CGC, CGCA or Trick Dog Level

ATTENTION EXHIBITORS

- ❖ The Show Site will be available to exhibitors from 8:00 am each day. Dogs must be removed from the show site after close of activities each day.
- ❖ Dogs must be always on a leash when they are not confined to a crate or vehicle.
- ❖ Per Sections 1 & 2 of AKC's Dealing with Misconduct, the Event Committee reserves the right to retain Show Committee jurisdiction over exhibitors whose names have been referred by hotels/motels as having left their rooms and/or grounds in a state that appears negligent or offensive. The exhibitor will be responsible for picking up after their dogs at the motels/hotels.
- ❖ Exhibitors are responsible for picking up after their dogs on the show site. Do not allow your dog to urinate/mark the buildings or on the front of the building.
- ❖ The Jackson Obedience Training Club assumes no responsibility for any loss, damage or injury sustained by exhibitors or to any of their dogs or property & further assume no responsibility for injury to children. Any & all damages caused by exhibitor, exhibitor's dogs or children will be the sole responsibility of the exhibitor. It is distinctly understood that exhibitors will exercise control & restraint over their dogs and children during the trials.
- ❖ **WAIVER OF RIGHTS** The Jackson Obedience Training Club reserves the right to remove any animal in distress from a parked vehicle or crate, and all persons attending the JOTC trials hereby waive any claim for damages against the clubs for such removal.
- ❖ Dogs must be ready for judging. Neither the club nor its Trial Secretary will be responsible or obligated to furnish any service for notifying exhibitors or their agents of class judging. Judges need not wait for any dog holding up a class.
- ❖ Entry Fees will not be refunded if a dog is absent, disqualified, excused by Veterinarian or judge or barred from competition by action of the Show Committee.
- ❖ No entry fees will be refunded if the Show cannot open or be completed by reason of riots, civil disturbances, fire, extreme and/or dangerous weather conditions, an Act of God, public emergency, act of a public enemy, strikes or any other cause beyond the control of the Club or the Trial Secretary.
- ❖ The Jackson Obedience Training Club, Inc. does not agree to arbitrate claims as set forth on the Official AKC entry form for these events.
- ❖ No entry shall be made and no entry shall be accepted which specifies any condition as to its acceptance.
- ❖ Exhibitors should follow their veterinarians' recommendation to assure their dogs are free of internal and external parasites, any communicable diseases, and have appropriate vaccinations.
- ❖ Judging procedures may be modified to accommodate disabled handlers.

FARM DOG CERTIFIED (FDC TITLE)

Open to all breeds of dogs, the Farm Dog Certified test assesses whether a dog has the capability to perform as a confident working partner on a farm. The test presents the dog with situations that would be typical for a farm environment. The dog must demonstrate self control, courage, and trust in the handler. Your dog be at least 9 months old and must pass two tests under two different judges. To have your dog=s new title added to his AKC name, you will need to submit a \$20 recording fee.

Test 1. Greet Evaluator B Initial Dog Appraisal

Test 2. Perform a 200 ft Walking Pattern around Farm Environment and by Passive Stranger 20 ft away

Test 3. Jump on Hay/Straw and stay on the bale for a minimum of 10 seconds while maintaining a loose lead.

Test 4 Walk by Farm Animals approximately 30 feet away.

Test 5. Walk Over or Through Unusual Surfaces - Plastic tarp, wooden surface, metal or wire grating, mud, water, etc.

Test 6. Supervised Separation - In a free-standing kennel or dog crate - out of sight for 1 minute.

Test 7. Pass Through a Gate - Dog waits as handler goes through the gate and then calls the dog through and then stays as the handler closes the gate.

Test 8. Handler Feeds Livestock - Dog approaches livestock on loose leash. Dog is secured a minimum of 30 feet away from the animal enclosure and the handler feeds the livestock before returning.

Test 9. Reaction to Another Dog - Dog stays as the distraction dog walks by twice

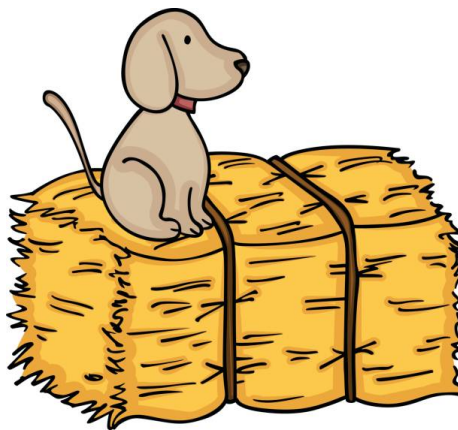
Test 10. Reaction to Noise Distraction.

Test 11. Dog Approaches Livestock in a fenced area. The dog is then called back to the handler and returns readily

Test 12. Physical Examination

OVERALL TEST ASSESSMENT: Was the dog consistently responsive to the handler and successfully exhibited self control while exposed to a farm environment?

For more information go to http://images.akc.org/pdf/FDC_Test_Guide.Revised.11.2017.pdf



AKC TEMPERAMENT TEST (ATT TITLE)

The AKC Temperament Test, the ATT, is a temperament test designed for all breeds. The ATT, a pass--fail noncompetitive test, assesses the reaction of any breed to stimuli in the surrounding world. In the ATT, dogs (who are at least one year of age) are tested on the following six categories: (1) Social, (2) Auditory, (3) Visual, (4) Tactile (touch), (5) Proprioceptive (motion), and (6) an Unexpected Stimulus. Each of the six categories has 4 choices of test items for a total of 24 possible test items. For every test, 3 of the choices for each category must be administered. If there is a second test on the same day, the 4th choice must be used. On the Tactile and Proprioceptive test items, the Evaluator may give the dog up to 3 tries to complete the test item. These are the only categories in which the dog may try again. The ATT screens for fear, shyness, inability to recover, and lack of cooperation. Desired traits are that the dog will be emotionally stable, cooperative, inquisitive, appropriately social for its breed, and biddable. All dogs who pass the ATT twice under two different approved ATT Evaluators may earn the AKC Temperament Test title. The ATT is administered by AKC licensed or member clubs.

SOCIAL: (always the first test)

- S1. Greets handler, pets dog
- S2. Evaluator approaches, brief exam
- S3. Approach standing person who pets dog
- S4. Person approaches (carrying item), pets

AUDITORY

- A1. Shake large plastic bottle w/coins
- A2. Vacuum cleaner (handheld)
- A3. Loud whistle
- A4. Bike horn (bulb)

VISUAL

- V1. Umbrella opened (REQUIRED)
- V2. Roller bag, wagon, crate dolly, cooler
- V3. Streamers on stick
- V4. Shake hand towel

TACTILE

- T1. Walks on wire grate (REQUIRED)

- T2. Plastic tarp

- T3. Plastic lattice over memory foam

- T4. Pegboard over air mattress

PROPRIOCEPTIVE (motion, position)

- P1. Cavaletti (pvc ladder or low bars)

- P2. Intersecting hoops (8)

- P3. Low teeter

- P4. Up and over low platform (e.g., Klimb TM)

UNEXPECTED STIMULUS

- U1. Approach, carries large box & objects

- U2. Approach, drops chair

- U3. Uses walker, crutches, or wheelchair

- U4. Approach briskly - unusual clothing

For more information go to <https://www.akc.org/akctemptest/>

AKC FETCH TEST (FTN FTI FTA & FTR TITLES)

AKC Fetch is a pass-fail noncompetitive test. The four levels of titles (Novice, Intermediate, Advanced, and Retriever) assess the ability of the dog to retrieve. For each of the four titles, the dog must pass the test twice under two different approved AKC Fetch judges.

FETCH NOVICE TEST

1. In Novice, dogs earn the FTN (Fetch Novice) title. Novice dogs must retrieve a tennis ball (or equivalent), retrieving bumper (also called a dummy) or a toy that has been thrown 30 ft.
2. The Novice course has 4 distractions. The dog goes between these to retrieve the ball. In Novice, the dog can see where the ball has been thrown.
3. The distractions are boxes, and the course may include one “fun” distraction such as a lawn chair or lawn ornament.
4. In Novice, the dog must do 3 single retrieves. In a single retrieve or “Single,” one ball is thrown the dog is given the cue by the handler (e.g., “Fetch it!”), then the dog retrieves and brings the ball to the handler.
5. The 3 singles will be thrown in any order chosen by the handler. There must be one ball thrown to the left, one to the center, and one to the right.
6. In Novice, the handler may hold the collar at the start line

FETCH INTERMEDIATE TEST

1. Intermediate dogs must retrieve a tennis ball (or equivalent), bumper, or toy that has been thrown 50 ft.
2. The Intermediate course has 8 distractions. The dog must go between these to retrieve the ball. The dog can see where the ball has been thrown.
3. The distractions are boxes, and the course may include up to two “fun” objects such as a lawn chair, or lawn ornaments.
4. In Intermediate, the dog must do 4 single retrieves. In any order (handler’s choice), these must be: 1 to the left, 1 to the center, 1 to the right. then 1 more to the left or right (handler’s choice)
5. In Intermediate, the handler may hold the collar with 1 finger at the start line.

FETCH ADVANCED TEST

1. In Advanced, dogs earn the FTA (Fetch Advanced) title. At this level, retrieving gets serious!
2. The distance for the Advanced retrieves is 70 ft. The course has 3 blinds which are screens at least 24 inches tall, and 10 ft. to 12 ft. wide.
3. As the dog sits at the handler’s side at the start line, a helper drops a bumper behind each blind as the dog watches.
4. The handler may also choose to throw 3 bumpers/balls over the blinds.
5. The dog must do 2 single retrieves and 2 double retrieves. The order is chosen by the handler.
6. The 2 single retrieves will be one to the center and one to the right or left.
7. For the Double:
 - The dog is seated at the handler’s side.
 - The dog sits (and stays) and watches as the event helper drops the first bumper behind the blind. The helper gets the dog’s attention just before dropping the bumper by saying, “Hey, Hey, Hey,” or “Hey-Hey, Hey-Hey.”
 - The helper then says, “Hey, Hey, Hey” (or “Hey-Hey, Hey-Hey”) and drops the 2nd bumper as the dog stays and watches.
 - The handler sends the dog to fetch the first bumper (in the order chosen by the handler).
 - When the dog returns the first bumper, it is directed to sit, and then it is sent to retrieve the 2nd bumper.
8. If the handler chooses to throw the bumpers rather than have them dropped, the handler may use a helper to throw. A Chuck-it! may also be used to throw balls over the blinds.
9. In Advanced, the handler may not hold the collar.

FETCH RETRIEVER TEST

1. In Retriever, the most advanced level of AKC Fetch, dogs earn the FTR (Fetch Retriever) title. The title "Retriever" indicates the dog can do advanced retrieving. All breeds who pass the Retriever test twice may earn the Retriever title.
2. The distance for the retrieves is 80 ft. and as with Advanced, the course has 3 blinds. The blinds are at least 24 inches tall and 10 ft. to 12 ft. wide.
3. In Retriever, the dog must do 2 double retrieves ("Doubles") and 1 Triple retrieve. The order of the Doubles and the Triple is chosen by the handler.
4. The 2 Doubles will be to the center, right or left. The Triple must be 1 center, 1 right, and 1 left (with the order chosen by the handler). Bumpers may be dropped by the helper, or the handler may choose to throw the bumpers/balls or have a helper throw. A Chuckit! may be used.
5. For the Triple retrieve,
 - The dog is seated at the handler's side.
 - The dog sits (and stays) and watches as the helper says, "Hey, Hey, Hey" (or, "Hey-Hey, Hey-Hey") and drops the first bumper behind the blind.
 - The helper repeats, "Hey, Hey, Hey" and drops the 2nd bumper, then the 3rd.
 - The handler sends the dog to fetch one bumper.
 - When the dog returns the first bumper, it is directed to sit, and then it is sent to retrieve the 2nd bumper, and after that the 3rd bumper.
 - The order in which the bumpers are retrieved is the handler's choice.
 - The handler may choose to throw the bumpers or balls.
6. In Retriever, the handler may not hold the collar.

For more information go to <https://www.akc.org/fetch/>



FAMILY DOG PROGRAM - AKC Canine Good Citizen (CGC) or AKC Community Canine (CGCA)

- **CGC Tests requirements:** All tests are open to purebred or mixed breed dogs; test is performed on-leash
- **CGC** buckle collar, slip collar or body harness made of leather, chain or fabric; leash should be made of leather or fabric; bring dog brush
- **CGCA** must have CGC title on record with AKC before submitting test results

AKC CANINE GOOD CITIZEN TEST (the CGC title)

Test 1: Accepting a friendly stranger

Test 2: Sitting politely for petting

Test 3: Appearance and grooming

Test 4: Out for a walk (walking on a loose leash)

Test 5: Walking through a crowd

Test 6: Sit and down on command and Staying in place

Test 7: Coming when called (from 10 feet on leash)

Test 8: Reaction to another dog

Test 9: Reaction to distraction (dropping a chair, rolling a crate dolly past the dog, having a jogger run in front of the dog, or dropping a crutch or cane.)

Test 10: Supervised separation (3 minutes B handler out of sight; someone holding dog)

For more info go to <https://www.akc.org/products-services/training-programs/canine-good-citizen/>

AKC COMMUNITY CANINE TEST (the "CGCA" title)

- Test 1:** Dog stands, sits or lies down and waits under control
- Test 2:** Walks on a loose leash in a natural situation (not in a ring) - Left turn, right turn, stop, fast & slow
- Test 3:** Walks on loose leash through a crowd
- Test 4:** Dog walks past distraction dogs present; does not pull.
- Test 5:** Sit-stay in small group (3 other people with dogs).
- Test 6:** Dog allows person who is carrying something to approach and pet it.
- Test 7:** "Leave it." Dog walks by food & follows owner instructions, "Leave it."
- Test 8:** Down or sit (owner=s choice) stayBdistance 20 ft.
- Test 9:** Recall with distractions present from 20 ft (coming off center when called).
- Test 10:** Dog will sit or stand stay while owner enters/exits a doorway or narrow passageway. Owner calls dog through door when ready. Or send the dog through first & wait for the owner or owner & handler walk through together with dog at the owner=s side.

For more information go to <https://www.akc.org/products-services/training-programs/canine-good-citizen/akc-community-canine/about/>

The CGC test and the AKC Community Canine test may be taken on the same day. However, when taken on the same day, both forms should be sent to AKC in one envelope so the CGC can be entered first. For CGC, owners may choose to pay \$8.00 for the CGC certificate only, or the \$20 title fee for having CGC listed as a title on the dog's record. AKC Community Canine (CGCA), the advanced level of CGC, is also an official title. For CGC, owners may choose to pay \$8.00 for the CGCA certificate only, or the \$20 title fee for having CGCA listed as a title on the dog's record. with a \$20 title for having CGCA listed as a title on the dog's record.

For more info on getting an AKC number, see: <http://images.akc.org/cgc/number.pdf>

AKC TRICK DOG PROGRAM

TRICK DOG TITLE INFO: AKC Trick Dog titles are official AKC titles listed on the dog's title record. The processing fee for each title is \$25. Multiple titles for the same dog can be sent in together, each one will be processed in succession after each previous title has been added and printed. Dogs must have an AKC, PAL, or AKC Canine Partners number to earn a title. (For more info <https://www.akc.org/sports/trickdog/>)

TRICK DOG LEVELS: Novice Trick Dog (TKN), Intermediate Trick Dog (TKI), Advanced Trick Dog (TKA), and Trick Dog Performer (TKP). The same trick cannot be used on different levels. Go to <http://www.akc.org/sports/trickdog/> for more information about the tricks at each level. The Trick Dog Evaluator's Guide is a great resource.

HANDLERS MUST PROVIDE THEIR OWN PROPS FOR TRICKS

TRICK DOG NOVICE (TKN)

Your dog performs 10 skills from the Novice list. Each trick must be performed twice. If a dog has a Canine Good Citizen (CGC) certificate or title on record at AKC, it can do 5 Novice tricks (CGC + 5) to earn the Novice title. For the Novice title, handlers may use a food/toy lure if needed. May use food/clicker reinforcers.

1. Balance beam (walk on low board a few inches off floor)
2. Bark on cue (Speak)
3. Crawl (dog on belly, crawls at least 3 body lengths)
4. Fetch it (ball, toy, etc. bring to handler within 2 feet)
5. Find it (find treat hidden under cup)
6. Get your (Leash, brush, name of toy)
7. Get in (gets in box or container)
7a. Sits in box/container on cue
8. Get on (gets on low platform or step 4 paws)
9. Hand signals (Choose one: sit, down, or come)
10. High five
11. Hold an object (3 seconds)
12. Jump (thru a low hoop or over a low bar)
13. Kennel up (go in crate, stay in until released)
14. Kiss (handler=s cheek or back of hand)

15. Paws up (2 front paws on low stool or step)
16. Pushups (sit, down; sit, down; sit, down)
17. Shake hands
18. Spin in circle
19. Touch it (hand or target stick)

20. Tunnel (agility tunnel or child=s tunnel)
21. Other: Handler=s choice #1
22. Other: Handler=s choice #2

TRICK DOG INTERMEDIATE (TKI)

Your dog must have the Novice title, plus perform 10 Intermediate tricks. For the Intermediate title, handlers may not use food or toy lures. May use food rewards/clicker.

1. Balance on ball or foam exercise peanut
2. Balance treat on nose or head (e.g., dog biscuit)
3. Carry (such as basket or another object)
4. Catch (soft toy, soft ball, treat, etc.)
5. Close door
6. Close drawer
7. Crawl (at least 5 body lengths-may use food/toy lure)
8. Fetch it (20 ft. away and deliver to hand)
9. Flyball (run to, push, get ball)
10. Game (manipulates interactive canine game)
11. Go find (handler hides, dog goes and finds)
12. Go to your place (to bed/mat, crate from 10 ft.)
13. Hand signals (Sit, down, come, stand. Total of 3.)
14. Head down
15. Heeling with automatic sit
16. Jump through handler's circled arms (or over handler's leg)
17. Leg weave (weave around handler's legs)
18. Open door
19. Open drawer (cloth pull)
20. Paws up (on handler's arm)
21. Pull a toy on a string or rope
22. Push button/key to make sound
23. Remove object from box/ toy mailbox
24. Ring bell, doorbell mounted on wood
25. Rollover
26. Shell game ("Find it" - treat or scent item under 1 of 3 cups)
27. Sit pretty (sit up or sit w/ head tilted)
28. Teeter totter (may use agility equip. in Intermediate)
29. Touch lamp
30. Wave good-bye/hello
31. Weave poles (may use food or toy lure - 6 weave poles)
32. Wobble board
33. Other: Handler's choice #1
34. Other: Handler's choice #2

TRICK DOG ADVANCED (TKA)

The dog must have the Intermediate title, plus perform 10 tricks from the Advanced list. For Advanced title, handlers may not use food/toys as lures. May use food rewards/clickers.

1. Back-up (walk backwards)
2. Balance treat on nose, flip to eat (when told OK)
3. Barrel (roll with 2 paws, or stand on with 4)
4. Basketball (drop ball into hoop)
5. Bow (as in Take a bow)
6. Circle right, circle left
7. Cover your eyes (paw over eyes)
8. Cover up with blanket
9. Dance/moonwalk
10. Embarrassed
11. Go hide (get under table, behind a screen, etc.)
12. Head down
13. Hide your head (under blanket, pillow, etc.)
14. Identify toy by name (out of 3)
15. Jump into handler's arms
16. Jump over handler's back
17. Lassie pose (sit pretty, bent paw)
18. Leg weave, handler walks
19. Light (turn on battery operated light)
20. Make your bed
21. Open door (mailbox, toy refrigerator) Get object)
22. Pay for it (fetch and bring money)
23. Pick pocket (as handler moves)
24. Pivot (paws on disk)
25. Play dead (faint, sleep, etc.)
26. Pulls a bag with objects
27. Remove handler's slipper, shoe
28. Retreat - crawl backwards 3 body lengths
29. Retrieve - flat item, flat surface (e.g., credit card from floor)
30. Reverse circles around handler
31. Say your prayers
32. Scent articles (choose from 5)
33. Shake (as in to shake off water)
34. Sing, talk
35. Sit or down at distance (15 ft.)
36. Sit pretty, add Lassie pose
37. Smile
38. Smoosh (press face on plexiglass)
39. Sneeze
40. Tissue out of box
41. Toys (take to and drop in box)
42. Under handler (handler on hands and knees)
43. Walk on hind legs (paws may be on handler's arm)
44. Weave poles (no food or toy lures)
45. Other: Handler's choice #1
46. Other: Handler's choice #2

TRICK DOG PERFORMER (TKP)

A total of 10 tricks are required. Story is an option. Tricks must be Intermediate, Advanced or Performer and must be tricks not previously submitted for other titles. Must have the Novice, Intermediate, and Advanced Trick Dog Titles. At least 3 Performer level tricks - cannot use obedience or agility equipment.

1. Answer questions (Do you like ____?)
2. Ball into small cone (Drop ball into opening)
3. Blowing bubbles
4. Buried under toys, poke head out on cue
5. Carry stuffed animal on back
6. Cross paws one, then the other
7. Dig pretend to dig
8. Figure 8 dog does without handler
9. Get in suitcase and close lid
10. Jump through tissue hoop
11. Jump up and down/wiggle with excitement
12. In bed, turns so belly is up
13. Ladder (small wooden on ground, walk on side rails)
14. Lift leg pretend fire hydrant
15. Limping
16. Nod or shake head (yes/no)
17. Over & Under handler (jumps over, runs under)
18. Phone (hears ring at distance, brings to handler)
19. Pulls (drags) bag of objects
20. Ring toss (at least 3 rings)
21. Runs circles around human or post
22. Sit pretty while holding something with paw (flag)
23. Side pass (dog & handler move laterally)
24. Soccer (push ball into goal)
25. Wipe feet on mat (modified dog)