



# AKC TRICK DOG



## TRICKS CHECKLIST: INTERMEDIATE

**Instructions: Include this page with the AKC Trick Dog Title Application.**

**A TOTAL OF 10 TRICKS ARE REQUIRED TO EARN THE INTERMEDIATE TRICK DOG TITLE.**

Must have the Novice Trick Dog Title; CGC is not required. Tricks are from the list below including no more than 2 Handler's Choice tricks (optional).

**10 Intermediate tricks have been observed by evaluator and are checked below.**

- \_\_\_ Balance treat on nose or head (e.g., dog biscuit)
- \_\_\_ Carry (a basket)
- \_\_\_ Catch (soft toy, soft ball)
- \_\_\_ Crawl (dog on belly, crawls at least 5 feet-may use food or toy lure)
- \_\_\_ Fetch it (20 ft.)
- \_\_\_ Game (dog manipulates interactive canine game to get treat)
- \_\_\_ Go find (handler hides, dog goes and finds)
- \_\_\_ Go to your place (to bed/mat, crate from 10 ft.)
- \_\_\_ Hand signals (sit, down, come, stand, etc. 3 in a row)
- \_\_\_ Jump through handler's circle arms
- \_\_\_ Leg weave (weave around handler's legs)
- \_\_\_ Paws up (on handler's arm)
- \_\_\_ Pull a toy on a string or rope
- \_\_\_ Push button on sound toy, toy piano, to turn on audiotape, etc.
- \_\_\_ Rollover
- \_\_\_ Shell game (find treat under 1 of 3 cups)
- \_\_\_ Sit pretty (sit up or sit w/ head tilted)
- \_\_\_ Wave good-bye
- \_\_\_ Weave poles (6 weave poles) (may use food or toy lure for this trick)
- \_\_\_ Wobble board
- \_\_\_ Other: Handler's choice #1: \_\_\_\_\_
- \_\_\_ Other: Handler's choice #2: \_\_\_\_\_

*Ideas for Handlers Choice: balance ball, close/open door, ring doorbell, run and get ball from flyball box, automatic sit with heel, remove object from box/mailbox, teeter totter (agility equipment), heeling with an automatic sit.*

**For the Intermediate title, handlers may not use food or toy lures. May use food rewards/clickers.**

<b>Dog owner name</b> _____	<b>Dog Name</b> _____
<b>Evaluator name</b> _____	<b>Eval Number</b> _____ <b>Date</b> _____
<b>Evaluator signature</b> _____	

## INTERMEDIATE LEVEL

### *Criteria for AKC Trick Dog Skills*

For the **Intermediate Trick Dog** title, the dog must:

1) perform 10 tricks from the Intermediate tricks list.

In the **Intermediate** Trick Dog test, handlers:

- **May NOT** use food/toys as a lure (except in tricks where this is specifically permitted - crawl on belly and weaves).  
(Lures are used to guide the dog into position).
- **May** use food as a reinforcer and **may also use** clickers to mark behaviors.  
(Reinforcers come after the behavior to tell the dog the behavior was done correctly).

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In the Intermediate level, the dog will do each trick 2 times for the evaluator.

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## INTERMEDIATE LEVEL

### *Trick Descriptions*

#### **1. Balance treat on nose or head (e.g., dog biscuit)**

The dog will balance a treat (such as a dog biscuit) on his/her nose or head for at least 5-seconds. Dog will do this trick 2 times.

- The handler may give a verbal cue such as, “Stay,” while the dog is balancing the treat.

#### **2. Carry (a basket)**

The dog will hold and carry an object (such as a basket) (2 times).

- The dog should walk at leash 15-ft. carrying the object.
- The handler may walk beside or ahead of the dog.

#### **3. Catch (soft toy, soft ball)**

The handler will toss an object (such as a soft toy, soft ball) to the dog and the dog will catch it. Dog will catch the object 2 times.

- The handler may give a verbal cue such as, “catch.”

#### **4. Crawl (dog on belly, crawls at least 5-ft.; may use food or toy lure)**

From the down position, the dog will crawl on its belly at least 5-ft. (2 times)

- The handler may use a lure for this trick (in Novice and Intermediate).
- If this Trick was submitted for the Novice title, may not repeat for Intermediate.

#### **5. Fetch it (20 ft.)**

The handler will throw an object (such as a ball, dumbbell, toy) and the dog will fetch it from 20-ft. (2 times)

- The handler will give the dog a verbal cue such as, “fetch it.”
- The dog will fetch the object and return it within 2-ft. from the handler so the handler can take the object.

#### **6. Game (dog manipulates interactive canine game to get a treat)**

The dog will manipulate a canine game or puzzle to get a treat. (2 times)

#### **7. Go find (handler hides, dog goes and finds)**

The handler will hide. The dog will come and find the handler. (2 times)

- A helper will say, “Go find\_\_\_,” and the dog will find the handler.
- The handler may hide behind a screen, around a corner, behind furniture, etc.

**8. Go to your place (to bed/mat, crate from 10 ft.)**

The dog will go to his/her place when given a verbal cue such as “Place” or “Go to your place.” (2 times)

- The place may be the dog’s bed, mat or a crate.
- The dog will go to his/her place from 10-ft. away.

**9. Hand signals (sit, down, come, stand- total of 3 in a row)**

The dog will respond correctly to at least 3 hand signals (no verbal cues) given by the handler. (2 times for each hand signal)

- Hand signals may include sit, down, come, and stand.

**10. Jump through - handler’s circled arms**

This trick is for small or medium-sized dogs. The handler will hold her/his arms in a circle (to the handler’s side) and will give a cue such as, “Through” or “Hup” to signal the dog to jump through the handler’s arms. (2 times)

- The handler may bend over, or do this trick from a kneeling position.

**11. Leg weave (weave around handler’s legs)**

In this Intermediate trick, the dog will weave around the handler’s legs.

- The dog will go around each leg at least 2 times.

**12. Paws up (on handler’s arm)**

In this trick, the dog will jump up and place the front paws/arms on the handler’s arm (2 times)

- With larger dogs, handlers will stand and the dog will stand on its hind legs.
- For smaller dogs, the handler can bend over or kneel.

**13. Pulls a toy/bag on a string or rope**

The dog will respond to a cue such as, “Pull” or “Pull it.” (2 times)

- The dog will pull the toy at least 5-ft.

**14. Push button on sound toy, toy piano, to turn on audiotape, etc.**

The dog will push a button at least 2 times on a toy that makes a sound, or a toy piano, etc.

**15. Rollover**

For this Intermediate level trick, the dog will respond to the handler’s cue, “Rollover.” (will do 2 times)

- The handler may tell the dog to “down” as the first step.

**16. Shell game (find treat under 1 of 3 cups)**

In the Novice version of this trick, the dog found a treat under 1 cup. For this Intermediate level trick, the dog will find a treat hidden under 1 of 3 cups. The dog will indicate the correct cup by touching it with its nose, or pushing it over. ( 2 times)

- For a performance, the handler can tell the audience the dog will guess which cup hides the treat, but, this is simply a scent exercise.

**17. Sit pretty (sit up or sit with head tilted)**

There are two ways to do the sit pretty: 1) the dog will sit up with its paws off the floor or 2) the dog will sit and simply tilt its head to the side (2 times)

- Large dogs may have a difficult time sitting up and balancing so they can “sit pretty” by tilting their heads and holding the head tilt for at least 3-seconds.
- Small and medium-size dogs can sit up with their paws off the floor for “sit pretty.”

**18. Wave good-bye**

In the Novice trick called High-five, the dog raises his/her paw at least chest high. In this Intermediate good-bye, the dog raises the paw and paws at the air, as in waving good-bye.

- The dog should “wave” at least 2 waves.

**19. Weave poles (6 weave poles) May used food or a lure for this trick.**

In this Intermediate trick, the dog will correctly go through 6 weave poles. (2 times) While the Intermediate Trick Dog level does not permit food used as lures, there are a few exceptions and this is one of them. In Intermediate weave poles, a lure may be used.

**20. Wobble Board (or rocker board)**

The dog will step onto the rocker board or wobble board and will balance for at least 10-seconds (2 times).

- Wobble boards get the dog used to a moving surface and build balance and coordination.

**21. Other: Handlers Choice**

For the Intermediate title, the handler may choose to do up to 2 Handler’s Choice tricks. This is to accommodate handlers who have taught tricks not on this list. If the trick is more difficult than an Intermediate trick, the handler may wish to save this trick for a more advanced title. Tricks may not be repeated from one title to the next – if the trick has been done in Novice, it may not be repeated in Intermediate or Advanced.

**22. Other: Handlers Choice**

See #21.