KUSA
Kennel Union of Southern Africa

SCHEDULE 11 [C]
KENNEL UNION OF SOUTHERN AFRICA
REGULATIONS FOR TRICK DOG CLASS

(Effective [date])

1. TRICK DOG TEST

Any Affiliated Club or organisation authorised by The Kennel Union of Southern Africa (KUSA) may hold Trick Dog Tests, which are not competitive. All successful participants will receive appropriate Certificates and rosettes, subject to the payment of a franchise fee as laid down from time to time.

2. PURPOSE

The Trick Dog Test is designed to encourage people to develop a solid relationship with their dog through working with that dog. This will also encourage good pet ownership and improve the handlers training skills by diversifying their training they do. The test is designed to be all inclusive, catering for dogs of all ages and breeds (including cross breeds), as well as handlers and dogs of varying physical abilities. Trick Dog will also expand a dog's physical and mental ability and offers an activity for older dogs that have been retired from other forms of competition. It is also designed with the domestic pet owner in mind, encouraging them to spend more time with their dog and, hopefully, for them to become part of the KUSA family.

3. ELIGIBILITY

3.1 Dogs that are eligible to participate in the Trick Dog Tests include;

- Any dog, whether pure bred, crossbred or of mixed breeding may take part.
- Dogs do not need to be registered with KUSA to participate in the classes Elementary through to Advanced but will need to be registered with KUSA to participate in the Champions test.
- Dogs must be at least six (6) months of age to participate. Dogs performing jumps, or off-the-floor tricks, as a trick, must be at least twelve (12) months of age.
- All dogs must be microchipped.
- Dogs with physical challenges (including amputees), deaf and/or blind dogs are eligible to participate provided that, in the opinion of the judge, they display no signs of physical discomfort or stress and can safely complete the selected tricks.

3.2 Dogs that are not eligible to participate in the Trick Dog Tests include:

- Pregnant bitches (if a bitch has been mated, she will be assumed pregnant).
- Dogs with bandages, sutures or visible wounds are not eligible to participate.

3.3 Handlers do not need to be members of KUSA to participate in the classes Elementary through to Advanced but will need to become a member of KUSA to participate in the Champions test.

3.4 If a handler/owner believes their dog has a special disability, or there are special circumstances which need to be taken into consideration, they should contact an evaluator for further advice.

3.5 The same handler and dog must complete each test as a team. However, a dog may be handled by a different handler at a different level.

3.6 There is no limit to the frequency or number of times the Test(s) may be taken by any one dog.

3.7 Any additional restrictions will be stated in the criteria for the relevant tricks.

3.8 Dogs that have already achieved titles under another trick dog programme may apply (please refer to Schedule 7 "Subscription & Fees" for prices) to convert those titles to KUSA Trick Dog titles. Eligibility is as follows:

KUSA title	**DMWYD* title**	**AKC* title**
Elementary	---	---
Beginners	Novice	Novice
Novice	Intermediate	Intermediate
Intermediate	Advanced	Advanced
Advanced	Expert	Performer
Champion	---	---

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Dogs which have achieved the title of Champion (DMWYD) or Elite Performer (AKC) will be required to undertake the KUSA Champion test to earn the title of KUSA Trick Dog Champion.

Application for the transfer of titles must be made within one calendar year of the KUSA Trick Dog test first coming into effect. Thereafter, no such transfers will be considered.

3.9 Champion status
Any dog which has been evaluated as 'passed' by two evaluators, one of which must be a senior evaluator, will be eligible to apply for the title of KUSA Trick Dog Champion.

4. FORMAT FOR TEST
The test may be completed virtually / online or live (in person).

Entry forms should be submitted via the dedicated Trick Dog platform. The form will provide a checklist of tricks eligible for each level and have space for handlers to enter the URL for the assessor to view that trick. Platforms for video uploads such as YouTube or Vimeo are recommended but Dropbox or other similar platforms can also be used.

Where videos of trick tests are submitted, three repetitions of each trick must be performed to enable the evaluators to accurately assess a trick. Unless specified otherwise, repetitions must be shown in unedited format, i.e. videos may not be cut in between the performing of tricks. Handlers may reward their dogs after each trick unless specified otherwise.

5. TRICK DOG CLASSES

A total of five levels will be offered:

- Elementary (compulsory unless a dog has already achieved Canine Good Citizen Bronze in which case a dog can progress directly to Beginners)
- Beginners (compulsory - must be passed before doing Novice)
- Novice (compulsory - must be passed before doing Intermediate)
- Intermediate (compulsory - must be passed before doing Advanced)
- Advanced (compulsory - must be passed before doing Champion)
- Champion

Dogs that have passed the requirements of the 'lower' levels (Elementary through to Advanced) will receive a numbered, digital certificate from KUSA provided they have paid the stipulated testing fee. Handlers and/or owners whose dogs have earned the title of Champion can apply to KUSA for their Champion certificate.

All dogs will be eligible to apply to KUSA for an original certificate and/or rosette subject to the payment of the prescribed fee (please refer to Schedule 7 "Subscription & Fees" for prices)

6. FEES

Please refer to Schedule 7 "Subscription & Fees" for prices.

7. EVALUATORS

7.1 Evaluators already qualified under the DMWYD programme can automatically apply to KUSA to become KUSA Trick Dog evaluators providing they are in good standing with KUSA. If any aspirant evaluators qualify under DMWYD within a year of this Test first coming into effect, such aspirant evaluators may also apply to KUSA to become evaluators.

7.2 Any person who has the qualifications listed below may also apply to KUSA to become an evaluator:

- Judged multiple working disciplines (e.g. Agility, Obedience, Flyball, Dog Dancing, Working Trials); and
- Has successfully handled a dog to at least Intermediate level; and
- Is in good standing with KUSA.

Such applications may only be made within a period of one calendar year following this test first coming into effect. This is to ensure that there is a sufficient pool of judges to be available.

7.3 Any other person wishing to become a Trick Dog evaluator, should apply in writing to their provincial council. At a mutually agreeable time, two qualified evaluators will arrange a training programme for the aspirant evaluators. Training programmes may be offered in-person or via an online platform. The training course shall culminate in a theoretical exam and evaluation of online videos developed for the purpose of the course. Evaluators will also be required to complete Schedule 3 if not already completed.

Aspirant evaluators must:

- Have handled a dog to Intermediate or higher (dog must have passed Intermediate); and
- Be members of KUSA and be in good standing.

Evaluators who have achieved Advanced with at least one dog, will be considered Senior Evaluators (see Champions).

There is no restriction on how often an Evaluator may conduct Tests. The Evaluator may not test a dog that he/she owns or co-owns or a dog that is owned or handled by a close member of the evaluator's family. Each Provincial Council will hold a list of approved evaluators.

8. EVALUATIONS

Once a test is submitted for evaluation, the same Evaluator should evaluate the entire test. Each time a test is taken, the Evaluator must date and initial the Test Sheet and indicate whether "passed" or "not ready".

Tricks marked "not ready" can be submitted for re-evaluation within three (3) months at no extra cost.

For the purpose of evaluations, luring should be interpreted as the handler using his/her hand/foot to guide the dogs movement and steer the dog into the desired position.

Dogs may not be physically manipulated into position unless the trick specifically calls for it.

A "sequence" is to be interpreted as several tricks (a minimum of three (3)) performed directly after each other, each with its own cue. A "chain" is to be interpreted as several tricks (a minimum of three (3)) performed directly after each other, but with only one (1) cue being given by the hander at the start of the chain. Dogs may not be rewarded while performing a sequence or chain but may be rewarded upon completion of the sequence and/or chain.

9. EQUIPMENT

The dog's safety is paramount and any equipment used should have a non-slip surface and be as stable as possible. It should also be of appropriate size for the breed. Handlers must consult with evaluators for clarification on suitable equipment.

10. CODE OF PRACTICE

10.1 This Code of Practice applies to all KUSA Affiliated Clubs and any other approved organisation which may wish to host Trick Dog Tests. Copies of this Code must be given to all evaluators, instructors and participants participating in KUSA Trick Dog Tests.

10.2 It is the responsibility of the Club, or other organising body, to ensure that the welfare of the dog is paramount. No activity shall be conducted which permits, encourages or develops aggression or fear in a dog.

10.3 Clubs or other organising bodies should ensure that their evaluators and instructors are conversant with acknowledged methods of dog training and understand the rudiments of dog behaviour. Preference should be given to motivational methods of training which take into account the breed and nature of each individual dog.

10.4 Instructors must be alert to the differing levels of experience of both the owners and the dogs and should be courteous at all times.

10.5 Any person who witnesses harsh handling of a dog at any Test organised by an Affiliated Club or other organising body must report the matter to the management thereof.

10.6 At the start of each training course the importance of good behaviour, the socialisation of dogs and the theory of training, should be discussed. Advice must be given on choosing suitable collars, leads

etc. and the benefits of positive identification (microchips, tattoos, discs) and certain training articles.

10.7 The same handler and dog must complete each test as a team. Either the owner or another designated person may handle the dog. Once the test has commenced, the owner may not interfere with his dog if another person has been designated to handle the dog.

10.8 Where live evaluations are being conducted, the participant(s) and evaluators shall be at the site where the test is to be held at least thirty (30) minutes before the scheduled time of commencement. The Evaluator shall have discretion to postpone the starting time of the test for a reasonable time if participants are delayed. Any participant who is not present at the end of such postponement shall be regarded as withdrawn from the test and shall not be allowed to participate.

10.9 If any part of the test is conducted in a public place, owners/handlers must be reminded to carry some form of "poop scoop" and to remove fouling caused by their dog.

10.10 Clubs and other organising bodies should promote all aspects of responsible dog ownership, at every opportunity.

11. TRICK DOG TESTS

Please refer to the Criteria for Tricks document (under development) for clarification on the requirements for each trick.

11.1 ELEMENTARY TRICK DOG

This is an optional class only if a dog has already achieved Canine Good Citizen Bronze. Dogs which have achieved Canine Good Citizen Bronze may proceed to Beginners. Dogs that have not yet achieved Canine Good Citizen Bronze must start in Elementary Trick Dog. This class is recommended for people who have never handled a dog in competition before. As these tricks form a solid foundation for many of the tricks to come, it is recommended that dogs are able to perform these tricks before proceeding to higher levels.

Number of evaluators required: One (1)
Eligibility: Dogs must be at least six (6) months old to take part in the test. Dogs must be microchipped. Handler/owner and dog do not have to be registered with KUSA.
Number of tricks required: Eight (8) tricks from at least four (4) different categories.
Use of food and lures: Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring will be allowed. Food may be used in 4 of the 8 tricks and handlers must indicate in the video whether or not they are using food for the execution of a particular trick. If the test is performed live, the evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	**Trick**
Balance & Coordination	Balance beam (plank / dog walk)
Foundation	Come
	Down
	Focus (hold eye contact)
	Muffin tin game
	Pull on a rope/tug
	Sit

	Stand
	Walk on a loose leash
Hold & Fetch	Chase object
Paw tricks	High five
	Shake hands
Props	Tunnel
Scent games	Memory game (3 baskets)
Target tricks	Target (nose) - object /hand
	Target (paw) - object/ hand

11.2 BEGINNER TRICK DOG

This is a compulsory class which must be completed by all dogs. Age requirements, as described in section 3.1 above, must be taken into account.

Number of evaluators required: One (1)

Eligibility: Dogs must be at least six (6) months old to take part in the test. Dogs must be microchipped. Handler/owner and dog do not have to be registered with KUSA. Dogs must have passed either Elementary Trick Dog or Canine Good Citizen Bronze to participate in this class.

Number of tricks required: Fifteen (15) tricks from at least ten (10) different categories.

Use of food and lures: Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring will be allowed. Food may be used in five (5) of the fifteen (15) tricks and handlers must indicate in the video whether or not they are using food for the execution of a particular trick. If the test is performed live, the evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	**Trick**
Backwards work	Backup
Balance & Coordination	Balance beam (plank / dog walk)
	Balance on ball or peanut (all 4 feet)
Brain games	Game (manipulates interactive canine game)
	Sausage bobbing
Foundation	Come
	Down
	Find it (in hand)
	Focus (hold eye contact)
	Pull on a rope/tug
	Sit
	Stand
	Stay
	Walk on a loose leash
Handler Interaction	Figure 8's - through legs

	Kisses
	Peekaboo (between my legs)
Hold & Fetch	Catch (soft toy, soft ball, treat, etc.)
	Chase object
	Hold object in mouth
	Leave it
Natural movement	Circle right, circle left (spins)
	Head down / chin rest / handlers hand
Off-the-floor	Jump (clear jump)
	Jump through hoop(s)
Paw tricks	Bang game (smack a board)
	High five
	Shake hands
	Wave good-bye/hello
Props	Barrel racing (go round a cone or object)
	Cavaletti
	Honk a bike horn
	Platform (get on it)
	Rainbow Ladder
	Scattered Sticks (natural cavaletti / branches)
	Tunnel
Scent games	Find it (person)
	Memory game (3 baskets)
	Shell game
Target tricks	Target - go to
	Target (nose) - object /hand
	Target (paw) - object/ hand

11.3 NOVICE TRICK DOG

This is a compulsory class which must be completed by all dogs.

Number of evaluators required: One (1)

Eligibility: Dogs must have passed Beginners Trick Dog. Dogs must be microchipped. Handler/owner and dog do not have to be registered with KUSA.

Number of tricks required: Fifteen (15) tricks from at least twelve (12) different categories.

Use of food and lures: Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring will be allowed in seven (7) of the fifteen (15) tricks. Food lures may not be used. If the test is performed live, the evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	Trick
Backwards work	Backup
	Backup onto object / stairs
Balance & Coordination	Balance beam (plank / dog walk)
	Balance on ball or peanut (all 4 feet)
	Hind legs - stand with support
	Paw Pods / bricks
Brain games	Balance cookie on nose
	Game (manipulates interactive canine game)
Foundation	Finish - around me
	Finish - side swing
	Focus (hold eye contact)
	Sits in box (on cue)
	Stay
	Walk on a loose leash
Handler Interaction	Footsies (peekaboo, dog places paws on my feet)
	Leg weave
	Remove handler's slipper, shoe
	Under handler (handler on hands and knees)
Hold & Fetch	Carry (such as basket or another object)
	Drop it
	Flying disk (in air or rolling)
	Pull on string (turn on light)
	Retrieve
Natural movement	Bow
	Circle right, circle left (spins)
	In bed, turns so belly is up
	Look over your shoulder (dogs)
	Play dead
	Roll over
	Sing / howl
	Sit pretty / beg
	Speak (bark on cue)
Obedience	Dog push ups (on the flat)
	Heel (a specified number of sides of handler)
	Heeling with automatic sit
	Pivots
	Stacking (for showing)
Off-the-floor	Figure 8's - over jump
	Flyball (swimmers turn)

	Jump (clear jump)
	Jump (over baton / hand held)
	Jump for joy (jump straight up)
	Jump over my knee
	Long jump
Others	Canicross
	Carting - pull a cart in a harness
Paw tricks	Cross paws- one, then the other (dog lying down)
	Dig - pretend to dig
	Light (turn on touch light with foot/nose)
	Wave good-bye/hello
Props	2o2o (rear feet on raised target)
	A-frame (any style, no contact, safety paramount)
	Barrel roll - 2 paws
	Buried under toys, poke head out on cue
	Carry stuffed animal on back
	Cavalettis
	Get in box / suitcase
	Go to your place (into crate / under table etc)
	Go to your place (to bed/mat)
	Honk a bike horn
	Hoopers
	Hug toy / object / dog
	Platform (send to platform)
	Play the piano
	Rainbow Ladder
	Ride in moving object
	Skateboard
	Smoosh (press face on plexiglass)
	Tunnel
Scent games	Find it (area search)
	Find it (person)
	Scent discrimination (detection dog type)
	Shell game
Target tricks	Door - close (push with foot)
	Door - open (pull with foot)
	Door - open/close (pull with tug)
	Follow pointed finger
	Roll a carpet out with nose
	Target - go to
	Target (nose) - object /hand

	Target (paw) - object/ hand

11.4 INTERMEDIATE TRICK DOG

This is a compulsory class which must be completed by all dogs.

Number of evaluators required: One (1)
Eligibility: Dogs must have passed Novice Trick Dog. Dogs must be microchipped. Handler/owner and dog do not have to be registered with KUSA.
Number of tricks required: Fifteen (15) tricks from at least twelve (12) different categories.
Use of food and lures: Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring will be allowed in five (5) of the fifteen (15) tricks. Food lures may not be used. If the test is performed live, the evaluator must ensure that the handlers use food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	**Trick**
Backwards work	Backup away from handler (a specified number of dog's body length)
	Backup onto object / stairs
	Moonwalk (backup in bow position)
	Orbit (circles backwards around your legs)
	Orbit with once through the legs
Balance & Coordination	Balance 4 paws on a small block / brick
	Balance Beam (Double rails)
	Balance something on dog (head / butt)
	Climb a ladder
	Hind legs - stand with no support
	Hind legs - walk with support (handler may not HOLD paws)
	Paw Pods / bricks
Brain games	Discern object names (choose correct toy)
	Game (manipulates interactive canine game)
	Index cards (dog responds to written instructions)
Foundation	Stay
Handler Interaction	Footsies (peekaboo, dog places paws on my feet)
	Jersey - help handler undress
	Weave through handler's arms
Hold & Fetch	Carry (such as basket or another object)
	Phone (get the phone/toy when it rings)
	Pick a card from a deck
	Pick pocket (as handler moves)
	Pull / fishing (pull rope dangling over edge of something)
	Retrieve

	Retrieve - article from water
	Walk another dog
Natural movement	Crawl
	Head tilt
	Look over your shoulder (dogs)
	Side pass (dog & handler move laterally)
	Sit pretty / beg
	Smile
	Sneeze
Obedience	Hand signals (a specified number of behaviours)
	Heel (a specified number of sides of handler)
Off-the-floor	Jump (directed jumping - lateral)
	Jump (directed jumping - straight on)
	Jump (over handler's back)
	Jump into handler's arms
	Jump through my circled arms / legs
Others	Carting - pull a cart in a harness
	Own trick (must be a chain)
Paw tricks	Cover your eyes (paw over eyes)
	Cross paws- one, then the other (dog lying down)
	Leg hike (lift rear leg)
	Open a door (using a door handle)
Props	2o2o (agility)
	Body board / paddle board (must be on water)
	Go to your place (into crate / under table etc)
	Go to your place (to bed/mat)
	Handstand against a wall or slantboard
	Hug toy / object / dog
	Make your bed
	Platform (send to platform)
	Platform (send to specific one)
	Platform jump (2 or more platforms with/without hoop)
	Push a shopping cart
	Rolling hoop dive (I roll hoop, dog runs through middle)
	Skateboard
	Spin a tight circle on a small block / pedestal
	Tidy up toys
	Volleyball
	Weave poles
Scent games	Find it (area search)
	Scent discrimination (detection dog type)

	Tracking (track a human scent trail)
Sequence / chain	Basketball
	Cover-up with blanket
	Distance tricks on pedestal / target mark
	Half reverse (180 turn, reverse into peekaboo)
	Painting - Paintbrush
	Painting - Paws
	Say your prayers
	Treibball
Target tricks	Door - open/close (pull with tug)
	Soccer (push ball into goal)
	Target - go to
	Target (nose) - object /hand
	Target (paw) - object/ hand

11.5 ADVANCED TRICK DOG
This is a compulsory class which must be completed by all dogs.

Number of evaluators required: One (1)
Eligibility: Dogs must have passed Advanced Trick Dog. Dogs must be microchipped. Handler/owner and dog do not have to be registered with KUSA.
Number of tricks required: Fifteen (15) tricks from at least twelve (12) different categories.
Use of food and lures: Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring will not be allowed. If the test is performed live, the evaluator must ensure that the handlers reward with food judiciously, showing due consideration for other handlers undertaking testing at the time.

Lists of tricks:

Category	**Trick**
Backwards work	Backup away from handler (a specified number of dog's body length)
	Backup onto object / stairs
	Backup with handler in a circle
	Moonwalk (backup in bow position)
Balance & Coordination	Balance 4 paws on a small block / brick
	Balance Beam (Double rails)
	Balance something on dog (head / butt)
	Hind legs - stand with no support
	Hind legs - stand with support
	Hind legs - walk with no support
Brain games	Answer questions (‘Do you like__?’) / Count
	Index cards (dog responds to written instructions)

	Retrieve your _____ (name of object)
	Send away with redirection
Foundation	Stay
Handler Interaction	Circle handler at distance
	CPR (bounce on chest only)
Hold & Fetch	Pick pocket (as handler moves)
	Pull object with tug rope - wagon, toy etc.
	Retrieve
	Retrieve - directed to one of a specified number of objects
	Retrieve - flat object on floor
Natural movement	Nod or shake head (yes/no)
	Shake (as in to shake off water)
	Side pass (dog & handler move laterally)
Obedience	Drop on recall
	Emergency stop
	Hand signals (a specified number of behaviours)
	Side-Step Drill (rainbow ladder)
	Work that core (sit pretty into stand)
Off-the-floor Off-the-floor Off-the-floor	Backstall
	Jump (directed jumping - lateral)
	Jump (directed jumping - straight on)
	Jump (hoop over back)
	Jump (over handler's back)
	Jump through tissue hoop
	Jump with retrieve
	Rebound / flip
	Skipping / Jump rope
Others	Own trick (must be a chain)
	Scootering / mushing / dryland sledding
Paw tricks	Chorus line kicks (peekaboo alternating lifting paws)
	Cross paws- one, then the other (while walking)
	Limping
Props	Barrel roll - 4 paws
	Go to your place (into crate / under table etc)
	Go to your place (to bed/mat)
	Hug toy / object / dog
	Platform (send to platform)
	Platform (send to specific one)
	Platform jump (2 or more platforms with/without hoop)
	Push a shopping cart
	Ring toss (stacking rings)

	See-saw
	Skateboard
	Tidy up toys
	Treadmill
	Weave poles
Scent games	Find it (area search)
	Scent discrimination (Class A type)
	Tracking (track a human scent trail)
Sequence / chain	Backward leg weave
	Balance cookie on nose and catch
	CPR (breathing and bouncing)
	Distance trick on the flat (a specified number of behaviours)
	Half reverse (180 turn, reverse into peekaboo)
	Laundry (clothes from dryer into basket)
	Litter in step can
	Painting - Paintbrush
	Pay for it (fetch and bring money - take somewhere)
	Phone (get the phone/toy when it rings)
	Roll yourself in a blanket
	Through a hoop lying on the ground
	Tidy up toys (open, toys, close)
	Treibball
Target tricks	Soccer (push ball into goal)
	Target - go to
	Target (nose) - object /hand
	Target (paw) - object/ hand

11.6 CHAMPION TRICK DOG

Number of evaluators required: Two (2), one (1) of which must be a Senior Evaluator
Eligibility: Dogs must have passed Advanced. Dogs must be microchipped. Handler/owner and dog MUST be registered with KUSA.
Number of tricks required: Eight (8) tricks from at least five (5) different categories
Use of food and lures: Handlers may have food on them provided it is in a pocket or treat bag and may reward their dog after each trick is performed. Luring will not be allowed. Food lures may not be used. If the test is performed live, the evaluator must ensure that the handlers reward with food judiciously, showing due consideration for other handler undertaking testing at the time.

Lists of tricks:

Working List	**Trick**
Optional (choose 8 tricks from at least 5 categories	

Backwards work	Backup away from handler (a specified number of dog's body length)
	Backup onto object / stairs
Balance & Coordination	Balance Beam (Double rails)
	Dog push ups (front and back feet on different balance beams or paw pods)
Handler Interaction	Circle handler at distance
Hold & Fetch	Foot stall
	Retrieve - food
	Retrieve a certain colour e.g. white ball
	Retrieve a hat and put on handlers head
Natural movement	Gaits on cue (walk, canter, trot)
	Side pass (dog & handler move laterally)
Off-the-floor	Jump (directed jumping - lateral)
	Jump (directed jumping - straight on)
Others	Own trick (must be a chain)
Paw tricks	Cross paws- one, then the other (while walking)
Props	Platform (send to platform)
	Platform (send to specific one)
	Prop interaction - dog to do 3 interactions with a prop
	Tidy up toys
Scent games	Find it (area search)
	Scent discrimination (Class A type)
Sequence / chain	Achoo! (fetch tissue from box, throw in trash)
	Bring me a soda from the fridge (open, fetch, close)/ item from a cupboard
	Jumpy's ball trick (come, go, backup, spins, touch, get it)
	Painting - Paintbrush
	Retrieve mail (from mailbox)
Compulsory (handler and dog to perform all the tricks listed below)	
Other	Handler and dog to perform a sequence of 5 tricks. The handler can't reward the dog during the sequence, only once all 5 have been performed.
Sequence / chain	Handler to select a complex trick of their own choice using two or more of the tricks listed in this schedule. Tricks must be of sufficient complexity to warrant champion status. For example, dog does Can-can steps/Spanish walk while carrying a flag.
KUSA Working Discipline	A dog must demonstrate a KUSA discipline at a minimum of the lowest level of that discipline (a record card will serve as proof). The demonstration must be of passable standard. For example, an Agility 1 run, Elementary Beginners Obedience test, confirmation test, Beginner Companion Dog, Flyball run etc. This test does not need to be conducted at an official competition.

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