



# STUNT DOG

## Rules Handbook

version 2023-01



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# How to Earn Your Title:

Stunt Dog titles were originally earned through live ring-trial performances. When the pandemic hit, we allowed video submissions and this change became permanent. Competitors may now earn their title through any of three ways. Their certificate will note which option was used.



- (1) Live performance in front of a judge
- (2) Live performance in front of a judge via Zoom
- (3) Pre-recorded continuous, unedited video submitted to a judge

## 1. WATCH THE TUTORIALS:

Watch Stunt Dog demo and tutorial videos of every exercise at [domorewithyourdog.com](http://domorewithyourdog.com). Click the link called "Stunt Dog-tionary".

## 2. VIDEO YOUR PERFORMANCE:

Decide if you want to do a live performance or a pre-recorded video performance. The pre-recorded video shall be one continuous, unedited video. You may wish list the exercises on a piece of paper and tape it to the floor to help you remember.

## 3. SHOW TO A JUDGE:

For your convenience, we offer dozens of free Facebook Spark Teams where you can have your video evaluated by a certified Stunt Dog Judge. Find a Spark Team on our website.



## 4. SUBMIT RESULTS:

Once the judge has approved your performance for your title, submit your information on our website using the menu called "Submit Finished Title".

Dear Trick Doggers,

As a professional Stunt Dog performer, I've entertained at circuses, theaters, fairs, and sporting event halftime shows. Through this experience I've developed strategies for keeping control of my dogs in the face of distractions; things like pedestal training and environment manipulation. Dog tricks inspire and entertain audiences, and we want to give you the skills and the forum to do so successfully and to have the same positive experience performing your tricks in the ring as I have had. It is with this goal that I structured the Stunt Dog ring sport.

Every element of Stunt Dog is structured to set you up for success. The dog's pedestal is positioned in the center of the ring; the farthest spot from audience distractions. The counter-clockwise perimeter circle entrance places your body between your dog and the audience, again, shielding him from distractions. These details will help you be successful.

I'm so excited for you and your dog to begin this exciting new adventure!



Kyra Sundance, CEO  
Do More With Your Dog!



## **TITLES, PREREQUISITES, AND LEGS**

For each Stunt Dog level, the dog must have his previous level of Stunt Dog title. He must also have his corresponding Trick Dog title (Novice Trick Dog title is prerequisite to Novice Stunt Dog title).

## **RULES:**

The first four levels of the Stunt Dog title are the Foundation levels. The order of the exercises stays the same throughout the Foundation levels; only adding or removing a few elements, or changing their difficulty (see back cover). By the time you get to the Champion level, you will have a successful structure to build upon.

## **RING SIZE AND REGULATION PROPS:**

Competition ring is 30ft x 30ft (9m) with a front entrance and rear exit. For performances filmed via Zoom or pre-recorded video you may be able adjust the ring size to fit the space you have available. The judge has discretion to make this call. There are three required props.

### #1: Pedestal:

The pedestal shall appropriate to your dog's size and mobility. We suggest a Blue-9 Klimb (24"x24"x12" / 60cm,30cm).

### #2: Target Mark:

Shall be no larger than 12" (30cm) diameter and 1.25" (3cm) height.  
May be any color, texture, shape, or substance.

### #3: Hoop:

A rigid, circle hoop of any size.



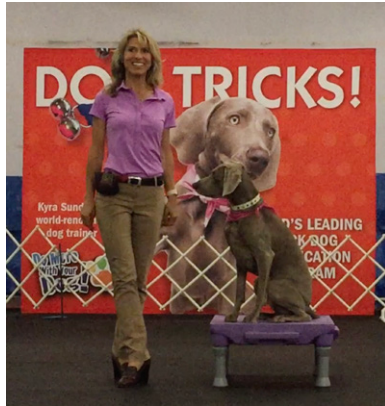


## TIME LIMITS

A time limit exists of 6 minutes for Novice, Open, and Proven, and 10 minutes for Professional and Champion levels. Time starts when the competitor enters the ring.

## READY POSITION

A pedestal serves as a home-base for the dog, and is trained as a rewarding place. It helps to keep the dog from wandering. The “Ready Position” is assumed at the start and finish of most exercises. The dog is on the pedestal in any position with the handler to the right of the pedestal. The handler stands in any formal stance, such as with feet together and hands behind back, or other position that appears deliberate and not slouchy.



## TRICK DIFFICULTY LEVEL

An exercise may specify a trick of a certain difficulty level, such as “intermediate or higher.” These levels refer to the level specified in the online Tricktionary located at [domorewithyourdog.com](http://domorewithyourdog.com).

## INTERACTION WITH YOUR DOG IN THE RING

Handler shall not physically prod the dog. Handler may quietly verbally direct and encourage their dog, except during specific “silent-cue” exercises. Points are deducted for harsh tones.

## TREATS & TOY REWARDS:

Handler may give treats only in-between exercises and only while the dog is on the pedestal. Treats must be contained in one small, waist treat bag or pocket. Handler shall not hold a treat or touch their treat bag except at allowed times.

Small, subtle toys may be used in the ring in a subtle, quick manner as a reward between exercises.

## LEASHES, COLLARS, AND COSTUMES:

### Acceptable:

Flat collar

Harness

Simple decorative collar/Bandana

Limited slip collar (Martingale)

### Not Allowed:

Remote collar (e-collar)

Prong collar / Pinch collar

Full-slip collar (choke-chain)

Costumes are not allowed in the Foundation levels as we want you to focus on your performance. At the Champion level, dog and human costumes and props may be used.

## SCORING AND PENALTIES:

Competitors are scored only during the active periods of the exercise, and not in between exercises. Penalties, however, can be incurred during the non-active periods. To pass, the competitor must receive a passing score in every exercise and must achieve the minimum total point value.

### PENALTIES WHICH ARE AUTOMATIC “NON-QUALIFY’S” (NQs):

- Dropping a treat at any time. Touching a treat or treat bag during an exercise or off the pedestal.
- Dog relieving in the ring
- Aggression
- A dog who is hurt, unhealthy, or unfit to perform
- Other actions as determined by the judge

### POINTS AT JUDGE’S DISCRETION:

At the bottom of the scoresheet is a section where the judge may add or subtract points at their discretion. Points may be subtracted for unpleasant treatment of dog, poor grooming, unpleasant facial expression.

Points may be added for exceptional showmanship, exceptional “heart”, recognition of a team who performed at a high level in spite of limitations (ex: age or handicap).

## HOW TO BECOME A STUNT DOG JUDGE

To become a judge, you must be a CTDI and must successfully complete the “Stunt Dog Judge” online course. [Learn.DoMoreWithYourDog.com](http://Learn.DoMoreWithYourDog.com)



## NOVICE STUNT DOG (NSD)

Prerequisite: Novice Trick Dog title

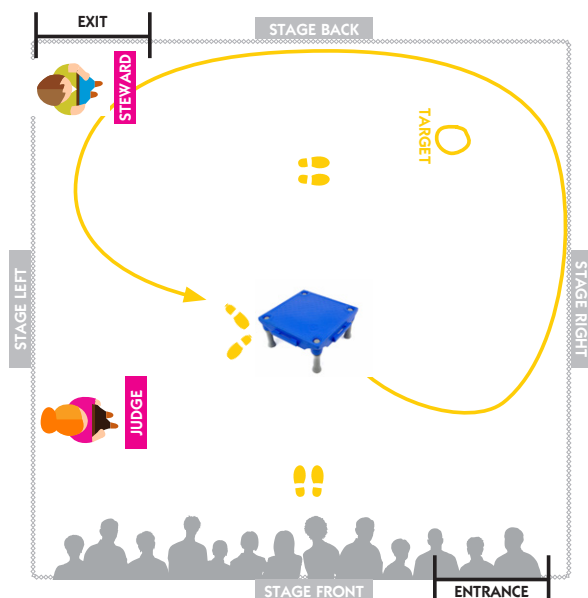
We understand that entering the ring can be a stressful endeavor, and the Novice test has been constructed in such a way as to make competitors as successful as possible.

At the Novice level we do not expect a lot of showmanship. The goal is to get ring experience on the dog and the handler and get them comfortable with the sequence of exercises, as this same sequence is required, in increasing difficulty, at each level of Stunt Dog competition. On the opposite page is the scorecard the judge shall use for the Novice competitor.

Watch a video of the Novice Stunt Dog performance at [domorewithyourdog.com](http://domorewithyourdog.com)

### TIP FOR THE JUDGE:

In a live trial, you may draw helpful chalk lines similar to the yellow lines in the diagram.



Dog:

Handler:

Date:



Exercise	NQ		Pass		Total
Begin on Pedestal in Ready Position					
1. Perimeter Circle Salute On leash, counter-clockwise	0	5	10	15	
2. Mount Pedestal, assume Ready Position On leash	0	5	10	15	
Remove leash					
3. "Stay" on Pedestal Handler backs up 6 feet (2m), 5 seconds	0	10	15	20	
4. Handler Circles Pedestal 2 feet (1m) distance	0	10	20	25	
5. Trick on Pedestal 1 trick	0	10	15	25	
Relocate to Stage Front					
6. Send to Pedestal From 10 feet (3m) distance	0	10	15	20	
Place the Target Mark. Dog and Handler go to Stage Back.					
7. Send to Target Mark From 6 feet (2m) distance, stay on mark 5 seconds	0	5	20	30	
Remove Target Mark. Get hoops. Relocate to Pedestal					
8. Hoop Jump 4 jumps/interactions	0	5	15	35	
Relocate to Pedestal					
9. Perimeter Circle Exit On leash	0	5	10	15	
Scoring Adjustment (at judge's discretion)					
Total Score Passing: 140 and must pass every exercise. Honors: 185 to 200.					
Comments:					
Certified Judge:					

Judge: Return lower portion of scorecard to Do More With Your Dog! trial chair.

DoMoreWithYourDog.com



Dog Name:

Judge:

Ticket:

NOVICE

☐ Pass ☐ Not Quite

# #1: Perimeter Circle Salute

On leash, Counter-Clockwise

## Begin on Pedestal in Ready Position.

On leash, the team enters the ring and walks to the pedestal where they assume the Ready Position.

In a circus opening “spec” (spectacle), all of the performers and animals walk the perimeter of the ring and wave to the audience.

- Begin in the Ready Position, leashed.
- Dismount the pedestal, walk to Stage Right, and continue in a counter-clockwise perimeter circle.
- The dog is leashed on the handler's left (on the inside of the circle). The handler waves to the audience with their free hand.
- Handler may encourage and direct the dog.
- When the circle is finished, the team returns to the Ready Position (which is exercise #2). **Exercises #1 and #2 are performed together, but scored separately.**

## Scoring:

NQ	0	Did not complete the circle
NQ	5	Completed the circle with significant problem
PASS	10	Satisfactorily completed a circle, perhaps with a stall
PASS	15	Very well, smooth, consistent speed

## An Excellent Performance Looks Like:

The dog is happy, moving at a comfortable pace, not tripping up the handler. The dog need not be in heel position, but should not be straining at the leash. Competitors look like a team.

## Common Scoring Situations:

### Lunging, Lagging

**PASS** if dog is bouncing around a lot.

**NQ** if handler has a significant difficulty controlling the dog.

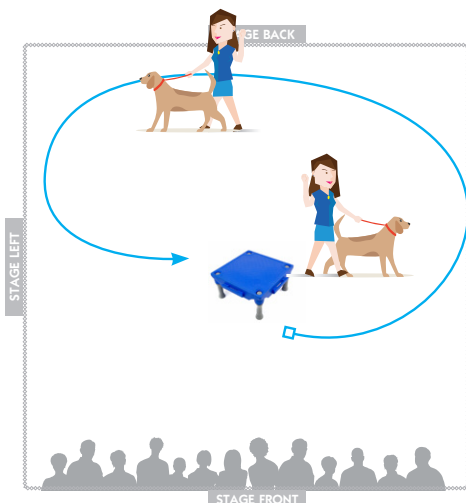
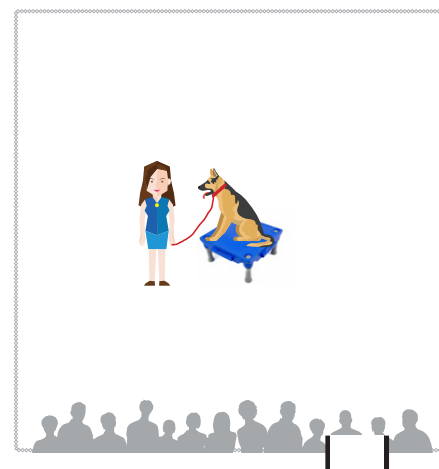
# #2: Mount Pedestal, assume Ready Position

On leash

After completing the circle in exercise #1, return to the pedestal and into Ready Position.

## Scoring:

NQ	0	Did not mount the pedestal promptly
NQ	5	Jumped off the Pedestal more than once
PASS	10	Mounted, jumped off once, wiggled around
PASS	15	Mounted easily and stayed there



## #3: “Stay” on Pedestal

Handler backs up 6 feet (2m), 5 seconds

### Remove the leash. The dog remains on the pedestal.

Handler pivots to face their dog, gives a verbal cue and/or hand signal, and backs up 6 feet/2m. After 5 seconds the handler returns to Ready Position.

### Tips:

Say “stay” and hold your palm up. Wait a second to ensure your dog is going to stay before you back up. Continue to keep your palm raised while you back up and while you return to your dog.

### Scoring:

NQ	0	Dog jumped off pedestal during the Stay
NQ	10	Handler went forward before 5 seconds
PASS	15	Handler gave repeated commands
PASS	20	Smiling, calm, smooth

### Common Scoring Situations:

#### Repeated cues

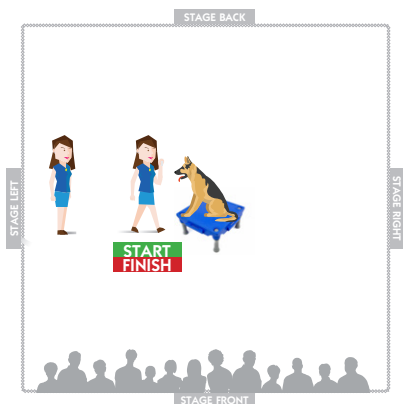
**PASS** if handler gives a few additional, calm cues to “stay”

**NQ** if commands are loud or harsh

#### Cutting the 5 seconds short

**PASS** if handler stops in the middle of walking backwards

**NQ** if the handler walks forward before the 5 seconds



## #4: Handler Circles Pedestal

2 feet (1m) distance

From Ready Position, handler tells dog to “stay” and walks a counter-clockwise circle around the pedestal, keeping 2 feet (1m) away from the pedestal. Handler may keep their left hand extended toward dog in a “stay” signal the entire time. Dog may turn around or stand up on the pedestal. Handler finishes in Ready Position.

### Tips:

- Do one thing at a time: pivot, “stay” signal, step with your right foot.
- Keep your “stay” hand signal up the entire time.
- Use eye contact to hold your dog.

### Scoring:

NQ	0	Dog jumped off the pedestal
NQ	10	The circle was overly slow or with repeated interruptions
PASS	20	The circle was executed, but with no showmanship
PASS	25	Well-executed and with showmanship

### Common Scoring Situations:

#### Repeated cues

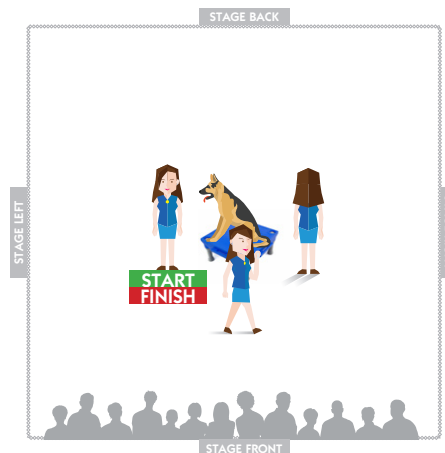
**PASS** if handler gives a few additional, calm cues to “stay”

**NQ** if commands are loud or harsh

#### Hand signal is too close to the dog’s nose

**PASS** if the hand is 6 inches (15cm) away from the dog

**NQ** if the hand appears to be causing the dog to retract their head





## #5: Trick on Pedestal

1 Trick

Starting from Ready Position, the dog does one trick on the pedestal, such as spin, shake hands, bark, bow, etc. Tricks such as sit and down would qualify, but not receive maximum points as they are not high in showmanship.

### Scoring:

NQ	0	Dog did not execute trick
NQ	10	It was questionable if it was a trick (ex: dog briefly lifted paw)
PASS	15	Executed a simple trick like Sit, or needed several cues
PASS	25	One cue, nicely done interesting trick

### Common Scoring Situations:

#### Large cues

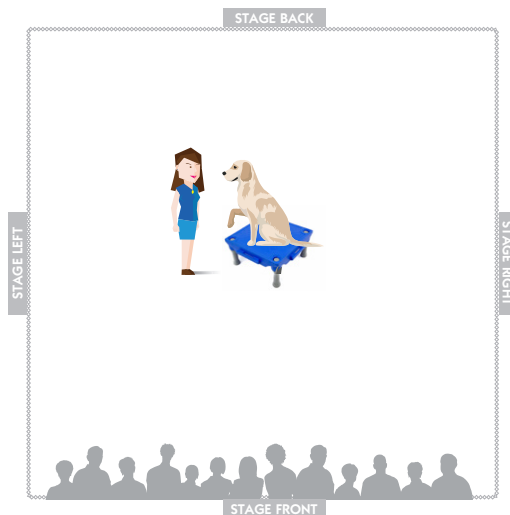
**PASS** if there is a large hand signal, such as circling overhead for a spin

**NQ** if the handler is luring the dog

#### Multiple cues

**PASS** if the handler cues a few times

**NQ** if the handler gives 4+ cues



## #6: Send to Pedestal

From 10 feet (3m) distance

### Relocate to Stage Front:

The team moves to Stage Front. The handler may do so by encouraging the dog, patting their leg, etc.

Handler and dog go to Stage Front, 10 feet (3m) from the pedestal. Dog can be in any position, on any side of the handler. Handler may lightly hold the dog's collar.

The handler sends the dog to the pedestal. Handler shall be penalized for stepping toward the pedestal before the dog has mounted. The instant the dog has mounted the pedestal, the handler may return to the Ready Position by walking counter-clockwise around the back of the pedestal.

### Tips:

Once the dog has mounted the pedestal, wait a second to make sure he is staying before you return to Ready Position.

### Scoring:

NQ	0	Dog does not mount within 20 seconds of the cue
NQ	10	Handler walks more than 1 or 2 feet (1/2m) toward pedestal
PASS	15	Dog dilly-dallies or pops off and on again one time
PASS	20	The Dog directly mounts the pedestal and stays there

### Common Scoring Situations:

#### Repeated cues

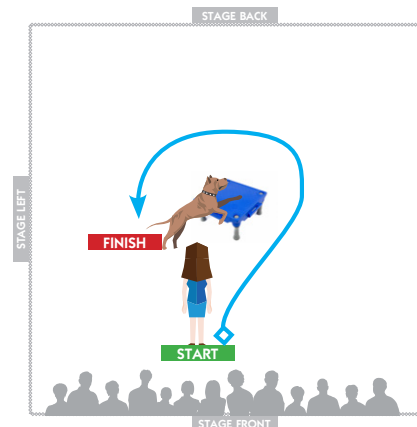
**PASS** if handler gives a few cues

**NQ** if the handler gives 4+ cues

#### Dog is so fast he slides off the pedestal

**PASS** if it was an accident and the gets back on. This is only a minor deduction.

**NQ** if he pops off more than once



## #7: Send to Target Mark

From 6 feet (2m) distance, stay on mark for 5 seconds

### Place the target mark. Dog and Handler go to Stage Back

Place the Target Mark near Stage Right at the back of the ring. The handler and dog make their way to the Stage Back. The handler may lightly hold the dog's collar.

Handler and dog are 6 feet (2m) from the Target Mark. The dog may be in any position on either side of the handler. The handler may loosely hold the dog's collar. Handler sends the dog to the Target Mark and the goes to the Mark and stays there for 5 seconds.

The handler may hold up a "stay" hand signal, and may use repeated verbal cues. Handler shall be penalized stepping toward the mark. After 5 seconds handler and dog return to Ready Position. Only the Target Mark portion is scored; not the return to pedestal.

### Tips:

- When taking the dog to Stage Back, leave the dog on the pedestal as you walk counter-clockwise around it until you are facing the back of the stage, and dismount with your dog from there.
- When getting ready to send your dog, have your dog on your left so that your body blocks his view of the pedestal, so he won't be attracted to it.
- When returning to the pedestal, the safest tactic is to have your dog stay on the mark as you join him there, and then you both return to the pedestal together. This is a good training technique, as the handler is not pulling the dog off the Target Mark.

### Scoring:

- |      |    |  |
|------|----|--|
| NQ   | 0  | The dog didn't go to the Target Mark   |
| NQ   | 5  | Dog went to target mark but immediately came far forward                           |
| PASS | 20 | Dog seemed to understand the concept, and stood near the mark, but not touching it |
| PASS | 30 | The dog stepped on the Target Mark and stayed                                      |

### Common Scoring Situations:

**Standing next to, but not ON the target mark**

**PASS** if the dog understands the concept (within 1 foot/30cm vicinity)

**NQ** if the dog walks forward

**Handler giving additional or repeated cues**

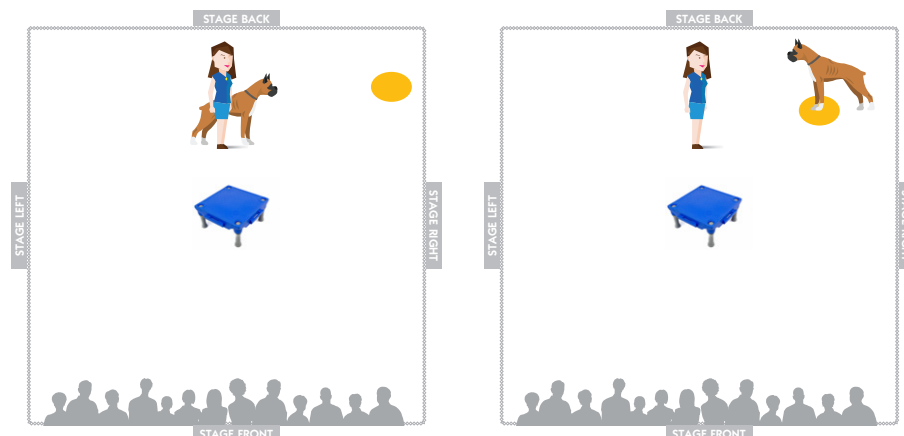
**PASS** if handler gives 3 cues to send

**NQ** if the handler gives 4+ cues to send

**Handler moving their feet, walking toward dog**

**PASS** if handler moves one of their feet

**NQ** if handler moves both of their feet



## #8: Hoop Jump

4 jumps/interactions

### Remove Target Mark. Get hoops. Relocate to Pedestal.

Remove the Target Mark so no one will trip on it. Bring a hoop to the pedestal. Scoring begins when the dog dismounts the pedestal.

Dog performs a hoop trick a minimum of 4 times. One or several hoops may be employed. Hoop sizes may vary. It is acceptable to have 4 identical hoop tricks, such as 4 hoop jumps, but extra points are awarded for variety and showmanship. A hoop trick need not involve jumping, such as: go around hoop, fetching a hoop, sitting in the center of a hoop, weaving in and out of hoops. Upon finishing the 4 hoop tricks, the team returns to Ready Position.

### Scoring:

NQ	0	Zero hoop tricks executed
NQ	5	Fewer than 4 tricks executed
PASS	15	4 identical hoop tricks
PASS	35	4 different tricks with showmanship and flourish

### Common Scoring Situations:

#### Luring

**PASS** if handler snaps fingers to lure dog through hoop

**NQ** if handler sticks lure hand past the plane of the hoop, through to the other side

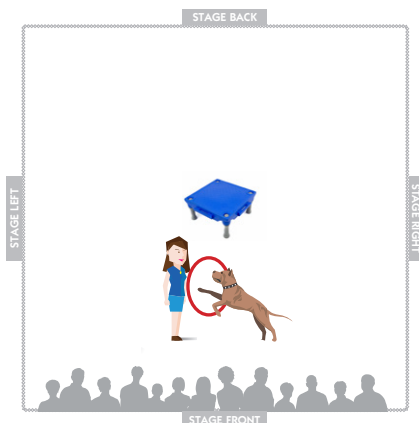
#### Repeated cues

**PASS** if the handler gives several cues for one trick

**NQ** if the handler gives 4+ cues

### Tips:

- When doing hoop jumps, vary your arm position and pose.
- Avoid turning your backside toward the audience.



## #9: Perimeter Circle Exit

On leash

### Relocate to Pedestal.

Upon finishing the four hoop tricks (exercise #8), team returns to the Ready Position. Handler now attaches leash.

Scoring begins when the dog dismounts pedestal. Just as in the Perimeter Circle Entrance, the dog will be on the handler's left, and toward the inside of the counter-clockwise circle. The exercise is finished when the team reaches the exit gate at the rear.

### Scoring:

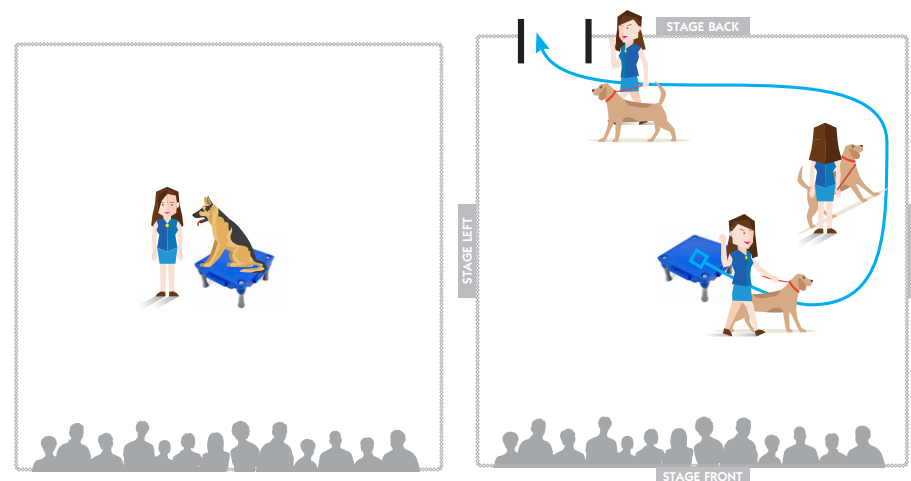
NQ	0	Did not complete the circle
NQ	5	Completed the circle with significant problems
PASS	10	Satisfactorily completed the circle, perhaps with a stall
PASS	15	Very well, smooth, consistent speed

### Common Scoring Situations:

#### Lunging, Lagging

**PASS** if dog is bouncing around a lot.

**NQ** if handler has a significant difficulty controlling the dog.





## OPEN STUNT DOG (OSD)



Prerequisite: Novice Stunt Dog and Intermediate Trick Dog title

The Open level is very similar in structure to Novice, with slightly farther distances, longer times, and more tricks. It also includes a new exercise of Tricks on the Floor. At this level, we expect the team to have an awareness of their audience, occasionally smiling, waving, and looking at them.

### NOTES SPECIFIC TO OPEN:

The new category of Tricks on the Floor will be challenging. The biggest danger is losing your dog's attention. Active tricks and tricks that keep your dog close to your body will be easier. There is a danger of your dog being distracted by sniffing, so think carefully before doing tricks like "fetch" that bring his nose to the ground



Dog:		OPEN			
Handler:					
Date:					
Exercise	NQ	Pass	Total		
Begin on Pedestal in Ready Position					
1. Perimeter Circle Salute On leash, counter-clockwise	0	5	10	15	
2. Mount Pedestal, assume Ready Position On leash	0	2	3	5	
Remove leash					
3. "Stay" on Pedestal, Handler Backs Up 6 feet (2m), 15 seconds	0	5	10	15	
4. "Stay" on Pedestal, Handler Circles it 6 feet (2m) distance	0	10	20	25	
5. Tricks on Pedestal 2 tricks, at least one at Intermediate difficulty level	0	10	15	30	
Relocate to Stage Front					
6. Send to Pedestal From distance of perimeter fence (13ft/4m)	0	5	10	15	
Place the Target Mark. Dog and Handler go to Stage Back.					
7. Send to Target Mark From 10 ft (2m) distance, stay on mark 10 seconds	0	5	15	25	
Remove Target Mark. Get hoops. Relocate to Pedestal.					
8. Hoop Jump 4 jumps/interactions	0	10	15	25	
Relocate to Pedestal					
9. Tricks on the Floor 2 tricks, at least one at Intermediate difficulty level	0	10	15	30	
Relocate to Pedestal					
10. Perimeter Circle Exit On leash	0	5	10	15	
Scoring Adjustment (at judge's discretion)					
Total Score					
Passing: 140 and must pass every exercise. Honors: 185 to 200.					
Comments / Certified Judge:					

Judge: Return lower portion of scorecard to Do More With Your Dog! trial chair.

DoMoreWithYourDog.com



Dog Name:	Judge:
Ticket:	<b>OPEN</b> <input type="checkbox"/> Pass <input type="checkbox"/> Not Quite

## #1: Perimeter Circle Salute

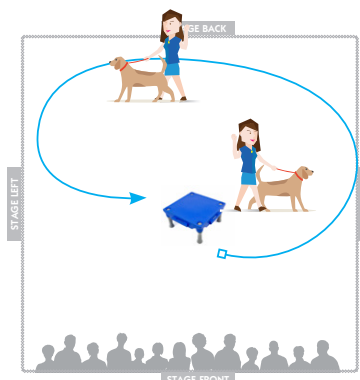
On leash, Counter-Clockwise

### Begin on Pedestal in Ready Position

On leash, the team enters into the ring and walks to the pedestal where they assume the Ready Position. When ready, they perform exercise #1.

### Scoring:

- NQ 0 Did not complete the circle  
 NQ 5 Completed the circle with significant problems  
 PASS 10 Satisfactorily completed a circle, perhaps with a stall  
 PASS 15 Very well, smooth, consistent speed



### Common Scoring Situations:

Cheating the circle

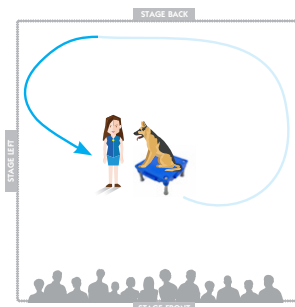
NQ if they cut corners and are farther than 6 feet (2m) from the fence.

## #2: Mount Pedestal, assume Ready Position

On leash

### Scoring:

- NQ 0 Did not mount the pedestal promptly  
 NQ 2 Mounted and jumped off more than once  
 PASS 3 Mounted, jumped off once, wiggled around  
 PASS 5 Mounted easily and stayed there



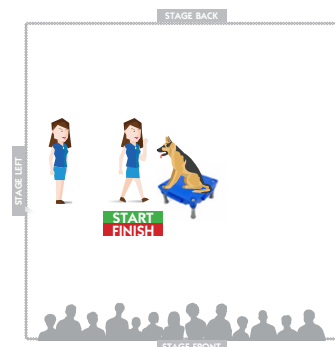
## #3: "Stay" on Pedestal, Handler Backs Up

6 feet (2m), 15 seconds

### Remove Leash

Remove the leash while dog is on pedestal.

Handler pivots in place to face their dog, gives a verbal cue and/or hand signal, and backs up toward stage-left (approximately 15 feet/4.5m). After 15 seconds the handler returns to Ready Position.



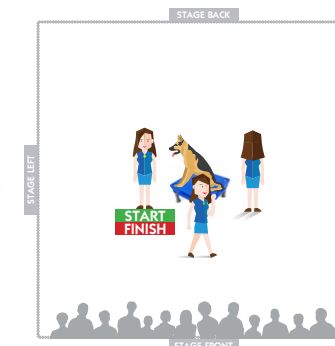
### Scoring:

- NQ 0 Dog jumped off pedestal  
 NQ 5 Handler went forward before 15 seconds  
 PASS 10 Handler gave repeated commands or harsh looks  
 PASS 15 Smiling, calm, smooth

## #4: "Stay" on Pedi, Handler Circles it

6 feet (2m) distance

From Ready Position, handler cues dog to "stay" and walks a counter-clockwise circle around the pedestal at a distance of 6 feet (2m) away from the pedestal. Handler may keep his/her left hand extended toward dog in a "stay" signal the entire time. Dog may turn around on the pedi. Finish in Ready Position.



### Scoring:

- NQ 0 Dog jumped off the pedestal  
 NQ 5 The circle was overly slow or with repeated interruptions  
 PASS 10 The circle was executed, but with no showmanship  
 PASS 15 well-executed and with showmanship

## #5: Tricks on Pedestal

2 Tricks, at least one at Intermediate difficulty level

Starting from Ready Position, the dog does two tricks on the pedestal. One trick must be of an Intermediate or higher difficulty level. A reward may be given only after the completion of the second trick.

Dog may not dismount the pedestal. Handler may not prod, nor hover over the dog.

### Scoring:

NQ	0	Dog did not perform any trick
NQ	10	Dog performed one trick successfully
PASS	15	Required multiple cues, or large hand signal
PASS	30	Well executed and with showmanship

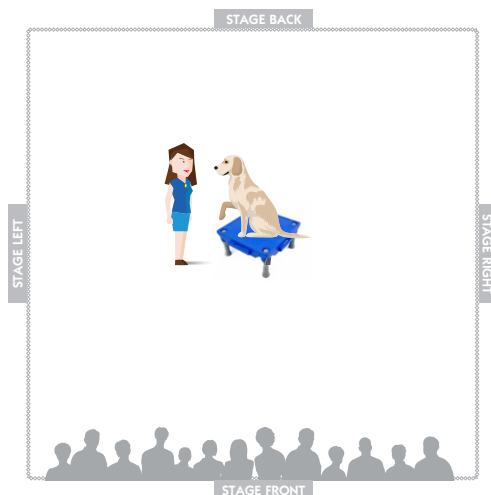
### Common Scoring Situations:

#### Large cues

- PASS** if there is a large hand signal, such as circling overhead for a spin  
**NQ** if the handler is luring the dog

#### Multiple cues

- PASS** if the handler needs to cue a few times  
**NQ** if the handler gives 4+ cues



## #6: Send to Pedestal

From distance of perimeter fence (13ft/4m)

### Relocate to Stage Front

Handler and dog go to the Stage Front fence (about 13 feet/4m from the pedestal). The handler may get ther by encouraging the dog, patting their leg, etc. Dog can be in any position, on any side of the handler. Handler may lightly hold the dog's collar.

The handler sends the dog to the pedestal. Handler shall be penalized for stepping toward the pedestal before the dog has mounted. The instant the dog has mounted the pedestal, the handler may return to the Ready Position by walking counter-clockwise around the back of the pedestal.

### Scoring:

NQ	0	Dog does not mount the pedestal within 20 seconds of the cue
NQ	10	Handler walks more that 1 or 2 feet toward pedestal
PASS	15	Dog dilly-dallies or pops off and on again one time
PASS	20	Dog mounts the pedestal promptly

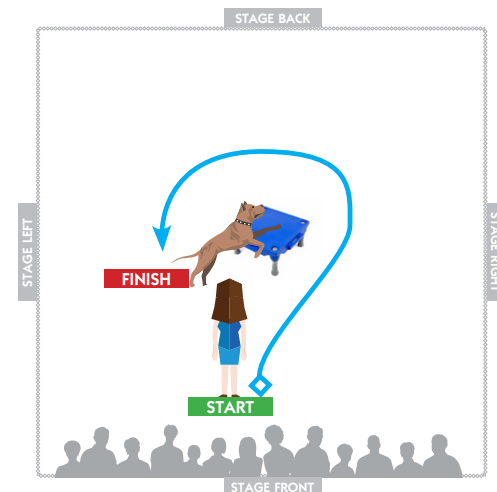
### Common Scoring Situations:

#### Repeated cues

- PASS** if the handler gives a few cues  
**NQ** if the handler gives 4+ cues

Dog is so fast he slides off the pedestal

- PASS** if it was an accident and he gets back on.  
**NQ** if he pops off more than once





## #7: Send to Target Mark

From 10 (3m) feet distance, stay on mark 10 seconds

### Place the Target Mark. Dog and Handler go to Stage back

Handler and dog start 10 feet (3m) from the Mark. The dog may be in any position on either side of the handler. Handler may loosely hold the collar. Handler sends dog to the Mark and the dog stays on it for 10 seconds. The handler may signal and/or cue "stay" repeatedly.

### Scoring:

- NQ 0 The dog did not go to the Target Mark  
 NQ 5 Dog went to Target Mark but did not stay for 10 seconds  
 PASS 20 Dog was near the Mark  
 PASS 30 Dog stepped on the Target Mark and stayed

### Common Scoring Situations:

Standing next to, but not ON the target mark

PASS if the dog understands the concept (within 1 foot/30cm vicinity)

Handler giving additional or repeated cues

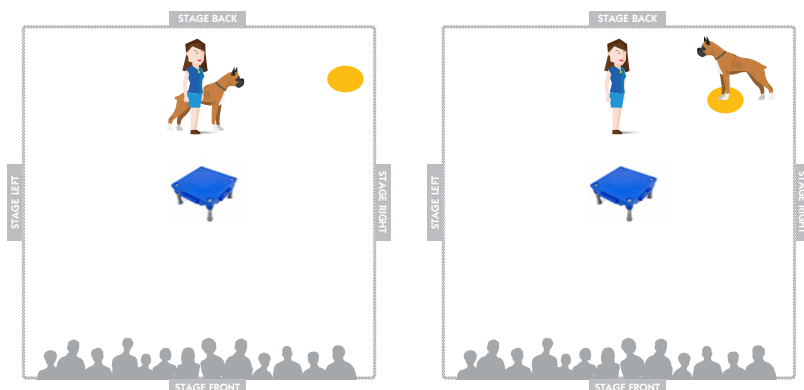
PASS if handler gives 3 cues to send

NQ if the handler gives 4+ cues to send

Handler walking toward dog

PASS if handler moves one of their feet

NQ if handler moves both of their feet



## #8: Hoop Jump

4 jumps/interactions

### Remove Target Mark. Get hoops. Relocate to Pedestal.

This exercise is similar to the Novice hoop jump exercise, but with a higher requirement for showmanship. Dog performs a hoop trick a minimum of 4 times. One or several hoops may be employed, of any size. Hoop tricks need not involve jumping. It is acceptable to have 4 identical hoop tricks, but extra points are awarded for variety and showmanship.

### Scoring:

- NQ 0 Zero hoop tricks executed  
 NQ 10 Fewer than 4 tricks executed  
 PASS 15 4 identical hoop jumps  
 PASS 25 Different tricks with showmanship and flourish

### Common Scoring Situations:

Luring

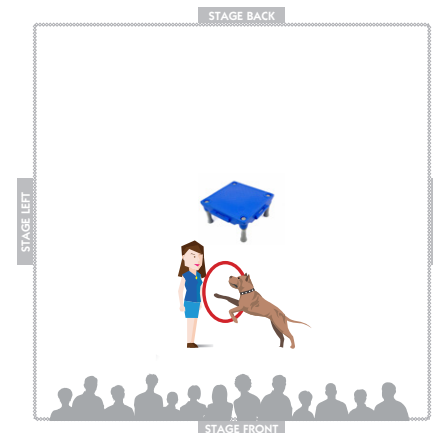
PASS if handler snaps fingers to lure dog through hoop

NQ if handler sticks lure hand past the plane of the hoop, through to the other side

Repeated cues

PASS if the handler gives several cues for one trick

NQ if the handler gives 4+ cues



## #9: Tricks on the Floor

2 tricks, at least one at Intermediate difficulty level

### Relocate to Pedestal

Upon finishing their hoop tricks (exercise #8), the team returns to Ready Position. Any props needed for the next exercise should be gathered now.

Dog performs two quick tricks at Stage Front. At least one trick shall be an Intermediate or higher skill level.

### Tips:

- Sending your dog away from you, such as to a mailbox, is risky. Consider tricks that keep your dog engaged with you, such as a leg weave, spin, or high-5.
- Avoid turning your backside to the audience

### Scoring:

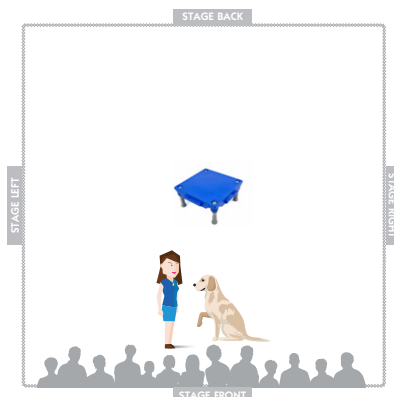
NQ	0	Dog did not perform any trick
NQ	10	Dog wanders, taking a long time to get back on track
PASS	15	Dog does both tricks but it looks rushed or unfinished/choppy.
PASS	30	Dog and handler perform smoothly and confidently.

### Common Scoring Situations:

Dog losing attention

PASS if dog loses attention for 20 seconds

NQ if dog does not perform a trick within 20 seconds



## #10: Perimeter Circle Exit

On leash

### Relocate to Pedestal

Return to Ready Position. Just as in the Perimeter Circle Entrance, the dog will be on the handler's left, and toward the inside of the counter-clockwise circle. The exercise is finished when the team reaches the rear exit gate.

### Tips:

- Short leash, step first with your right foot and pivot a step around the pedestal before having your dog dismount.
- Speed is generally your friend.

### Scoring:

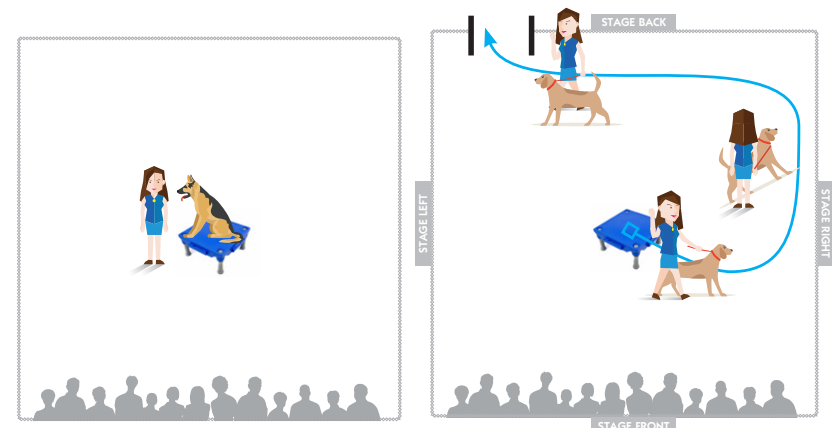
NQ	0	Did not complete the circle
NQ	5	Completed the circle with significant problem
PASS	10	Satisfactorily completed a circle, perhaps with a stall
PASS	15	Very well, smooth, consistent speed

### Common Scoring Situations:

Lunging, Lagging

PASS if dog is bouncing around a lot.

NQ if handler has a significant difficulty controlling the dog.



# PROVEN STUNT DOG (PSD)

Prerequisite: Open Stunt Dog and Advanced Trick Dog title



The Proven level parallels the structure of Open, but is **all off-leash**. Distances are farther, and the tricks are more and at a higher difficulty.

A new skill is added at this level, called tricks at a distance. This skill will be required both on the pedestal, and on a Target Mark. There is also a requirement for one floor trick which utilize a prop.



## NOTES SPECIFIC TO PROVEN:

- Off-leash is a challenge, both for the dog and for the confidence of the handler. If you lose your dog for a short while, it's not a big deal; it happens.
- The best way to keep your dog's attention on you is to be interesting. Make eye-contact with your dog, and be energetic with movements.

Dog:		PROVEN			
Handler:					
Date:					
 <b>STUNT DOG</b>					
Exercise	NQ	Pass	Total		
Begin on Pedestal in Ready Position					
1. Perimeter Circle Salute Off-leash, counter-clockwise	0	5	10	20	
2. Mount Pedestal, assume Ready Position Off-leash	0	2	3	5	
3. "Stay" on Pedestal, Handler Circles it 10 feet (3m) distance	0	10	15	25	
4. Tricks on Pedestal 3 tricks, at least one at Intermediate difficulty level	0	10	15	30	
5. Distance Trick on Pedestal 1 trick, 6 feet (2m) distance	0	5	10	20	
Place the Target Mark. Dog and Handler go to Stage Back.					
6. Distance Trick on Target Mark 1 trick, 6 feet (2m) distance	0	5	15	25	
Remove Target Mark. Get hoops. Relocate to Pedestal.					
7. Hoop Jump 4 jumps/interactions	0	10	15	25	
Relocate to Pedestal, and then to Stage Front for floor exercise					
8. Tricks on the Floor 3 tricks; one of Advanced difficulty, one using a prop	0	10	15	30	
Relocate to Pedestal					
9. Perimeter Circle Exit Off-leash	0	5	10	20	
Scoring Adjustment (at judge's discretion)					
Total Score					
Passing: 140 and must pass every exercise. Honors: 185 to 200.					
Comments:					
Certified Judge:					

Judge: Return lower portion of scorecard to Do More With Your Dog! trial chair.

DoMoreWithYourDog.com



Dog Name:		Judge:	
Ticket:		<b>PROVEN</b>	
		<input type="checkbox"/> Pass <input type="checkbox"/> Not Quite	

# #1: Perimeter Circle Salute

Off-leash, Counter-Clockwise

## Begin on Pedestal in Ready Position

Team will enter the ring on-leash, get settled in Ready Position, and then remove the leash.

The perimeter circle is done off-leash. This exercise is not judged on perfect control but rather on teamwork and showmanship. You may:

1. Walk in heel position, waving to audience
2. Jog and allow the dog to bounce, while remaining "with" you. What this method lacks in precision, it makes up for in happy energy and showmanship.

## Scoring:

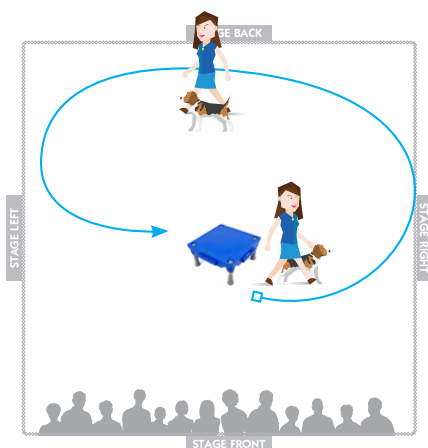
NQ	0	Did not complete the circle
NQ	5	Completed the circle with significant problems
PASS	10	Satisfactorily completed a circle, perhaps with a stall
PASS	20	Very well, smooth, consistent speed

## Common Scoring Situations:

Losing the dog

**PASS** if the dog does a quick detour at the ring fence, or zoomies.

**NQ** if the dog leaves the handler for more than about 10 seconds.



# #2: Mount Pedestal, assume Ready Position

Off-leash

Dog may zoom ahead and mount pedestal a good deal ahead of the handler, or they may walk together the whole way. Handler may send the dog with an arm signal.

## Scoring:

NQ	0	Did not mount the pedestal promptly
NQ	2	Mounted and jumped off more than once
PASS	3	Mounted, jumped off once
PASS	5	Mounted easily and stayed there

## Common Scoring Situations:

Not going straight to pedestal

**PASS** if the dog circles the pedestal or runs past it before mounting.

**NQ** if the handler appears to be struggling to get the dog in position.

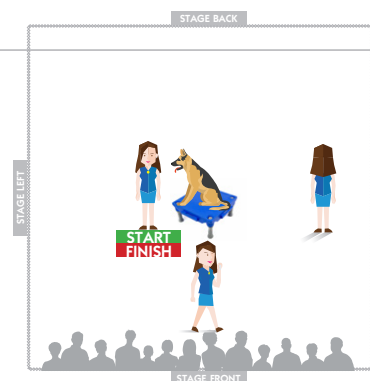
# #3: "Stay" on Pedi, Handler Circles it

10 feet (3m) distance

Handler circles the pedestal counter-clockwise at 10 feet (3m) distance from the dog. Dog may move and change positions. Handler may use multiple or continuous hand signals and/or verbal cues.

## Scoring:

NQ	0	Dog jumped off the pedestal
NQ	10	The circle was overly slow or with repeated interruptions
PASS	15	The circle was executed, but with no showmanship
PASS	25	Well-executed and with showmanship



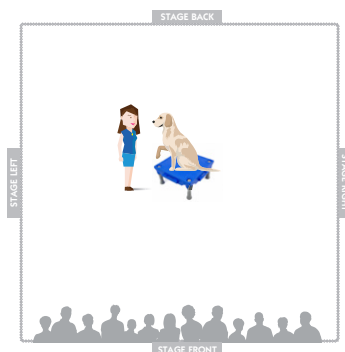
## #4: Tricks on Pedestal

3 Tricks, at least one at Intermediate difficulty level

Starting from Ready Position, the dog does 3 tricks on the pedestal including at least one at Intermediate or higher difficulty. A reward may given only after the third trick. Dog may not dismount the pedestal. Handler may not poke, prod, nor hover over the dog.

### Scoring:

NQ	0	Dog did not perform any trick
NQ	5	Dog performed one or two tricks
PASS	10	Tricks were simple, or not done well
PASS	20	Well executed and with showmanship



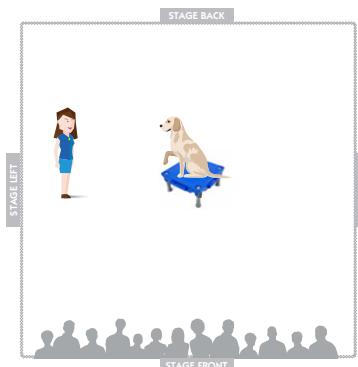
## #5: Distance Trick on Pedestal

1 Trick, 6 feet (2m) distance

From the Ready Position, the handler backs away 6 feet (2m). The handler cues the dog to do a trick on the pedestal. Tricks may include wave, spin, bow, etc. Tricks of sit and down would qualify, but not receive maximum points as they are not high in showmanship. Return to Ready Position.

### Scoring:

NQ	0	No trick performed
NQ	5	Dog came off pedestal
PASS	10	Multiple cues, handler leaning far forward
PASS	20	One cue, well executed



## #6: Distance Trick on Target Mark

1 trick, 6 feet (2m) distance

### Place the Target Mark. Dog and Handler go to Stage Back

Place the Target Mark at the back of the ring. At this level, **the handler shall not hold dog's collar**. Handler may tap dog's shoulder to gain attention.

At Stage Back, handler sends their dog to the target mark 6 ft (2m) away. Handler cues the dog to do one trick while staying on or near the Target Mark. Tricks may include spin, bow, wave, sit, etc. It is not critical that the dog actually touch the Target Mark, so long as he stays within a few inches (cm) of it. It is common and perfectly acceptable that the dog loses the Target briefly as he changes position but self-corrects back onto the Target. Return to Ready Position.

### Scoring:

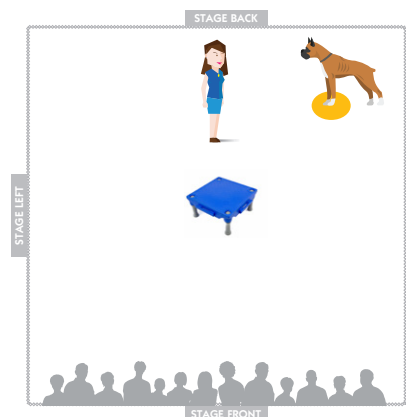
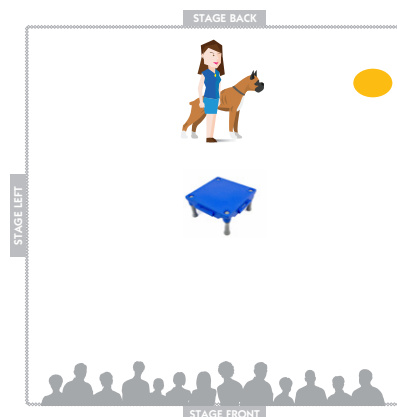
NQ	0	Dog moves farther than 3 ft (1m) off the target
NQ	5	Dog creeps forward and does not return to the target mark
PASS	15	Multiple cues given, but dog stays within 12in (30cm) of Target
PASS	25	Only two cues are given, and dog hits the target twice

### Common Scoring Situations:

Dog creeps forward

**PASS** if dog creeps forward less than 2 ft (60cm) and backs up again

**NQ** if dog creeps forward 2 ft (60cm) and doesn't back up





## #7: Hoop Jump

4 jumps/interactions

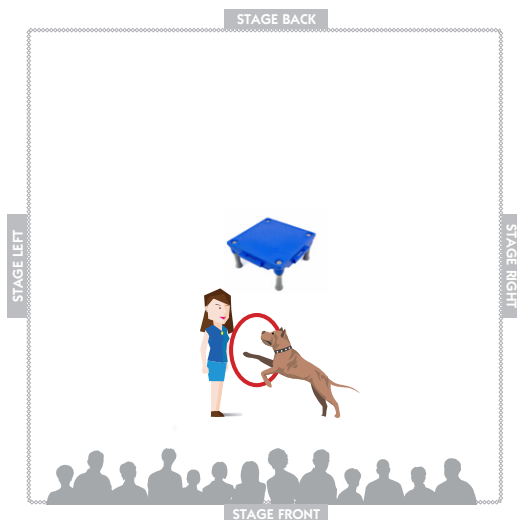
### Remove Target Mark. Get hoops. Relocate to Pedestal.

At the Proven level, there is increased expectations of variety, execution, and showmanship. Dog performs a minimum of 4 hoop tricks. One or several hoops may be employed; hoop sizes may vary. The hoop trick need not involve jumping. Extra points are awarded for variety and showmanship.

Upon finishing the 4 hoop tricks, the team returns to Ready Position.

### Scoring:

NQ	0	Zero hoop tricks executed
NQ	10	Fewer than 4 tricks executed 4 identical hoop jumps
PASS	15	Basic jumps, with a little variety
PASS	25	Different Tricks with showmanship and flourish



## #8: Tricks on the Floor

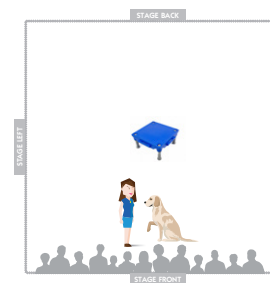
3 tricks, one of Advanced difficulty, one using a prop

### Relocate to Pedestal, and then to Stage Front for floor exercise

Return to Ready Position. Gather any props needed. At Stage Front, dog performs three tricks, including at least one of Advanced or higher difficulty, and at least one which uses a prop.

### Scoring:

NQ	0	Dog does not perform any trick
NQ	10	Dog wanders a lot No prop used
PASS	15	Tricks look rough or unfinished Prop is small or basic or uninteresting Dog needs several attempts
PASS	30	Well done, interesting tricks and props



## #9: Perimeter Circle Exit

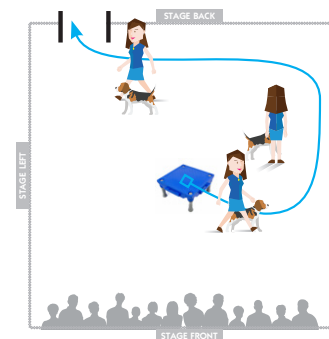
Off-Leash

### Relocate to Pedestal

Off-leash. The dog is on the handler's left, and toward the inside of the counter-clockwise circle. The exercise is finished when the team reaches the rear exit gate.

### Scoring:

NQ	0	Did not complete the circle
NQ	5	Completed the circle with difficulty
PASS	10	Satisfactorily completed a circle.
PASS	20	very well, smooth, consistent speed



# STUNT DOG PROFESSIONAL (SDPRO)

Prerequisite: Proven Stunt Dog and Expert Trick Dog title

At the Professional level we expect showmanship. This would be a performance level worthy of being paid entertainment... and that means polished training on the dog and performance talent in the handler.

Once again, the structure remains similar to the previous level, with increased difficulty. **New to this level are 3 tricks with Silent Cues.**

## NOTES SPECIFIC TO PROFESSIONAL:

- The key to showmanship is to do everything just a little more exaggerated than you feel you should.



Dog:

Handler:

Date:



PROFESSIONAL



Exercise	NQ		Pass	Total
Begin on Pedestal in Ready Position				
1. Perimeter Circle Salute Off-leash, 2 pauses to perform a trick to audience	0	5	10	20
2. Mount Pedestal, assume Ready Position Send from distance of fence (13ft/4m)	0	2	3	5
3. "Stay" on Pedestal, Handler Circles it At distance of fence	0	5	10	20
4. Tricks on Pedestal 4 tricks, at least one at Intermediate difficulty level	0	10	15	30
5. Distance Trick on Pedestal 4 tricks, 12 feet (4m) distance	0	5	10	20
Place the Target Mark. Dog and Handler go to Stage Back.				
6. Distance Trick on Target Mark 3 tricks in a row, 6 feet (2m) distance	0	5	10	20
Remove Target Mark. Get hoops. Relocate to Pedestal.				
7. Hoop Jump 4 jumps/interactions	0	10	15	25
Relocate to Pedestal, and then to Stage Front for floor exercise				
8. Tricks on the Floor 3 tricks; one of Expert difficulty, one using a prop	0	10	15	25
Relocate to Pedestal				
9. Silent Cues 3 tricks, either all on pedestal or all on floor	0	5	10	15
10. Perimeter Circle Exit Off-leash, 2 pauses to perform a trick to audience	0	5	10	20
Scoring Adjustment (at judge's discretion)				
Total Score				
Passing: 140 and must pass every exercise. Honors: 185 to 200.				
Comments / Certified Judge:				

Judge: Return lower portion of scorecard to Do More With Your Dog! trial chair.

DoMoreWithYourDog.com



Dog Name:

Judge:

Ticket:

PROFESSIONAL

☐ Pass ☐ Not Quite

# #1: Perimeter Circle Salute

Off-leash, 2 pauses to perform a trick to audience

## Begin on Pedestal in Ready Position

Team enters the ring on-leash, gets settled in Ready Position, and then removes the leash.

Handler shall stop 2 times during the perimeter circle to perform a trick for the audience. It may be the same trick both times, but will score higher if there are a variety of tricks. Tricks may include things like spins, leg weave, jump through circled arms, heeling circles, barks, waves, etc. Handler may do one or more tricks at each stop.

## Scoring:

NQ	0	Did not complete the circle
NQ	5	Did not make 2 stops with tricks
PASS	10	Satisfactorily completed the circle with 2 tricks
PASS	20	2 different, interesting tricks

## Common Scoring Situations:

### Losing the dog

**PASS** if the dog does a quick detour and comes back.

**NQ** if the dog leaves the handler for more than about 10 seconds

# #2: Mount Pedestal, assume Ready Position

Send from distance of fence (13ft/4m)

When sending the dog to mount the pedestal, handler shall send the dog from the fence and then join the dog in the Ready Position.

## Scoring:

NQ	0	Did not mount the pedestal promptly
NQ	2	Mounted and jumped off more than once
PASS	3	Mounted with some difficulty
PASS	5	Mounted easily and stayed there

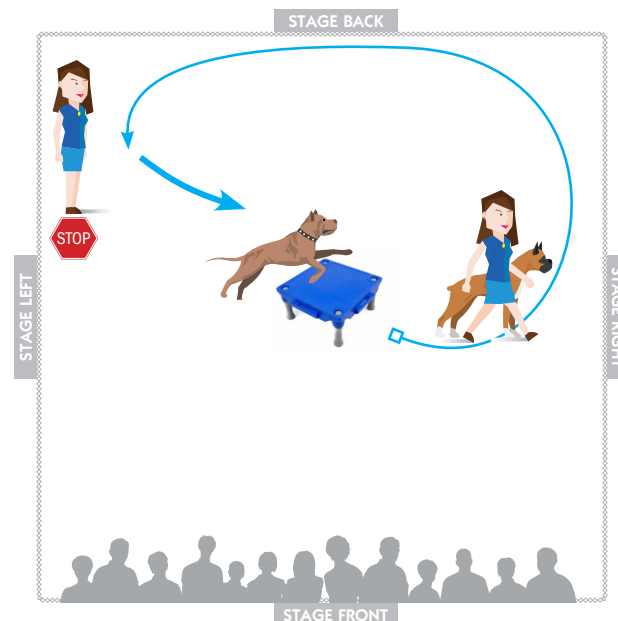
## Common Scoring Situations:

Handler walks forward before the dog mounts the pedestal

**PASS** if it is smooth, and the dog didn't really see the handler walking forward but ran straight to the pedestal

**PASS** if the dog circles the pedestal or runs passed it before mounting

**NQ** if the handler walks forward before the dog has mounted, and it appears that this helped the dog.



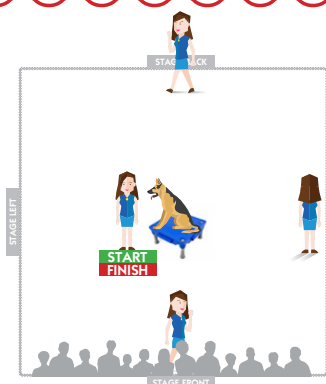
### #3: “Stay” on Pedi, Handler Circles it

At Distance of Fence (13ft/4m)

Handler circles the pedestal counter-clockwise at the fence, which is a distance of about 14 feet (4m) distance from the dog. Dog may move and change positions. Handler may use multiple or continuous hand signals and/or verbal cues.

#### Scoring:

NQ	0	Dog jumped off the pedestal
NQ	5	With interruptions
PASS	10	Executed, but with no showmanship
PASS	20	Well-executed and with showmanship



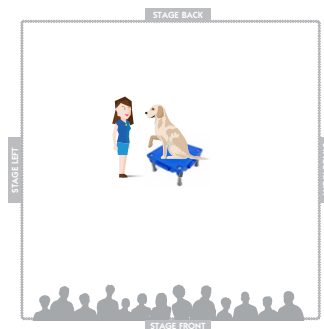
### #4: Tricks on Pedestal

4 Tricks, at least one at Intermediate difficulty level

Four tricks on the pedestal including at least one at Intermediate or higher difficulty. A reward may given only after last trick. Dog may not dismount the pedi.

#### Scoring:

NQ	0	Dog did not perform any trick
NQ	10	Dog less than 4 tricks
PASS	15	Tricks were simple, or not done well
PASS	30	Well executed and with showmanship



#### Common Scoring Situations:

Tricks were too easy

PASS if tricks were easy, but done very well

NQ if tricks were easy and also slow, sloppy, or required multiple cues

Multiple cues

PASS if one trick required 2 cues

NQ more than one trick required 2 cues

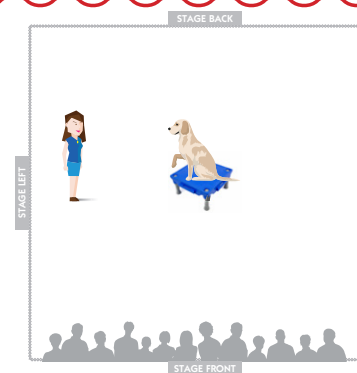
### #5: Distance Tricks on Pedestal

4 Tricks, 12 feet (4m) distance

From the Ready Position, the handler backs away 12 feet (3.5m). Handler cues dog to do 4 tricks on the pedestal of any difficulty.

#### Scoring:

NQ	0	No trick performed
NQ	5	Not enough successful tricks Dog came off pedestal
PASS	10	Multiple cues
PASS	20	One cue, well executed



#### Common Scoring Situations:

Multiple cues

PASS if handler gave 3 cues on every trick

NQ if handler gave more than 3 cues on any trick

### #6: Distance Tricks on Target Mark

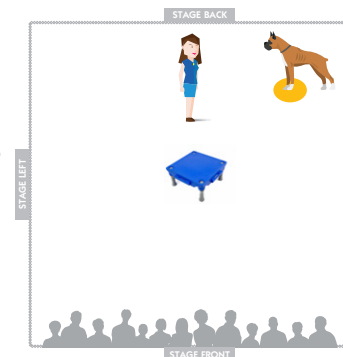
3 tricks in a row, 6 feet (2m) distance

#### Place the Target Mark. Dog and handler go to Stage Back

Handler shall not hold dog's collar. Send dog to Target Mark. Cue dog to do 3 different tricks. You may cue "target" once between each trick.

#### Scoring:

NQ	0	Dog moves 3ft (1m) off target
NQ	5	Dog strays from target mark
PASS	10	Dog stays close to Target
PASS	20	Dog hits the target consistently



## #7: Hoop Jump

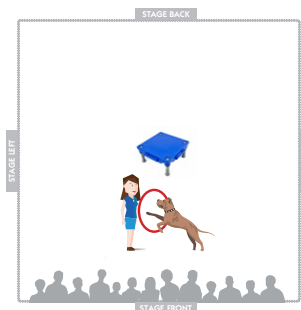
4 jumps/interactions

### Remove Target Mark. Get hoops. Relocate to Pedestal.

Dog performs a minimum of 4 hoop tricks. Extra points are awarded for variety and showmanship.

#### Scoring:

NQ	0	Zero hoop tricks executed
NQ	10	Fewer than 4 tricks executed 4 identical hoop jumps
PASS	15	Basic jumps, with a little variety
PASS	25	Different Tricks with showmanship



## #8: Tricks on the Floor

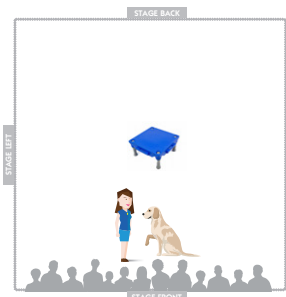
3 tricks, one of Expert difficulty, one using a prop

### Relocate to Pedestal, and then to Stage Front for floor exercise

At Stage Front, dog performs three tricks, including at least one of Expert difficulty, and at least one which uses a prop.

#### Scoring:

NQ	0	Dog does not perform any trick
NQ	10	Dog performed less than 3 successful tricks
PASS	15	Tricks were simple, or not done to perfection
PASS	25	Well executed and with showmanship



## #9: Silent Cues

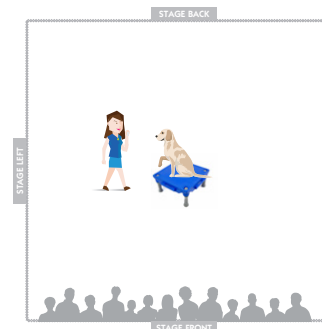
3 tricks, either all on pedestal or all on floor

### Relocate to Pedestal

3 tricks are performed on the pedestal, or 3 tricks performed on the floor. No audible cue may be given. Praise after the trick is fine. Handler may reward only after the third trick and only on the pedestal. Tricks may be simple such as sit, down, shake hands, bow.

#### Scoring:

NQ	0	No trick performed An audible cue was given
NQ	5	Dog came off pedestal
PASS	10	Multiple signal attempts
PASS	15	One cue, well executed



## #10: Perimeter Circle Exit

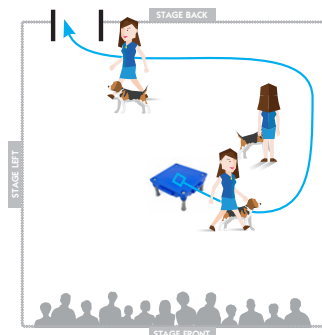
Off-Leash, 2 pauses to perform a trick to audience

### Relocate to Pedestal

Off-leash. The dog is on the handler's left, and toward the inside of the counter-clockwise circle. The team shall pause twice in their exit circle to do a quick trick for the audience, such as a wave, bark, or spin.

#### Scoring:

NQ	0	Did not complete the circle
NQ	5	Circle but with less than two tricks
PASS	10	Satisfactorily completed a circle and tricks
PASS	20	Very well, enjoyable





## STUNT DOG CHAMPION (SDCH)

Prerequisite: Stunt Dog Professional title and Trick Dog Champion title. The Champion performance is a 4-7 minute off-leash, unique routine. The performance may include any tricks you wish, so long as the required elements are included. Costumes, music, and large props may be used.

### Required Elements:

1. Perimeter Circle Salute and Mount Pedestal
2. Perimeter Circle Exit
3. Intro to the audience (on Pedi)
4. Distance work
5. Behavior Chain

### Required Props:

1. Pedestal
2. Target Mark
3. Hoop



### Interpreting the Scorecard:

- The Light Yellow column indicates the halfway score. We expect half of the dogs to score above the yellow, and half below.
- To become a Champion, you need to score in the top quarter. The black arrow shows where this top quarter is. If the competitor scores along this arrow (some a little higher, some a little lower), he will pass.

#### 1. Showmanship

Team should be compelling; engage audience using eye contact, posture, speech, facial expressions.

#### 2. Variety of Tricks

Rather than a 7-minute disc dog show, show us variety.

#### 3. Technical Difficulty

How difficult were the tricks?

#### 4. Unique Act

Is this new and interesting? An agility demo would not score high in this category unless it had a unique twist.

#### 5. Pace

Should be attention-holding, moving quickly from one trick to the next. Was

there efficient prop placement? How many tricks were executed?

#### 6. Entertaining

Would this act be entertaining on TV or in a live show?

#### 7. Use of Entire Stage

Performer should fill the space.

#### 8. Interesting Props

Visually stimulating props.

#### 9. Teamwork

Does the team look like they've performed together many times?

#### 10. Likability/Happiness

No one wants to see a sour-puss face on stage. Radiate happiness.

### Want More?

Stunt Dog Grand Champion (SDGRCH): Earn six SDCH titles under three different judges. Grand Champ. 2 (SDGRCH2): 4 additional total passes under 2 different judges.

Dog:

Handler:

Date:



CHAMPION



Required Elements	NQ	Pass						
Perimeter Circle Salute								
Perimeter Circle Exit								
Intro to Audience (on Pedestal)								
Distance Work								
Behavior Chain								
Pedestal								
Target Mark								
Hoop								
Scoring Element	Score							Total
1. Showmanship	10	35	60	80	105	130	150	
2. Variety of Tricks	10	35	60	80	105	130	150	
3. Technical Difficulty	10	35	60	80	105	130	150	
4. Unique Act	10	25	40	55	70	85	100	
5. Pace	10	25	40	55	70	85	100	
6. Entertaining	10	25	40	55	70	85	100	
7. Use of Entire Stage	10	20	35	45	60	70	80	
8. Interesting Props	10	20	30	40	50	60	70	
9. Teamwork	10	20	35	45	60	70	80	
10. Likability/Happiness	10			15			20	
Scoring Adjustment (at judge's discretion)	NQ							
Total Score								
Passing score is 750 out of 1,000. Must not NQ in gray boxes.								
Comments:								
Certified Judge:								

Judge: Return lower portion of scorecard to Do More With Your Dog! trial chair.

DoMoreWithYourDog.com



Dog Name:

Judge:

Ticket:

CHAMPION

☐ Pass ☐ Not Quite



## FOUNDATION LEVELS - AT A GLANCE

## STUNT DOG

Exercise	Novice	Open	Proven	Proff'l
Begin on Pedestal in Ready Position				
Perimeter Circle Salute	On leash	same	Off-leash	Off-leash w/2 tricks
Mount Pedestal, Ready Position	On leash	same	Off-leash	At fence
Remove leash				
“Stay” on Pedestal, Handler Backs Up	6 ft, 5 secs	6 ft, 15 secs		
“Stay” on Pedestal, Handler Circles it	2 ft	6 ft	10 ft	At fence
Tricks on Pedestal	1 trick	2 tricks incl 1 Int. difficulty	3 tricks incl 1 Int. difficulty	4 tricks, incl 1 Int. difficulty
Distance Trick on Pedestal			1 trick, 6 ft	4 tricks, 12 ft
Relocate to Stage Front				
Send to Pedestal	From 10 ft distance	From distance of fence		
Relocate to Stage Back				
Send to Target Mark	6 ft, 5 secs	10 ft, 10 secs		
Distance Trick on Target Mark				
Relocate to Pedestal, and then to Stage Front for hoops				
Hoop Jump	4 jumps	4 jumps	4 jumps	4 jumps
Relocate to Pedi, then Stage Front				
Tricks on the Floor				
Relocate to Pedestal				
Silent Cues				3 tricks, on pedi or floor
Perimeter Circle Exit	On leash	On leash	Off-leash	Off-leash w/2 tricks

Watch Stunt Dog demo and tutorial videos of every exercise at [domorewithyourdog.com](http://domorewithyourdog.com)