# Table of Contents

**About Kyra Sundance** ................................................................. p.2

**Instructional Materials**

- Be an Effective Teacher ............................................................... p.3
- Teacher's Guide .............................................................................. p.6
- Trick Dog Title Application for your Students .............................. p.14
- Order form ...................................................................................... p.17
- Additional Products by Kyra Sundance ........................................ p.18
About Kyra Sundance

KYRA SUNDANCE’S world-acclaimed acrobatic Stunt Dog Team performs on premier stages internationally at circuses, professional sports halftime shows, and on television shows such as The Tonight Show, Ellen, ET, Worldwide Fido Awards, Animal Planet, Showdog Moms & Dads, and more. Kyra and her dogs starred in Disney’s Underdog stage show, and starred in a command performance in Marrakech for the King of Morocco. Kyra is nationally ranked in competitive dog sports, has worked as a set trainer for dog actors, and lectures for professional dog organizations. She and her dogs train and compete in a variety of sports including Obedience, Agility, Hunting, Mushing, Disc Dog, and Musical Canine Freestyle.

Kyra authored several successful books including the 101 Dog Tricks series, and starred in several award-winning dog tricks DVDs (see page 15). Kyra and her Weimaraners Chalcy and Jadie live with Kyra’s husband on a ranch in California’s Mojave desert.

domorewithyourdog.com
Be an Effective Teacher

People may enroll in Obedience classes because they want to get their dog to behave. They may enroll in Agility classes because they have competition goals. But for the most part, people enroll in Tricks classes because they want something fun and rewarding to do with their dog. Below are some notes on techniques that have helped me in teaching dog tricks classes.

Pre-requisites

There need not be pre-requisites to a tricks class, if that is your preference. Puppies may also be welcome in the class.

Be encouraging and warm

Be loving with your own dog and with your student’s dogs. Tricks classes are generally not the place to discipline a dog. This is a class where we encourage the dog to try things and to throw behaviors at the trainer. Overly disciplining the dog will take this drive and enthusiasm out of him.

Be deliberate with your body and voice

If you watch a skilled competition obedience trainer, you will notice that they are very aware at all times of their movements and their words, and how these affect to their dog. This minimalist demeanor will not only help your dog, but it will help your students focus on the behavior you are demonstrating, as the scene you present will be less cluttered with extraneous words and motions.

First, second, third

When you teach a new trick to your class, think basic:

- First: demonstrate or explain what the finished trick looks like
- Second: show how to teach it
- Third: show common trouble spots and how to deal with them

Try not to muddy the instruction by switching back and forth between explaining how to teach the trick, and also discussing trouble spots. Just make one point at a time. If you are demonstrating how to teach a trick, and your dog does something wrong (a common trouble spot), don’t even mention the trouble spot. Just try again, and get your dog to do it right. After your students understand how to teach the trick, then you can go back and talk about common trouble spots.
Show only the first step

Show your students only how to teach the first step of a trick, and then have the students practice that. For example, with Roll Over, just show them how to get their dog to flop on his side. Have them practice just that. Then later in the lesson you can show them how to get the rest of the rollover.

Use your words

Don’t rely on students copying your demonstration. Use words to tell them exactly what to do. For example, with Roll Over, say “put a treat in your right hand. Start with the treat at your dog’s nose, and move it slowly from his nose to his left shoulder blade.” Demonstrate this several times, using practically the same words each time.

Timing and reward markers

Timing and reward markers are second nature to you and I, but beginners often do not understand the importance of timing. Novice students are almost always too slow in giving their treat. Novice dogs will need that treat really quickly to be able to make the association between their behavior and the reward.

For every trick, tell your students the dog body position that they are to look for, and tell them to either mark that instant (with a clicker or word), or give a treat at that instant.

For example, with Take a Bow, tell your students to look for the instant the dog’s elbows touch the ground. Or for Cover Your Eyes, tell your students to look for the instant the dog’s paw touches his face. Tell your students this several times, to make sure they have a photograph in their mind of what they are looking for. You can even ask your class “what is the instant we are going to look for?” You can demo on your own dog, and have your students click the instant your dog does that body position.

Treats

Novice students often bring low or mid-value treats (hard biscuits, store-bought treats) to class. If the dog is not acting food-motivated, offer the student some of your own hot dogs, meatball, chicken, or string cheese. The student is usually surprised at what a big difference it makes! You will probably find that on their first lesson, your students won’t have brought enough treats. Come prepared with some spare.

Don’t be overly ambitious

You may be used to your own smart dog, and may find that when you teach a beginning tricks class, the dogs in your class will not be as smart. Don’t be too ambitious. Set your students up for easy goals so they can feel proud. If they can lure their dog in a circle, or lure him to put his paws up on a low box, applaud their success. Be upbeat, and tell the
students during every lesson how well their dog is doing, or how they have improved. Go out of your way ask them if they are having any problems you can help with.

**Offer suggestions**

There is nothing more frustrating to a student then when they are failing to get a behavior over and over, and the teacher is just standing there watching. Give suggestions. Even if they aren’t great suggestions—at least they are something.

**Differences in breeds and in people**

Be prepared for little dogs in your class, and think how you need to alter the trick for them (such as a smaller box for Paws Up, or a smaller hoop).

Some students are less physically fit, and may have trouble kneeling on the ground or bending over their dog (such as to teach Roll Over or Crawl). If your facility has a raised surface, they can put their dog up there so they don’t have to bend over as far.

**Owner frustration**

If you see an owner becoming frustrated, it can sometimes help if you work with their dog for a few minutes, and let them watch. (Always ask before you work with their dog, and ask if it is OK for you to give the dog whatever type of treat you have). When you work with their dog, it may not go well. Stick with it until you get some success—don’t just leave them. The success may simply be that you decide to lower the criteria, and show the student what the new criteria is. For example, some dogs (like Labs) will lie down when you are trying to teach them to Bow. Lower the criteria to just having the dog dip his elbows halfway.

**Distracted dogs**

Some dogs may be very distracted by the class environment. The owner should not allow this to be an excuse to quit the class. We want the owner to basically tell their dog: “I’m going to attempt to work with you for an hour, and whether you choose to participate or whether you choose to be distracted, we are still going to go through the motions for an hour.” By the second or third lesson the dog will usually choose to participate.

**Rotate stations**

Some tricks require props; paws up box, hoop, shell game, soccer ball. Because you probably won’t have enough props for every student in the class, you can set up “stations.” Set up several cones, and designate an exercise at each cone (perhaps a soccer ball at one, a shell game at another, and another can simply be “beg.”) Have several students at each cone, and have them each do three repetitions before letting the next person have a try. Have them work that station for a few minutes before blowing your whistle and having everyone rotate to the next station.
Teacher’s Guide
Beginning Dog Tricks – 7 weeks course

Following is a recommended syllabus for a 7-week beginning Dog Tricks class. The curriculum is based upon The Dog Tricks and Training Workbook. It is recommended that each student have a copy of the workbook. As a Certified Trick Dog Instructor, you can earn credits toward free workbooks which you may resell to your students.

The goal of your beginning Dog Tricks class is to have your students work toward their Novice Trick Dog (NTD) title. Working toward this goal will aid in the retention of your students throughout the 7-week course. Have your students bring their Novice Trick Dog application form (page 14-16) with them to each class. At any point when the student can demonstrate the trick, you may wish to sign off that trick on their form. Signing off on tricks along the way will keep your students motivated, and will reduce the time crunch on the last day when they need to finish their forms.

It will be up to your discretion whether or not you sign off on each trick which a student demonstrates. We recognize that novice trainers will probably not achieve the training precision that a more experienced trainer would achieve. Particularly with the Novice title, we are not looking for perfection, but rather looking to recognize an owner who has put in the time and effort with his dog to achieve a moderate level of success. By recognizing his early successes, we hope to inspire and motivate the owner toward higher training goals.

Include your name on each of your students’ Trick Dog application forms to earn credit toward free books and DVDs. For three of your students’ titles you earn a free DVD; for every four titles you earn a free book (see page 18 for list of books and DVDs).

The included class syllabus follows a set format: we start with an invigorating exercise, learn new training concepts and related tricks, review old tricks, take a break with some agility exercises, review new tricks, and end with an uplifting exercise. The agility break is intended to give the dogs a mental break, and give the owners a chance to regroup from any frustrations. For the agility break, you may wish to bring a bar jump, tunnel, or weave poles. Get creative and use what you have available.

“Whether he’s young or old, athletic or lazy, quick-witted or dumb as a rock—he’s YOUR dog, and his success need only be measured in YOUR eyes.”
— Kyra Sundance
**TEACHER’S GUIDE — BEGINNING DOG TRICKS (WEEK 1)**

Exercise: **Motivate with your Happy Voice!** (Workbook p.71)

Get Prepared (Workbook p.17)

New Concept: **Timing** (Workbook p.18)

New Trick: **Sit** (Trick Card 1)

New Concept: **Cue Action Reward** (Workbook p.20)

New Trick: **Paws Up** (Trick Card 2)

New Concept: **Luring** (Workbook p.44)

New Trick: **Spin** (Trick Card 9)

Agility Break

Review New Tricks: **Sit** (Trick Card 1)

**Paws Up** (Trick Card 2)

**Spin** (Trick Card 9)

Exercise: **Amp Up Your Dog With 3-2-1!** (Workbook p.81)

Assign Homework: (Trick Cards 1, 2, 9)

Complete Initial Evaluation (workbook p.14-15)

Read (workbook p.16-21)
Exercise:  
Which Hand Holds the Treat? (Trick Card 16)

New Concept:  
Reward in Correct Position (Workbook p.22)

New Trick:  
Take a Bow (Trick Card 3)

New Concept:  
Build on Behaviors (Workbook p.26)

New Trick:  
Prayers (Trick Card 4)

New Concept:  
Up the Ante (Workbook p.28)

New Trick:  
Shake Hands (Trick Card 5)

Review Old Tricks:  
Sit (Trick Card 1)  
Paws Up (Trick Card 2)  
Advanced Exercise: Have Your Dog Put His Paws on Your Arms (Workbook p.21)  
Spin (Trick Card 9)  
Advanced Exercise: Spin in both directions, or multiple spins

Agility Break

Review New Tricks:  
Take a Bow (Trick Card 3)  
Prayers (Trick Card 4)  
Shake Hands (Trick Card 5)

Exercise:  
Set up your dog for Success (Workbook p.24)

Assign Homework:  
(Trick Card 3, 4, 5)  
Read (workbook p.22-29)
**Teacher’s Guide — Beginning Dog Tricks (Week 3)**

Exercise: Sing (Trick Card 12)

New Concept: Reward Markers (Workbook p.30)
New Trick: Hoop Jump (Trick Card 6)

New Concept: Click People (Workbook p.57)
Exercise: Charge Up The Clicker (Workbook p.33)
New Trick: Target/Touch (101 Dog Tricks pg. 145)

New Concept: Reward Success, Ignore the Rest (Workbook p.70)
New Trick: Shell Game (Trick Card 17)

Review Old Tricks:
- Sit (Trick Card 1)
- Paws Up (Trick Card 2)
- Spin (Trick Card 9)
- Take a bow (Trick Card 3)
- Prayers (Trick Card 4)
- Shake Hands (Trick Card 5)
  - Advanced Exercise: Work on both paws

Agility Break

Review New Tricks: Hoop Jump (Trick Card 6)
Target/Touch (101 Dog Tricks pg. 145)
Shell Game (Trick Card 17)

Exercise: Build trust in your relationship (Workbook p.47)

Assign Homework: (Trick Card 6, 17, Target/Touch)
Read (workbook p.30-33)
Exercise: Which Hand Holds the Treat? (Trick Card 16)

New Concept: Understanding Your Breed (Workbook p.76)
New Trick: Fetch (Trick Card 19)

New Concept: Consistency (Workbook p.50)
New Trick: Roll Over (Trick Card 29)

New Concept: Patience (Workbook p.50)
New Trick: Figure 8's (101 Dog Tricks p.172) Similar to Leg Weave (Trick Card 25)

Review Old Tricks: Sit (Trick Card 1)
Paws Up (Trick Card 2)
Spin (Trick Card 9)
Take a bow (Trick Card 3)
Prayers (Trick Card 4)
Shake Hands (Trick Card 5)
Hoop Jump (Trick Card 6)
Target /Touch (101 Dog Tricks p.145)
Shell Game (Trick Card 17)
Advanced Exercise: Work with multiple pails

Agility Break

Review New Tricks: Fetch (Trick Card 19)
Roll Over (Trick Card 29)
Figure 8's (101 Dog Tricks p.172) Similar to Leg Weave (Trick Card 25)

Exercise: Have all students stand in a line holding hoops. The last in line runs his dog through the hoops, and becomes the first in line.

Assign Homework: (Trick Card 19, 29)
Go back through your workbook and make sure you’ve completed everything through p.33
Exercise:  
**Head Cock** (Workbook p.109)

New Concept:  
**Regression** (Workbook p.34)

New Trick:  
**Jump Through My Arms** (Trick Card 7)

New Concept:  
**Review Upping the Ante** (Workbook p.28—previously discussed)

New Trick:  
**Wave** (Trick Card 8)

New Concept:  
**Shaping** (Workbook p.56)

New Trick:  
**Soccer** (Trick Card 14)

Review Old Tricks:  
**Sit** (Trick Card 1)  
**Paws Up** (Trick Card 2)  
**Spin** (Trick Card 9)  
**Take a bow** (Trick Card 3)  
**Prayers** (Trick Card 4)  
**Shake Hands** (Trick Card 5)  
**Hoop Jump** (Trick Card 6)  
**Target /Touch** (101 Dog Tricks p.145)  
**Shell Game** (Trick Card 17)  
**Fetch** (Trick Card 19)  
**Roll Over** (Trick Card 29)  
**Figure 8's** (101 Dog Tricks p.172)  
**Similar to Leg Weave** (Trick Card 25)

Agility Break

Review New Tricks:  
**Jump Through My Arms** (Trick Card 7)  
**Wave** (Trick Card 8)  
**Soccer** (Trick Card 14)

Exercise:  
**Is your dog left-pawed or right-pawed?** (Workbook p.29)

Assign Homework:  
(Trick Card 8, 7, 14)  
Read (workbook p.34-37)  
Complete workbook Level 1 Review (workbook p.38-39)
Exercise: Peekaboo (101 Dog Tricks p.52)

New Concept: Adduction (Workbook p.60)

New Trick: Crawl (Trick Card 15)

New Concept: Eye Contact (Workbook p.100)

New Trick: Balance & Catch (Trick Card 26)

New Concept: Modeling (Workbook p.46)

New Trick: Sit Pretty/Beg (Trick Card 10)

Review Old Tricks: Sit (Trick Card 1)
Paws Up (Trick Card 2)
Spin (Trick Card 9)
Take a bow (Trick Card 3)
Prayers (Trick Card 4)
Shake Hands (Trick Card 5)
Hoop Jump (Trick Card 6)
Target /Touch (101 Dog Tricks p.145)
Shell Game (Trick Card 17)
Fetch (Trick Card 19)
Roll Over (Trick Card 29)
Figure 8's (101 Dog Tricks p.172) Similar to Leg Weave (Trick Card 25)
Jump Through My Arms (Trick Card 7)
Wave (Trick Card 8)
Soccer (Trick Card 14)

Agility Break

Review New Tricks: Crawl (Trick Card 15)
Balance & Catch (Trick Card 26)
Sit Pretty/Beg (Trick Card 10)

Exercise: Crawling Race: See who can crawl to the finish line first. If a dog stands up, however, he must return to the start.

Assign homework: (Trick Card 15, 26, 10)
Complete workbook Re-evaluation (workbook p.40-41)
This last lesson may vary. Some ideas include:

- Review all tricks
- Have each student show off his best 3 tricks
- Finish remaining Novice Trick Dog (NTD) applications
- Give awards for “most improved” “best attitude” or “fastest learner”
- Verbally pose the Re-evaluation questions (workbook p. 40-41) and invite your students to share their accomplishments
- Talk about additional training classes available to your students
- Play some games: crawling contest, hoop jump line, waggiest tail contest, etc.

Sit (Trick Card 1)
Paws Up (Trick Card 2)
Spin (Trick Card 9)
Take a bow (Trick Card 3)
Prayers (Trick Card 4)
Shake Hands (Trick Card 5)
Hoop Jump (Trick Card 6)
Target /Touch (101 Dog Tricks p.145)
Shell Game (Trick Card 17)
Fetch (Trick Card 19)
Roll Over (Trick Card 29)
Figure 8’s (101 Dog Tricks p.172) Similar to Leg Weave (Trick Card 25)
Jump Through My Arms (Trick Card 7)
Wave (Trick Card 8)
Soccer (Trick Card 14)
Crawl (Trick Card 15)
Balance & Catch (Trick Card 26)
Sit Pretty/Beg (Trick Card 10)
EARN YOUR TRICK DOG TITLE!
Now, you and your dog can train together as you strive toward a goal—a trick dog title! This versatile title allows you to pick and choose tricks based upon your mutual strengths. With 101 tricks to chose from, you’re sure to find ones that are right for your dog! Four titling levels are offered: Novice Trick Dog (NTD), Intermediate Trick Dog (ITD), Advanced Trick Dog (ATD), and Expert Trick Dog (ETD). The Trick Dog title is a team title, and the same dog/handler team must perform the tricks.

NOVICE TRICK DOG (NTD)
To earn your NTD, you and your dog must successfully demonstrate 15 tricks to a witness. They need not all be performed on the same day, nor for the same witness. Each of the 101 tricks is designated with a skill level ranking. For the NTD, an advanced or expert trick may count as two tricks.

INTERMEDIATE TRICK DOG (ITD)
An ITD is earned by having first earned an NTD, and then performing 15 tricks of an intermediate or higher skill level. Again, an advanced or expert trick may count as two tricks. Intermediate, advanced, and expert tricks which you used to earn your NTD may be used again to earn this title.

ADVANCED TRICK DOG (ATD)
An ATD title requires the completion of the ITD title, plus the demonstration of 5 advanced or higher skill level tricks. Advanced, and expert tricks which you used to earn your previous titles may be used again to earn this title.

EXPERT TRICK DOG (ETD)
The ETD title is earned by completing the ATD title, plus demonstrating 5 expert level tricks. Expert tricks which you used to earn your previous titles may be used again to earn this title.

CERTIFIED TRICK DOG INSTRUCTOR (CTDI)
We are proud to offer a certification program for Trick Dog Instructors. Applicants must have earned at least an Intermediate Trick Dog (ITD) on his/her own dog, and must submit a written test and video. Details at domorewithyourdog.com

WITNESS INSTRUCTIONS
The witness must read the criteria for the trick as specified in the 101 Dog Tricks manual.

Leashes: Novice and Intermediate tricks may be done on-leash to prevent dog from running off. The leash is not to be used to pull the dog into the desired trick behavior. Advanced and Expert tricks must be done off-leash (short, tab leash OK.)

Attempts: The handler may give multiple commands and have multiple attempts at the trick, within reason (about 6 attempts for Novice and Intermediate tricks, and 4 attempts for Advanced and Expert tricks.) If the witness feels the performance of a trick was borderline successful, he may request the trick to be done a second time.

Treats, rewards, and lures: Treats may be used as a reward after the trick is finished. Treats may be used to help lure the dog to do the behavior, but only in the following amounts: no more than 50% of the tricks for the Novice title can employ a lure; no more than 25% of the tricks for the Intermediate title can employ a lure; and there must be no use of a food or toy lure at the Advanced and Expert level (except as specified for a particular trick).

Helpers: No other person may help with the trick (except as specified in the book for a particular trick).

Physical Manipulation: Handler may not physically manipulate the dog to get him to do a trick. Praise and petting the dog at any time is fine. Lightly tapping the dog to regain his attention is fine.

Service Dogs: Service dogs and their handlers may need to alter the trick to work within their unique needs. This is fine.

Extra Credit Trick: One trick of similar difficulty not listed on the attached form may be used to count as a Novice or Intermediate trick.

Do More With Your Dog!® Association
TRICK DOG PERFORMANCE TITLE

COMPREHENSIVE TRICK DOG MANUAL
Each of the 101 tricks accepted in this titling program are detailed with step-by-step instructions and photos in the bestselling book: 101 Dog Tricks—Step-by-Step Activities to Engage, Challenge, and Bond with Your Dog. This book is available at bookstores everywhere, online, and at PetSmart stores nationwide.

101dogtricks.com
Applying for:  
- Novice Trick Dog (NTD)  
- Intermediate Trick Dog (ITD)  
- Advanced Trick Dog (ATD)  
- Expert Trick Dog (ETD)  

The Trick Dog title is a team title. The same handler and dog must perform each trick together.

Handler:  

Name of your Certified Trick Dog Instructor (if any):  

Dog’s Full Name:  

Dog’s Call Name: __________________________ Breed: __________________________  

Address:  

City/State/Zip:  

Email:  

Phone: _____________________________________ Today’s Date: _____________________  

A witness is required to vouch for the dog’s knowledge of each trick. It need not be the same witness for every trick. Witnesses need to have read and follow the enclosed instructions.

Witness Printed Name:  

Witness Signature:  

Witness Email:  

Witness Printed Name:  

Witness Signature:  

Witness Email:  

Mail application (both pages) to:  
Do More With Your Dog!®  
44404 16th St. W. ste# 204  
Lancaster, CA 93534  

Fax application (both pages) to:  
(206) 339-7011  

Email application (both pages) to:  
application@domorewithyourdog.com  

Application fee:  
Application fee is $20 ($10 for jr. handler)  
(Intl. addresses must pay by credit card)  

☐ Check: payable to Kyra Sundance  

☐ Credit Card: I have already paid at  
http://domorewithyourdog.com/pages/trickdogtitleapp.html  

☐ Credit Card: email me an invoice allowing  
me to pay online by credit card or PayPal.

Download this form at: DoMoreWithYourDog.com
### Easy

<table>
<thead>
<tr>
<th>Trick</th>
<th>Page</th>
<th>Witness</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-2-1 let’s go!</td>
<td>105</td>
<td></td>
<td></td>
</tr>
<tr>
<td>back up</td>
<td>161</td>
<td></td>
<td></td>
</tr>
<tr>
<td>beginning disc dog</td>
<td>120</td>
<td></td>
<td></td>
</tr>
<tr>
<td>come</td>
<td>19</td>
<td></td>
<td></td>
</tr>
<tr>
<td>crawl</td>
<td>144</td>
<td></td>
<td></td>
</tr>
<tr>
<td>doggy push-ups</td>
<td>54</td>
<td></td>
<td></td>
</tr>
<tr>
<td>down</td>
<td>16</td>
<td></td>
<td></td>
</tr>
<tr>
<td>drop it / or give</td>
<td>36</td>
<td></td>
<td></td>
</tr>
<tr>
<td>fetch / or take it</td>
<td>94</td>
<td></td>
<td></td>
</tr>
<tr>
<td>get your leash</td>
<td>37</td>
<td></td>
<td></td>
</tr>
<tr>
<td>hockey goalie</td>
<td>92</td>
<td></td>
<td></td>
</tr>
<tr>
<td>hoop jump</td>
<td>125</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jump for joy</td>
<td>175</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jump over a bar</td>
<td>108</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jump over my knee</td>
<td>109</td>
<td></td>
<td></td>
</tr>
<tr>
<td>kennel up</td>
<td>43</td>
<td></td>
<td></td>
</tr>
<tr>
<td>kisses</td>
<td>197</td>
<td></td>
<td></td>
</tr>
<tr>
<td>peekaboo!</td>
<td>50</td>
<td></td>
<td></td>
</tr>
<tr>
<td>place (circle to my left side)</td>
<td>166</td>
<td></td>
<td></td>
</tr>
<tr>
<td>pull on a rope</td>
<td>73</td>
<td></td>
<td></td>
</tr>
<tr>
<td>shake hands (either paw)</td>
<td>92</td>
<td></td>
<td></td>
</tr>
<tr>
<td>side (swing to my left side)</td>
<td>168</td>
<td></td>
<td></td>
</tr>
<tr>
<td>sing/howl (51 Puppy Tricks)</td>
<td>145</td>
<td></td>
<td></td>
</tr>
<tr>
<td>sit</td>
<td>15</td>
<td></td>
<td></td>
</tr>
<tr>
<td>speak</td>
<td>30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>spin circles</td>
<td>160</td>
<td></td>
<td></td>
</tr>
<tr>
<td>stay</td>
<td>18</td>
<td></td>
<td></td>
</tr>
<tr>
<td>take a bow</td>
<td>164</td>
<td></td>
<td></td>
</tr>
<tr>
<td>touch target / turn on tap light (51PT)</td>
<td>145</td>
<td></td>
<td></td>
</tr>
<tr>
<td>touch my hand (51 Puppy Tricks)</td>
<td>143</td>
<td></td>
<td></td>
</tr>
<tr>
<td>tunnel</td>
<td>143</td>
<td></td>
<td></td>
</tr>
<tr>
<td>volleyball (51 Puppy Tricks)</td>
<td>38</td>
<td></td>
<td></td>
</tr>
<tr>
<td>walk the dog</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Intermediate

<table>
<thead>
<tr>
<th>Trick</th>
<th>Page</th>
<th>Witness</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>balance and catch</td>
<td>27</td>
<td></td>
<td></td>
</tr>
<tr>
<td>carry my purse</td>
<td>44</td>
<td></td>
<td></td>
</tr>
<tr>
<td>discern objects names</td>
<td>182</td>
<td></td>
<td></td>
</tr>
<tr>
<td>dog on point</td>
<td>104</td>
<td></td>
<td></td>
</tr>
<tr>
<td>easter egg hunt</td>
<td>98</td>
<td></td>
<td></td>
</tr>
<tr>
<td>fetch my slippers / or food dish (51PT)</td>
<td>36</td>
<td></td>
<td></td>
</tr>
<tr>
<td>food refusal</td>
<td>188</td>
<td></td>
<td></td>
</tr>
<tr>
<td>head down</td>
<td>199</td>
<td></td>
<td></td>
</tr>
<tr>
<td>heel forward</td>
<td>160</td>
<td></td>
<td></td>
</tr>
<tr>
<td>heel backward</td>
<td>160</td>
<td></td>
<td></td>
</tr>
<tr>
<td>hide and seek</td>
<td>94</td>
<td></td>
<td></td>
</tr>
<tr>
<td>hide in a box (51 Puppy Tricks)</td>
<td>72</td>
<td></td>
<td></td>
</tr>
<tr>
<td>honk a bike horn</td>
<td>51</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jump into my arms</td>
<td>112</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jump through my arms</td>
<td>196</td>
<td></td>
<td></td>
</tr>
<tr>
<td>leg weave</td>
<td>170</td>
<td></td>
<td></td>
</tr>
<tr>
<td>mail carrier</td>
<td>76</td>
<td></td>
<td></td>
</tr>
<tr>
<td>moonwalk</td>
<td>174</td>
<td></td>
<td></td>
</tr>
<tr>
<td>newspaper delivery (from open box)</td>
<td>40</td>
<td></td>
<td></td>
</tr>
<tr>
<td>paper-covered hoop</td>
<td>140</td>
<td></td>
<td></td>
</tr>
<tr>
<td>paws on my arm / paws up</td>
<td>198</td>
<td></td>
<td></td>
</tr>
<tr>
<td>pick a card from a deck</td>
<td>187</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ring a bell to come inside</td>
<td>72</td>
<td></td>
<td></td>
</tr>
<tr>
<td>rollover</td>
<td>31</td>
<td></td>
<td></td>
</tr>
<tr>
<td>sit pretty / beg</td>
<td>98</td>
<td></td>
<td></td>
</tr>
<tr>
<td>soccer</td>
<td>86</td>
<td></td>
<td></td>
</tr>
<tr>
<td>teeter-totter</td>
<td>148</td>
<td></td>
<td></td>
</tr>
<tr>
<td>tidy up your toys (without a lid)</td>
<td>46</td>
<td></td>
<td></td>
</tr>
<tr>
<td>under / over</td>
<td>146</td>
<td></td>
<td></td>
</tr>
<tr>
<td>wave goodbye</td>
<td>202</td>
<td></td>
<td></td>
</tr>
<tr>
<td>which hand holds the treat?</td>
<td>97</td>
<td></td>
<td></td>
</tr>
<tr>
<td>wipe your paws (51 Puppy Tricks)</td>
<td>136</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Advanced

<table>
<thead>
<tr>
<th>Trick</th>
<th>Page</th>
<th>Witness</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>act ashamed</td>
<td>56</td>
<td></td>
<td></td>
</tr>
<tr>
<td>baton jumping</td>
<td>116</td>
<td></td>
<td></td>
</tr>
<tr>
<td>chorus line kicks</td>
<td>176</td>
<td></td>
<td></td>
</tr>
<tr>
<td>climb a ladder</td>
<td>152</td>
<td></td>
<td></td>
</tr>
<tr>
<td>close a door</td>
<td>70</td>
<td></td>
<td></td>
</tr>
<tr>
<td>cover your eyes</td>
<td>200</td>
<td></td>
<td></td>
</tr>
<tr>
<td>directed jumping</td>
<td>186</td>
<td></td>
<td></td>
</tr>
<tr>
<td>directed retrieve</td>
<td>184</td>
<td></td>
<td></td>
</tr>
<tr>
<td>disc vault off my leg</td>
<td>129</td>
<td></td>
<td></td>
</tr>
<tr>
<td>disobedient dog — under the hoop</td>
<td>134</td>
<td></td>
<td></td>
</tr>
<tr>
<td>double hoop sequence</td>
<td>198</td>
<td></td>
<td></td>
</tr>
<tr>
<td>figure 8's</td>
<td>179</td>
<td></td>
<td></td>
</tr>
<tr>
<td>find the remote / car keys</td>
<td>78</td>
<td></td>
<td></td>
</tr>
<tr>
<td>football</td>
<td>88</td>
<td></td>
<td></td>
</tr>
<tr>
<td>get the phone when it rings</td>
<td>67</td>
<td></td>
<td></td>
</tr>
<tr>
<td>go hide</td>
<td>96</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jump over my back</td>
<td>110</td>
<td></td>
<td></td>
</tr>
<tr>
<td>my dog can count</td>
<td>180</td>
<td></td>
<td></td>
</tr>
<tr>
<td>play dead</td>
<td>32</td>
<td></td>
<td></td>
</tr>
<tr>
<td>play the piano</td>
<td>62</td>
<td></td>
<td></td>
</tr>
<tr>
<td>say your prayers</td>
<td>42</td>
<td></td>
<td></td>
</tr>
<tr>
<td>through a hoop lying on the ground</td>
<td>138</td>
<td></td>
<td></td>
</tr>
<tr>
<td>turn off the light</td>
<td>68</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Expert

<table>
<thead>
<tr>
<th>Trick</th>
<th>Page</th>
<th>Witness</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>basketball</td>
<td>90</td>
<td></td>
<td></td>
</tr>
<tr>
<td>bring me a beer from the fridge</td>
<td>74</td>
<td></td>
<td></td>
</tr>
<tr>
<td>bring me a tissue</td>
<td>82</td>
<td></td>
<td></td>
</tr>
<tr>
<td>contraband search</td>
<td>192</td>
<td></td>
<td></td>
</tr>
<tr>
<td>find the object with my scent</td>
<td>190</td>
<td></td>
<td></td>
</tr>
<tr>
<td>hoop jump over my back</td>
<td>132</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jump rope</td>
<td>118</td>
<td></td>
<td></td>
</tr>
<tr>
<td>limp</td>
<td>58</td>
<td></td>
<td></td>
</tr>
<tr>
<td>litter in the step can (51 Puppy Tricks)</td>
<td>102</td>
<td></td>
<td></td>
</tr>
<tr>
<td>open a door</td>
<td>70</td>
<td></td>
<td></td>
</tr>
<tr>
<td>pickpocket pooch</td>
<td>60</td>
<td></td>
<td></td>
</tr>
<tr>
<td>push a shopping cart</td>
<td>80</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ring toss</td>
<td>100</td>
<td></td>
<td></td>
</tr>
<tr>
<td>roll a barrel</td>
<td>154</td>
<td></td>
<td></td>
</tr>
<tr>
<td>roll yourself in a blanket</td>
<td>48</td>
<td></td>
<td></td>
</tr>
<tr>
<td>rolling hoop dive</td>
<td>136</td>
<td></td>
<td></td>
</tr>
<tr>
<td>shell game</td>
<td>102</td>
<td></td>
<td></td>
</tr>
<tr>
<td>skateboard (51 Puppy Tricks)</td>
<td>114</td>
<td></td>
<td></td>
</tr>
<tr>
<td>summersault / handstand vault</td>
<td>114</td>
<td></td>
<td></td>
</tr>
<tr>
<td>tidy up your toys (including lid)</td>
<td>46</td>
<td></td>
<td></td>
</tr>
<tr>
<td>track a person’s scent trail</td>
<td>194</td>
<td></td>
<td></td>
</tr>
<tr>
<td>weave poles</td>
<td>150</td>
<td></td>
<td></td>
</tr>
<tr>
<td>world’s dumbest dog</td>
<td>64</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**101 Dog Tricks™ Series**

**101 Dog Tricks**

**STEP-BY-STEP ACTIVITIES TO ENGAGE, CHALLENGE, AND BOND WITH YOUR DOG**

This industry standard dog training manual is beautifully presented with full-color step-by-step photos of each trick. Each trick includes difficulty level, tips, troubleshooting, and build-on ideas.

**INTERNATIONAL BESTSELLER! 15 LANGUAGES!**

**51 Puppy Tricks**

**STEP-BY-STEP ACTIVITIES TO ENGAGE, CHALLENGE, AND BOND WITH YOUR PUPPY**

This book is especially tailored for puppies ages 0–2, with tricks such as “ring a bell to go outside,” “watch me,” and “sit before chowtime.” This book introduces and utilizes the clicker as a reward marker.

**101 Ways to Do More with Your Dog**

**MAKE YOUR DOG A SUPERDOG WITH SPORTS, GAMES, EXERCISES, TRICKS, MENTAL CHALLENGES, CRAFTS, AND BONDING**

Explore new things to do with your dog, ranging from dog dancing, to pet therapy, to dog surfing!

**THE DOG TRICKS AND TRAINING WORKBOOK**

**A STEP-BY-STEP INTERACTIVE CURRICULUM TO ENGAGE, CHALLENGE, AND BOND WITH YOUR DOG**

*Includes 30 trick cards and a DVD!*

Track your progress as you work through this comprehensive curriculum. Review and re-evaluation sections at the end of each chapter prompt you to reflect on your progress and your improving relationship with your dog.

**Watch and Learn DVDs**

**The Tonight Show, Ellen, and for the King of Morocco.**

**Best of 101 Dog Tricks**

**Starring Kyra Sundance**

Step-by-step instruction and real world examples of training a novice dog. The *Puppy Tricks* DVD contains 17 tricks including: Spin Circles, Open the Door, Close the Door, Roll Over, Ring a Bell to go Outside, Wipe your Paws, Turn on the Tap Light, and Fetch. The *Dog Tricks* DVD contains 16 tricks including: Say Your Prayers, Jump Through My Circled Arms, Shake Hands, Crawl, Beg, Take a Bow, Cover Your Eyes, and Tidy Up Your Toys.

**101 Dog Tricks Workshop Seminar (DVD)**

**Kyra Sundance Live, Presented Live at Intl. Assoc. of Canine Professionals (IACP) 2009 Conference**

**Weekly Podcast**

**The Dog Rules with Kyra Sundance**

Kyra and co-host Lana give a little dog training advice, a little chit-chat about their own dog challenges, and talk to guests.

**Do More With Your Dog!**

*Product sold at bookstores, PetSmart, Petco. Purchase online at 101dogtricks.com*