

SCHOOL OF CANINE RESPONDERS

KINDERGARTEN (10 tricks)	ELEMENTARY (10 tricks)	JUNIOR HIGH (6 tricks)	HIGH SCHOOL (6 tricks)
<ul style="list-style-type: none"> <input type="checkbox"/> Fetch to hand <input type="checkbox"/> Focus (15sec) <input type="checkbox"/> Come (10ft) <input type="checkbox"/> Stay (15sec) <input type="checkbox"/> Kennel up <input type="checkbox"/> Go to bed/place <input type="checkbox"/> Loose leash walking (10ft) <input type="checkbox"/> Reaction to startling noise <input type="checkbox"/> Wall stand <input type="checkbox"/> Tug a rope <input type="checkbox"/> Hold (5sec) <input type="checkbox"/> Paw target (shake, push a button, etc) <input type="checkbox"/> Sit <input type="checkbox"/> Down <input type="checkbox"/> Stand <input type="checkbox"/> 2 front paws on an object <input type="checkbox"/> Ring a bell to go outside <input type="checkbox"/> Which hand holds the treat <input type="checkbox"/> Hide and seek (handler hides) <input type="checkbox"/> Nose target (target stick, hand touch, etc.) <input type="checkbox"/> Hand signals (3) <input type="checkbox"/> Overall handling <input type="checkbox"/> Paw grab <input type="checkbox"/> Ears, eyes, mouth check <input type="checkbox"/> Collar grab 	<ul style="list-style-type: none"> <input type="checkbox"/> Get leash <input type="checkbox"/> Close door <input type="checkbox"/> Out of sight recall <input type="checkbox"/> Comfort handler <input type="checkbox"/> Stay during distraction <input type="checkbox"/> Relaxed heel <input type="checkbox"/> Reaction to neutral stranger <input type="checkbox"/> Reaction to neutral dog <input type="checkbox"/> Turn on/off lights <input type="checkbox"/> Open Door (with paws) <input type="checkbox"/> Paws up while putting on leash or harness <input type="checkbox"/> Ring a doorbell <input type="checkbox"/> Hand signals (6) <input type="checkbox"/> Around Handler <input type="checkbox"/> Get in/out of car <input type="checkbox"/> Front position <input type="checkbox"/> Back up <input type="checkbox"/> Go under (table, chair) <input type="checkbox"/> Leave- it (food) <input type="checkbox"/> Paw on leg <input type="checkbox"/> Shell game (food) <input type="checkbox"/> Pressure therapy <input type="checkbox"/> Put in heel position <input type="checkbox"/> Untie Shoe <input type="checkbox"/> Walk by leave-it (toys) 	<ul style="list-style-type: none"> <input type="checkbox"/> Alert to food scent (allergy) <input type="checkbox"/> Retrieve item (keys, phone, remote, etc) <input type="checkbox"/> Go find... (mom, dad, grandma, etc) <input type="checkbox"/> Open door (rope) <input type="checkbox"/> Open Fridge <input type="checkbox"/> Step trash can <input type="checkbox"/> Fetch Tissue <input type="checkbox"/> Tight heal <input type="checkbox"/> Tidy up toys <input type="checkbox"/> Back up to target <input type="checkbox"/> Pay <input type="checkbox"/> Wipe paws <input type="checkbox"/> Open mail box <input type="checkbox"/> Reaction to elevator <input type="checkbox"/> Reaction to escalator <input type="checkbox"/> Heel in public (with turns) <input type="checkbox"/> Hand signals (10) <input type="checkbox"/> Under table while handler sits (office, restaurant, library, etc) <input type="checkbox"/> Reaction to non-neutral dog/stranger <input type="checkbox"/> Behavior interruption <input type="checkbox"/> Around handler while moving <input type="checkbox"/> Carry object <input type="checkbox"/> Walk by leave-it (food) 	<ul style="list-style-type: none"> <input type="checkbox"/> Directed retrieve (1 of 3) <input type="checkbox"/> Bring something from fridge <input type="checkbox"/> Tissue and trash it <input type="checkbox"/> Fetch mail <input type="checkbox"/> Kennel up (open, go in, close) <input type="checkbox"/> Diabetic alert <input type="checkbox"/> Public behavior interruption <input type="checkbox"/> Push shopping cart <input type="checkbox"/> Distracted stay <input type="checkbox"/> Distracted recall <input type="checkbox"/> Help with laundry <input type="checkbox"/> Carry groceries <input type="checkbox"/> Heel up stairs <input type="checkbox"/> Take off jacket <input type="checkbox"/> Bring slippers/shoes <input type="checkbox"/> Wake up (alarm goes off, dog wakes handler) <input type="checkbox"/> Take off socks <input type="checkbox"/> Walk by leave-it (public-trash, roadkill, etc)

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