# TRiEKMEiSTER 



Mastering fun and increasing your team knowledge and skills

TrickMeister

MASTER

## Your TrickMeister Master Title Submission Criteria

## TRiEKMEESTER

$\pi_{i}=15$

- No music unless otherwise stated, please
- Your video should not exceed 5 minutes in length but can be shorter. We apologize but we will not view or mark any videos that exceed this length.
-The video submission must clearly demonstrate the required criteria.
- The learner must be a willing and happy participant in the training.
-Please use the same companion animal with whom earned your Apprentice and Journeyman Titles.
- Please note that to earn your Master Title you will be expected to demonstrate the highest standard of training skills!

Please choose a different trick to demonstrate each criterion.

## Choice of Trick

Tricks should be selected from the list provided for each criterion.

Please make sure that you maintain a consistent standard of tricks.
sse or the dog shows signs of fatigue, your video submission will not be marked.

## TRICK ONE

## CRITERIA

- Please demonstrate two repetitions of a behavior chain
- Under stimulus control of a compound cue
-Terminal marker at end of chain
-Reinforcement should be provided at the end of the chain
- No music please


## CHOICE OF TRICKS

*Fetch Me a Drink! (Open fridge, fetch drink, close fridge)
*Get the Washing Out (Open door, put washing in basket, close door. A minimum of 3 items of washing, please)
*Time to lock up! (open crate door, go in crate, close crate door)
*Who's a Tired Girl/Boy? (Go to bed, Iie down, pull up blanket)

## TRICK TWO

## CRITERIA

-Please demonstrate 2 repetitions of a trick that has been "captured"

- No music please


## CHOICE OF TRICKS

*Are You Cute? (head-cock)
*Bless You! (sneeze)
*Yummy, Yummy! (lick lips)
*Yawning Is Contagious!

## TRICK THREE

## CRITERIA

-Please demonstrate two repetitions of a merged trick, comprised of three different behaviors

- The trick should be clearly cued, only once, at the beginning of the merge.
- No music, please


## CHOICE OF TRICKS

*Are You Sleepy? (Fetch bed/cushion, lie down on bed/cushion, place chin on bed/cushion)
*Dog on a box (Go to pedestal, beg position, paws over face)
*Have You Been Naughty? (Go to mat, lie down and place paw over face)
*Recall over jump (Recall, carry object and jump)
*Night Night! (Lie on blanket, take blanket in mouth, roll over wrapping self in blanket)

## TRICK FOUR

## CRITERIA

- Micro-shape a new complex or conceptual behavior.
-Please use a combination of free shaping, cues and/or targeting without overtly directing the learning.
-The teaching of this complex trick will take a long time. Please remember to always put the needs of your pet first.
- Please demonstrate 3 repetitions of the final behavior under stimulus control of verbal cue


## CHOICE OF

*Mimicry/Social Learning (Copycat)
*Comparatives e.g. color discrimination. Largest/smallest
*Modifiers e.g. left/right, over/under, higher/lower
*Quantifiers - Can Dogs Count?
*Visual Match to Sample - matching pairs of known and unknown objects
*Cue Discrimination - retrieval of items by name from a pile of 10

## Further Explanation - Trick 4

TRiEKMEISTER

-Comprehension of the modifier cues "left" and "right" could be demonstrated with behaviors such as go left and go right, go around left and go around right, limp left and limp right, left paw lift and right paw lift etc. Please demonstrate both left and right of each behavior.
-Visual Match to Sample - Final behavior: Demonstration of 1 known pair of objects and two unknown pairs.
-Cue Discrimination - Final behavior could be demonstrated by retrieving three items by name from a pile of ten different articles.

The above are just examples. Please use your imagination to creatively demonstrate the criteria.

## TRICK FIVE

## CRITERIA

- Demonstrate the use of a trick as a conditioned reinforcer in a freestyle, agility or dancing with dogs' routine.
-Please incorporate a prop into the routine.
-The trick routine should be reinforced at the end with a primary/secondary reinforcer.
- Minimum of 5 and a maximum of 10 different tricks.
-Trick used as a conditioned reinforcer counts as 1 trick.
-We encourage you to add music to this routine.
- Maximum length of routine 90 seconds.


## SUGGESTED PROPS

The lists of props included are merely suggestions. You are free to choose any prop and any trick!
*Hat. *Cane. *Umbrella. *Shopping Basket. *Handbag/purse. *Hoop.
*Agility obstacles. *Dumbbell
The above are just examples. Please use your imagination to creatively demonstrate the criteria.

## Further Explanation - Trick 5

-This criterion is assessed both on the "power" of the chosen trick used as the conditioned reinforcer; the creative talent of the trainer and the "added value" the chosen prop brings to the routine.
-Please state which trick is being used as a conditioned reinforcer when you submit your video.

- You may repeat tricks in the routine, but they will still count as just one trick.
-Please feel free to add music to your routine (It isn't obligatory). Please remember not to infringe any copyrights!

