

TRICK MEISTER



Mastering fun and increasing your team knowledge and skills

TrickMeister

JOURNEYMAN

TrickMeister Journeyman Title Submission Criteria



- No music 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.
- We need to clearly hear/see the cue, the click/verbal marker and the delivery of the reinforcer.
- The learner must be a willing and happy participant in the training.
- You are free to use any dog you wish (it does not have to be your dog) but it must be the same dog throughout.
- Please use the same companion animal with whom earned your Apprentice Title.

Choice of Trick



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



Please choose a different trick to demonstrate each criterion.



Please make sure that you maintain a consistent standard of tricks. If behaviors increase in speed, lose finesse or the dog shows signs of fatigue, your video submission will not be marked.



All tricks can be acquired through luring, capturing, shaping or social learning, unless otherwise stated.

TRICK ONE

CRITERIA

- 1 repetition of a trick to a single hand signal where pet is at least 6 meters from handler. *Partially sighted/blind dogs: Please inform assessor. You may use a verbal cue
- 1 repetition of a trick to a single verbal cue, where the dog is at least 6 meters from the handler. *Hard of hearing/deaf dogs: Please inform assessor. You may use a visual cue
- 1 repetition of a trick to an olfactory cue. Dog is near handler. Please choose carefully and do not use any odor that could be detrimental to your TrickMeister partner.

CHOICE OF TRICKS

- *Emergency Stop, *Go Left. *Go Right. *Guilty (dog lies down with chin to floor)
- Handstand (supported). *Hug (sit pretty/beg with front paws around handler's leg).
- *Limp (walks with one leg raised) Open the Door (can attach rope to handle). *Roll Over. *On Your Side (lies on side from a down).
- *Stick 'em Up + Bang/play dead (drops onto side from a sit pretty/beg).
- *Wipe Your Paws (wipes paws on mat)

- *The same trick is to be used for each demonstration

TRICK TWO



CRITERIA

- 2 repetitions of a trick taught through targeting.

Please include:

- One demonstration of trick with target.
- One demonstration of finished trick, on cue, after target has been faded.
- The target can be any visual target e.g. target stick, hand, target mat, sticky note...

CHOICE OF TRICKS

*Close the Door. *Leg Weaves (weaves through legs as handler walks forwards). *Say Your Prayers (paws up on arm or object with head lowered). *Send-away (moves forwards away from handler). *Tell Me a Secret! ("whispers" in handler's ear). *Weave Poles. *Figure 8 (weaves through legs. Handler is stationary). *Turn on the Light

TRICK THREE



CRITERIA

- Please demonstrate reinforcement of a trick using an appropriate secondary reinforcer
- Please show two demonstrations of the trick.
- Suggested reinforcers: Ball, tug toy, frisbee, enthusiastic verbal praise, a life reward, tactile reinforcement...

CHOICE OF TRICKS

*Agility Jumps. *Go Hide (moves away from handler and stops out of sight, behind an object). *Pull a Wagon (pull a rope). *Skateboard Pro (at least two legs on board and self-pushing). *Spread 'Em (front paws against wall and allows body search). *Wave (waves one paw)

TRICK FOUR



CRITERIA

- 3 demonstrations of a trick using different reinforcement strategies for each demonstration.
- Strategies include but are not limited to:
 - In position
 - Placement
 - Flick
 - Toss
 - Throw to catch
 - Reward-station

CHOICE OF TRICKS

*Cop Cop/Hop on! (front paws on handler's feet, walk forwards). *Four feet in a bowl/box.
*Go Around (object, person or another dog).
*On Your Mark! (Goes to target on floor – target must be no bigger than A5). *Pick Pocket (wallet/purse from handbag/purse or item from handler's pocket) *Scoot (opposite/facing handler, 180 turn to finish facing forwards between handler's legs)

Short Explanation of Reinforcement Strategies - Trick 4

- In position e.g. reinforce 'sit' in 'sit' position
- Placement e.g. Place under a paw to click movement of a paw)
- Flick - Place treat on back of one hand and use first finger against thumb of other hand to flick the treat.
- Toss – Overhand. Can be used in same way as flick. Encourages movement/distance/speed....)
- Throw – Underhand. Often 'throw to catch'
- Reward-station – Reinforcer is not on handler. Go and get reinforcer together or send learner to reinforcer. E.g. Pot of treats or toy placed on table in training room or perhaps must run to fridge...

We are looking to see how the different strategies are put to good use!

TRICK FIVE

CRITERIA

- Demonstrate a trick using a conditioned reinforcer/bridging stimulus that is conducive to a relaxed, calm or stationary state of mind/position
- Please show two demonstrations.

*For “Say Cheese” please show 1 demo with handler holding camera and one demo with the handler and dog in the photograph together - Someone else can take the photograph or the camera can be placed on a table or chair.

CHOICE OF TRICKS

- *Cross Paws (right paw over left and vice-versa).
- *Hip and Switch (dog in “sphinx” down position, shifts onto one hip and then the opposite hip).
- *Nom, Nom (hold full hotdog in mouth and release to handler’s hand uneaten - can be stationary or a retrieve).
- *Relax (dog in a settled down).
- *Say Cheese (look at the camera)

TRICK SIX

CRITERIA

- Demonstrate a trick making good use of environmental prop/props
- Please show two demonstrations of the trick:
 1. One demonstration with prop/props
 2. One demonstration of finished trick, on cue, once prop/props have been faded

CHOICE OF TRICKS

- *Go back (dog backs away from handler) 4 steps back or more
- *Kung Fu (dog kicks out with hind leg) or *Pee like a boy (hind leg lift)
- *Rewind (dog circles handler backwards, in an anticlockwise direction, starting and finishing on handler's left side) or *Reverse Park (dog circles handler backwards in a clockwise direction, starting on handler's right side and finishing facing forwards, between handler's legs)
- *Trot in heel (trots at handler's left side)