

Competiton and Progress Awards Regulations of Dogdancing in the Czech Republic



Content

1	General regulations.....	4
1.1	Definitions of terms.....	4
1.2	Conditions and requirements for dogs and handlers at dogdancing events.....	4
1.3	Judges.....	5
1.4	Organiser.....	5
1.5	Performance ring.....	6
1.6	Dogdancing assembly	6
1.7	Accessories of the dog, handler and props	6
1.8	Record book.....	7
1.9	Dogdancing competition classes and Progress Awards levels + FUN class.....	7
1.10	Points evaluation.....	8
1.11	Elimination.....	8
1.12	Agressive behaviour	9
2	Dogdancing divisions.....	9
2.1	Division HtM - Heelwork to Music	9
2.2	Division F - Freestyle	9
2.3	Definition of dog's movement	9
2.3.1	Walk	10
2.3.2	Amble	10
2.3.3	Trot	10
2.3.4	Canter	10
2.3.5	Gallop	10
3	Progress Awards.....	11
3.1	General regulations for Progress Awards	11
4	Progress Awards Division MD – Musical Dressage.....	12
4.1	MD 1 (Musical Dressage 1st level).....	12
4.1.1	Content	12
4.1.2	Comments to execution of the Progress Award	12
4.1.3	Evaluation	12
4.2	MD 2 (Musical Dressage 2nd level).....	12
4.2.1	Content	12
4.2.2	Comments to execution of the Progress Award	12
4.2.3	Evaluation	13
4.3	MD 3 (Musical Dressage 3rd level).....	13
4.3.1	Content	13
4.3.2	Comments to execution of the Progress Award	13
4.3.3	Evaluation	14
5	Postupové zkoušky Divize HtM – Heelwork to Music.....	15
5.1	HtM 1 (Heelwork to Music 1st level)	15
5.1.1	Content	15
5.1.2	Comments to execution of the Progress Award	15
5.1.3	Evaluation	15
5.2	HtM 2 (Heelwork to Music 2nd level)	15
5.2.1	Content	15
5.2.2	Comments to execution of the Progress Award	15
5.2.3	Evaluation	16
5.3	HtM 3 (Heelwork to Music 3rd level)	16
5.3.1	Content	16
5.3.2	Comments to execution of the Progress Award	16
5.3.3	Evaluation	17
6	Postupové zkoušky Divize F – Freestyle.....	18
6.1	F 1 (Freestyle 1st level).....	18
6.1.1	Content	18
6.1.2	Comments to execution of the Progress Award	18
6.1.3	Evaluation	18

6.2	F 2 (Freestyle 2nd level).....	18
6.2.1	Content	18
6.2.2	Comments to execution of the Progress Award	18
6.2.3	Evaluation	19
6.3	F 3 (Freestyle 3rd level).....	19
6.3.1	Content	19
6.3.2	Comments to execution of the Progress Award	19
6.3.3	Evaluation	20
7	Postupové zkoušky Divize DwD – Dances With Dogs.....	21
7.1	DwD 1 (Dances With Dogs 1st level).....	21
7.1.1	Content	21
7.1.2	Comments to execution of the Progress Award	21
7.1.3	Evaluation	21
7.2	DwD 2 (Dances With Dogs 2nd level).....	21
7.2.1	Content	21
7.2.2	Comments to execution of the Progress Award	21
7.2.3	Evaluation	22
7.3	DwD 3 (Dances With Dogs 3rd level).....	22
7.3.1	Content	22
7.3.2	Comments to execution of the Progress Award	22
7.3.3	Evaluation	22
8	Titles givel in Progress Awards	23
9	Closing remarks	23
10	Appendix	24
11	Synchronised moves	27

1 General regulations

1.1 Definition of terms

- *Dogdancing* - a cynology sport in which a dog is lead by a handler and performs learned moves in the rythm of music.
- *Routine* – a scene prepared to music.
- *Division* - categories of routines according to their style; in dogdancing, we distinguish 4 Progress Awards divisions: Musical Dressage (MD), Heelwork to Music (HtM), Freestyle (F) and Dances with Dogs (DwD) and 2 competition divisions: Heelwork to Music and Freestyle
- *Class* - Beginners and Advanced
- *Ring* - bordered area in which the dogdancing routines are performed
- *Heelwork* - dog moves in heel positions up to 2 meters from the handler (in 10 positions, see [appendix](#))
- *Heel position* - a position of the dog (see [appendix](#))
- *Free close position* - when the dog is 1,5 m away from the handler or less and it isn't in any heel position
- *Free distant position* - when the dog is more then 1,5 m away from the handler
- *Moving forward* - the handler must go straight, if space allows, he must not go into a circle

1.2 Conditions and requirements for dogs and handers at dogdancing events

- Dogs of all breeds, with and without pedigree, and mixbreeds are allowed to enter events organised by Dogdancing Club Czech Republic (DDCCR). Dogs with cropped ears are not allowed to enter.
- For non-competitive class FUN and Progress Awards 1st level the minimum age requirements is 10 months, for competition classes and Progress Awards 2nd and 3rd level the minimum age requirements is 12 months. In both cases the dog must reach the required age on the day of the event at the latest.
- Bitches in season are allowed to enter competitions if agreed by the organisers, they do not participate in the opening ceremony and they perform after performances of all other teams in all divisions and classes. Untill than, they have to be kept away from the ring and they are not allowed to come near the ring. Bitches in season are entitled to a minimum of 2 minutes training before performing their routine.
- All entered dogs must be healthy and vaccinated to rabbies. Ill or injured dogs, bitches in the second half of gravidity, and nursing bitches 49 days after giving birth will be excluded from the event.
- Participation of dogs with minor health problems that don't interfere with the competition depend on the decision of the judges. The decision of the judges must be unanimous.
- Handler is allowed to enter with more than one dog.
- Handler is allowed to enter the dog in more than one division.
- Dog is not allowed to enter the competition with more than one handler.
- There are no age restrictions for the handlers.
- Handles are responsible for their dogs and must be in control of them at all time.
- It's the responsibility of the handlers to have a routine suitable for the division.
- Each competitor must provide their music in a format as asked by the organiser.
- Participant is required to arrive at the event on time and to be present through the course till the end of the competition and award giving ceremony.
- Participant is required to adhere to all veterinary rules and animal welfare regulations.
- Participant is required to know the Dogdancing regulations and adhere to it.
- Participant is required to pay the entry fee even if they do not come to the event. The organiser specifies the means of payment of the fee, or they can pardon the participant from paying the fee.
- Handler is required to start performing their routine without unnecessary delay. Judges are elighble to ask the handler to proceed with the routine. If the handler does not comply, judges are elighble to disqualify the team.

- Dogs must have a readable tattooed number or an active microchip – if the organiser isn't able to verify the identification, the dog won't be allowed to enter the Progress Award/competition.
- Dogs without pedigree must be registered in the Register of dogs without proven parentage and the registration must be confirmed in the Record Book by official DDCCR judge.
- Dogs with a pedigree are required to have a verified identity according to a pedigree in the record book. This is only for the first exam / competition.

1.3 Judges

- Any person older 21 years who fulfills the conditions to get the licence of DDCCR judge can become a judge.
- Minimum number of judges in dogdancing competitions: 3
(If the number of participants in official classes in official DDCCR competitions is 10 or less, it is possible to reduce the number of judges from 3 to 2; that doesn't apply to National Championship or Qualification Events.)
- Number of judges in dogdancing Progress awards in divisions MD, HtM, F: 1; in division DWD: 2
- Judges have the right to eliminate the team in case of severe violation to the rules, majority of judges must agree on the elimination. They may allow the team to finish the routine.
- Judges are entitled to a break after judging every 20 routines.
- The organiser is required to prepare refreshment for the judges and to cover traveling expenses according to DDCCR regulations.
- Judges are eligible to cancel the event in case of an inappropriate or dangerous footing. Or in case of any obstacles in the ring.
- Judge is required to arrive on the event in time.
- Judge is required to check the dog's identification at the attendance control.
- Judge is required to judge Progress Awards and competitions as objectively as possible.
- Judge is eligible to stop the Progress Award for unwillingness of the dog and give an elimination to the Progress Award.
- Judge is required to judge according to rules of DDCCR with exception of competitions following other rules, such as Qualification Events or special competitions.
- Judge should take in consideration the dog's breed and physical abilities (body constitution).
- Judge's decision is final and handlers must not doubt it. Handler is required to behave in respectful manner. Handler is eligible to submit a protest according to DDCCR rules.
- Judges aren't allowed to judge handlers that are members of their family or that live in the same household. Neither they may judge dogs that belong to these people or their own dogs.
- Judges may participate as handlers in the same event they are judging, if there is another judge who would switch with them.
- RZ judge may not be switched within division.
- R1, R2, R3 judge may not be switched within division and level. Different levels of the same division may be judged by different judges.

1.4 Organiser

The organiser has the right to set the price of the entry fee. Entry fee is nonrefundable and the organiser is eligible to ask the participant for paying the fee even if the handler doesn't turn up at the event.

- Organiser is allowed to cancel the event or to change the date of the event, a minimum of 4 days before the expected date of the event.
- In case of cancelling the event the organiser is required to return the entry fee in full.
- Organiser is allowed to limit number of participants in any division and any class. This rule does not apply to Qualification Events and Championships.

- Organiser is allowed to ban the bitches in season from the event.
- Organiser has the right to cancel or stop the event without the compensation claim in case of unpredictable circumstances or unavoidable casualty.
- Organiser is required to adhere to all valid regulations of DDCCR.
- Organiser is required to adhere to documents „How to organise Progress Awards“ and „How to organise competitions“.
- Organiser has the right to offer only some divisions.
- Organiser is allowed to cancel a division on the day of the deadline of the registration, if there are 3 or less teams entered.

1.5 Performance ring

- The size of the ring should be from 10m x 12m to 15m x 20m and the measurements must be stated in the event. program. If the size of the ring is different, it must be approved by judge appointed by the club committee.
- The ring must have an open entrance at least 50cm wide during the Progress Awards. Dog must be able to leave the ring.
- Performance ring must be visibly marked (marked and bordered from the neighbouring area). The whole ring area must be visible for the judges. The footing in indoor arena must not be slippery. The arena must be properly lighted and sounded. There shouldn't be any obstacles in the ring.
- Spectators aren't allowed in the ring area.
- Teams should use the whole area of the ring in their performance.
- Carrying food or treats in the ring isn't allowed before (if the organiser allows training before the competition) or during the event. Toys and other motivation (such as a clicker) may be used in the ring only if the organiser allows training in the ring before the start of the event. Non-competitive class FUN is an exception, where the use of treats, toys and other motivation depends on the consideration of the handler. When using treats, team must not contaminate the floor.

1.6 Dogdancing routines

- Routines should clearly demonstrate the relationship of the dog and the handler, also the dog's agility, attention, flexibility and training. All with an accordance with handler's moves and the appropriate division.
- The dog's dignity must be respected during the whole routine.
- The handler may choose to begin and end the routine anywhere in the ring provided the handler and the dog are both present in the ring.
- Dog that is being prepared for its start isn't allowed to be near the performance ring and it must not disturb (especially with barking) the dog, that is currently performing its routine. The opposite may lead to elimination of the team that is disturbing others.
- Handlers should be mindful of their dogs physical abilities and they should not include moves that may be harmful to the dog in the routine.
- Verbal and physical cues (body language) are allowed, dogs may be in the physical contact with handlers (mutual touches are allowed), if it's a part of the move. Handler is not allowed to manipulate with the dog.
- Any barking during the performance will be penalised. Only exception is when the barking is clearly a part of the routine.

1.7 Accessories of the dog, handler and props

- Putting clothes on the dogs is not allowed. A collar (regular or decorative) without a leash is allowed, also a neckerchief or other decoration around the neck, that is not bothering or constraining the dog in any way. Dogs with long hair in the face may have rubber band.
- Dogs during Progress Award must enter the performance ring without any collar (including anti-parasitic collar), harness and any other accessories.

- Costumes are recommended in competitions (appropriate to the routine), judges don't take costumes in consideration in Progress Awards.
- Props are allowed, if they are an integral part of the routine and are not used as training aid - toy; props aren't allowed in Progress Awards.
- It's forbidden to use firearms or to mimic a gunshot. It's allowed to use a dummy of a firearms.
- It's forbidden to use a live animal as a prop.

1.8 Record Book

- All acquired competition points and entered Progress Awards are recorded in a Record Book.
- It's not allowed to enter an event without a Record Book. The handler must hand in the Record Book at the attendance check, otherwise the team isn't allowed to start the performance at the event.
- Handlers are required to hold a Record Book for every dog they enter in an event.
- Record Book is not transferable, if the dog is entered by more than one handler, each handler is required to hold their own Record Book. This rule applies to Progress Awards and competitions alike.

1.9 Dogdancing competition classes and Progress Awards levels + FUN class

- All official competitions organised by DDCCR are divided into two classes Beginners and Advanced, with the exception of Championships and Qualification events.
- Every team starts in the Beginners class and acquire points for every placement. Points are written down into Record Book, and they qualify the team for Advanced class.
- Handlers are required to apply for a Record Book before their first competition and are bounded to hand it in every event they enter.
- Points for placement:
 - 1st place - 5 points
 - 2nd place - 3 points
 - 3rd place - 1 point
- Team may apply to delegated member of club committee for a progression to Advanced class after acquiring 6 points, but it may stay in the Beginners class until it acquires 10 points, then it is obliged to progress.
- Each division is evaluated independently. Team may compete in Advanced class in Heelwork to Music division but in Beginners class in Freestyle division, if it has less than 10 points in Freestyle.
- The team cannot compete in Beginners class once it progressed to Advanced class in an appropriate division.
- Other competition categories may be: Musical Dressage (MD), Dances with Dogs (DwD), Trio, Duo, Groups, Juniors (handlers younger than 15 years) and Veterans (dogs 8 years old or older).
- Categories MD and DwD aren't divided into classes and categories. Trio, Pairs, Groups, Juniors and Veterans aren't divided into classes neither divisions. The minimum age of the dog for entering these categories is 12 months (reached at least at the day of the event). Offering of these categories is up to the organiser's decision.
 - MUSICAL DRESSAGE - flowing rhythmic pace, trot or gallop, dog is in harmony with the music and the handler, it is moving close to the handler or in a certain distance.
 - Emphasis is on the precise work of the dog, dog should carry its head high
 - Routine is composed of dressage moves in heel or free position complemented with other (freestyle) moves.
 - Movement of the dog shows balanced, flowing and rhythmic moves that reflect timing (rhythm) and musical phrases. Dogs may move in walk, trot or gallop.
 - Basic dressage moves:
 - FORWARD - trot, walk, gallop

- SIDEWAYS - left or right, parallel with handler
- BACKWARDS - trot, walk, gallop or pushes
- CIRCULAR (circles, around) - when the dog moves in a circular shape in any radius
- SERPENTINE - movement with a snake-like shape; performing it with the handler, following a prop or independently
- PIVOT – the dog is pivoting around axis through his front or rear legs, the dog has straight back and isn't allowed to sit down
- DANCES WITH DOGS - handler is required to move in a dancing fashion in this division; dog may perform any moves from Heelwork to Music, Freestyle or Musical Dressage or combine them in any position, but emphasis is on handler's dance moves
 - dog is copying or completing handler's dance moves; if the handler isn't performing dance moves, dog's moves aren't judged.
- TRIO - team is created by one handler and two dogs
- PAIRS - two teams with a handler and a dog each
- GROUPS - more than two handlers and two dogs
- JUNIORS - handlers younger than 15 years
- VETERANS - dogs 8 year old or older in a day of an event.
- Non-competitive FUN category starts after all other competitive categories are finished.
- Minimum age for the FUN category is 10 month old (at the day of an event).
- Use of treats, toys and other motivational aids is allowed in FUN category and it depends on the decision of the handler; if using treats, team must not contaminate the floor.

1.10 Points evaluation

- Dogdancing competition is judged by 3 judges; each judge may evaluate the routine with a maximum of 30 points, from that 10 points may be awarded for Execution, 10 points for Technical Accuracy, 10 points for Musical Interpretation.
- Progress Awards consist of obligatory moves, each of them is awarded with 0 - 3 points.

1.11 Eliminations

- Judges are eligible to eliminate team in case of violation to the rules, majority of judges must agree on the elimination of the team. They may allow the team to finish the routine.
- Reasons for elimination:
 1. Unsporting behavior.
 2. Dog fouling in the performance ring any time during the competition.
 3. Using treats in the performance ring, using the toy is allowed only during the training. Non-competitive category FUN is an exception.
 4. The prop is evidently used as a training aid (dog is rewarded with a prop).
 5. Aggressive behavior of a dog.
 6. Leaving the ring. Contact with the ring boundary is not considered as leaving the ring. In case of doubt judges will decide in favor of the team.
 7. Unproper behavior towards the dog during the whole day of the competition.
 8. Disturbing the team in the ring.
 9. Unrespectful behavior towards the judge.
 10. The judge is eligible to stop the Progress Award for unwillingness of the dog and eliminate the Progress Award.
 11. After entering the ring neither the handler nor the dog may leave the ring, only if judges decide otherwise.
 12. Not following judges' instructions.
 13. The dog has any collar (including anti-parasitic), harness or any other accessories during Progress Awards.
 14. The dog is aggressive or fearful during the microchip/tattoo check and it is not possible to verify its identification.
 15. Handling the dog before and during the exam (for example, the dog handler must not get the dog in position).

In article 1, 2, 3, 5, 7, 8, 11, 13 the judges may be informed about the situation by any other licensed judge or a person with understanding of the rules and regulations, that is authorised by judges.

1.12 Aggressive dog behavior

If the dog is deliberately aggressive to another dog or human 3 times at the official DDCCR exam / competitions (for example, the dog leaves the field and attacks another dog / human), he / she will be distanced for one year from the event. Each incident must be recorded by the referee in two copies, one being sent to the team and the other placed in the archives of the judges panel.

2 Dogdancing divisions

- we recognize 2 Dogdancing divisions according to the character of the routine:

2.1 Division HtM – Heelwork to Music

- The principle element of Heelwork to Music category is a dog working on the left or right side of the handler or in other heel position close to the handler.
- Heelwork should be major part of the routine (a minimum of 75% moves in heel positions). Heelwork demonstrates the dog's ability to hold any heel position (see appendix).
- Additional moves (a maximum of 25% freestyle in free position) may be included in the routine, but they should be linked by heelwork.
- The dog is not allowed to move more than 2 metres away from the handler.

2.2 Division F – Freestyle

- Freestyle is intended for handlers who wish to teach their dogs innovative moves and handle them on various distances.
- Freestyle allows any moves that aren't in contradiction with physical abilities of the dog, aren't dangerous or unallowed in training or in performance, in any position and any distance from the handler.
- It is a category that emphasizes rotations, jumps, interactions with props and handler and it's the best category for creating a story, dance involvement of the handler and dramatic interpretation of the music. List of these moves is long – turns, weaving, figure of eight, sidesteps, walking backward, work of front and rear paws, poses, roll-overs...
- Freestyle routine may include moves in any position. Heelwork as described above is acceptable, but such moves may take up to 25% of the routine.
- Basic Freestyle moves:
 - Moves intended to demonstrate dog's agility and flexibility with the use of natural dog's movement. (It's taken into account that the dog will add a special character to the moves.)
 - It is necessary to consider dog's individual shape, flexibility and adaptation while including the moves into the routine and their performing.
- URNS – twists – spins – the dog is rotating – the dog is turning in a closed circle in the spot in any direction, flip – a turn with a jump (salto)
- CIRCLES – the dog is moving along a defined circle, its diameter is unlimited and dog may circle around the handler, a prop or alone.
- WEAVING – a sequence of switching circular movement or curves around handler's legs or props.
- WALKING BACKWARD – with the handler, away from the handler, around the handler or while weaving.
- POSE (positions) – the dog is holding a position without a movement, like a stand, sit, down, bow, beg, waving a paw, laying on its back, a dead dog and so on.
- PAW WORK – the dog is moving its front or rear legs individually on a cue.
- DISTANCE WORK – the dog is working in a significant distance from the handler.
- WORK ON HIND LEGS – dancing – the dog is balancing only on its hind legs.
- CRAWLING – dog is moving in a down position.

JUMPS – the dog may jump with a bounce of the handler or a prop, a free jump or bouncing (rocking on rear legs).

ROLL-OVERS – dog is turning in a down position to left or right.

2.3 Definition of dog's movement

2.3.1 Walk

The slowest movement of the dog. It's about the slow and regular alternating all four limbs. As a hint, we hear 4 hits of the paws.

2.3.2 Amble

Both limbs on the same side move at the same time – both right legs move forward and then both left legs. The dog's movement is swinging, swaying and faltering.

Every dog may amble if it is tired or moving too slow.

Ambling may be a bad habit with some dogs and it need to be unlearned.

2.3.3 Trot

Increase in speed from a walk is a trot. A trot is the most natural movement for a dog. Limbs work in a faster regular pattern, the movement is more distinctive in action, greater advancing and more effective engagement of the rear end.

The handler hears only 2 hit of the paws, in a regular trot 2 and 2 limbs are alternating on the opposite sides of the dog.

2.3.4 Canter

It is a continual series of jumps due to powerful rear end action when the hind limbs reach deep under the body, push it forward and the movement is consequently picked up with the thoracic limbs.

2.3.5 Gallop

In gallop the pelvic limbs are deep under the dog's body and paws hit the ground before the thoracic limbs.

3 Progress Awards

3.1 General regulations for progress awards

- Progress Awards are designed to enhance strong foundation in handling the dog, creating a choreography and training through divisions.
- Progress Awards are held in a non-competitive atmosphere, costume of the handler isn't evaluated.
- Dog undertake the Progress Award without any collar (including anti-parasitic), harness or other accessories.
- To pass the Progress Award in every division, dog has to perform all given compulsory moves during the musical accompaniment in a given time limit. It is possible to include other than compulsory moves, which are not evaluated in the Progress Awards, but the time limit has to be adhered to. The team will be eliminated if exceeding the time limit. The measuring of the time starts when the music starts.
- Handler may enter the dog in more than one division.
- It isn't allowed to pass a Progress Awards in the same division but different levels in one day.
- Dog cannot be entered the event with two different handlers.
- Progress Awards in all divisions offer levels 1, 2 and 3, the team begins with the level 1.
- Minimum age limit of the dog for level 1 is 10 months, for levels 2 and 3 the limit is 12 months.
- Time limit for PA:
 - Level 1: 45 – 75 second
 - Level 2: 2 – 3 minutes
 - Level 3: 3 – 6 minutes
- All compulsory moves are awarded with 0 - 3 points, failure to perform the move (awarded with 0 points) is elimination of the team. The dog's working manner in each move is evaluated.
- Progress Award is passed if the team receive marks "good", "very good" or "excellent".
- The team may enter again at the same level, if it receives "good" or "very good".
- For entering the Progress Award at higher level, the team must pass the Progress Award with "very good" or "excellent" marks. The team must pass all appropriate Progress Awards with "excellent" marks to get MoD title.
- The handler hands in the music and list of moves in the same order as used in routine, following the instructions of the organiser. Moves must be called the same as in Regulations.
- Progress Award 1st level allows the use of body cues as well as verbal cues. Dog closely following handler's hand will be penalised with the points loss. Body cues in Progress Awards 2nd and 3rd level will be penalised with the points loss.
- Moves may be performed in any order if not specified otherwise.
- Not keeping to the announced order of moves in the routine will be penalised with points loss in Progress Awards 2nd and 3rd level.
- All Progress Awards are videorecorded, the record is archived for at least one year.
- Dogs barking during the routine will be penalised.
- Judges are eligible to reexamine disputable moves after the end of the routine.
- Props are not allowed in Progress Awards.
- It's not allowed to repeat the Progress Award that the team failed in the same event.
- It is not allowed to change RZ judges during judging one division.
- It is not allowed to change R1, R2 and R3 judges during judging one division and one level. Other levels may be judged by different judges.
- The direction and pace changes are referred to the dog.

4 Progress Awards Division MD - Musical Dressage

4.1 MD1 (Musical Dressage 1st level)

4.1.1 Content:

Forward trot (2 element)
Backward movement (1 element)
Circular trot (2 elements)
Sideway movement (1 element)
Serpentines (1 element)
Pivot (1 element)
Choreography

4.1.2 Comments to execution of the Progress Award

- Forward trot - minimum of 12 steps of the handler, while the dog trots in any positions relative to the handler; this element must be used twice.
- Backward movement - one element, when the dog walks backward in a straight line at least 8 steps of the handler in any position relative to the handler. Walking backward on just hind legs isn't allowed.
- Circular trot - the dog trots in a circle with any diameter; this element must be used twice, one in clockwise direction, one in anti-clockwise direction.
- Sideway movement - one element when the dog is walking sideways at least 4 steps of the handler, the dog may be in any position relative to the handler.
- Serpentine - one element, the dog trots on a snake-like line in any position relative to the handler with the minimum of 4 changes of direction.
- Pivot - one element when the dog is pivoting around axis through his front or rear legs at least 180° right or left, the dog may be in any position relative to the handler
- Choreography - timing (it's required to choose a music appropriate to the dog's movement)

4.1.3 Evaluation:

Good: 9 – 17,5 points
Very good: 18 – 23,5 points
Excellent: 24 - 27 points

4.2 MD 2 (Musical Dressage 2nd level)

4.2.1 Content:

Forward trot (1 element)
Forward movement (1 element)
Backward movement (2 elements)
Circular trot (2 elements)
Sideway movement (2 elements)
Serpentine (1 element)
Pivot (2 elements)
Choreography

4.2.2 Comments to execution of the Progress Award

- Forward trot - minimum of 12 steps of the handler while the dog trots in any positions relative to the handler.
- Moving forward - one element when the dog is moving in any other pace than a trot in any relative position to the handler, at the minimum of 12 steps of the handler.
- Backward movement - one element, when the dog walks backward in a straight line at least 8 steps of the handler. One element is backward movement in a heel position from 1 to 4 (see appendix). Second element is backward movement in a straight line at least 8 steps of the handler in a free position. Walking backward on just hind legs isn't allowed.

- Circular trot - one element of trotting in a shape of eight in heel position from 1 to 4 (see appendix). Second element of two closed circles, each in a different direction (clockwise and anti-clockwise), dog is in free position.
- Sideway movement - two elements of the dog walking sideways at least 8 steps of the handler in any position relative to the handler, once the dog is moving to its left, once to its right.
- Serpentine - one element, the dog trots on a snake-like line in free position to the handler with the minimum of 8 changes of direction
- Pivot - two elements when the dog is pivoting around axis through his front or rear legs at least 360° right or left, the dog may be in any position relative to the handler
- Choreography
 - timing - rhythm of the music should be chosen appropriately to the speed and rhythm of dog's movement)
 - music interpretation - the routine should reflect the dynamics and flow of the music
 - phrasing - phrases of the routine reflects the phrasing of the music
 - space creativity - creative design of the routine in the ring

4.2.3 Evaluation:

Good: 15 – 28,5 points

Very good: 29 – 37,5 points

Excellent: 38 - 45 points

4.3 MD 2 (Musical Dressage 2nd level)

4.3.1 Content:

Forward movement (4 elements)

Backward movement (2 elements)

Movement around the handler (2 elements)

Square (1 element)

Weaving (1 element)

Square with pivots (1 element)

Choreography

4.3.2 Comments to execution of the Progress Award

- Moving forward – the minimum of 12 steps of the handler; twice in two different heel positions 1 to 8 (see appendix), twice in free position. The dog has to trot in three from the total of four elements and in the fourth element it has to move in a different pace than a trot.
- Backward movement – the minimum of 12 steps of the handler; one element, when the dog walks backward in any heel position 1 to 4 (see appendix). Second element is walking backwards in free position. One element is performed in a straight line, one in a closed circle. Walking backward on just hind legs isn't allowed.
- Circular trot – one element of trotting in a closed circle in free distant position in any direction. Second element of trotting two closed circles in free close position, each in a different direction (clockwise and anti-clockwise).
- Square – the team is moving in a square shape (see appendix) with sides the minimum of 4 handler's legs long, both the handler and the dog are facing the same way, the dog may be in any position relative to the handler.
- Weaving – the dog is weaving through handler's legs the minimum of 8 handler's steps in a fluent rhythm, the dog must trot the whole time; the handler must move in a straight line, steps to the side aren't allowed.
- Square with pivots – one element of the team moving in a square shape (see appendix) with sides the minimum of 4 handler's legs long, both the handler and the dog are facing the same way, in each corner the team performs an exactly 360° pivot; the dog may be in any position relative to the handler.
- Choreography

- timing - rythm of the music should be chosen appropriately to the speed and rythm of dog's movement)
- music interpretation - the routine should reflect the dynamics and flow of the music
- phrasing - phrases of the routine reflects the phrasing of the music
- space creativity - creative design of the routine in the ring
- posture - handler is moving in natural way and doesn't help the dog with its movement
- variability of the choreography - choreography is composed from several distinguishable parts

4.3.3 Evaluation:

Good: 17 – 33,5 points

Very good: 34 – 42,5 points

Excellent: 43 - 51 points

5 Progress Awards Division HtM - Heelwork to Music

5.1 HtM 1 (Heelwork to Music 1st level)

5.1.1 Content

Forward movement (2 elements)

Circular movement (2 elements)

Pivot (2 elements)

Paw moves (1 element)

Turns (1 element)

Weaving (1 element)

Choreography

5.1.2 Comments to execution of the Progress Award

- Forward movement - at least 12 steps of the handler, dog is in the heel position; this element must be used twice, second element is a minimum 12 steps of the handler, it must be performed in a different heel position and pace than the first one. Heel positions 9 and 10 (see appendix) aren't allowed.
- Circular movement - element of the circle in a heel position; this element must be used twice, one in a clockwise direction, one in an anti-clockwise direction in the same heel position as the previous circle. Heel positions 9 and 10 (see appendix) aren't allowed.
- Pivot - one element when the dog is in heel position 1 or 3 (see appendix) pivoting around axis through his front or rear legs at least 180° to its right and one element when the dog is in heel position 2 or 4 (see appendix) pivoting around axis through his front or rear legs at least 180° to its left.
- Paw moves - one element of the minimum of 2 paw moves (front or rear), left, right or both alternatively.
- Turns - one element of 2 turns in one direction (turns must be performed consecutively), the dog must be in a heel position.
- Weaving - at least 4 steps of the handler, the dog is weaving through the handler's legs, both are walking forward facing the same direction.
- Choreography - timing (the rythm of the chosen music should match the speed and rythm of the dog's movement).

5.1.3 Evaluation:

Good: 10 – 18,5 points

Very good: 19 – 24,5 points

Excellent: 25 - 30 points

5.2 HtM 2 (Heelwork to Music 2nd level)

5.2.1 Content:

Forward movement (2 elements)

Serpentines (2 elements)

Pivot (2 elements)

Sideway movement (1 element)

Backward movement (2 elements)

Weaving (1 element)

Choreography

5.2.2 Comments to execution of the Progress Award

- Forward movement – at least 12 steps of the handler, dog is in the heel position; this element must be used twice. First element is in a heel position 1 to 4 (see appendix) and second element must be in a heel position 5 to 8 (see appendix) at a different pace.
- Serpentine – one element, the dog moves on a snake-like line in a heel position 1 and 2 (see appendix) with the minimum of 4 changes of direction. This element must be used twice, one in a heel position 1 and second in a heel position 2. Both elements **MUST BE PERFORMED CONSECUTIVELY**.

- Pivot – one element when the dog is in heel position 1 or 3 (see appendix) pivoting around axis through his front or rear legs at least 360° and one element when the dog is in heel position 2 or 4 (see appendix) pivoting around axis through his front or rear legs at least 360°.
- Sideway movement – one element at the minimum of 8 steps of the handler in a heel position 1 or 3 (see appendix) and one element at the minimum of 8 steps of the handler in a heel position 2 or 4 (see appendix). Both elements **MUST BE PERFORMED CONSECUTIVELY**.
- Backward movement – the minimum of 8 steps of the handler. This element must be used twice, one in a heel position 1 or 3 (see appendix) and one element in a heel position 2 or 4 (see appendix). Walking backward on just hind legs isn't allowed.
- Weaving – at least 8 steps of the handler, the dog is weaving through the handler's legs, the handler is walking backward, the dog is walking forward.
- Choreography
 - timing (the rythm of the chosen music should match the speed and rythm of the dog's movement)
 - music interpretation - the routine should reflect the dynamics and flow of the music
 - phrasing - phrases of the routine reflects the phrasing of the music
 - space creativity - creative design of the routine in the ring

5.2.3 Evaluation:

Good: 14 – 27,5 points

Very good: 28 – 35,5 points

Excellent: 36 - 42 points

5.3 HtM 3 (Heelwork to Music 2nd level)

5.3.1 Content:

Forward movement (3 elements)

Backward movement (2 elements)

Circular movement (1 element)

Pivot (2 elements)

Square (2 elements)

Weaving (1 element)

Free selection (4 elements)

Choreography

5.3.2 Comments to execution of the Progress Award

- Forward movement – at least 12 steps of the handler, dog is in the heel position. In one element, the movement is accompanied by one turn. Second element at the minimum of 12 steps of the handler is in a different heel position and is accompanied by a circle around the handler. Third element a minimum of 12 steps of the handler is in a different heel position and pace.
- Backward movement – the minimum of 12 steps of the handler in a heel position that wasn't used as a forward movement. Second element at the minimum of 12 steps of the handler in a heel position that wasn't used as a forward movement must be performed in a circular shape. Both the handler and the dog are facing the same direction. Heel positions 9 and 10 (see appendix) aren't allowed.
- Circular movement – one element of the shape of eight in a heel position that wasn't used in forward movement.
- Pivot – one element of the shape of eight in a heel position. The pivot is performed in a such way that both the handler and the dog are turning from one heel position to the next one and then back again. The dog is performing 2 pivots, each 180° long. It still must be pivoting around axis through his front or rear legs.
- Square – one element of the team moving in a square shape (see appendix) with sides the minimum of 4 handler's legs long both the handler and the dog are facing the same way, the dog may be in any heel position. Second element of the team moving in a square shape

(see appendix) with sides the minimum of 4 handler's legs long both the handler and the dog are facing the same way, the dog must be in a different heel position. In each corner the team performs an exactly 360° pivot.

- Weaving - at least 8 steps of the handler, the dog is weaving through the handler's legs backwards.
- Free selection - 4 elements selected from moves: moves on hind legs (without the physical contact with the handler), crawling, jumps, roll-overs or compulsory moves from the MD 3 Progress Award. Each element must consist of a different move.
- Choreography
 - timing (the rythm of the chosen music should match the speed and rythm of the dog's movement)
 - music interpretation - the routine should reflect the dynamics and flow of the music
 - phrasing - phrases of the routine reflects the phrasing of the music
 - space creativity - creative design of the routine in the ring
 - posture - handler is moving in natural way and doesn't help the dog with its movement
 - variability of the choreography - choreography is composed from several distinguishable parts

5.2.3 Evaluation:

Good: 20 – 39,5 points

Very good: 40 – 51,5 points

Excellent: 52 – 60 points

6 Progress Awards Division F - Freestyle

6.1 F1 (Freestyle 1st level)

6.1.1 Content:

Paw moves (1 element)
Turns (2 elements)
Weaving (1 element)
Pose (2 elements)
Circles around the handler (1 element)
Backward movement (1 element)
Choreography

6.1.2 Comments to execution of the Progress Award

- Paw moves – one element; the minimum of 4 moves left and right paw alternately in a free close position.
- Turns – at least 4 turns performed consequently, at least two in each direction. This element must be used twice.
- Weaving – at least 8 steps of the handler, the dog is weaving through his/her legs, both the dog and the handler are going forward.
- Pose – the dog holds a pose without a move for at least 4 beats in free close position. This element must be used twice, a different pose must be used each time. In the first level poses sit, down and stand are allowed, but they must be performed absolutely accurately (see appendix). The dog may lean on the handler, but the handler must not hold it.
- Circles around the handler – one element when the dog runs (walks) around the handler in free close position for at least one closed circle.
- Backward movement – one element when the dog walks backward in a straight line for at least 4 handler's steps. The dog is in any position relative to the handler. Walking backward on just hind legs isn't allowed.
- Choreography
 - Timing (the rhythm of the chosen music should match the speed and rhythm of the dog's movement)
 - Use of the ring space - the teams uses the whole space of the ring

6.1.3 Evaluation

Good: 10 – 18,5 points

Very good: 19 – 24,5 points

Excellent: 25 - 30 points

6.2 F 2 (Freestyle 2nd level)

6.2.1 Content

Paw moves (2 elements)
Turns (2 elements)
Weaving (1 element)
Pose (2 elements)
Circles around the handler (1 element)
Backward movement (1 element)
Free selection (2 elements)
Choreography

6.2.2 Comments to execution of the Progress Award

- Paw moves – the minimum of 4 moves left and right paw alternately; the element must be used twice, once in a free close position, second in free distant position.
- Turns – at least 8 turns performed consequently, at least 4 in each direction. The dog must return to the starting position after each turn. This element must be used twice, once in free close position, second in free distant position.
- Weaving – at least 8 steps of the handler, the dog is weaving through his/her legs, the handler is going backward, the dog is going forward.

- Pose – the dog holds a pose without a move for at least 4 beats. The element is used twice, both times in free distant position, a different pose must be used each time. Poses sit, down (down position with head on the floor isn't allowed neither, see appendix) and stand aren't allowed in 2nd level, (see appendix). The dog has to take the pose up in free distant position.
- Circles around the handler – one element when the dog runs (walks) around the handler in free distant position for at least one closed circle in any direction. If the handler uses body cues, the distance is measured from closest body part of the handler.
- Backward movement – one element when the dog walks backward in a straight line for at least 3 meters away from the handler. The movement of the dog must be performed without disrupting.
- Free selection – 2 elements selected from moves: crawling, jumps, roll-overs or compulsory moves from the MD 2 Progress Award. Each element must consist of a different move.
- Choreography
 - Timing (the rhythm of the chosen music should match the speed and rhythm of the dog's movement).
 - Music interpretation - the routine should reflect the dynamics and flow of the music.
 - Phrasing - phrases of the routine reflects the phrasing of the music.
 - Space creativity - creative design of the routine in the ring.

6.2.3 Evaluation

Good: 15 – 28,5 points

Very good: 29 – 37,5 points

Excellent: 38 - 45 points

6.3 F 3 (Freestyle 3rd level)

6.3.1 Content

Paw moves (2 elements)

Turns (1 element)

Weaving (1 element)

Work at the distance (2 elements)

Backward movement (1 element)

Free selection (4 elements)

Choreography

6.3.2 Comments to execution of the Progress Award

- Paw moves – the minimum of 4 moves left and right paw alternately while the dog is moving; the element must be used twice.
- Turns – at least 8 turns performed consequently and alternately left and right while the handler is moving.
- Weaving – at least 8 steps of the handler, the dog is weaving through his/her legs backward.
- Work at the distance – the dog is sent to the free distant position twice, each time for two moves chosen from following: paw moves, turns, poses (only one pose can be used, the duration of the pose is 4 times), circles around the handler, roll-overs, moves on hind legs, jumps (for example, the dog is sent to free distant position, it does a pose and a turn, it is recalled, sent again and it does a pose and a turn again). This element must be used twice, moves must be different the second time. Work at the distance should not be interrupted by other exercises (eg, turn, barrel, pose) unless they are clearly visible that they belong there.
- Backward movement – one element when the dog walks backward in a straight line to a free distant position and then it backs again towards the handler
- Free selection – 4 elements selected from moves: crawling, jumps, roll-overs or compulsory moves from the MD 3 Progress Award. Each element must consist of a different move.

- **Choreography**
 - Timing (the rythm of the chosen music should match the speed and rythm of the dog's movement)
 - Music interpretation - the routine should reflect the dynamics and flow of the music.
 - Phrasing – phrases of the routine reflects the phrasing of the music.
 - Space creativity - creative design of the routine in the ring
 - Posture - handler is moving in natural way and doesn't help the dog with its movement.
 - Variability of the choreography - choreography is composed from several distinguishable parts.

6.3.3 Evaluation

Good: 17 – 33,5 points

Very good: 34 – 42,5 points

Excellent: 43 - 51 points

7 Progress Awards Division DwD - Dances with Dogs

7.1 DwD 1 (Dances with Dogs 1st level)

7.1.1 Content

1st step figure (2 elements)

2nd step figure (2 elements)

3rd step figure (2 elements)

dog's moves from the 1st level of MD, HtM or F (4 elements)

synchronised moves (2 elements)

choreography

7.1.2 Comments to execution of the Progress Award

- Step figure - the handler performs three different dance figures, each at least at the minimum of twice 8 beats (two elements of the figure may be scheduled one after another, so 16 beats of one figure, but it's not a requirement). The handler must not use a walk or a trot as a dance figure.
- Dog's moves - four different elements of a free selection from moves of divisions MD, HtM or F 1st level. Three of them must be performed during step figures, one element is performed out of step figures and it must be performed in the full range as in the Progress Award it is chosen from.
- Synchronized Moves - a sequence of the minimum of 8 beats when the dog and the handler performs a synchronized move that is identical during the whole time. This element must be used twice, each of them must be different. Synchronized move are described in appendix 11 of this document.
- Choreography
 - Use of the ring space - the teams uses the whole space of the ring

7.1.3 Evaluation

Good: 13 – 24,5 points

Very good: 25 – 32,5 points

Excellent: 33 - 39 points

7.2 DwD2 (Dances with Dogs 2nd level)

7.2.1 Content:

1st step figure (2 elements)

2nd step figure (2 elements)

3rd step figure (2 elements)

4th step figure (2 elements)

transition moves (2 elements)

dog's moves from the 1st level of MD, HtM or F (6 elements)

synchronised moves (2 elements)

choreography

7.2.2 Comments to execution of the Progress Award

- Step figure - the handler performs four different dance figures, each at least at the minimum of twice 8 beats (two elements of the figure may be scheduled one after another, so 16 beats of one figure, but it's not a requirement). The handler must not use a walk or a trot as a dance figure.
- Synchronized Moves - a sequence of the minimum of 8 beats when the dog and the handler performs a synchronized move that is identical during the whole time. This element must be used four times, each of them must be different. Synchronized move are described in appendix 11 of this document.
- Transition moves - a flowing transition between two moves at maximum of 4 beats long (short move that eases the link between two moves). This element must be used twice, each time a different move must be used.
- Dog's moves - six different elements of a free selection from moves of divisions MD, HtM or F 2nd level. Four of them must be performed during step figures, two elements are

performed out of step figures and it must be performed in the full range as in the Progress Awards they were chosen from.

- **Choreography**
 - Timing (the rhythm of the chosen music should match the speed and rhythm of the dog's movement).
 - Music interpretation - the routine should reflect the dynamics and flow of the music.
 - Phrasing - phrases of the routine reflects the phrasing of the music.
 - Space creativity - creative design of the routine in the ring.

7.2.3 Evaluation

Good: 24 – 49,5 points

Very good: 50 – 59,5 points

Excellent: 60 - 72 points

7.3 DwD3 (Dances with Dogs 3rd level)

7.3.1 Content:

first musical part - step figure (2 elements)

second musical part - step figure (2 elements)

third musical part - step figure (2 elements)

fourth musical part - step figure (2 elements)

dog's moves from the 1st level of MD, HtM or F (8 elements)

synchronised moves (6 elements)

transition moves (6 elements)

choreography

7.2.2 Comments to execution of the Progress Award

- Step figure - there must be three recognizable musical parts in the routine. In each part the handler performs two different step figures with appropriate moves of the body and arms, each for the minimum of 16 beats or four bars. Six different step figures will be performed overall. The handler must not use a walk or a trot as a dance figure.
- Dog's moves - eight different elements of a free selection from moves of divisions MD, HtM or F 3rd level. Six of them must be performed during step figures, two elements are performed out of step figures and it must be performed in the full range as in the Progress Awards they were chosen from.
- Synchronized Moves - a sequence of the minimum of 8 beats when the dog and the handler performs a synchronized move that is identical during the whole time. This element must be used six times, each time a different move. Synchronized move are described in appendix 11 of this document.
- Transition moves - a flowing transition between two moves at maximum of 4 beats long (short move that eases the link between two moves). This element must be used six times, each time a different move must be used.
- **Choreography**
 - timing (the rhythm of the chosen music should match the speed and rhythm of the dog's movement)
 - music interpretation - the routine should reflect the dynamics and flow of the music
 - phrasing - phrases of the routine reflects the phrasing of the music
 - space creativity - creative design of the routine in the ring
 - posture - handler is moving in natural way and doesn't help the dog with its movement
 - variability of the choreography - choreography is composed from several distinguishable parts

7.2.3 Evaluation

Good: 33 – 60,5 points

Very good: 61 – 84,5 points

Excellent: 85 - 99 points

8 Titles given in Progress Awards

For Dogdancing Progress Awards passed with excellent team receive following titles:

MoD MD – Master of Dogdancing of division Musical Dressage – if the teams passes all Musical Dressage Progress Awards

MoD HtM – Master of Dogdancing of division Heelwork to Music – if the teams passes all Heelwork to Music Progress Awards

MoD F – Master of Dogdancing of division Freestyle – if the teams passes all Freestyle Progress Awards

MoD DwD – Master of Dogdancing of division Dance with Dogs – if the teams passes all Dance with Dogs Progress Awards

MoD 1 – Master of Dogdancing 1st level – if the team passes all Progress Awards 1st level of all divisions

MoD 2 – Master of Dogdancing 2nd level – if the team passes all Progress Awards 2nd level of all divisions

MoD 3 – Master of Dogdancing 3rd level – if the team passes all Progress Awards 3rd level of all divisions

CoD – Champion of Dogdancing – tento titul získá tým za úspěšné složení všech 12 zkoušek dogdancing

9 Closing remarks

These rules and regulations are valid for all events organised in the Czech republic under the patronage of DDCCR and take effect from 1. 7. 2017.

10 Appendix

Figure 1: A schematic example of dog's movement in the performance ring during the move „Serpentines“.

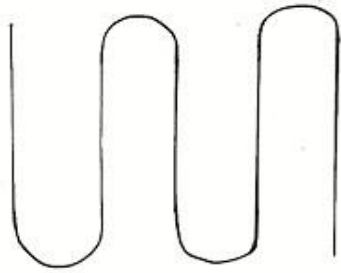
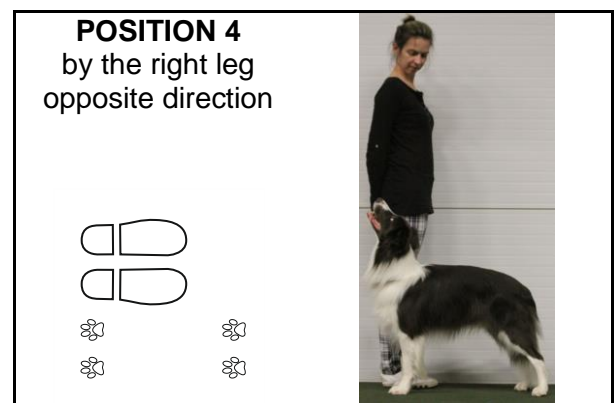
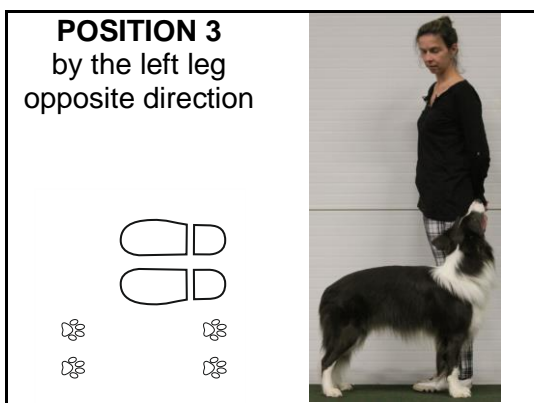
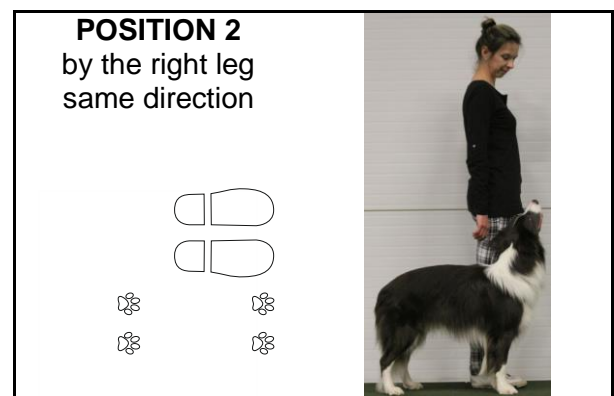
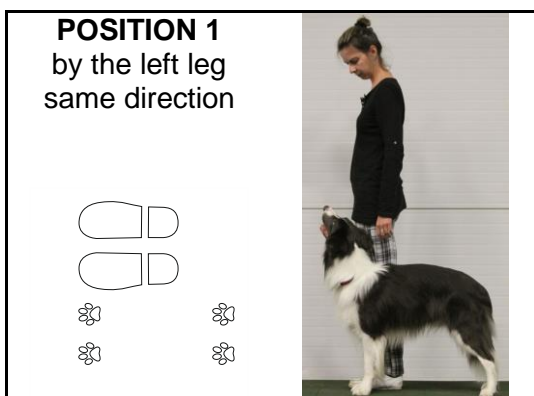


Figure 2 : Heelwork positions – 10 heelwork positions.

1. position by the left leg of the handler facing the same direction
2. position by the right leg of the handler facing the same direction
3. position by the left leg of the handler facing the opposite direction
4. position by the right leg of the handler facing the opposite direction
5. position in front sideways to the handler facing the right leg
6. position in front sideways to the handler facing the left leg
7. position behind sideways to the handler facing the right leg
8. position behind sideways to the handler facing the left leg
9. position between handler's legs facing the same direction
10. position between handler's legs facing the opposite direction



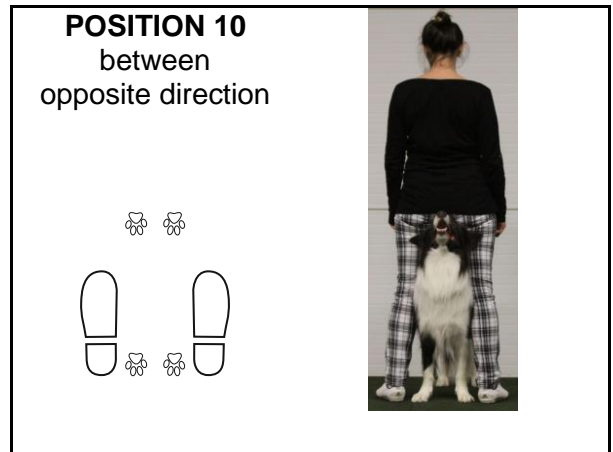
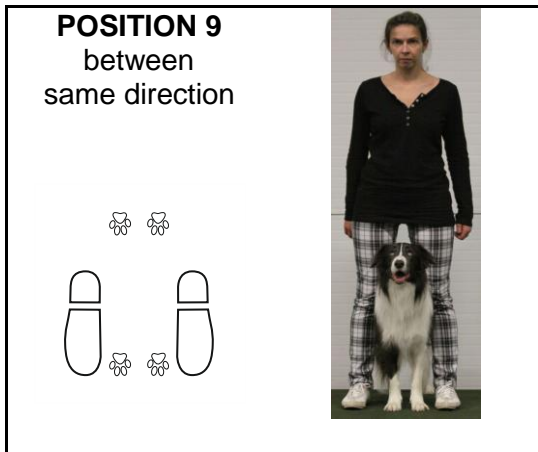
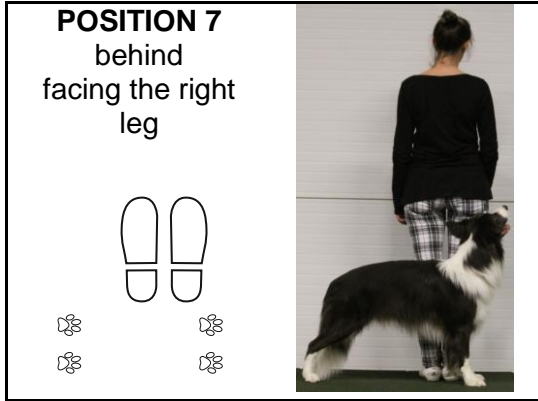
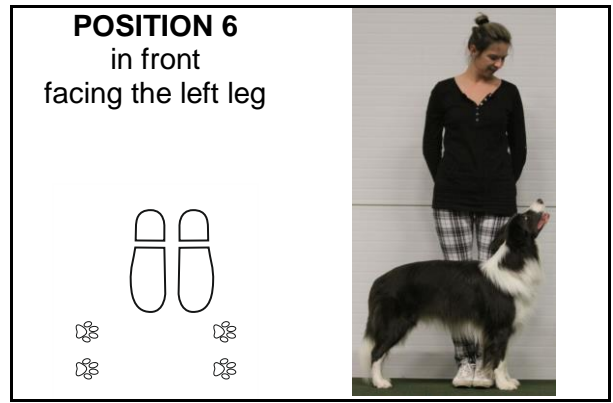
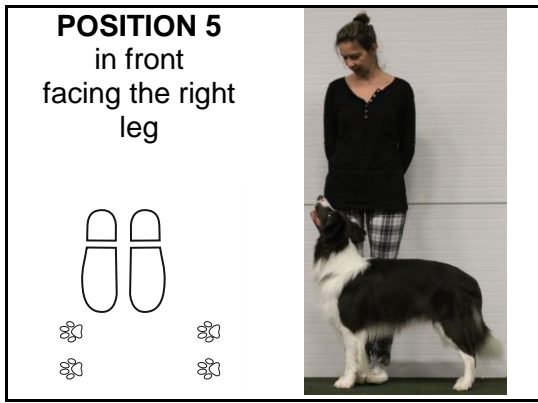


Figure 3: Down (dog is not allowed to lay on its hip), sit and stand



Figure 4: An example of „square“ – dog in heel position no. 1

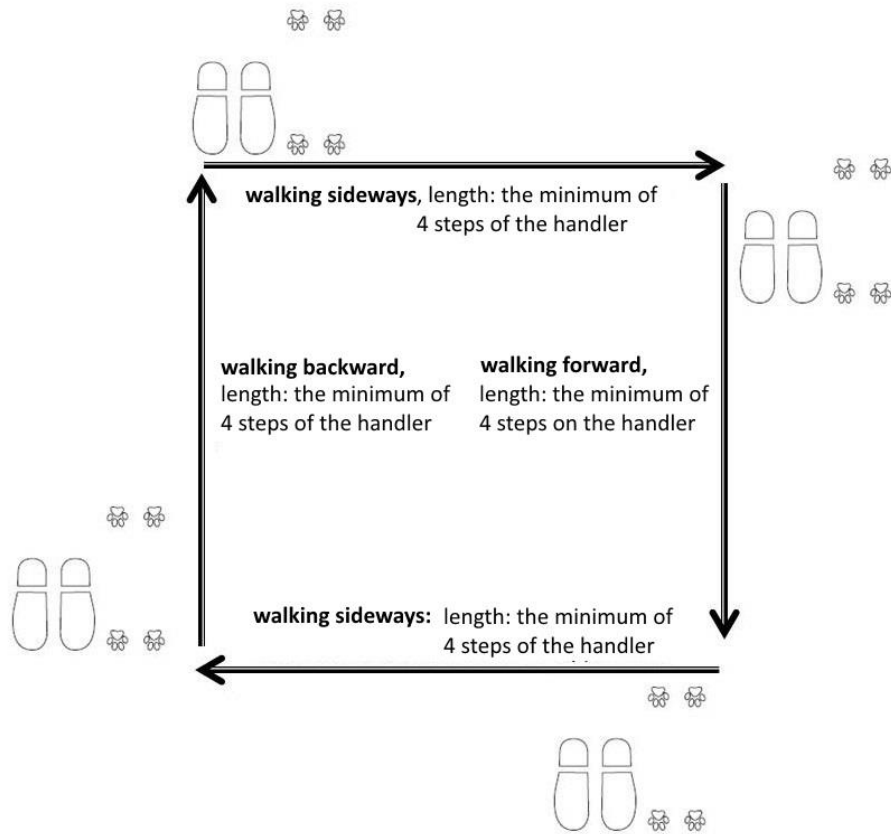
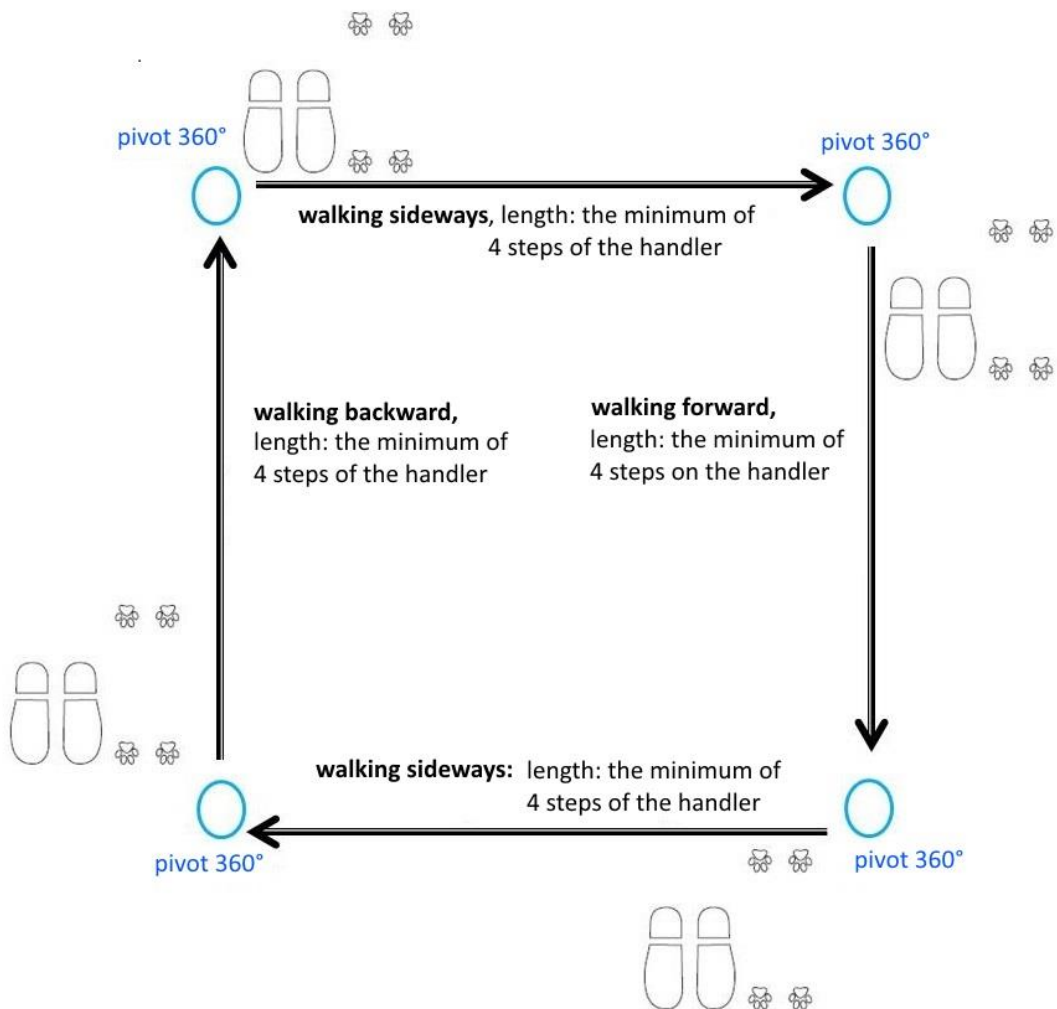


Figure 5: An example of „square with pivots“ – the dog is in heel position no. 1



11 Synchronized moves

General rules

- obvious differences in frequency of the dog's and handler's moves aren't allowed
- dog's pose (sit, down...) and dog's position relative to the handler (in front of the handler, on the side of the handler...) depends on the decision of the handler, unless specified otherwise; chosen position must remain the same during the whole synchronised move
- > it is possible to either keep the same direction or to mirror it (for example both the dog and the handler lift left paw/hand or one lifts left and the other right; both the dog and the handler turn right or one turns right and one left).
- > the choice of the direction must remain the same during the whole performance of the synchronised move
- > in the paw moves it is necessary to keep the synchronization of the handler's movement (for example if the dog is scratching with only one paw, the handler scratching with only one hand/leg).

1. Turns

Dog: turns around its axis for a 360° turn. It may not jump, sit or lay down during the move.

Handler: turns around its axis for 360° turn.

Synchronization: synchronization of the direction.

2. Lifting front paws

Dog: zvedá buď jen jednu tlapku, nebo může zapojit obě. Během zvedání tlapek může být i v pohybu.

Handler: zvedá ruce nebo nohy.

Synchronization: synchronization of the movement.

3. Lifting hind paws

Dog: lifting one or both legs. It may lift the paws while moving as well.

Handler: lifts hand or legs.

Synchronization: synchronization of the movement.

4. Roll-overs

Dog: rolls-over in the down position, the dog has to return to the original position. The dog is not allowed to stand or sit between the rolls.

Handler: rolls-over in the down position, he/she has to return to the original position.

Synchronization: synchronization of the direction.

5. Jumps

Dog: all 4 paws must leave the ground.

Handler: jumps up.

6. Shame

Dog: putting one or both paws alternating or at once, on its muzzle.

Handler: putting one or both hands alternating or at once on his/her face.

Synchronization: synchronization of the movement.

7. Scratching a floor

Dog: scratching with front or rear paws on the floor. It may scratch with both paws or only one.

Handler: scratching with hands or legs on the floor.

Synchronization: front paws – hands, rear paws – legs. Synchronization of the movement.

8. Crossing paws

Dog: crosses paws one over another.

Handler: crosses legs or arms.

Synchronization: synchronization of movement and direction.

9. Limping

Dog: uses only three legs while walking.

Handler: jumps on one leg.

10. Nodding a head up/down

Dog: nodding a head in the air, it's not allowed to put it down on the floor.

Handler: nodding a head in the air.

11. Turning head left/right („saying no“)

Dog: turning head to the right and left or just one side.

Handler: turning his/her head.

Synchronization: synchronization of the direction.

12. Sit - Beg

Dog: switching between poses sit and beg (lifting front paws in a sitting position).

Handler: switching between sitting or kneeling with hands on the floor and getting up with hands from the floor.

13. Walking sideways

Dog: in any position but heel position 5 – 10. It moves sideways in only one direction or it changes the direction during the move.

Handler: handler moves sideways in just one direction or he/she changes the direction during the move.

Synchronization: if the dog crosses its paws, the handler crosses its legs. If the dog doesn't cross its legs, neither does handler. Synchronization of the direction.

14. Crawling

Dog: dog is crawling in a down position forward or backward, the direction mustn't be changed during the move.

Handler: crawling forward or backward on the ground.

Synchronization: both must crawl in the same direction.

15. Walking backward (away from each other)

Dog: in front of the handler, walking backward in a straight line.

Handler: walking backward in a straight line.

Synchronization: dog and handler walking backward away from each other.