



Service Dog Games International

Champion Service Dog

Section One – Public Access

We understand that not all Service Dogs are needed in public. But as a well-rounded Service dog, you and your dog should at least know how without issues. You never know what life might throw at you.

During the entirety of this section, the leash **MUST** be loose and the dog mostly focused on the handler with frequent check-ins. The only cues are **LOAD** into a vehicle, **UNLOAD** from a vehicle, **SIT** or **DOWN** during that game.

1. **Unload from a vehicle:** After a suitable place has been found, the individual will unload the dog and any necessary equipment (wheelchair, walker, crutches, etc.) out of the vehicle. The dog must wait until released before coming out of the vehicle. Once outside, it must wait quietly unless otherwise instructed by the individual. The dog may not run around, be off lead, or ignore the commands given by the individual. Once the team is out of the vehicle and settled, the assistant should walk past with another dog. They should walk within six (6) feet of the team. The Assistance Dog must remain calm and under control, not pulling or trying to get to the other dog. The emphasis on this is that the Assistance Dog remains unobtrusive and is unloaded in the safest manner possible for everyone.

This must be done in a parking lot, not your driveway. The leash must stay loose. The dog must wait for its cue to load or unload. This is one of those skills that **MUST** be cued for the safety of all.

2. Approaching a building: After unloading, the team must maneuver through the parking lot to approach the building. The dog must stay in a relative heel position and may not forge ahead or lag behind. The dog must not display a fear of cars or traffic noises and must display a relaxed attitude. When the individual stops for any reason, the dog must stop also.

3. Entry through a doorway: Once at the doors of the building, the individual may enter however he/she chooses to negotiate the entry safely. Upon entering the building, however, the dog may not wander off or solicit attention from the public. The dog should wait quietly until the team is fully inside and then should calmly walk beside the individual. The dog must not pull or strain against the lead or try to push its way past the individual but must wait patiently while entry is completed. distractions while navigating through the parking lot and approaching a building. The leash must remain loose, no cues or signals. A sit or down is not required.

4. Moving through the building: Once inside the building, the individual and the dog must walk through the area in a controlled manner. The dog should always be within touching distance where applicable or not greater than a foot away from the individual. The dog should not solicit public attention or strain against the lead (except in cases where the dog may be pulling the individual's wheelchair). The dog must readily adjust to speed changes, turn corners promptly, and travel through a crowded area without interacting with the public. In tight quarters, the dog must be able to get out of the way of obstacles and not destroy merchandise by knocking it over or by playing with it.

5. Six foot recall on lead: A large, open area should be found for the six-foot recall. Once found, the individual will perform a six-foot recall with the dog remaining on lead. The individual will sit the dog, leave it, travel six feet, then turn and call the dog to him/her. The dog should respond promptly and not stop to solicit attention from the public or ignore the command. The dog should come close enough to the individual to be readily touched. For Guide Dogs, they must actually touch the person to indicate location. The recall should be smooth and deliberate without the dog trudging to the individual or taking any detours along the way.

6. Restaurant- The team and tester should enter a restaurant and be seated at a table. The dog should go under the table or, if size prevents that, stay close to the individual. The dog must sit or lie down and may move a bit for comfort during the meal but should not be up and down a lot or need any correction or reminding.

7. Dog taken by another person – To show that the dog can be handled by another person without aggression or excessive stress or whining, someone else will take the dog's leash and passively hold the dog (not giving any commands) while the dog's partner moves 20' away.

8. Exiting the Building- The team will leave the building in a similar manner to entering, with safety and control being of prime importance. The team will proceed across the parking lot and back to the vehicle. The dog must be in an appropriate heel position and not display any fear of vehicles or sounds.
9. Load into vehicle: The individual will load the dog into the vehicle with either entering first. The dog must not wander around the parking lot but must wait patiently for instructions. The emphasis is on safety and control.
10. Team relationship - It is important for an Assistance Dog Team to have a positive and close relationship. Both the handler and the dog should be relaxed; there should be positive reinforcement for the dog's good behavior; the dog should be under control; and the team should present a positive image to the public.

Section Two Medical Alert, Response and Assistance Tasks

Everyone is going to desire a different behavior for alerting the human that a medical event is about to happen. In order to accommodate everyone, for games 1 and 3, use the two most common alert behaviors that you have trained with your dog. The first question in the titling test will ask you what those alert behaviors will show in your videos.

1. Hard touch on the hand or other body part on cue or when sensing a medical event
2. Jumping on the human in bed to wake them when sensing a medical event or when handler movements or sounds are the cue.
3. Taping the human's foot on cue or when sensing a medical event or interrupting handler's behavior
4. Grabbing a short tassel that is attached to the collar (called a bringsel) and coming to the human holding the bringsel on cue or when sensing a medical event
5. Bringing appropriate medical supplies to the human on cue or when sensing a medical event
6. Lean on handler to prevent a fall on cue or when sensing a medical event
7. Assist Handler to the ground during a faint or low blood pressure incident and do DPT on cue or when sensing a medical event
8. Put head or body under handler's head when handler is lying down on cue when sensing a medical event

9. Operate push button device to call 911, an ambulance service or another person to help in a crisis
10. Let emergency personnel into home and lead to partner's location
11. Find the caregiver on cue, lead back to location of disabled partner

Section Three Locate Objects and/or Retrieve Objects

1. Find an exit, lead handler to the exit
2. Find desired object, by name, like the morning newspaper on the porch
3. Bring in groceries - up to ten canvas bags
4. Pick up dropped items like coins, keys etc., in 3 locations
5. Bring clothes, shoes, or slippers laid out to assist with dressing
6. Unload towels, other items from dryer into a basket
7. Seek & find teamwork - direct the dog with hand signals, vocal cues to: retrieve an unfamiliar object out of partner's reach
8. Drag Cane from its customary location to another room
9. Retrieve unheard dropped objects like keys , coins, or other objects
10. Retrieve dropped objects by name
11. Retrieving Dog Bowls.
12. Retrieve Emergency Medication.
13. Retrieving Items When Pointed To.
14. Retrieve Mobility Aid (e.g. Wheelchair, Cane, Walker, etc)
15. Retrieving Named Items.
16. Retrieve Phone.
17. Retrieve Purse/Wallet.
18. Retrieving Shoes.
19. Retrieve Tissue (when crying, sneezing, coughing).

20. Retrieve Towel (after a shower, bath).
21. Retrieving TV Remote.
22. Retrieve Vest/Harness/Leash/Gear.
23. Retrieve Water to Take Medication.
24. Retrieving Item from Store Shelf.

Section Four Obstacle Avoidance and Changes In Elevation

1. Navigate around stationary obstacles like a lamp post, parking meters, pillars
2. Navigate around hazards like an open manhole and deep potholes
3. Avoid moving objects such as bicycles, people, strollers, shopping carts, wheelchairs
4. Leash guiding around obstacles indoors or outdoors for a short distance
Leash cues from the handler as necessary.
5. Lead the handler in a 90 degree turn to the right and picking up the new travel line on the cue "right" • Lead the handler in a 90 degree turn to the left and picking up the new travel line on the cue "left"
6. Halt or Sit to indicate 4 curbs
7. Stopping and standing calmly after the verbal cue "halt"
8. Halt to indicate steps up into a building or patio area
9. Halt when confronted by a barrier such as at construction site
10. Back up 5 feet on cue making sure to stay even with the handler.

Section Five Soundwork

1. Wake-up alerts:
 - a. dog wakes up from sleep to alert awake handler to a sound
 - b. -dog wakes person pretending to sleep
 - c. -dog persistently try to wake a person who resists and refuses

2. Traffic Alerts
 - a. Alert to car coming
 - b. Alert to walk signal
3. Name call
 - a. -come to handler and alert by looking at another person calling the handlers name, use a man, a woman, a child each calling the name.
 - b. Name Call on leash outside; same scenarios.
4. Alert to
 - a. Siren of police car, fire truck or ambulance and indicate direction
 - b. Smoke alarm in workplace
 - c. Distinguish phone ringing on partner's desk at work from all other phones in workplace
 - d. Cell phone or beeper
 - e. Smoke alarm in hotel or work
 - f. Fire drill at school or work
 - g. Vehicle honking to attract attention

Section Six Protection Tasks

1. Clear a Room (enter ahead of the handler and check for intruders).
2. Turn on a light
3. Inform handler of an intruder
4. Block person approaching from the rear of the handler
5. Block from Moving Towards Danger (busy road, away from home, etc).
6. Watch My Back.
7. Interrupt Crying, Dissociating, and Freezing Behaviors.
8. Disrupt Harmful Behavior (skin picking, scratching, pulling hair, etc..).

9. Bark to provide an excuse to leave an uncomfortable situation
10. Crowd Control
11. Be a Distraction

Section Seven Carrying Based Tasks

1. Move bucket from one location to another, indoors to outdoors
2. Lug a basket of items from one room to another
3. Transport items downstairs or upstairs to a specific location
4. Carry item(s) from the handler to a caregiver or family member in another room
5. Send the dog to obtain food from a caregiver and return with it.
6. Dog carries a prearranged object to caregiver as a signal help is needed
7. Carry items following a partner using a walker, cane or crutches.
8. Transfer merchandise from a clerk to a wheelchair user's lap
9. Carry mail or newspaper into the house
10. Carry a note from the partner to another household member, searching the house to find that individual

Section Eight Deposit Based Tasks

1. Put trash, junk mail into a wastebasket or garbage can
2. Deposit empty soda pop can or plastic bottle into recycling bin
3. Assist partner to load clothing into top loading washing machine
4. Put dirty dog food bowl into the kitchen sink
5. Put silverware, non breakable dishes, plastic glasses in sink
6. Deliver items to "closet" [use a floor marker to indicate drop location]
7. Deposit dog toys into designated container

8. Put prescription bag, mail, or another item on countertop

Section Nine Tug Based Tasks

1. Open doors with attached strap
2. Open drawers via strap
3. Answer doorbell and open front door with strap attached to handle
4. Shut doors that open outward
5. Assist to remove shoes, slippers, or sandals
6. Tug socks off without biting down on foot
7. Drag laundry basket through house with a strap
8. Drag bedding to the washing machine
9. Pull a drapery cord to open or close drapes
10. Pull Handler with Strap

Section Ten Nudge or Paw Based Tasks

1. Nudge or paw shut a Cupboard door or a drawer
2. Hard nudge to shut a dryer door
3. Nudge or paw the Stove drawer shut
4. Put head (can use muzzle) under open dishwasher door, flip to shut
5. Close Refrigerator or freezer door with a nudge or paw
6. Push button or push plate on electric commercial doors with a paw
7. Nudge handler to arouse him from a dissociative episode at home or in public.
8. Operate light switch on wall - jump up, paw the switch
9. Jump up to paw elevator button [steady dog if he tries it on slippery tile floor]
10. Close heavy front door or another heavy door - jump up, use both forepaws

Section Eleven Mobility Assistance

1. Assist to walk step by step, brace between each step, from chair to nearby chair
2. Position self and brace to help partner catch balance after partner rises from a couch or other seats in a home or public setting
3. Prevent fall by bracing on command if the partner needs help recovering balance.
4. Steady partner getting in or out of the bathtub
5. Pull up partner with a strap from floor to feet on cue, then brace till partner catches balance
6. Haul open heavy door, holding it ajar using six foot lead attached to back of harness, other end of lead attached to door handle or to a suction cup device on a glass door
7. Tow ambulatory partner up inclines [harness with rigid handle or pull strap may be used]
8. Brace on cue to prevent ambulatory partner from stumbling [rigid handle]
9. Help ambulatory partner to climb stairs, pulling then bracing on each step [rigid handle or harness with pull strap may be used to assist partner to mount a step or catch balance]
10. Help ambulatory partner to walk short distance, brace between each step [rigid handle]