



EXPERT SKILLS FOR SERVICE DOG GAMES INTERNATIONAL



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SERVICE DOG GAMES INTERNATIONAL
<https://sdgamesintl.org>

Contents

Novice Level Games.....	Error! Bookmark not defined.
Public Access Skills.....	Error! Bookmark not defined.
Alerting Tasks.....	Error! Bookmark not defined.
Assistance Tasks.....	Error! Bookmark not defined.
Moving Through the Environment	Error! Bookmark not defined.
Obstacle Avoidance	Error! Bookmark not defined.
Retrieve Based Tasks	Error! Bookmark not defined.
Locate Objects On Command	Error! Bookmark not defined.
Bracing Based Tasks (With and Without Harness).....	Error! Bookmark not defined.
Protection Based Tasks.....	Error! Bookmark not defined.
Scent Based Tasks.....	Error! Bookmark not defined.
Sound Based Tasks.....	Error! Bookmark not defined.
Nose and Paw Tasks.....	Error! Bookmark not defined.

Expert Level Games

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 or food court (Fast food restaurant acceptable)-** 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 a lot of correction or reminding.

7. Dog taken by another person who takes the leash – 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.

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.

The most common alert behaviors are:

1. Hard touch on the hand or other body part
2. Jumping on the human in bed to wake them
3. Taping the human's foot
4. Grabbing a short tassel that is attached to the collar (called a bringsel) and coming to the human holding the bringsel.
5. Bringing appropriate medical supplies to the human
6. Lean on handler to prevent a fall
7. Assist Handle to the ground during a faint or low blood pressure incident and do DPT
8. Put head or body under handler's head when handler is lying down
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 command, lead back to location of disabled partner

Locate Objects and/or Retrieve Objects

1. Find an exit, lead handle to the exit
2. Retrieve unheard dropped objects like keys , coins, or other objects
3. Retrieve dropped objects by name
4. Find desired object, by name, like the morning newspaper on the porch
5. Bring in groceries - up to ten canvas bags
6. Pick up dropped items like coins, keys etc., in 3 locations
7. Bring clothes, shoes, or slippers laid out to assist with dressing
8. Unload towels, other items from dryer
9. Seek & find teamwork - direct the dog with hand signals, vocal cues to: retrieve an unfamiliar object out of partner's reach, locate TV remote control, select one of several VCR tapes atop TV cabinet, other surfaces
10. Drag Cane from its customary location to another room

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
5. Intelligent Disobedience as in refusing a command to go forward into the road if there is oncoming traffic or intersecting traffic in the team's path. The dog is also trained to halt, abruptly, rather than collide with a vehicle that intersects the team's path when it enters the intersection during the team's crossing
6. Halt or Sit to indicate every curb
7. Halt to indicate descending stairs at the top of a flight of stairs
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. Intelligent disobedience - refuse a command to go forward if there is a drop-off

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
 - c. Alert to siren while human is driving
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. Go Get Help
5. Doorbell/knock:
 - a. go to door/bell
 - b. go back and forth from trainer to door once from another room
6. 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 nearby

Protection Tasks

1. Clear a Room (enter ahead of the handler and check for intruders).
2. Turn on a light, nudging the metal base of a lamp with a touch lamp device
3. Inform handler of an intruder
4. Block approaching persons/animals, etc.
5. Block from Moving Towards Danger (busy road, away from home, etc.).

6. Call 911 on a Dog-Friendly Phone.
7. Dial Pre-Programmed Number on a Dog-Friendly Phone.
8. Call Suicide Hotline on a Dog-Friendly Phone.
9. Dance to provide Excuse to Leave Uncomfortable Situation

Carrying Based Tasks (Non Retrieval)

These tasks do not involve the mouth. You can use backpacks, pockets in the vest, tucked in the collar, pouch attached to the collar or harness.

1. Move bucket from one location to another, indoors & outdoors
2. Lug a basket of items around the house
3. Transport items downstairs or upstairs to a specific location
4. Carry item(s) from the partner to a care-giver or family member in another room
5. Send the dog to obtain food or other item from a care-giver and return with it.
6. Dog carries a prearranged object to care-giver as a signal help is needed
7. Carry items following a partner using a walker, other mobility aids
8. Transfer merchandise in bag 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

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. Dirty food bowl [dog's] - put into 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, other items on counter top

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 lever handle
4. Shut interior home, office doors that open outward
5. Assist to remove shoes, slippers, 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. Alternatively, take edge of a blanket and move backwards, tugging to remove it or assist someone to pull the blanket up to their chin if cold

Nose Nudge Based Tasks

1. Cupboard door or drawers - nudge shut

2. Dryer door - hard nudge
3. Stove drawer - push it shut
4. Dishwasher door - put muzzle under open door, flip to shut
5. Refrigerator & freezer door - close with nudge
6. Operate button or push plate on electric commercial doors
7. Turn on light switches
8. Push floor pedal device to turn on lamp
9. Turn on metal based lamps with touch-lamp device installed - nudge base

Pawing Based Tasks (Some Dogs Prefer It To Nose Nudge)

1. Cupboard door - shut it with one paw
2. Dryer door - shut it with one paw
3. Refrigerator & freezer door - one forepaw or both
4. Operate light switch on wall - jump up, paw the switch
5. Jump up to paw elevator button [steady dog if he tries it on slippery tile floor]
6. Operate push plate on electric commercial doors
7. Close heavy front door, other doors - jump up, use both forepaws

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 [tug of war style] from floor to feet on command, 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 command 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]