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# PUPPY LEVELS GAMES

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List of Games Available for Titling



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<https://sdgamesintl.org>

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## Touching

- Accepting Full Body Petting  
The puppy must accept slow strokes over the whole body and minimal pinching of toes and ears.
- Accepting a harder massage type touch  
Dog to accept fingers pushing at the skin over the whole body. Finger pressure should not be greater than touching your own eyelids hard but before pain.
- Opposition play with a human  
Puppy must accept being pushed lightly as play
- Accepting the collar being grabbed  
Puppy to accept the collar being grabbed put not pulled.
- Ability to Calm on Cue  
Puppy to settle with the human. Puppy can fall asleep, but just being calm next to the human is acceptable. The cue does not have to be verbal or a hand signal, it could be something like the human sitting or lying on the ground and inviting the puppy to do the same.
- No Resource Guarding Food From the Handler  
Get a bowl of popcorn or whatever tickles your fancy, a drink and the same for your puppy. Get down on the floor with the puppy and share it all.
- Puppy Not Afraid of being touched in Sensitive Places like Paws.  
Handler and puppy sit together, handler touches puppy's ears, nose, front feet, back feet, tail and stomach with no reaction from the puppy.

## Targeting

- Touch Objects:  
Dog must touch an object no higher than should height on cue. Nose or paw allowed for the touch.
- Touch Handler's Body Parts:  
Dog must touch handler's thigh, shin, foot, hand or arm, on cue. Hard enough that the human definitely feels it.
- Touch Target Stick:  
Dog must touch the end of a stick type object with his nose on cue.
- Say Hello:  
Dog must approach another person when cued by the handler, but not touch the person. Person is not to feed or touch or talk to the dog.

## Husbandry

- Puppy Accepts a manicure  
Puppy must accept a manicure with either clippers or a dremel
- Puppy targets the handlers hand with his chin  
Puppy rests his chin in the handlers hand for 20 seconds on cue.
- Puppy Accepts Wearing a Muzzle  
The handler puts a muzzle on the puppy. Puppy wears the muzzle for 20 seconds without trying to remove it.
- Puppy does his own Manicure  
The handler puts a board with sandpaper on it on the ground. Puppy must scratch at the board for 20 seconds.

- Puppy accepts full body brushing  
Handler to brush the puppy with a soft brushing covering every part of the puppy's body.
- Puppy accepts take a bath  
Handler to give the puppy a water bath (no soap because of the time limit) for 30 seconds.
- Puppy accepts all parts of the body being lightly grabbed  
Handler to lightly grab the ears, tail, back of the neck, nose and one front leg without response from the puppy.
- Puppy knows the names of three body parts  
Handler asks the puppy to show his tail, foot and nose

## Enrichment

- Puppy to push a ball  
Handler cues puppy to push a ball
- Puppy shows no fear of sound and movement  
Handler puts plastic balls and/or plastic bottles into a box or pool low enough the puppy can get in without help. Puppy gets in and moves around for 20 seconds with no fear.
- Puppy finds a tossed ball  
Handler tosses a ball when the puppy isn't paying attention and cues the puppy to find the ball.
- Puppy vigorously chases a toy on a pole  
Handler creates or buys a pole with a string and a toy on the end of the string. Handler moves the toy around via the pole, toy to stay on the ground. Puppy chases the toy for 20 seconds.
- Puppy plays with handler and allows handler to play  
Handler holds a ball at puppy height and cues puppy to push. Puppy pushes the ball. Handler pushes the ball at the puppy. Trade who is pushing for 30 seconds.
- Puppy chases bubbles  
Handler blows puppy safe bubbles for the puppy to chase for 30 seconds. Puppy chases the bubbles with no fear.
- Puppy shows he can use his nose.  
Handler sets up an area outside with things to sniff. Puppy must find each item while exploring.

## Scent Games for puppies

- Puppy finds the treat under a cup  
Handler sets out three cups upside down and puts a treat under one of the cups. Cues puppy to find the treat. 3 times.
- Puppy knocks down a pyramid of 6 cups to find the treat  
Handler hides a treat in a pyramid of 6 cups. Cues puppy to find the treat. 3 times.
- Puppy targets a container with a treat in it  
Handler puts a treat in a container with holes in it. Cues puppy to find the treat.
- Puppy targets a smell other than food
- Handler puts the scent of cloves, anise or basil in a container with holes. Cues puppy to find the scent. 3 times.
- Puppy finds the correct smell  
Handler sets up two containers with holes in them. One container is a trained scent, the other is an untrained scent. The handler cues the puppy to find. Puppy to indicate the correct container. 3 times.

- Puppy targets a smell other than food  
Handler puts the scent of cloves, anise or basil in a container with holes. Cues puppy to find the scent. 3 times.
- Puppy finds a treat under a ball or rag  
Handler sets up a muffin tin with the holes filled in by either tennis balls or crumpled rags. Handler puts one treat under the stuffing in one hole. Cues Puppy to find it. 2 times.
- Puppy tracks a trained scent for 15 feet.  
Handler sets up a 15 foot track with a trained smell. Cues puppy to find it.

## Sound Games for Puppies

### Puppy Sound Recognition

- Puppy finds a sound in a box  
Handler sets out three boxes and puts a sound device in one box set to go off in 5 seconds. When sound happens, the handler cues puppy to find the sound. 3 times.
- Puppy knocks down a pyramid of 6 boxes to find a sound device  
Handler hides a sound device in a pyramid of 6 boxes. Sound device set to go off in 10 seconds. When sound happens, handler cues the puppy to find the sound. 3 times.
- Puppy targets a device making a sound  
Handler puts a sound device on the floor at least 5 feet from the puppy set to go off in 10 seconds. Handler engages puppy in a game. When the sound goes off, handler cues the puppy to touch the device.
- Puppy targets a sound device instead of going to food  
Handler puts a sound device on the floor at least 5 feet from the puppy set to go off in 10 seconds. Handler puts food in another box and puts it about 5 feet from the first box but not near the puppy. When the sound goes off, handler cues the puppy to find the sound. Puppy should go to the box with the sound.
- Puppy targets a sound device held in a helper's lap  
Handler puts a sound device on a helper's lap about 10 feet from the puppy set to go off in 10 seconds. Handler engages puppy in a game. When the sound goes off, handler cues the puppy to touch the device.
- Puppy finds a sound under a pillow  
Handler puts a sound device under a pillow at least 5 feet from the puppy set to go off in 10 seconds. Handler engages puppy in a game. When the sound goes off, handler cues the puppy to touch the device.

### Focus and Engagement

- Puppy to focus on the handler for 30 seconds with distractions  
Handler to look at puppy, no cues, and puppy to look back for 30 seconds.
- Puppy needs to touch the handler's hand hard for attention  
Handler stands in front of puppy, hand to the side. Puppy bops the handler's hand hard or repeatedly.

- Puppy shows interest in a thrown toy  
Handler gets a toy, plays with it and then tosses it away from the puppy. Puppy to show interest in the toy by exploring it.
- Puppy chases the handler's hand as it moves erratically.  
Handler gets on the ground with the puppy and moves his hand fast in no particular pattern. Puppy chases the hand.
- Puppy to tug on a toy with the handler  
Tug to be at least as long as the puppy is. Handler to keep the toy very close to the ground and not move the puppy's head up and down. Puppy should win the toy.
- Puppy to focus on handler's face for 30 seconds on cue  
Handler may not lure this behavior. Handler may cue the puppy to focus with voice or hand signal.

## Self Control

- Puppy ignores food on the floor when dropped (no cues)  
Handler drops food on the floor and puppy should ignore it
- Puppy ignores a toy moving on the floor, no cue  
Handler puts a toy that moves on the floor and puppy should ignore it. Toy can be a radio control toy or a toy attached to a string.
- Puppy ignores a plate with food on the floor on cue  
Handler puts a plate containing food on the floor and cues the puppy to leave it. Puppy should ignore the plate and the food.
- Puppy lies down on cue when handler sits in a chair.  
Handler sits in a chair, cues the puppy to lie down, puppy lies down next to the chair
- Puppy goes to place when door bell rings  
Handler puts the puppy's place mat near the front door. Handler can have a recording of the door bell ringing or a knock if no door bell or a helper who is cued to ring or knock. Puppy should go to the place mat when he hears the ring or knock. No cue from handler.

## Handling Distractions

- Puppy finds its toy  
Handler to throw the puppy's toy, with puppy watching, behind a chair and cue puppy to "find" it. Puppy "finds" the toy.
- Puppy finds a toy by name  
Handler cues the puppy to find a toy by its name. Puppy finds the named toy.
- Puppy to walk on a series of different floor types.  
Handler to set up a walkway of 6 different floor types and cues the puppy to walk on the walkway. Puppy should walk across each different types without issue. For example, a square of tin foil, a square of cardboard, a square of carpet, a folder towel, rounded stones, and straw could be the differing floor types.
- Puppy to hide behind a chair on cue and then pop out when cued by the handler.
- Puppy to find a toy hidden in a pile of cloth  
Handler sets up a jumbled pile of sheets, blankets, and towels and hides a toy for the puppy to find. Handler may put food inside the toy.
- Puppy to knock over a stack of small boxes on cue  
Handler sets up a stack of three boxes. The stack should be higher than the puppy's head. Handler cues the puppy to knock it down. Puppy knocks down the boxes.

## Basics

- Puppy gets on an object on cue and then gets off the object on cue  
Handler puts a short flat object, like a book or a stepper, on the floor. Handler cues the pup to get “up”. Handler cues the pup to get “off”.
- Puppy stands still on cue for 10 seconds  
Handler walks with the puppy and cues the puppy to stand. Puppy to stay in the stand until release for at least 10 seconds.
- Puppy Willingly Trades One Toy for Another  
Handler gives a toy to the puppy and lets him play with the toy for 10 seconds. Handler gets another toy of the same value, asks the puppy to drop or leave the first toy and gives the second toy to the puppy. Handler picks up the first toy without the puppy trying to grab it.
- Puppy does a down on cue for 10 seconds.  
Handler cues the puppy to lie down. Puppy lies down until release for no less than 10 seconds.
- Puppy goes to a specified mat on cue  
Handler and puppy start at least 5 feet away from the mat. Handler cues the puppy to go to the mat and lie down. Puppy lies down on the mat until released for at least 10 seconds.
- Puppy waits on a specified spot on cue for 10 seconds  
Handler and puppy walking. Handler stops and cues the puppy to “wait” or “stay”. Puppy waits until released while handler takes 2 steps away from the puppy. Handler releases puppy from the wait.
- Puppy comes when his name is called from 10 feet away  
Handler cues puppy to wait or go to place. Handler walks 10 feet away. Handler calls the puppy’s name. Puppy comes to handler.

## Leash Skills

- Puppy Sits at the Handlers Side on Cue  
Handler moves to the puppy’s side. Handler cues the puppy to sit. Puppy to sit right there and not move from the side of the handler to sit.
- Puppy Moves from one side of the handler to the other on cue  
Handler move to the side of the puppy. Handler cues puppy to move to the other side of the handler. Puppy goes straight to the other side without deviation.
- Puppy pushes a skate board 5 feet  
Handler puts down a skate board. Handler cues the puppy to “skate”. Puppy can put one, two or three paws on the skate board. Puppy pushes skateboard with his remaining feet at least 5 feet.
- Puppy turns Left on cue  
Handle and puppy walking. Handler cues “left”. Puppy and handler turn left and take a couple steps in the new direction.
- Puppy turns right on cue  
Handle and puppy walking. Handler cues “right”. Puppy and handler turn right and take a couple steps in the new direction.
- Puppy goes forward on cue  
Handler and puppy standing side by side. Handler cues puppy to go forward. Puppy moves forward at least 5 steps while handler stays still.

## Balance And Body Awareness Exercises

- Puppy stands still in an area that is only 1 inch wider and 1 inch longer than the puppy for 10 seconds.  
Handler puts a reinforced box, a stepper or a piece of plywood on the floor. The “platform” should be no bigger than one inch around the puppy. Handler cues the puppy to get “up” on the platform with all four feet. Puppy stays on the platform, standing, until released at least 10 seconds.
- Puppy backs up 3 feet on cue  
Handler and puppy walking together. Handler stops and cues the puppy to back up. Handler can back up with the puppy. Puppy should back up at least 3 feet.
- Puppy does one set of puppy pushups  
Handler cues sit – down – sit – stand – down -stand
- Puppy puts front paws each on a different object on cue  
Handler gets two objects that are just bigger than each of the puppy’s paws but not big enough for two paws. Handler cues the puppy to put his front feet on the objects. Puppy stays with front feet on the object until released for at least 10 seconds.
- Puppy walks on a 6-inch wide board for 3 feet on cue  
Handler puts a 2X6 board on the ground. Handler cues the puppy to get up on the board. Handler cues the puppy to walk on the board for at least 3 feet.
- Puppy goes through the handlers legs from front to back on cue  
Handler stand in front of the puppy with legs spread far enough the the puppy will fit going through. Handler cues the puppy to go through his legs.