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## GENERAL INFORMATION

## ELIGIBLE DOGS

- Purebred and mixed breed dogs are all welcomed to participate.


## RESTRICTIONS

- Dogs that exhibit signs of pain, stress or discomfort may not participate.
- Dogs in estrus are eligible at the instructor's discretion.
- Safety First - Aggressive dogs, reactive dogs and dogs under warning or banned in any venue may only be tested in a private setting and at the discretion of the instructor.


## LEVELS

Wag It Games offers three participation levels.

- Novice Level - Entry level
- Skilled Level - Intermediate level
- Proficient Level - Advanced level


## TESTS

- Dogs must be registered with Wag It Games for tests to be used to earn titles. Testers may offer up to a week after the test for dogs to become registered.
- Tests are offered by licensed Wag It Games instructors.
- Test fees are at the discretion of the instructor.
- Ribbons or certificates shall be presented for passed tests to registered dogs.


## RETRY POLICY

- Retries and or changing exercises during a test are allowed. The number of retries and changes are at the discretion of the tester and may also be limited due to time.


## JUDGING

- All exercises are judged as pass/fail and must be performed completely per the exercise description.


## VIDEO TEST REQUIREMENTS

- Individual exercises must be complete and without any edits.
- The dog, handler and all equipment required must be visible.
- The handler's voice must be clearly audible.


## RESULTS

- Email notifications of test results are sent out automatically. Results will appear in the dogs' record, which may be viewed in the member area of the Wag It Games website.


## TITLES

Dogs must be registered with Wag It Games to earn titles. Registration is done on the Wag It Games website and is good for the life of the dog. The tester will submit successful tests to Wag It Games to be recorded towards titles. Once a month titles are automatically updated and will appear in the dog's record. Email notification of titles earned are sent with directions to access your personalized title certificate.

- Wag 1 Smart Dog requires three successful novice tests.
- Wag 2 Smart Dog requires three successful skilled tests.
- Wag 3 Smart Dog requires three successful proficient tests.
- Advanced titles are also available. Advanced title information is available on the Wag It Games website.


## DOGS WITH PHYSICAL LIMITATIONS - HEART DOGS

Dogs with physical limitations may have the performance requirements adjusted to accommodate their needs. The handler may select Heart Dog status any time in the dog's online record. Heart Dog is a permanent status.
"Heart Dog" is added to the dog's titles.
Heart Dog status must be selected prior to performing a test with modifications. Modifications must be confirmed with the tester prior to any test. Modification Example: Replacing downs with stands to accommodate a dog missing a limb.

## GENERAL INFORMATION

## EQUIPMENT

One of the primary goals of Smart Dog Games is for the dog to be able to generalize behaviors so they can be performed with various equipment. Wag It Games equipment specifications offers parameters but allows and encourages the use of variations, household items etc.

## LEASHES AND COLLARS

Games may be offered on or off leash at the discretion of the tester.

- Leash length and/or long line is of the handler's choice.
- Leash and/or lines must remain loose and may not be used to direct the dog to perform in any way.
- Retractable leashes may not be used.


## HANDLER POSITION

- The handler may be in any location and move about as desired unless specified in the exercise description.


## CUES

- The handler may offer unlimited cues, encouragement etc.


## REWARDING

- Rewards must be concealed within a pocket or pouch.
- Handlers may offer rewards only after the completion of any exercise.
- Toy rewards are allowed however they may not make noise or cause a significant distraction to other dogs.


## CORRECTIONS

- No harsh corrections may be made. A harsh correction is defined as any action that generates a strong adverse reaction from the dog or causes the dog discomfort, stress or pain.

Perform eight exercises, two different exercises from each category. New in 2024. Adjusted in 2024.

| On and In | Sends and Recalls (Distances will be 4 feet) |
| :--- | :--- |
| 1. Paws On | 1. Single Wrap |
| 2. Paws On to Bottoms Up | 2. Send Over and Return |
| 3. Side Paws On | 3. Send To Mat and Return |
| 4. Perch On | 4. Recall Over |
| 5. Paws In | 5. Recall Through |
| 6. Sit In | 6. Curtain Call |
| 7. Bottom On | 7. Send Through and Return |
| 8. Bang It | 8. Send To Crate |
| 9. Steps/Bridge | 9. Send to Down In a box |
| 10. Boardwalk | 10. Send to Down On a Table |
| 11. Boardwalk 180 | 11. Send To Spot |
| 12. Tippy Board | 12. Send Through U |
| 13. Shake Hands | 13. Send Over U |
| 14. Two Paws Up | 14. Lateral Two |
| 15. Down In a Box |  |
| Retrieve, Place, Push \& Pull | Miscellaneous |
| 1. Push a Button | 1. Hoop Box 270 |
| 2. Knock It Over | 2. Ladder |
| 3. Raised Knock It Over | 3. Ladder Stand In |
| 4. Tumble It | 4. Cavaletti Walk |
| 5. Dominos | 5. Lateral Pole |
| 6. Nose Target | 6. Lunge |
| 7. Push a Ball | 7. Lunge with One |
| 8. Nudge Ball to Handler | 8. Around 360 |
| 9. Tube Roll | 9. Back Up |
| 10. Unroll It | 10. Bow |
| 11. Pick It Up, Give to Hand | 11. Circle the Handler |
| 12. Take and Give From Hand | 12. Go Night Night |
| 13. Drop It On Cue | 13. Roll Over |
| 14. Drag a Rope | 14. Tunnel |
| I5. Tunnel Twice |  |

TEST REQUIREMENTS - Each test consists of eight exercises. Two exercises from each category must be performed completely per the description. Retries are allowed and teams may try different exercises if an exercise is unsuccessful. The number of retries or different exercises allowed is at the discretion of the tester and/or may be limited due to time constraints.

TITLES - The Wag 1 Smart Dog title requires passing three tests. Testers and handlers are encouraged to select different exercises in tests for diversity.

HANDLER POSITION - The handler may be in any location and move about as desired unless specified in the exercise description.

1. Paws On - The dog shall step forward and stand with both front paws on a platform and hold that position while the handler verbally counts "Pause, one, two". The dog may not sit. The dog's rear paws may not touch the platform. The platform shall be 2-6 inches ( $5-15 \mathrm{~cm}$ ) high, rectangular and large enough for the dog to stand on with all four paws but not substantially larger. The large platform tests the ability to place only the required paws onto the equipment.

2. Paws On to Bottoms Up - The dog shall stand with both front paws on a platform and hold that position while the handler verbally counts "Pause, one, two". The dog shall then move forward stopping with both rear paws on the same platform and both front paws on the ground. The dog shall hold this position while the handler verbally counts "Pause, one, two".


Equipment - The same as Paws On
3. Side Paws On - The dog shall step onto a platform with two paws, from the same side, and hold that position while the handler verbally counts "Pause, one, two". No other paws may not be placed onto the platform.


Equipment - The same as Paws On
4. Perch On - The dog shall step onto a perch with both front paws and hold that position while the handler verbally counts "Pause, one, two". The dog's rear paws may not be placed onto the perch. The perch shall be large enough to comfortably fit both front paws but not substantially larger.

Equipment Examples - Upside down rubber livestock feed dishes, small box, dog dishes etc.

5. Paws In - The dog shall step into a container with both front paws and hold that position while the handler verbally counts "Pause, one, two". The dog's rear paws may not be placed into the container. The container shall be large enough to comfortably fit both front paws but not substantially larger.

Equipment Examples - Rubber livestock feed dishes, small box, dog dishes etc.
6. Sit ln - The dog shall step into and sit in a shallow box, suitcase, plastic tub or similar container and hold the position while the handler verbally counts "Pause, one, two". The box must be large enough for the dog to sit in comfortably but not substantially larger.
7. Bottom On - The dog shall sit with his bottom on a platform, cushion or similar item, with his front paws on the ground and hold the position while the handler verbally counts "Pause, one, two".

8. Bang It - The dog shall push down to the ground any upside of a rocking board with his/her front paw(s). The board must be pushed down enough to touch the floor. The dog's rear paws may not be placed onto the board. The up side must be a minimum of 2 inches ( 5 cm ) off of the floor. Examples - Exercise balance boards.

9. Steps/Bridge - The dog shall walk up three steps, across a platform and down three steps. The dog must place at least one paw on each step.


Equipment - The steps may be created using aerobics steps, horse mounting blocks, stacked platforms, Klimb style platforms etc.

10. Boardwalk - The dog shall walk the entire length of a board without stepping off.

The board must be a minimum of 8 feet $(240 \mathrm{~cm})$ long and a maximum of 14 inches $(35 \mathrm{~cm})$ wide. The board shall be a minimum of 4 inches $(10 \mathrm{~cm})$ to a maximum of 12 inches $(30 \mathrm{~cm})$ off of the ground. Examples - A board set onto platforms, bricks etc. A log could also be used.

GAMES NOVICE - ON AND IN
11. Boardwalk 180 - The dog shall walk to a midpoint on the board, make a $180^{\circ}$ turn and proceed forward to the end of the board. The dog may not step off of the board until the exercise has been completed. The boardwalk specifications are the same as Boardwalk.
12. Tippy Board - The dog shall walk across a board that tips forward and back. The dog must place each paw onto the board.

Equipment - The tippy board must be large enough for the dog to walk across with all four paws. The raised end must be a minimum of 2 inches ( 5 cm ) off of the floor. Example - Exercise balance boards.


## New for 2024

13. Shake Hands - While the dog is sitting the dog shall place one front paw into one of the handler's hands. The dog will repeat this with the other paw in the handler's other hand.

## New for 2024

14. Two Paws Up - While the dog is sitting the dog shall place two paws onto the handler's leg or lap.

## New for 2024

15. Down in a Box - The dog will lie down in a box, suitcase or similar container large enough for the dog to lie down in but not substantially larger.

WAG IT!
SMARTDOG
GAMES NOVICE - RETRIEVE, PLACE, PUSH \& PULL

1. Push a Button - The dog shall push a button that makes a sound with one or both paws. The button shall be on the floor.

Equipment Examples - Staples Easy Buttons or similar items.

2. Knock it Over - The dog shall nudge, with his/her nose, and knock over a lightweight item such as a plastic bowling pin, water bottle etc.


## New for 2024

3. Raised Knock It Over - The dog shall nudge, with his/her nose, and knock over one plastic bowling pin, water bottle or similar item that is on a raised surface.

Equipment Examples - For raised surface - Upside down laundry basket, stack of platforms etc.

## New for 2024

## 4. Tumble It

The dog shall nudge, with his/her nose and knock over, a stack of cardboard boxes, cereal boxes, water bottles or similar items a minimum of three tiers high. At least one of the items must tumble down.
5. Dominos - The dog shall nudge, with his/her nose, a line of three cereal, cardboard boxes or similar items so they fall over in a domino effect. The items should be set up so when the first one tips it will knock the second box and the second box will knock the third box over.

6. Nose Target - The dog shall touch with her/his nose the end of a target stick, fly swatter, fairy wand or similar item that the handler is holding. The dog must move a minimum of 2 feet $(60 \mathrm{~cm})$ to touch the target. The target stick must be a minimum of 1 foot $(30 \mathrm{~cm})$ long and have a clearly defined target on its end.


SMARTDOG
GAMES NOVICE - RETRIEVE, PLACE, PUSH \& PULL
7. Push a Ball - The dog shall roll a ball by nudging it with her/his nose so that it rolls a minimum of 2 feet ( 60 cm ). The dog may not touch the ball with her/his paws.

Equipment Examples- A yoga ball, basketball etc.


## New for 2024

8. Nudge Ball to Handler - The dog shall begin with the handler on one side and the dog on the opposite side of a ball . The dog shall nudge the ball towards the handler while the handler backs up. The handler will back up a minimum of 4 natural steps. The ball shall be in front of and within the handler's reach at the completion of the activity. The dog's paws may not touch the ball.


Equipment Examples - A yoga ball, basketball etc.
9. Tube Roll - The dog shall nudge a tube with her/his nose so that it rolls a minimum of 2 feet ( 60 cm ). The dog may not touch the tube with her/his paws.

Equipment Examples - PVC pipe, round oatmeal box, water bottle.

10. Unroll It - The dog shall nudge a rolled up mat so that it unrolls completely. The mat must be a minimum of 4 feet (120 cm) long.

Equipment Examples - Yoga Mat, bath mat, small rug etc.
11. Pick It Up, Give to Hand - The dog shall pick up an item off the floor and release it into the handler's hand. The item may not contain food.
12. Take and Give From Hand - The dog shall take an item from the handler's hand and release it into the handler's other hand. The item may not contain food.
13. Drop It On Cue - The dog will hold an item in his/her mouth and release it to drop to the floor on cue. The item may not contain food.
14. Drag a Rope - The dog shall hold a rope in his/her mouth and drag it a minimum of 4 feet ( 120 cm ). The rope may have a knotted end for the dog to hold.

SMART DOG
GAMES NOVICE - SENDS AND RECALLS

1. Single Wrap - The team will begin with the dog at the handler's side. The handler shall send the dog to perform a $180^{\circ}$ turn around a cone, bucket or similar item a minimum of 4 feet $(120 \mathrm{~cm})$ away. The dog may not pass between the handler and the item prior to the wrap. The dog must return to within the handler's reach. The handler must remain in the same location.


## Adjusted for 2024

2. Send Over One and Return (Was One Cavaletti Send \& Return) - The team will begin with the dog at the handler's side. The handler will send the dog to go over a jump or cavaletti, set a minimum of 4 feet ( 120 cm ) away and return. The dog shall return without passing back over the item. The dog must return to within the handler's reach. The handler must remain in the same location.

3. Send to Mat and Return - The team will begin with the dog at the handler's side. The handler shall send the dog to lie down on a mat a minimum of 4 feet $(120 \mathrm{~cm})$ away. The mat should be large enough for the dog to completely lie down on but not substantially larger. The dog must have a minimum of $75 \%$ of her/his body on the mat. The handler will then call the dog to return. The dog must return to within the handler's reach. The handler must remain in the same location.


Equipment Examples - Yoga mat, dog bed, towel etc.

## Adjusted for 2024

4. Recall Over (Was Jump Recall) - The activity will begin with the dog in a stay facing a jump, cavaletti or similar item the dog will jump or step over. The handler will begin a minimum of 4 feet ( 120 cm ) away facing the item and dog. The handler shall call the dog to step or jump over the item and return to within the handler's reach. The handler must remain in the same location.


Adjusted for 2024
5. Recall Through (Was Recall Through A Tunnel) - The activity will begin with the dog in a stay facing an item the dog will pass through a tunnel, hoop or similar item. The handler will begin a minimum of 4 feet ( 120 cm ) away facing the item. The handler shall call the dog to pass through the item and to within the handler's reach. The handler must remain in the same location.

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SMART DOG
GAMES NOVICE - SENDS AND RECALLS

## New for 2024

6. Curtain Call - The activity will begin with the dog and handler facing each other a minimum of 4 feet ( 120 cm ) apart with a curtain between them. The handler will call the dog to pass through the curtain and come to within the reach of the handler. The handler must remain in the same location.

Equipment - The curtain shall be opaque, be light enough for the dog to push through and may have a split in the middle. The curtain may be hung on a frame, hoop, in a doorway or a similar fashion.

## Adjusted for 2024

7. Send Through and Return (Was Send Through Tunnel and Return) - The team will begin with the dog at the handler's side. The handler shall cue the dog to pass through a tunnel, hoop or similar item a minimum of 4 feet ( 120 cm ) away and return without passing back through the item. The dog must return to within the handler's reach. The handler must remain in the same location.

8. Send to Crate - The team will begin with the dog at the handler's side. The handler shall cue the dog to go into a dog crate a minimum of 4 feet ( 120 cm ) away.
9. Send to Down in a Box - The team will begin with the dog at the handler's side. The handler shall send the dog to lie down in a box, suitcase, plastic tub or similar item a minimum of 4 feet $(120 \mathrm{~cm})$ away. The box should be large enough for the dog to lie down in but not substantially larger.

## New for 2024

10. Send to Down on a Table - The team will begin with the dog at the handler's side. The handler shall send the dog to jump onto and to lie down on top of a raised table like surface a minimum of 4 feet $(120 \mathrm{~cm})$. The handler must remain in the same location.

Equipment Examples- An agility type table, Klimb platform etc. The item must have legs and be open underneath.

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11. Send to Spot - The team will begin with the dog at the handler's side facing a bucket, barrel or similar item a minimum of 4 feet ( 120 cm ) away. The handler will send the dog to the opposite side of the item. The dog shall face the handler and pause in a sit, down or stand. The handler must remain in the same location.


SMARTDOG
GAMES NOVICE - SENDS AND RECALLS

## New for 2024

12. Send Through U - The team will begin with the dog at the handler's side and facing two tunnels, hoops or similar items a minimum of 4 feet ( 120 cm ) away that the dog will pass through. The handler will cue the dog to perform a $U$ pattern by passing through the two items that are placed parallel to each other and 4 feet $(120 \mathrm{~cm})$ to 6 feet ( 180 cm ) apart. The handler must remain in the same location.


## New for 2024

13. Send Over U-The dog shall perform a U pattern by passing over two jumps, cavaletti or similar items placed beside each other. The handler must remain a minimum of 4 feet $(120 \mathrm{~cm})$ from the tunnel openings.
Two jumps, cavaletti or similar items shall be set parallel to each other and approximately 6 feet ( 180 cm ) apart.


## New for 2024

14. Lateral Two - The team will begin with the dog at the handler's side. The handler shall send the dog through the tunnel and hoop set a minimum of 4 feet ( 120 cm ) apart. The handler may move parallel to but must remain a minimum of 4 feet ( 120 cm ) laterally away from the items.


SMART DOG
GAMES NOVICE - MISCELLANEOUS

1. Hoop Box 270 - The dog will pass through four hoops, set up in a square, performing a 270 pattern. If performed to the right. The dog will proceed straight ahead through two hoops then make a $270^{\circ}$ turn to the right and proceed straight through two hoops. If performed to the left. The dog will proceed straight ahead through two hoops then make a $270^{\circ}$ turn to the left and proceed straight through two hoops.


Equipment Examples - Hula hoops held in stands, agility style arches.

2. Ladder - The dog shall step through the complete length of a ladder placing at least one paw between each rung. The dog may not step onto the rungs. The handler may not step into the ladder. The ladder shall have a minimum of 6 rungs.


## New for 2024

3. Ladder Stand In - The dog shall step into the ladder from the side with two paws. The dog shall pause while the handler verbally counts "pause one two". The dog will then proceed through the ladder. The ladder shall have a minimum of 6 rungs.

4. Cavaletti Walk - The dog shall walk or trot through a set of three cavalettis or similar items set approximately 6 feet $(180 \mathrm{~cm})$ apart. The dog should not stop or step onto the cavalettis.

5. Lateral Pole Walk - The dog will move laterally a minimum of 4 feet ( 120 cm ) with both front paws on one side and both rear paws on the opposite side of a pole, cavaletti or similar item.

6. Lunge - The dog shall walk or run around the outside of a circle of cones 6-8 feet (180-240 cm) in diameter. The handler remains inside of the cone circle.

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Equipment - Cones, bottles, jugs or similar items shall be placed far enough apart that the dog could pass between them.

## Adjusted for 2024

7. Lunge with One (Was Lunge with Tunnel) - The dog shall walk or run around the outside of a circle of cones 6-8 feet $(180-240 \mathrm{~cm})$ in diameter with one cavaletti, tunnel or hoop along the dog's path. The handler will remain inside the circle.


Adjusted for 2024
8. Around 360 - The handler and dog shall begin facing each other on opposite sides of a bucket, barrel or similar item. With the dog and handler continuously facing each other they will each rotate around the item $360^{\circ}$ until they return to their starting positions.

9. Back Up - The handler and dog will begin facing each other. The handler shall walk towards the dog while the dog backs up simultaneously. The dog must back up a minimum of 4 feet $(120 \mathrm{~cm})$.


## New for 2024

10. Bow - While standing the dog shall lower down onto her/his front elbows as if taking a bow.

## New for 2024

11. Circle the Handler - The dog shall make a complete circle around the handler. The handler shall remain in the same position and facing the same direction while the dog performs the circle.

## New for 2024

12. Go Night Night - On cue the dog shall lie down on her/his side with her/his head lying flat on the floor as if sleeping.

New for 2024
13. Roll Over - On cue the dog shall roll completely from lying on one side to the other.

## New for 2024

14. Tunnel - The dog shall pass through a tunnel.
15. Tunnel Twice - The dog shall pass through a tunnel, turn and pass back through the tunnel in the opposite direction.


Equipment Examples - Dog agility tunnel, collapsible garden waste bag, cardboard box with open ends.


