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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. GAMES


## PROFICIENT

| On and In <br> 1. Stand On, Lateral, Stand On <br> 2. Side Paws On, Lateral, Side Paws On <br> 3. Perch On Two <br> 4. Paws In Two <br> 5. Independent Perch On 360 <br> 6. Independent Paws In 360 <br> 7. Rear Paws Perch On 180 <br> 8. Rear Paws In 180 <br> 9. Rear Paw Target Right or Left <br> 10. Boardwalk Forward, Reverse \& Forward <br> 11. Lateral On Boardwalk - Rear Paws <br> 12. Scooter Around <br> 13. Stand In Your Shoes <br> 14. Walk on Your Feet <br> 15. Rear Paw Shake | Sends and Recalls (Distances will be 10 feet $/ 300 \mathrm{~cm}$ ) <br> 1. Triple Wrap <br> 2. Wrap Flip Wrap <br> 3. Send Over Three and Return <br> 4. Offset Recall Through <br> 5. Offset Recall Over <br> 6. Mat Pyramid <br> 7. Mat to Wrap to Mat <br> 8. Send Through, Wrap, Through <br> 9. Send Over, Wrap, Over <br> 10. Send Through to Mat <br> 11. Recall Through to Mat <br> 12. Spot Pyramid <br> 13. Distraction Recall |
| :---: | :---: |
| Retrieve, Place, Push \& Pull <br> 1. Button to Button to Button <br> 2. Push Ball Around <br> 3. Raised Directed Knock Over <br> 4. Target to Target <br> 5. Wall Target <br> 6. Rings On <br> 7. Stack It <br> 8. Carry A Basket <br> 9. Carry and Place <br> 10. Carry Through Tunnel <br> 11. Pull It Closed <br> 12. Drag A Toy <br> 13. Drive Ball Into Pen | Miscellaneous <br> 1. Hoop Box Figure 8 <br> 2. Lunge Through, Turn, Through <br> 3. Lunge with Three <br> 4. Lunge Flip Lunge <br> 5. Lateral Ladder Rear Paws <br> 6. 180 Around and Back <br> 7. Back Around 180 <br> 8. Double Serpentine Through <br> 9. Double Serpentine Around <br> 10. Threadle Through <br> 11. Threadle Over <br> 12. Hoop Ladder Tunnel Ladder 270 <br> 13. Say your Prayers <br> 14. Walk and Weave <br> 15. Crawl |

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 to include in each test. Testers and handler are encouraged to keep exercise diversity in additional tests performed for advanced titles

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

WAG IT!
SMART DOG

## GAMES <br> PROFICIENT - ON AND IN

1. Stand On, Lateral, Stand On - The dog shall begin standing on a platform with all four paws. The dog will then move laterally onto the floor and then to stand on a second platform and hold that position while the handler verbally counts "Pause, one, two". The dog must always move laterally and not turn. 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.

$\square$
2. Side Paws On, Lateral, Side Paws On - The dog shall begin with two side paws on a platform. The dog will then move laterally onto the floor and then place the opposite side paws onto a second platform. The dog must move laterally and only the required paws may be placed onto the platform.

Equipment - The same as for Stand On, Lateral, Stand On.
3. Perch On Two - The dog shall step onto a perch with both front paws and onto a second perch with both rear paws and hold that position while the handler verbally counts "Pause, one, two". The perches 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.
4. Paws In Two - The dog shall step into a container with both front paws and into a second container with both rear paws and hold that position while the handler verbally counts "Pause, one, two". The containers 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.
5. Independent Perch On $\mathbf{3 6 0}$ - The handler will send the dog 10 feet ( 300 cm ) away to stand with both front paws on a perch. The dog will then pivot $360^{\circ}$ while keeping both front paws on the perch. The dog may not step off of the perch until completing the pivot. The handler shall remain in the same location until the pivot is complete. The handler must remain in the same position.

Equipment - The same as for Perch On Two.

WAG IT!
SMARTDOG
GAMES

## PROFICIENT - ON AND IN

6. Independent Paws In $\mathbf{3 6 0}$ - The handler shall send the dog 10 feet ( 300 cm ) away to stand with both front paws in a container. The dog will then pivot $360^{\circ}$ while keeping both front paws in the container. The dog may not step out of the container until completing the pivot.

Equipment - The same as for Paws In Two.
7. Rear Paws Perch On 180 - The dog shall stand with both rear paws on a perch. The dog will then pivot $180^{\circ}$ while keeping both rear paws on the perch. The dog may not step off of the perch until completing the pivot.


Equipment - The same as for Paws On Two.
8. Rear Paws In 180 - The dog shall stand with both rear paws in a container. The dog will then pivot $180^{\circ}$ while keeping both rear paws in the container. The dog may not step out of the container until completing the pivot.


Equipment - The same as for Paws In Two.
9. Rear Paw Target Right or Left - The dog shall place one rear paw onto a target item that is on the floor. The dog shall remove that paw and place the other rear paw onto the target. The target may be moved for the second paw target. The target item may be flat or thick and be large enough for the dog to place his/her paw on.

Equipment Examples - Upside down small bowl or dog dish, block of wood.

## Adjusted in 2024

10. Boardwalk Forward, Reverse and Forward - The dog shall walk the complete length of the board, back up a minimum of the dog's body length and halt, sit and then proceed forward to the end of the board. The dog may not step off of the board until the exercise has been completed.

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.
11. Lateral On Boardwalk - Rear Paws - The dog will move laterally a minimum of 4 feet $(120 \mathrm{~cm})$ with both rear paws remaining on the board and both front paws remaining on the floor. The dog may not step off of the board until the exercise is finished. The boardwalk specifications are the same as Boardwalk Forward, Reverse and Forward


SMART DOG
GAMES PROFICIENT - ON AND IN
12. Scooter Around - The dog shall place one, two or three paws onto a scooter and move it $180^{\circ}$ around a cone bucket or similar item. The dog may not step off of the scooter until it has completed the distance.


New for 2024
13. Stand In Your Shoes - The dog shall step into and stand with each front paw each in a shoe or boot.

## New for 2024

14. Walk on Your Feet - The dog shall stand between the handler's legs one front paw on each of the handler's feet. The handler will take a minimum of four steps forward with the dog keeping her/his paws on the handler's feet.

New for 2024
15. Rear Paw Shake - While the dog is standing the dog shall place one rear paw into one of the handler's hands.

SMART DOG
GAMES PROFICIENT - RETRIEVE, PLACE, PUSH \& PULL

1. Button to Button to Button - The dog shall push three buttons that are on the floor, one after the other. The dog may use one or both front paws.

Equipment Examples - Staples Easy Buttons or similar items.

2. Push Ball Around - The dog shall nudge, with her/his nose, a basketball, yoga ball or other ball a minimum distance of 4 feet ( 120 cm ) and make a $180^{\circ}$ around a post, cone, bucket or similar item.

## New for 2024

3. Raised Directed Knock Over - In the order cued by the handler, the dog will nudge and knock over, three lightweight items such as plastic bowling pins, water bottles or similar items on a raised surface. The handler will indicate to the dog each item to be knocked over. The items should be placed separated enough that when one falls it is unlikely to knock over the others.
4. Target to Target - The dog shall touch with her/his nose the target end of a target stick, fly swatter, fairy wand or similar item that is set in a stand in a stand then touch a second target a minimum of 4 feet ( 120 cm ) away.


## New for 2024

5. Wall Target - The dog shall move a minimum distance of 4 feet $(120 \mathrm{~cm})$ to touch a target spot indicated on a wall. The target may be indicated with a piece of tape or in a similar manner.
6. Rings On - The dog shall pick up a ring and place it onto a post or cone. The dog shall repeat this at least twice. Equipment Examples - A children's ring stacking toy, traffic cone and ring or similar items.
7. Stack It - The dog shall stack three containers by picking up one container, place it into another container and repeat this with a second container.

Equipment Examples - A childrens ring stacking toy, plastic bowls or similar items.


SMARTDOG
GAMES PROFICIENT - RETRIEVE, PLACE, PUSH \& PULL
8. Carry A Basket - The dog shall carry a basket or container, by the handle in her/his mouth a minimum of 4 feet (120 cm) feet.
9. Carry and Place - The dog shall pick up an item off the floor, carry it a minimum of 6 feet ( 180 cm ) and release it into a bowl or bucket like container. The item may be used that does not contain food.
10. Carry Through Tunnel - The dog will carry, in her/his mouth an item through a tunnel. The item may not contain food.
11. Pull It Closed - The dog shall pull a door closed by pulling on a rope attached to the door. The door must move at least one foot ( 30 cm ).

Equipment Examples - The door of a dog crate, cabinet door, actual door etc.
12. Drag A Toy - The dog shall drag an animated toy attached to a rope a minimum of 4 feet ( 120 cm ) feet. The rope may have a knotted end for the dog to hold. The toy must animate in some way such as making sound and/or added movements.

Equipment Examples - Children's telephone, animal pull toys etc.


## New for 2024

13. Drive Ball Into Pen - Activity will begin with the team facing a pen a minimum of 10 feet ( 300 cm ) away. The dog will have a basketball, yoga ball or other ball directly in front of her/him. The dog shall nudge the ball with her/his nose forward and into the pen. The handler must remain in the same location.

The pen may be fashioned out of an exercise pen, gates or similar items. The pen shall be deep enough for the ball to enter completely and have an opening approximately 3 times the size of the ball.


WAG IT:
SMART DOG

## GAMES PROFICIENT - SENDS AND RECALLS

1. Triple Wrap - The team will begin with the dog at the handler's side. The handler shall send the dog to wrap around a cone, bucket or similar item a minimum of 8 feet $(240 \mathrm{~cm})$ away three times before returning to the handler. The dog may not return to within the handler's reach between wraps. The dog may not pass between the handler and the cone prior to the first wrap. The handler must remain in the same location.

2. Wrap Flip Wrap - The team will begin with the dog at the handler's side. The handler shall send the dog to wrap $180^{\circ}$ around an item a minimum of 8 feet ( 240 cm ) away, turn away from the item, wrap back in the opposite direction and return to the handler. The dog may not pass between the handler and the cone prior to the first wrap. The handler must remain in the same location.


Adjusted in 2024
3. Send Over Three and Return (Was Three Cavaletti Send \& Return) - The team will begin with the dog at the handler's side. The handler will send the dog to go over three jumps, cavaletti or similar items and return. The dog shall return without passing back over the items. The furthest jump or cavaletti shall be set a minimum of 10 feet ( 300 cm ) away. The dog must return to within the handler's reach. The handler must remain in the same location.


## New for 2024

4. Offset Recall Through - The team will begin with the dog placed in a stay a minimum of 10 feet $(300 \mathrm{~cm})$ from the handler. A tunnel or hoop will be placed halfway between the handler and dog and off set by a minimum of 4 feet. The handler shall call the dog to pass through the tunnel or hoop and come to within the handler's reach. The handler must remain in the same location.


## New for 2024

5. Offset Recall Over - The team will begin with the dog placed in a stay a minimum of 10 feet ( 300 cm ) from the handler. A jump or cavaletti will be placed halfway between the handler and dog and off set by a minimum of 4 feet. The handler shall call the dog to pass over the jump or cavaletti and come to within the handler's reach. The handler must remain in the same location.

6. Mat Pyramid - The team will begin with the dog at the handler's side facing the center of three mats set in a pyramid pattern. The center mat will be a minimum of 8 feet $(240 \mathrm{~cm})$ away from the team and centered between two mats a minimum of 4 feet ( 120 cm ) away from the team and a minimum of 8 feet $(240 \mathrm{~cm})$ apart. The mats should be large enough for the dog to completely lay down on but not substantially larger. The handler shall send the dog to lie down on one of the mats to the side, then to lie down on the centered mat, then to lie down on the other side mat. The dog must lie down with $75 \%$ of her/his body on the mat. The handler must remain in the same location.


Equipment Examples - Yoga mat, dog bed, towel etc.
7. Mat to Wrap to Mat - The team will begin with the dog at the handler's side facing a mat and cone, bucket or similar item a minimum of 8 feet $(240 \mathrm{~cm})$ away and 8 feet $(240 \mathrm{~cm})$ apart. The mat should be large enough for the dog to completely lay down on but not substantially larger. The handler shall send the dog to lie down on the mat, then wrap the cone or bucket and return to lie down on the mat. The handler may move laterally but must remain at least 8 feet ( 240 cm ) away. The dog must lie down with $75 \%$ of her/his body on the mat.


## New for 2024

8. Send Through, Wrap, Through - The team will begin with the dog at the handler's side facing a cone, bucket or similar item a minimum of 10 feet ( 300 cm ) away and a tunnel or hoop halfway between the cone and the team. The handler shall send the dog to pass through the hoop/tunnel, wrap the cone, pass back through the hoop/tunnel and return to within the handler's reach. The handler must remain in the same location.


## New for 2024

9. Send Over, Wrap, Over - The team will begin with the dog at the handler's side facing a cone, bucket or similar item a minimum of 10 feet $(300 \mathrm{~cm})$ away and a jump or cavaletti halfway between the cone and the team. The handler shall send the dog to pass over the jump/cavaletti, wrap the cone, pass back over the jump/cavaletti and return to within the handler's reach. The handler must remain in the same location.


## Adjusted in 2024

10. Send Through to Mat - The team will begin with the dog at the handler's side facing a mat a minimum of 10 feet ( 300 cm ) away and a tunnel or hoop halfway between the mat and the team. The mat should be large enough for the dog to completely lay down on but not substantially larger. The handler shall send the dog to pass through the tunnel/hoop to lie down on the mat. The handler must remain in the same location while sending the dog. The dog must lie down with $75 \%$ of her/his body on the mat. The handler must remain in the same location.


## Adjusted in 2024

11. Recall Through to Mat - The activity will begin with the dog placed in a stay just beyond a tunnel or hoop and the handler a minimum of 10 feet $(300 \mathrm{~cm})$ away. Between the two will be a tunnel directly in front of the dog and a mat approximately halfway between the tunnel and the handler. The mat should be large enough for the dog to completely lay down on but not substantially larger. The handler shall call the dog to pass through the tunnel/hoop, lie down on the mat then come to within the handler's reach. The handler must remain in the same location while calling the dog. The dog must lie down with $75 \%$ of her/his body on the mat. The handler must remain in the same location.


Adjusted in 2024
12. Spot Pyramid - The team will begin with the dog at the handler's side facing the center of three buckets, barrels of similar items set in a pyramid pattern. The center bucket will be a minimum of 8 feet ( 240 cm ) away from the team and centered between two buckets a minimum of 4 feet ( 120 cm ) away from the team and a minimum of 8 feet ( 240 cm ) apart. The handler will send the dog to the opposite side of one bucket. The dog shall face the handler and pause in a sit, down or stand. The handler will repeat this, sending the dog to a spot behind the other buckets. The dog may not return to the handler between each send. The handler must remain in the same location.


## New for 2024

13. Distraction Recall - The activity will begin with the dog placed in a stay a minimum of 10 feet ( 300 cm ) away. The handler will call the dog to pass through 8 distraction items placed along the dog's path. The dog will return directly to the handler without stopping at any of the items. The handler must remain in the same location. Items Shall be placed along and beside the dog's path.


Equipment -. Dog toys, balls, bowls etc. The items may not contain food.

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SMARTDOG
GAMES

## PROFICIENT - MISCELLANEOUS

1. Hoop Box Figure 8 - The dog will perform a figure 8 pattern through four hoops set in a square.

If performed to the right: The handler shall send the dog forward through two hoops and perform a $270^{\circ}$ turn to the right through the two side hoops. The handler shall then cue the dog to turn left, then make a $180^{\circ}$ turn to the left and forward through the two hoops the dog passed through at the start of the exercise. The handler will begin and remain at the front right hand corner of the jump box.

If performed to the left: The handler shall send the dog forward through two hoops and perform a $270^{\circ}$ turn to the left through the two side hoops. The handler shall then cue the dog to turn right, then make a $180^{\circ}$ turn to the right and forward through the two hoops the dog passed through at the start of the exercise. The handler will begin and remain at the front left hand corner of the hoop box.


Performed to the right


Performed to the left

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


## Adjusted in 2024

2. Lunge Through, Turn Through - The dog shall walk or run around the outside of a circle of cones or similar items 6-8 feet $(180-240 \mathrm{~cm})$ in diameter. The dog will pass through a tunnel turn, go back through the tunnel and proceed around the circle again. The handler will remain in the center of the circle. The cones or similar items shall be placed far enough apart that the dog could pass between them.

3. Lunge with Three - The dog shall walk or run around the outside of a circle of cones or similar items 6-8 feet (180-240 cm ) in diameter with three items on the dog's path. One tunnel and one hoop and one jump or cavaletti. The handler will remain in the center of the circle. The cones or similar items shall be placed far enough apart that the dog could pass between them.

4. Lunge Flip Lunge - The dog shall walk or run around the outside of a circle of cones or similar items 6-8 feet (180-240 cm ) in diameter, turn outward and proceed around the circle again. The handler shall remain in the center of the circle. The cones or similar items shall be placed far enough apart that the dog could pass between them.
$\qquad$
5. Lateral Ladder Rear Paws - The dog shall step laterally a minimum 4 steps with both rear paws stepping between the ladder rungs and front paws outside of the ladder. The ladder shall have a minimum of 6 rungs.


Adjusted in 2024
6. 180 Around and Back - The team will begin with the dog at the handler's side both facing a bucket, barrel or similar item. The dog will maintain a position generally facing the item and will move laterally $180^{\circ}$ around the item to the other side of the handler then rotate $180^{\circ}$ back to the starting position. The handler must remain in the same location.

7. Back Around 180 - The handler shall cue the dog to back $180^{\circ}$ around a bucket, barrel or similar item. The handler must remain in the same location.


## Adjusted in 2024

8. Double Serpentine Through - The dog shall serpentine through three hoops, tunnels or similar items that have been placed in a line approximately $3-4$ feet $(90-120 \mathrm{~cm})$ apart. The dog shall then serpentine back through to the starting point.


WAG IT!
SMART DOG
GAMES

## PROFICIENT - MISCELLANEOUS

Adjusted in 2024
9. Double Serpentine Around - The dog shall serpentine around three barrels, buckets or similar items that have been placed in a line approximately 3-4 feet ( $90-120 \mathrm{~cm}$ ) apart. The dog shall then serpentine back around to the starting point.


## New for 2024

10. Threadle Through - The dog shall threadle through three hoops, tunnels or similar items that have been placed in a line approximately 3-4 feet ( $90-120 \mathrm{~cm}$ ) apart.


## New for 2024

11. Threadle Over - - The dog shall threadle over three jumps, cavaletti or similar items that have been placed in a line approximately 3-4 feet ( $90-120 \mathrm{~cm}$ ) apart.


New for 2024
12. Hoop, Ladder, Tunnel, Ladder 270 - The dog will pass through a hoop, step through the short direction of a ladder, make a 270 turn through a tunnel and step through the length of the ladder.


New for 2024
13. Say your Prayers - The dog shall place both front paws onto a raised item, the handler's legs, arm etc. The dog will dip her/his head between her/his front paws so that her/his muzzle is below her paws.

New for 2024
14. Walk and Weave - The handler will walk forward a minimum of four steps with the dog weaving between the handler's legs each step.

New for 2024
15. Crawl - The dog will crawl with his/her belly on the floor a minimum of two body lengths.

