

## SKILLED

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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

1. Back Up Bottoms Up
2. Platform Sit, Down, Stand
3. Stand On, Forward, Stand On
4. Stand On, 180, Stand On
5. Paws On to Paws On
6. Perch On to Perch On
7. Paws In to Paws In
8. Perch 360
9. Paws In 360
10. Paw Target - Right and Left
11. Boardwalk Sit and Forward
12. Lateral Boardwalk
13. Scooter
14. Chin
15. Lap Dog

## Send and Recall (Distances will be 6 Feet/180 cm)

1. Double Wrap
2. Wrap Reverse Wrap
3. Spider Wrap
4. Send Over Two and Return
5. Mat To Mat at Sides
6. Angled Recall Over
7. Angled Recall Through
8. Mat Come To Mat
9. Figure 8 Around
10. Send to Perch On
11. Send to Paws In
12. Send Spot to Spot
13. Send to Down In a Box
14. Lateral Three

Retrieve, Place, Push \& Pull

1. Button to Button
2. Bowling
3. Raised Double Knock Over
4. Push a Ball Through a Tunnel
5. Drive Ball
6. Nose Target in Stand
7. Push It Closed
8. Place It
9. Retrieve Over Jump
10. From Container To Hand
11. Drag It
12. Catch It

## Miscellaneous

1. Hoop Box 270 to 180
2. Lunge, Turn, Lunge
3. Lunge with Two
4. Lateral Ladder - Front Paws
5. Ladder Halt and Forward
6. Ladder and Through 270
7. Around 180 and Reverse
8. Back Up Independent
9. Serpentine Through
10. Serpentine Around
11. Figure 8 Through Legs
12. Set Up
13. Bucket Head
14. Cross your Paws

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!
SMARTDOG
GAMES SKILLED - ON AND IN

1. Back Up Bottoms Up - The dog shall step backwards and stand with both rear paws on a platform and hold that position while the handler verbally counts "Pause, one, two". The dog's front 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. Platform Sit, Down, Stand - The dog shall step onto a platform, sit then lie down then stand. The dog shall hold the stand position while the handler verbally counts "Pause, one, two". The dog must keep all four paws on the platform. The platform shall be 2-6 inches ( $5-15 \mathrm{~cm}$ ) high, rectangular and large enough for the dog to stand and lie down on but not substantially larger..
3. Stand On, Forward, Stand On - The dog shall step forward onto a platform and hold a stand position while the handler verbally counts "Pause, one, two". The dog shall walk forward onto a second platform that is approximately one dog body length away and stand while the handler verbally counts "Pause, one, two". The platform shall be 2-6 inches (5-15 cm) high, rectangular and large enough for the dog to stand on with all four paws but not substantially larger.


## New for 2024

4. Stand On, 180, Stand On - The exercise will begin with the handler standing between two platforms. The dog shall step onto one platform and stand while the handler verbally counts "Pause, one, two". The handler will pivot $180^{\circ}$ while curing the dog to make a $180^{\circ}$ turn and stand on the second platform while the handler verbally counts "Pause, one, two". 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.

5. Paws On to 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 handler will then cue the dog to walk forward to a second platform and stand with both front paws on that platform while the handler verbally counts "Pause, one, two".


Equipment - The same as Back Up Bottoms Up.

SMARTDOG
GAMES SKILLED - ON AND IN
6. Perch On to Perch On- The dog shall stand with both front paws on a perch and hold that position while the handler verbally counts "Pause, one, two". The handler will then cue the dog to a second perch to stand with both front paws on and hold the position while the handler verbally counts "Pause, one, two". The dog should have to take a couple of steps between the perches. 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.
7. Paws In to Paws In - The dog shall stand with both front paws in a container and hold that position while the handler verbally counts "Pause, one, two". The handler will then cue the dog to go to a second container and stand with both front paws in and hold the position while the handler verbally counts "Pause, one, two". The dog should have to take a couple of steps between the containers. 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.
8. Perch 360 - The dog shall 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.


Equipment - The same as for Perch On to Perch On.
9. Paws In $\mathbf{3 6 0}$ - The dog shall 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 to Paws In.

Adjusted for 2024
10. Paw Target - Right and Left - The dog shall place one front paw onto a target item that is on the floor. The dog shall remove that paw and place the other front paw onto the 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.

GAMES SKILLED - ON AND IN

Adjusted for 2024
11. Boardwalk Sit and Forward - The dog shall walk to a midpoint on the board, sit and then proceed forward to the end of the board. The dog may not step off of the board until reaching the end.

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.
12. Lateral Boardwalk - The dog will move laterally a minimum of 4 feet $(120 \mathrm{~cm})$ with both front paws remaining on a raised board and both rear 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 Sit and Forward

13. Scooter - The dog shall place one, two or three paws onto a scooter and move it a minimum of 4 feet ( 120 cm ). The dog may not step off of the scooter until it has completed the distance.

Equipment Examples - A scooter board, skateboard or similar item.


New for 2024
14. Chin - On cue the dog shall rest her/his head in the handler's hand(s).

## New for 2024

15. Lap Dog - On cue the dog shall get into the handler's lap and lie down. The handler may be sitting in a chair or on the floor.

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

1. Button to Button - The dog shall push two buttons that make sound one after the other. The dog may use one or both front paws.

Equipment Examples - Staples Easy Buttons or similar items.

2. Bowling - The dog shall nudge a ball or tube with her/his nose so that it knocks over at least one of a set of three bowling pins/bottles or similar items that are set in a pyramid pattern approximately 2 feet ( 60 cm ) from the ball. The ball's or tube's circumference should not be more than the height of the pins.


## New for 2024

3. Raised Knock Over - The dog shall nudge, with his/her nose, and one at a time knock over two lightweight items such as plastic bowling pins, water bottles or similar items on a raised surface. The items should be placed separated enough that when one falls it is unlikely to knock over the other.

Equipment Examples - For raised surface - Upside down laundry basket, stack of platforms etc.
4. Push a Ball Through a Tunnel - A basketball yoga ball or other ball shall be set at the opening of a tunnel. The dog shall push the ball with only her/his nose through the tunnel. The dog shall pass through the tunnel while nudging the ball.


## New for 2024

5. Drive Ball - The team begins with the dog at the handler's side and a basketball yoga ball or other bal in front of the dog. The dog shall nudge the ball until it rolls a minimum of 6 feet $(180 \mathrm{~cm})$. The ball may be set into a chute created by poles, boards etc. The Handler will remain beside the dog.


Equipment - Basketball, yoga ball etc.

WAG IT!
SMART DOG
GAMES SKILLED - RETRIEVE, PLACE, PUSH \& PULL
6. Nose Target in Stand - 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. The dog must move a minimum of 2 feet $(60 \mathrm{~cm})$ to touch the target.

7. Push It Closed - The dog shall push a door closed. The door must move at least one foot ( 30 cm ).

Equipment Examples - The door of a dog crate, cabinet door, actual door etc.
8. Place It - The dog shall pick up an item off the floor and release it into a bowl or bucket-like container held by the handler. The item may not contain food.
9. Retrieve Over Jump - The dog shall begin at the handler's side. An item may be placed or tossed to the other side of a jump. The dog shall jump over the jump, pick up the item, return over the jump and deliver the item to the handler's hand. The item may not contain food. The jump must be high enough that the dog must have to actually jump to go over it.

10. From Container To Hand - The dog shall pick up an item out of a bowl or bucket-like container and release it into the handler's hand. The item may not contain food.
11. Drag It - The dog shall hold a rope in his $/$ her mouth and drag it a minimum of 4 feet $(120 \mathrm{~cm})$. The rope shall have a light weight item attached to it. The rope may have a knotted end for the dog to hold.

Equipment Examples - Suggestions of items to attach - A cone, a plastic ring.

## New for 2024

12. Catch It - The handler shall toss an item and the dog will catch it. The item may not contain food.

WAG IT!
SMART DOG

## GAMES <br> SKILLED - SENDS AND RECALLS

1. Double 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 6 feet ( 180 cm ) away twice before returning. 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 Reverse Wrap - The team will begin with the dog at the handler's side. The handler shall send the dog to wrap $180^{\circ}$ s around a cone, bucket or similar item minimum of 6 feet $(180 \mathrm{~cm})$ away. The dog will then turn and wrap back in the opposite direction. The dog may not pass between the handler and the cone prior to the first wrap. The handler must remain in the same location.


## New for 2024

3. Spider Wrap - The team will begin with the dog at the handler's side. The handler shall send the dog a minimum of 6 feet ( 180 cm ) away to wrap around an item with three low bars protruding outward. The dog must pass over each of the three bars. The dog may not pass between the handler and the cone prior to the first wrap. The handler must remain in the same location.


Equipment Examples - Three cavaletti or cones with three poles sticking out. The raised end of the pole must be high enough that the dog must step over it. The opposite end may rest on the ground.

Adjusted for 2024
4. Send Over Two and Return - The team will begin with the dog at the handler's side. The handler will send the dog to go over two 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 6 feet ( 180 cm ) away. The dog must return to within the handler's reach. The handler must remain in the same location.


WAG IT!
SMARTDOG GAMES

## SKILLED - SENDS AND RECALLS

5. Mat to Mat at Sides - The team will begin with the dog at the handler's side. The team will be in line with the front edge of and centered between two mats 12 Feet ( 365 cm ) apart. The mats should be large enough for the dog to completely lay down on but not substantially larger. The handler will send the dog to lie down on one then send the dog to lie down on the second mat. The dog must lie down with $75 \%$ of her/his body on the mat. The handler must remain in the same location.


## New for 2024

6. Angled Recall Over - The activity will begin with the handler facing a jump a minimum of 3 feet ( 90 cm ) away. The dog will begin in a stay a minimum of 3 feet ( 90 cm ) away from the jump and offset by approximately 3 feet $(90 \mathrm{~cm})$. The handler will call the dog to go over the jump and come within the handler's reach. The handler must remain in the same location.


## New for 2024

7. Angled Recall Through - The activity will begin with the handler facing a tunnel a minimum of 3 feet ( 90 cm ) away. The dog will begin in a stay a minimum of 3 feet $(90 \mathrm{~cm}$ ) away from the tunnel and offset by approximately 3 feet ( 90 cm ). The handler will call the dog to go through the tunnel and come within the handler's reach. The handler must remain in the same location.

8. Mat Come To Mat - Two mats will be placed in a line a minimum of 3 feet $(90 \mathrm{~cm})$ apart. The exercise will begin with the handler placing the dog in a down stay on one of the mats. The handler will leave the dog, go and stand a minimum of 3 feet ( 90 cm ) beyond the second mat and face the dog. The handler will cue the dog to come forward, lie down on the mat between them. The handler will then cue the dog to come within the handler's reach. 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.
9. Figure 8 Around - The Team will begin centered between two posts, buckets or similar items set approximately 12 feet $(365 \mathrm{~cm})$ apart. The dog will begin by passing between the two posts/buckets and perform a figure 8 pattern around them. The handler will remain in the center location and may pivot to direct the dog.


## SKILLED - SENDS AND RECALLS

10. Send to Perch On - The Handler will send the dog to place both front paws onto a perch 6 feet ( 180 cm ) away. The dog shall 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. The handler must remain in the same location. 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.
11. Send to Paws $\mathbf{I n}$ - The Handler will send the dog to place both front paws into a container 6 feet ( 180 cm ) away. The dog shall hold that position while the handler verbally counts "Pause, one, two". The dog's rear paws may not be placed into the container. The handler must remain in the same location. 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.
12. Send Spot to Spot - The team will begin with the dog at the handler's side, facing and centered between two buckets or similar items 6 feet $(180 \mathrm{~cm})$ away and 6 feet $(180 \mathrm{~cm})$ apart. 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 will then send the dog directly to the opposite side of the second bucket. The dog shall face the handler and pause in a sit, down or stand. The handler must remain in the same location.

13. 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 shallow box, suitcase, plastic tub or similar container 6 feet ( 180 cm ) away and hold the position while the handler verbally counts "Pause, one, two". The box should be large enough for the dog to lie down in but not substantially larger.

## New for 2024

14. Lateral Three - The team will begin with the dog at the handler's side. The handler shall send the dog to go through a tunnel, a hoop and then over a cavaletti or jump set a minimum of 4 feet ( 120 cm ) apart. The handler may move parallel to but must remain a minimum of 6 feet ( 180 cm ) laterally away from the items.


SMARTDOG
GAMES

## SKILLED - MISCELLANEOUS

1. Hoop Box 270 to 180 - 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. The dog will then make a $180^{\circ}$ right turn and proceed straight to complete the exercise where it began.

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. The dog will then make a $180^{\circ}$ left turn and proceed straight to complete the exercise where it began.

Performed to the right .


Performed to the left


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


2. Lunge, Turn, Lunge - 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 then turn towards the handler and make a complete circle in the opposite direction. The handler shall remain in the center of the circle of cones. The cones or similar items shall be placed far enough apart that the dog could pass between them.


## Adjusted for 2024

3. Lunge with Two - 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 one tunnel and one hoop, jump or cavaletti, along the dog's path. 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. Lateral Ladder - Front Paws - The dog shall step laterally a minimum of 4 steps with both front paws stepping between the ladder rungs and rear paws outside of the ladder. The ladder shall have a minimum of 6 rungs.


SMARTDOG
GAMES SKILLED - MISCELLANEOUS

## New for 2024

5. Ladder Halt and Forward - The dog shall walk into the ladder, halt midway and pause while the handler verbally counts "pause one two" then proceed forward to complete the full length of the ladder. The ladder shall have a minimum of 6 rungs.

## New for 2024

6. Ladder and Through 270 - The dog shall walk through the ladder long ways then make a $270^{\circ}$ turn passing through a tunnel or hoop then walk through the ladder in the short direction. The ladder shall have a minimum of 6 rungs.


## Adjusted for 2024

7. Around 180 and Reverse - The handler and dog shall begin facing each other on opposite sides of a bucket, barrel or similar item. While continuously facing each other they will each rotate $180^{\circ}$ then rotate $180^{\circ}$ back to their starting positions.

8. Back Up Independent - The handler and dog will begin facing each other. The handler shall remain in place and cue the dog to back up away from the handler. The dog must back up a minimum of 4 feet ( 120 cm ).

9. 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 handler may direct the dog from one side or pass between the items but may not walk beside the dog through the entire pattern. The items may all be the same or a combination.


## SKILLED - MISCELLANEOUS

10. Serpentine Around - The dog shall serpentine around three barrels, cones, chairs or similar items that have been placed in a line approximately 3-4 feet ( $90-120 \mathrm{~cm}$ ) apart. The handler may direct the dog from one side or pass between the items but may not walk beside the dog through the entire pattern. The items may all be the same or a combination


## New for 2024

11. Figure 8 Through Legs - The handler will cue the dog to perform a figure 8 pattern weaving around and through the handler's leg. The handler will remain in the same position.

New for 2024
12. Set Up - The team will start with the dog at the handler's side. The handler will cue the dog to go behind the handler, then between the handler's legs and halt there.

New for 2024
13. Bucket Head - The dog shall place his or her head into a bucket, flower pot or similar item on the floor and keep it there while the handler verbally counts "Pause, one, two"

## New for 2024

14. Cross your Paws - The day will lay down and on cue cross one front paw over the other and hold the position while the handler verbally counts "Pause, one, two"
