

Melody Division Requirements

General Guidelines for all three Legs

- ✚ Each team needs to create a video or playlist for each Leg category to earn the three legs needed to earn the Division #2 – Melody Title
- ✚ Except where otherwise indicated (some options for the Artistry Leg), treats and toys may be used, but must be concealed in a pocket until after the task is complete for all options for that Leg.
- ✚ Except where otherwise indicated (Artistry Leg), no music is needed for options at this level, but music may be playing in the background. However, if you choose to demonstrate “Verbal Cues” (Handling Leg), they must be easily audible. Music may not be added to video clips as an overlay.
- ✚ Video clips may not be edited, except to trim the beginning and end.
- ✚ Dog and handler should be fully visible in all video clips. If you lose a bit of foot or the tippy top of your head, it is OK, but there should be a “full picture” effect at all times. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!
- ✚ Except where specified by the option – for example, “Verbal Cues” or “Physical Cues” under “Cues”, behaviors may be carried out on obvious physical cue, concurrent physical and verbal cue, or verbal cue only. It is always your choice!

Melody Division – Handling Leg

Four tasks will be chosen from “Training”, **three** tasks from “Cues” (including one of the starred options), and **five** tasks from “Fitness and Props”.

Training and Cues	Fitness and Props
Training (Choose Four)	(Choose Five)
<p>Pivot Platform</p> <p>Use the pivot disk to move your dog from center to heel or side position. You may step to the side of the disk when you cue this movement.</p>	<p>Prop Jump or Step</p> <p>Dog jumps through a hoop</p> <p>OR</p> <p>Dog backs at least one full step, moving back paws over the edge of a hoop (or straight piece of PVC) on the ground</p>
<p>Precision Marking</p> <p>Complete <u>any two</u> of the following behaviors, and clearly mark (clicker or distinct audible verbal marker) criteria indicated:</p> <ul style="list-style-type: none"> ✚ Sit - Mark when dog's rear end hits the ground ✚ Spin – Mark when the dog commits to the spin ✚ Leg Weave – Mark when dog commits to the weave ✚ Backing away from you – Mark while one of the dog's back paws is in motion 	<p>Jump or Cavaletti *</p> <p>Dog jumps over the handler's leg or arm. Handler may sit and place foot on something low. For this division, a barrier that prevents the dog from running around the leg or arm may be used.</p> <p>OR</p> <p>Dog trots across a row of 4 cavaletti's, raised to at least ½ the height of the dog's hock</p> <p><small>* In cases of physical limitation, both of these options may be modified by handler request</small></p>
<p>Moving Target</p> <p>Use a target stick to move your dog in <u>two</u> of the ways indicated:</p> <ul style="list-style-type: none"> ✚ Dog starts facing you and moves into position facing away from you ✚ Dog moves the distance made up by your arm and target stick to one side, performs a spin ✚ Dog moves in a large 360 degree arc around you following the target stick (you pivot at least 360 degrees) ✚ Dog moves to a low object that is at least two feet from the team's starting spot, places four paws on the object, led by the target stick 	<p>Send-Weave Combination</p> <p>Send dog in a loop around prop (dog need not circle it fully) from a distance of at least three feet, and cue a weave as the dog returns and repeat once. The full sequence should be completed without stopping to reinforce, although verbal praise is welcome at any time.</p>

<p>Ground Target</p> <p>Dog moves to a floor target that is at least 2 dog lengths away from the dog's starting point and carries out a Freestyle behavior near the target. The dog may touch the target, but does not need to do so.</p> <p>Dog may sit or down at the target, before performing the behavior, but does not need to do so</p>	<p>Figure 8 Prop</p> <p>Dog completes a Figure 8 using two ends of a prop, such as a jump or hula hoop or NADAC Hoop.</p>
<p>Two Paw Platform/Garage</p> <p>Dog backs up to place back paws onto a low board/mat/etc., or the dog backs up "into the garage". Dog must back up at least two dog-lengths from starting point.</p>	<p>Prop Pivot</p> <p>Dog places two paws on a prop and pivots 360 degrees while handler remains stationary. No distance is required and you may use your hand or arm to cue, or support, the pivot</p>
<p>Barrier</p> <p>Demonstrate the use of a barrier for training a Freestyle skill or behavior. This could be a gate for finding position or backing, or round barriers for training circling, etc. Creativity is welcome here!</p>	<p>Send to Prop or Two Back Paws</p> <p>Send your dog to a prop that is at least 5 feet away. Dog should place two or four paws on the prop and hold that position for at least 4 seconds</p> <p><u>OR</u></p> <p>Dog places two front paws on a low piece of fitness equipment (such as a balance disk), or a cushion, and then moves forward to have two back paws on the item and front paws on the floor. Dog holds this position for several seconds.</p>
<p>Cues (Choose Three)</p> <p>One choice must be from the exercises starred (*)</p>	<p>Two Prop Figure 8</p> <p>Dog makes a figure 8 around two props, completing at least a total of four loops.</p>
<p>Distance Cues</p> <p>Dog carries out a distance behavior, using the cue style of your choice. Dog should be at a distance of at least two dog-lengths from you.</p>	<p>Distance Circle</p> <p>From a distance of at least 4 feet, the handler sends the dog to circle a prop – dog should make at least one full circle, not just a 180 degree loop.</p>

<p>Natural Body Language *</p> <p>Use natural body language to cue a behavior (footwork, leaning, turning into your dog, moving leg into place for a leg weave) – no verbal cues may be used except to set the dog up.</p>	
<p>Trained Physical Cue</p> <p>Cue one behavior using a physical cue that does not resemble the way that the behavior was trained.</p>	
<p>Supporting Cue Chains *</p> <p>Cue three behaviors in a row, without giving any reinforcement in between, using physical cues that support the movement of your dog. You may support your physical cues with concurrent verbal cues, but take care not to overshadow your physical cues with the verbal.</p>	
<p>Verbal Cue Chains *</p> <p>Cue three behaviors in a row, without using any reinforcement in between, using verbal cues only. You may move, but take care to ensure that your movement does not cue the specific behaviors.</p>	

Melody Division – Technical Leg

All four of the starred tasks, and one other, will be chosen from “Movement and Heelwork”, and **six** tasks from “Tricks and Moves”

Movement and Heelwork	Tricks and Moves
<p>Complete all four starred exercises, and choose one of the others. In addition, anyone who chose Option B for the Overture Division must complete the Stationary Positions exercise.</p> <p>(If space does not allow at least 5 steps to be taken, adaptation can be made with pre-approval)</p>	<p>(Choose Six)</p>
<p>Stationary Positions</p> <p>Must be completed by any team who chose Option B for the Technical Leg in the Overture Division. Please see Overture Division for instructions.</p>	<p>Spin</p> <p>Spin Clockwise or Counterclockwise in heel or side position. This can be done with the handler stationary or in motion</p>

<p>Moving in Center *</p> <p>Dog moves toward handler in center position as handler backs up, in a straight line, 5 – 7 steps</p>	<p>Leg Weaves</p> <p>Dog completes 3 – 5 consecutive leg weaves. Handler can be in motion (any direction) or stationary</p>
<p>Moving in Heel *</p> <p>Dog moves forward in heel position as handler moves forward, in a straight line, 5 – 7 steps</p>	<p>Circles</p> <p>Dog circles handler while the handler pivots in the opposite direction</p>
<p>Moving in Side *</p> <p>Dog moves forward in side position as handler moves forward in a straight line, 5 – 7 steps</p>	<p>Place Pony</p> <p>Dog moves into "Pony" position and then backs up to land behind the handler</p>
<p>Outside Curve *</p> <p>Dog heels in a large circle (at least 6 foot diameter) with dog on the outside of the circle. Dog may be in heel or side position, but must be on the outside of the circle.</p> <p>Dog should walk briskly or trot, displaying a natural gait.</p> <p>Team should complete the circle at least two times.</p> <p><u>Small space option:</u> Dog heels on the outside of a circle that is as large as the space allows, moving as briskly as is possible within that space.</p> <p>Team should complete the circle at least two times.</p>	<p>Paws</p> <p>Paw wave – dog lifts a paw to "wave" it at the handler, but does not touch handler. Dog may be sitting or standing. No sustained "hang time" is required on the paw lift, but that is also an option.</p>
<p>Movement and Heelwork – Continued (Choose One)</p>	<p>Scallop</p> <p>Dog carries out 3 Scallops. Dog may sit or stand as the handler moves.</p>
<p>Synchronized Backing</p> <p>Dog backs up in center position as handler moves toward dog. Handler should take 4 – 6 steps. Gates may be used.</p> <p>Although handler movement can cue, and support the dog's movement, it should not appear that the handler is pushing into the dog's space.</p>	<p>Two Paws</p> <p>Dog raises up on hind legs to place paws on the handler's arm. Dog hold position for 3 seconds.</p>

<p>Serpentine</p> <p>Dog moves toward handler as handler moves backward in a large serpentine (make 4 arcs). Dog is in center position.</p> <p>In a small space, two arcs can be made in each direction</p>	<p>Twizzles</p> <p>Dog pivots 360 degrees toward the handler as the handler turns to the left (heel) or to the right (side)</p>
<p>Lateral Movement</p> <p>Dog moves toward handler laterally as handler moves 3 – 5 steps sideways</p>	<p>Choose Your Own Trick</p> <p>You may perform another (prop-free) Freestyle behavior, or trick, that is not listed here, and that you did not demonstrate at the Overture Level.</p>
<p>Rock</p> <p>Dog carries out “Rock” move 2X in heel or side position. This may be done along a wall.</p>	

Melody Division – Artistry Leg

Three tasks will be chosen from “Sequencing and Duration”, and **three** tasks, including both starred tasks, from “Music and Choreography”

Music is needed for all tasks in this category at this level, but it only needs to be playing in the background. No choreography is required, or expected, at this level.

<p>Sequencing and Duration</p>	<p>Music and Choreography</p>
<p>(Complete Three)</p>	<p>(Choose Three) - both of the items starred must be completed.</p>
<p>Food/toys may <u>not</u> be visible/in hand for these options</p>	<p>Food/toys may be visible/in the hand for these options.</p>
<p>Sequence</p>	<p>Play/Train to Music</p>
<p>Choose any five Freestyle tricks and have your dog perform them in succession, one after the other, without stopping to treat in between.</p>	<p>Create three 20 – 30 second <u>clips</u> of you and your dog playing and/or training to three different genres of music.</p>

<p>Transitions</p> <p>Have your dog carry out any two of the following transitions in flow. For each transition, your dog should start in one position and end in a different position.</p> <p>Two to five steps of movement should be taken before the first transition, and in between the two transitions.</p> <ul style="list-style-type: none"> ✚ Switch ✚ 180 Turn Toward Each Other ✚ Single Leg Weave ✚ Pivot ✚ Cut 	<p>Doodling *</p> <p>Choose any five trained behaviors or movements that your dog can carry out.</p> <p>Play up to 40 seconds of any song or piece of music.</p> <p>As the music plays, you will have your dog only perform those behaviors at points where you believe that the dog's movement matches the music in some way.</p>
<p>Circle Sequence</p> <p>Have your dog heel on the outside of a large circle (as you did in "Heelwork and Movement" above) – or use directives for smaller space option.</p> <p>As you go around the circle, have your dog carry out one Freestyle behavior, or trick, at about 12:00 on the circle, and another at 6:00 on the circle. You may stop and treat the behavior before continuing forward. However, be sure to end with heeling, not a behavior.</p>	<p>Floor Patterns *</p> <p>Devise two specific patterns that you and your dog can trace on the floor as you move together. These need not be highly complex – it can be as simple as a large circle, but should consist of more than a single straight line.</p> <p>The patterns should fill the space in which you are working. If you are using a large space, you may section off a smaller "ring" area for this exercise.</p> <p>Move each of these patterns with your dog two times in a row. The two patterns may be videoed separately or in succession. Your dog may move in heel, side, or center position, but should maintain the same position throughout performance of the entire pattern twice. No behaviors, moves, or transitions should be used in this exercise.</p> <p>You may have food visible to your dog and may reinforce wherever needed, but try to maintain as much flow as you can through the patterns.</p>

Moving to Music	Entertainment
<p>Using a target cup (may be baited) or target stick, guide your dog in a large arc around you, at the distance of the stick/cup. Move the cup/stick in a way that brings forth your dog's natural brisk gait.</p> <p>Choose music that matches your dog's gait, and have the dog complete at least one full 360 degree "arc" of movement.</p> <p>Please contact us for small space modifications for this option, if needed.</p>	<p>Using two props, create an approximately one minute video (may be up to 10 seconds under and/or over time) to show off your dog's Freestyle skills. You may incorporate movement and moves/tricks into your show.</p> <p>Have your dog use each prop at least once during your "show", incorporating use of the props at least three times (so, you need to use one of them twice) demonstrating three distinct prop behaviors.</p> <p>No specific choreography is required, even though music should be playing.</p>