

Melody Division Tiffling Requirements Submission Checklist – Melody Handling Leg

General Rules

- _____ Treats/toys concealed in pocket or container until each task is complete
- _____ If clicker used in “Training” category, held in manner that keeps it as hidden from the dog as possible.
- _____ Audio can be heard on the video. Music need not be playing for this category, but verbal interaction with your dog should be audible
- _____ No editing, except to trim the beginning and end of clips, if necessary
- _____ Dog and handler are fully visible in all video clips.
- Or, permission has been secured to submit clips that do not include a “full picture” effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

Submission Clips – Overture Handling Leg (Scroll Down for Exercise Descriptions)

Training – Choose Four

- _____ Pivot Platform
- _____ Precision Marking _____ Behavior #1 _____ Behavior #2
- _____ Moving Target _____ Choice #1 _____ Choice #2
- _____ Ground Target
- _____ Two Paw Target OR _____ Backing Up Into the Garage
- _____ Barrier

Cues – Choose Three; At least one must be a starred Exercise (*)

- _____ Distance Cues
- _____ Natural Body Language *
- _____ Trained Physical Cues
- _____ Supporting Cue Chains *
- _____ Verbal Cue Chains *

Fitness and Props – Choose Five

- _____ Prop Jump OR _____ Step
- _____ Jump OR _____ Cavaletti

_____ Send-Weave Combination

_____ Figure 8 Prop

_____ Prop Pivot

_____ Send to Prop OR _____ Two Back Paws

_____ Two Prop Figure 8

_____ Distance Circle

Melody Division - Handling Leg – Options/Requirements Descriptions

Training Category

Choose any **four** options from this category:

MH1 - Pivot Platform - 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.

MH2 - Precision Marking - Complete **any two** of the following behaviors, and clearly mark (clicker or distinct audible verbal marker) criteria indicated:

- ✚ 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

MH3 - Moving Target - Use a target stick to move your dog in **two** of the ways indicated:

- ✚ 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, or move in a small circle, 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

MH4 - Ground Target - 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, or sit or down at the target, but does not need to do so.

MH5 - Two Paw Platform or Back Up Into The Garage - 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.

MH6 - Barrier - 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!

Cues Category

Choose any **three** options from this category; at least **one** must be from among the starred options

MH7 - Distance Cues - 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.

MH8 - Natural Body Language * - 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 up/release to begin moving.

MH9 - Trained Physical Cues - Cue one behavior using a physical cue that does not resemble the way that the behavior was trained. This cue should be unrelated to the movement of the dog. Examples: Handler raises a hand in the air, the dog does a down; Handler touches his or her hat and the dog backs away from the handler

MH10 - Supporting Cue Chains * - 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.

MH11 - Verbal Cue Chains * - 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.

Fitness and Props Category

Choose any five options from this category:

MH12 - Prop Jump - Dog jumps through a hoop

OR

Step - Dog backs at least one full step, moving back paws over the edge of a hoop (or straight piece of PVC) on the ground

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**MH13 - Jump** - 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.

**OR**

Cavaletti - Dog trots across a row of 4 cavaletti's, raised to at least ½ the height of the dog's hock

(In cases of physical limitation, both of these options may be modified by handler request)

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MH14 - Send-Weave Combination

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.

MH15 - Figure 8 Prop - Dog completes a Figure 8 using two ends of a prop, such as a jump or hula hoop or NADAC Hoop.

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**MH16 - Prop Pivot** - 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

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MH17 - Send to Prop - 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

OR

Two Back Paws - 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.

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**Two Prop Figure 8** - Dog makes a figure 8 around two props, completing at least a total of four loops.

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Distance Circle - 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.

**Melody Division Tiffling Requirements
Submission Checklist – Melody Technical Leg**

General Rules

- _____ Treats/toys concealed in pocket or container until each task is complete.
- _____ Audio can be heard on the video. Music need not be playing for this category, but verbal interaction with your dog should be audible
- _____ No editing, except to trim the beginning and end of clips, if necessary
- _____ Dog and handler are fully visible in all video clips.
- Or, permission has been secured to submit clips that do not include a “full picture” effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

Submission Clips – Melody Technical Leg (Scroll Down for Exercise Descriptions)

Movement and Heelwork

Stationary Positions - If you did not complete Option A (Stationary Positions) in the Overture Technical Leg, it must be done as part of your Melody Division Technical Leg.

_____ **Completed in Overture Leg**

_____ **Stationary Positions**

- _____ Center Position to Heel Position
- _____ Center Position to Side Position
- _____ Heel or Side Position to Center Position

Complete all four:

- _____ Moving in Center
- _____ Moving in Heel
- _____ Moving in Side
- _____ Outside Curve

Choose One:

- _____ Synchronized Backing
- _____ Serpentine
- _____ Lateral Movement
- _____ Rock

Tricks and Moves

Choose Six:

- _____ Spin
- _____ Leg Weaves
- _____ Circles
- _____ Place Pony
- _____ Paws
- _____ Scallop
- _____ Two Paws
- _____ Twizzles
- _____ Choose your own trick

Melody Division – Technical Leg – Options/Requirements Descriptions

Movement and Heelwork Category

If you completed Option A – Stationary Positions – as part of your Overture Division Technical Leg, then skip down to Exercise MT1

MTA - Stationary Positions

Complete each of the following as a separate exercise - may be separate video clips, or one continuous video

Dog moves from starting position to new position and stands in the new position for at least three seconds. Ideally, the dog should remain standing, but it is acceptable if the dog sits first (uncued) and is then cued to stand.

Dog may move into the new position directly, or may complete a single leg weave or partial circle around handler to get to the new position.

 **Center Position to Heel Position**

 **Center Position to Side Position**

 **Heel or Side to Center Position**

For these exercises, the handler may use an open hand target to help the dog find position, but no food is permitted in the hand.

Complete all four:

MT1 - Moving in Center - Dog moves toward handler in center position as handler backs up, in a straight line, at least 5 steps

MT2 - Moving in Heel - Dog moves forward in heel position as handler moves forward, in a straight line, at least 5 steps

MT3 - Moving in Side - Dog moves forward in side position as handler moves forward in a straight line, at least 5 steps

(If space does not allow at least 5 steps to be taken, adaptation can be made with pre-approval)

MT4 - Outside Curve - 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.

Dog should walk briskly or trot, displaying a natural gait.

Team should complete the circle at least two times.

Small space option: 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.

Team should complete the circle at least two times.

Choose one:

MT5 - Synchronized Backing - Dog backs up in center position as handler moves toward dog. Handler should take at least 4 steps. Gates may be used.

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.

MT6 – Serpentine - Dog moves toward handler as handler moves backward in a large serpentine (make 4 arcs). Dog is in center position.

In a small space, two arcs can be made in each direction

MT7 - Lateral Movement - Dog moves toward handler laterally as handler moves at least 3 steps sideways

MT8 – Rock - Dog carries out “Rock” move 2X in heel or side position. This may be done along a wall.

“Rock” Move:

Dog is in heel or side position. Handler moves the dog-side leg (only) forward one large step and the dog moves forward along with that leg.

Then, the handler moves the dog-side leg one full step back (behind handler) and the dog backs up along with that leg.

Finally, the handler moves the dog-side leg forward to be even with his or her other leg, and the dog moves forward to end up lined up in position.

Tricks and Moves Category

Choose six:

MT9 - Spin - Spin Clockwise or Counterclockwise in heel or side position. This can be done with the handler stationary or in motion

MT10 - Leg Weaves - Dog completes 3 – 5 consecutive leg weaves. Handler can be in motion (any direction) or stationary

MT11 – Circles - Dog circles handler while the handler pivots in the opposite direction

MT12 - Place Pony - Dog moves into “Pony” position and then backs up to land behind the handler

MT13 – Paws - 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.

MT14 – Scallop - Dog carries out 3 Scallops. Dog may sit or stand as the handler moves.

Scallop:

Dog starts in heel or side position – may be standing or sitting. Dog is cued to “swing” across the front of the handler to end up in the opposite position (Example: Dog moves across handler from heel to side position).

Dog may remain standing, or sit, upon reaching position.

Dog remains stationary (in stand or sit) as handler moves across the front of the dog to return to the original starting position. (Example: Dog is in side position; Handler moves across front of dog, so the dog is now in heel position)

This is one full Scallop.

MT15 - Two Paws - Dog raises up on hind legs to place paws on the handler's arm. Dog hold position for 3 seconds.

MT16 – Twizzles - Dog pivots 360 degrees toward the handler as the handler turns to the left (heel) or to the right (side)

MT17 - Choose Your Own Trick - 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.

Melody Division Tifling Requirements Submission Checklist – Artistry Leg

General Rules

- _____ Treats/toys concealed in pocket or container until each task is complete – **unless otherwise stated**. Treats and toys visible to the dog, even in hand, are permitted in some of the exercises for this leg. See Exercise Descriptions (below) for details. ** (Indicates this allowance)
- _____ Audio can be heard on the video. **Music is required in all clips for this leg**, although no choreography to the music is needed at this Level. Music must be playing so the dog can hear it – at this Level music can not be added to the clip as an overlay.
- _____ No editing, except to trim the beginning and end of clips, if necessary
- _____ Dog and handler are fully visible in all video clips.
- Or, permission has been secured to submit clips that do not include a “full picture” effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

Submission Clips – Melody Artistry Leg (Scroll Down for Exercise Descriptions)

Sequencing and Duration – Choose three:

- _____ Sequence
- _____ Transitions
- _____ Circle Sequence
- _____ Moving to Music

Music and Choreography – Complete both:

- _____ Doodling **
- _____ Floor Patterns **

Choose one:

- _____ Play/Train to Music **
- _____ Entertainment **

Melody Division – Artistry Leg – Options/Requirements Descriptions

Sequencing and Duration Category – Complete three Exercises

Food/toys **may not be** visible/in hand for these options

MA1 – Sequence - Choose any five Freestyle behaviors (may include movement), and have your dog perform them in succession, one after the other, without stopping to treat in between. Behaviors may be repeated once.

MA2 - Transitions

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.

Several steps of movement should be taken before the first transition, and in between the two transitions. This exercise should not be completed with the handler in a stationary position.

- ✚ Switch (Dog and handler turn 180 degrees in the same direction)
- ✚ 180 Turn Toward Each Other
- ✚ Single Leg Weave
- ✚ Pivot (From center position into heel or side)
- ✚ Cut (Dog cuts behind the handler to move from heel to side or side to heel)

MA3 - Circle Sequence - 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.

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.

Handler may remain stationary as the dog carries out a Freestyle behavior, but the team, together, should not make any significant pauses during the sequence

MA4 - Moving to Music - Using a target cup, 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.

Choose music that matches your dog's gait, and have the dog complete at least one full 360 degree “arc” of movement. Handler should pivot or make a small 360 degree circle.

Please contact us for small space modifications for this option, if needed.

Music and Choreography Category

Treats/toys **may be** visible to your dog/in your hand for the following exercises

Complete both of the following:

MA5 - Doodling - Choose any five trained behaviors or movements that your dog can carry out.

Play up to 40 seconds of any song or piece of music.

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.

MA6 - Floor Patterns

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.

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.

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.

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.

Choose one:

MA7 - Play/Train to Music - Create three 20 – 30 second clips of you and your dog playing and/or training to three different genres of music.

MA8 – Entertainment - 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.

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.

No specific choreography is required, even though music should be playing.