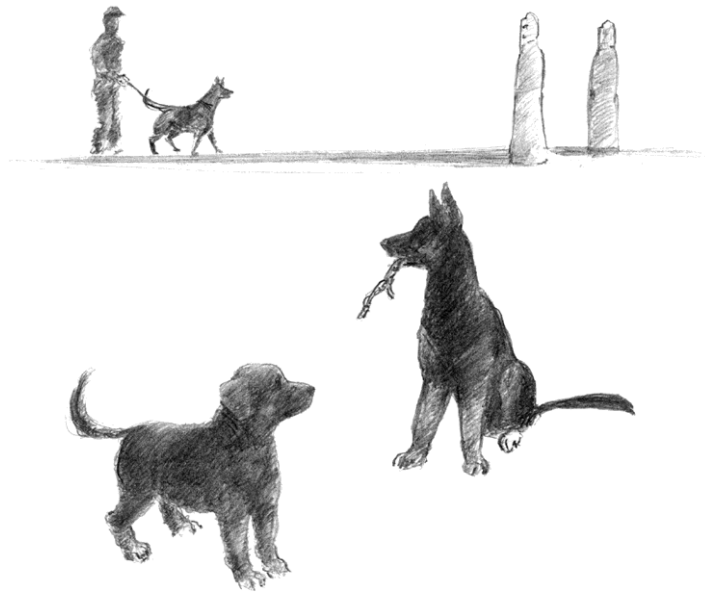




Swedish Working Dog Association  
Valid from 2017-01-01

# INSTRUCTIONS MENTAL BEHAVIOUR DOG



In this folder we use the following epithet concerning  
the functionaries

TL = Test leader (person responsible for the test and who takes care of the handler and his/her dog)  
Fig. = figurant/s (person/s who is/are acting in the text)  
Describer = person who is responsible for filling in the test protocol, and who is telling the handler what he/she has seen and what the marks in the protocol mean.

## General information

### Dogs

Dogs that will be participating in the test should not be kept in close proximity to e.g. clubhouse for risk of coming into contact with functionaries or spectators before the description has been conducted.

### Spectators

It is important to inform spectators of the following:

- Any movements between tests should be made quickly and without delay,
- Mobile (cell) phones should be turned off during tests,
- Spectators should remain standing as soon as the dog arrives at each test and during tests,
- Spectators who wish to film tests will be directed to designated areas,
- Spectators with children in buggies or strollers should be provided with a description of the area.

### Day for test

- The track must be placed in an appropriate terrain and should be ready on time, i.e. no later than 30 minutes before the first dog arrives,
- Functionaries must be aware of their task and take responsibility for their test(s)
- Officials who will be describing the dogs (descriptors) should be given the opportunity to inspect the test track together with test leader, before arrival of first dog,
- Information about gunshots being fired should be posted.

### Describing behaviour in the summertime

Handlers are advised to bring water for their dogs. This info should be communicated in the memo. The temperature must not be such as the performing of the test is affected.

### Describing behaviour in the wintertime

It is of great importance that opportunities for describing also be provided during the wintertime, to ensure equal access during the whole year.

The following must be taken into consideration if describing is to take place in winter:

Preparations must take place before the ground freezes, e.g. holes in the ground for *Track and grab*. Ensure snow removal on transport routes.

**Depth of snow** should not be too high and temperature not that low that it may affect the fulfilling of the test. Furthermore the wellbeing of the functionaries must be considered.

It is recommended that tests will not be arranged in deep snow or in very cold weather.

Note that capes (Distance play) and rags for *Track and grab* must be dark in colour to contrast against snow.

In case it has snowed on the roads they must be cleared of snow.

# PERFORMANCE

## Test leader must:

- Instruct all functionaries and make sure they are present.
- Appoint assistants to take care of spectators if needed.
- Inform handler about next test at least 10 m. behind starting point. This occurs when dog and handler are moving, appropriately between tests. (Exception: test no. 1 when functionary informs handler).
- See to it that the time interval between end of one test and start of next is at least two minutes.
- Make sure that non-choke chains are used on dogs when they must be on the lead.
- Provide leads of correct length (approx. 1,8 meter).
- Check that every test that includes recollection has a straight and flat stretch 10 m. before and after the object in the test.
- Always use a stop watch at all occasions that demands any form of timing

## ID-marking

Dog owners are obliged to show their dog's id marking to fig, who makes sure this control takes place in connection with the start of the description, i.e. before the team is allowed on to the track (arena).

## Each test (stimulation situation) consists of three stages:

### 1. Activation

Each stimulation situation must start in the same way for all dogs. If a dog shows little or no interest, the test should not be made more interesting or different in order to activate the dog.

### 2. Actions program

Simulation situations that initiate actions should be the same in form and intensity for all dogs.

### 3. Final phase – curiosity and remaining fear

The final phase must be formed so as not to be a new stimulation situation. For example, test leaders or handlers should not jolt any of the objects, nor should the functionaries move at the wrong time.

The time factor is very important to the dog, so enticing measures should take place in 15-sec. intervals in each sequence.

### End phase – curiosity and remaining fear

1. The handler is passive; dog works on its own, without any help.
2. Some help from handler, who goes halfway towards object.
3. Handler stands beside object.
4. The handler speaks to the fig. (or handles object) and coaxes the dog if it is not in direct proximity to handler.
5. The handler may help the fig to remove his disguise.
6. When the dog has made contact it should be put on lead and recollection commences. Even if the contact was very quick, the dog should not be forced to investigate further. A dog that does not react easily should leave the test with its handler and go for a walk, then return and walk past the place a few times until its fear has subsided.

# WILLINGNESS TO MAKE CONTACT - test no. 1.

## Purpose

- To describe dog's ability to make contact as well as react to contact from strangers.

## Materials

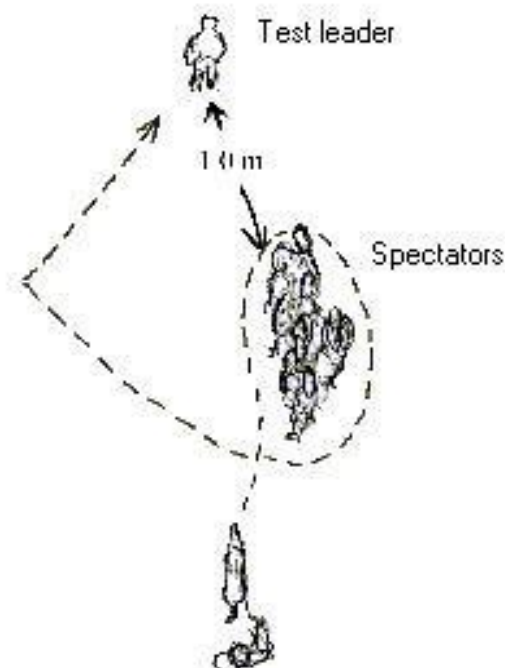
No materials are used during this test.

## Performance

Functionaries, as well as spectators, should be in designated areas when each dog arrives. The test leader should not be familiar with the dog, nor should he have had contact with the dog prior to the test. If he has, then the official describing the dog must conduct test no. 1. A functionary should accompany the team to the site for the test, whereby the describer instructs the team during points 1 and 2 (see below).

## Making contact

1. The dog and the handler walk round the spectators, who are passive.
2. The dog and the handler walk up to the TL, who is passive and quiet, about 10 m from the group of spectators.
3. The TL greets the team vocally as well as by shaking hands with the handler. If the dog makes contact with the TL, this should immediately be reciprocated!
4. The TL proceeds to greet dog by saying its name (if dog has not made contact already). If the dog is cautious, the TL should not persist. It is important to build up a relation to both handler and dog before taking the next step of the moment.



**Co-operation**

5. The TL takes the dog by the lead and moves 10 m. from area. During the walk the dog should be provided to take active contact at three occasions. The dog should actively be encouraged to go! If it refuses, the test should be interrupted!

The TL completes the test by turning around for a short halt. This ends the test. The TL may clap the dog before returning to the handler to return the lead.

If the dog refuses to go with the TL, it should not be forced to do so. If this occurs, the test should be cancelled!

**Examination**

6. The dog should be standing at the start of the test. If it sits down during examination, it should be allowed to remain sitting. The TL begins by sliding his hands along either side of the dog's brisket, further down its sides, over loins and down towards the hind legs. Then the TL checks the dog's teeth. If needed the TL may take the collar to be able to control the dog and then continue with the examination using both hands.

If the dog refuses to be touched it should not be forced. If this happens, the examination should be cancelled!

*It is important that the greeting and the transport of the dog is carried out in a calm and secure way in order to give the dog opportunity to create a relation to the TL before the examination begins.*



## PLAY 1 – test no. 2.

### Purpose

- To describe the dog's reactions when playing with an object.
- To describe whether the dog wants a tug of war with the TL

### Materials

**Objects** = sturdy object, approx. 50 cm long and about 5 cm thick. The object should have 2 rings on either end. This will give the dog opportunity to grab where the object has its middle part above the ground.

A similar object should be available for the purpose of distraction should the need arise.



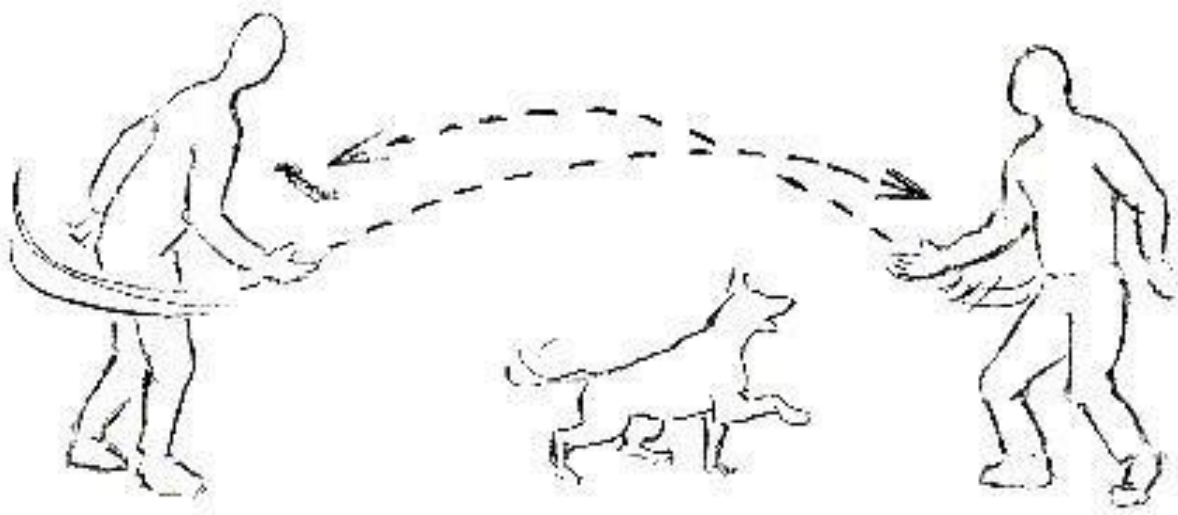
### Performance

Dog and handler walk to designate area, approx. 10 m. from spectator group. The dog is then let off the lead and remains off the lead during the whole test. The handler and the TL should stand approx. 4 m. apart.

### Play and grab

1. The TL instructs the handler to get the dog interested in the object by dragging it twice on the ground in short, quick movements.
2. The handler throws object to the TL, who throws it back to the handler, who then throws it back to the TL.
3. The TL then throws the object away about 10 m.
4. If the dog grabs the object, the handler is instructed to turn around and run a few steps away from the dog while at the same time encouraging the dog to come to him/her. If the dog cannot be encouraged to come with the object, then the TL takes a spare object and lets the handler get the dog interested in it, *diversion*.

Points 1 to 4 will be conducted twice!



### **Tug of war**

5. After this game the handler takes care of object and hands it over to the TL. The handler holds the dog in its collar.
6. The TL encourages the dog to grab the object by holding it with both hands and moving it up and down over the ground in short, quick movements.
7. If the dog grabs the object then the TL has a tug of war with the dog.  
**Maximum duration 30 sec.** The TL should be facing the dog and should pull the object *away* from the dog.  
 The dog should have all four paws on the ground during the whole test!

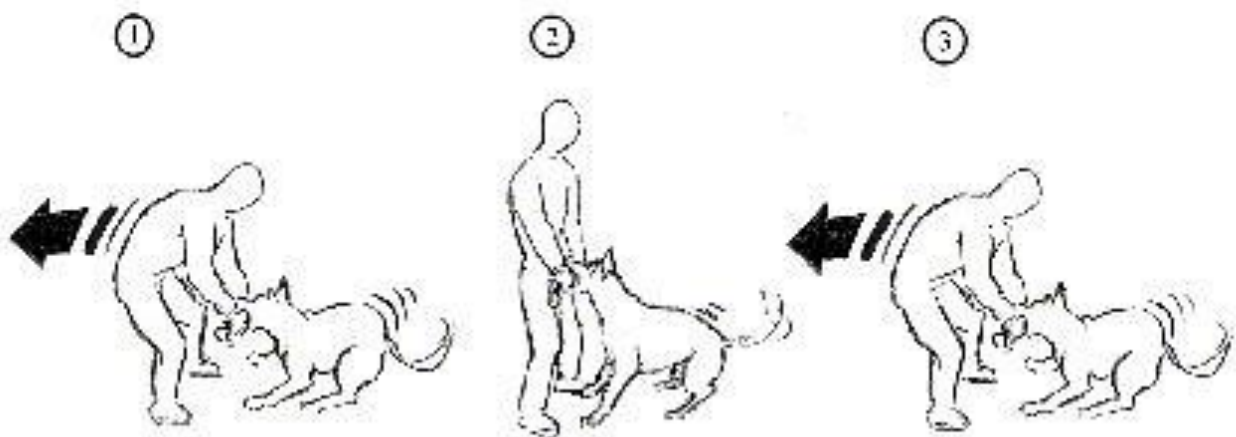
During the tug of war the TL should become passive for 5 sec, then continue the tug of war.

**1 Active TL pulling.**

**2 Passive TL not pulling, approx. 5 seconds.**

**3 Active TL pulling.**

**4 The TL lets go of object**



## PURSUE AND GRAB - test no. 3.

### Purpose

- To describe the dog's willingness to pursue a moving object (trophy) and grab it.

### Materials

**Object (trophy)** = sturdy rag, approx. 40 – 50 cm long and approx. 5 cm thick, of sturdy fabric.

Note that the colour of the object should be contrasting to the background!

Each object should have a loop for easy mounting.

Each object should be replaced after each dog has grabbed it.

A starting cord = a leather cord without knots or folds, alternate a string.

**Wheels** = approximately 10, depending on the terrain. Wheel number 5 should be marked, for example with a visible streamer.

**Line** = approx. 60 m long.

### Surroundings

This test should take place at a location that is flat, a wider path or the like, or in close proximity to a grove

### Performance

Place wheels according to diagram (see diagram). The fifth wheel should be marked, e.g. with a visible streamer.

The line is swirled round the wheels in a zigzag design.

The functionary should not be visible to the handler or the dog and the wind should not reveal his position. The functionary runs as quickly as possible to a place marked beforehand by him/her, to ensure smooth performance. Upon reaching the marked place, the functionary stops and pulls the line twice to make the object move. This should be done 3 seconds apart. The object should be visible to the dog from its hiding place at the start and until the last pulls!

Note that the wheels should not squeak or make any other kind of noise!

If mechanical "pullers" are used, these should not be disturbing, by making noise or by constituting a visible distraction.

The starting point should be marked (see diagram)

1. Initial position for the team.
2. Starting point, 10 m ahead, where the team should stop.

### Test leader

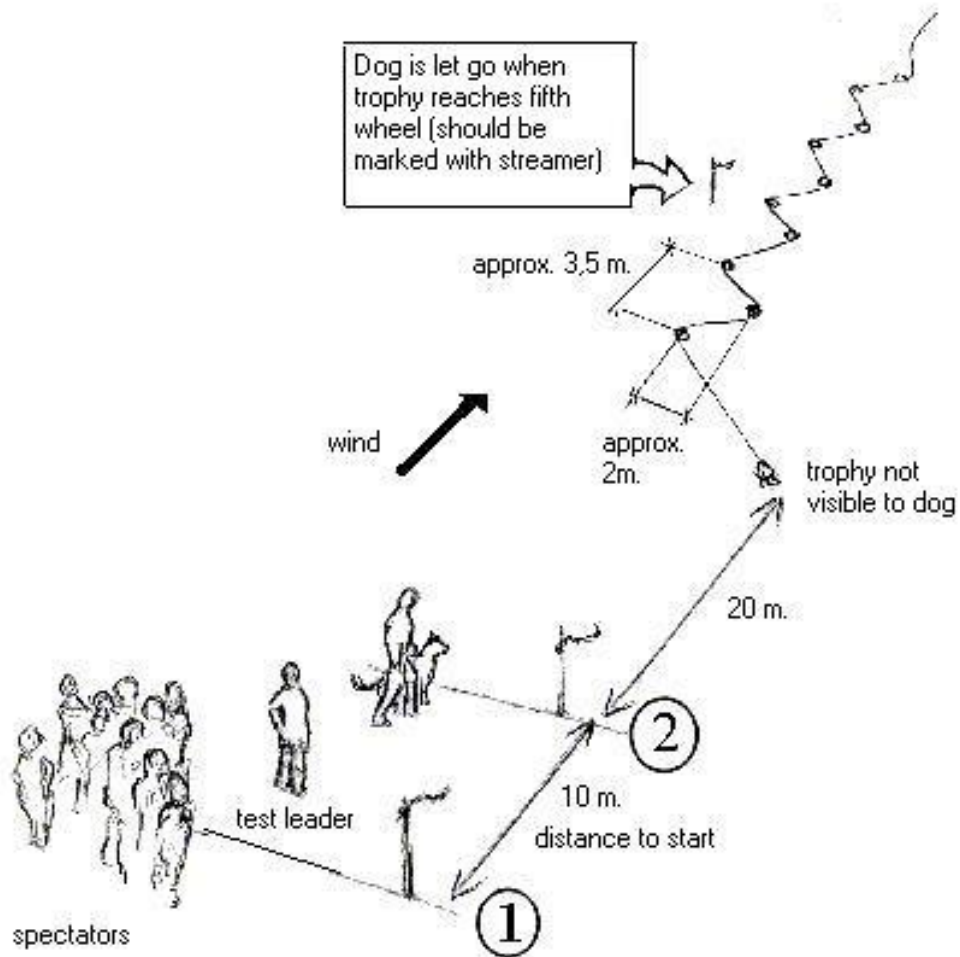
1. The team walks up to the **initial position** with the test leader. The handler receives instructions on where to stop.
2. The handler lets the dog off the lead, holding on to the dog's collar as they walk the 10 meters to the **starting point**. The object must be set in motion within 1 (one) second after the team reaches this point!
3. The handler takes one step forward and lets go of the dog on the TL's recommendation, i.e. when the object passes the marked wheel (no. 5)

Points 1 - 3 will be repeated once again. The team is led away between times so that the dog doesn't see the trophy being replaced.



**Comments:**

If the dog does not reach the trophy, i.e. area within a 2 m. radius from the trophy, it should be put on lead, and together with the handler and the TL they walk along the track, moving forward up to the last wheel. *At this time the trophy should not be shown to the dog, nor should the dog be allowed to grab it.*



## ACTIVITY LEVEL - test no. 4.

### Purpose

- To describe dog's reactions in a situation where expected activity does not take place.

### Materials

None

### Surroundings

A **natural** area with branches, sticks, rocks, etc. on the ground should be chosen for this test. It should be free from distractions. Alternative places should be available (*see Comments below*)

### Performance

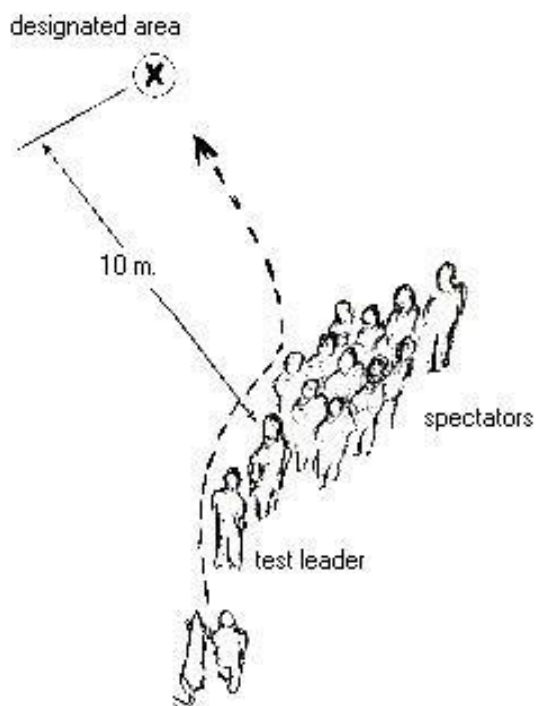
Describer and spectators take their places as in previous tests. The handler and the dog walk past spectators and functionaries and stop at the designated area 10 meters from the group. The dog should be allowed full length of the lead during the test. The handler should be passive.

### Test leader

The TL informs the handler of the test requirements, of designated area, and accompanies the team up to spectator group, where he/she remains. When the team is in place, the start of the test is announced and the timing starts. When the time is up, the TL announces end of the test.  
Test time: 3 minutes.

### Comments

If the dog should relieve itself in test area, a new area must be used for the next dog.



## **DISTANCE PLAY - test no 5.**

### **Purpose**

- To describe the dog's capacity for activity/co-operation with a stranger when it is away from its handler.

### **Materials**

**Knee-length cape** with hood (see diagram), of colour contrasting to surroundings – avoid yellow and orange.

**Play objects** of the same type as in previous play test.

**Start lead (possibly)** = leather strip without knots or clasp, or rope.

### **Surroundings**

The test should be held in a spacious terrain, at least 50 m. deep and 15 m. wide.

There should be two hiding places. The final hiding place should be so open that the describer can see what happens when the dog reaches it.

### **Performance**

#### **Test leader**

1. The TL informs the handler and checks the dog's equipment (possible start lead = either leather strip without knots or claps, or rope).
2. Positions team 40 meters from the fig. and then starts test
3. The handler is instructed to let the dog go when the fig. has gone behind the hiding place no. 2.
4. If the dog does not make contact with the fig. on its own before the second play is over, the handler will accompany the dog to the fig. The TL may also go, for support.

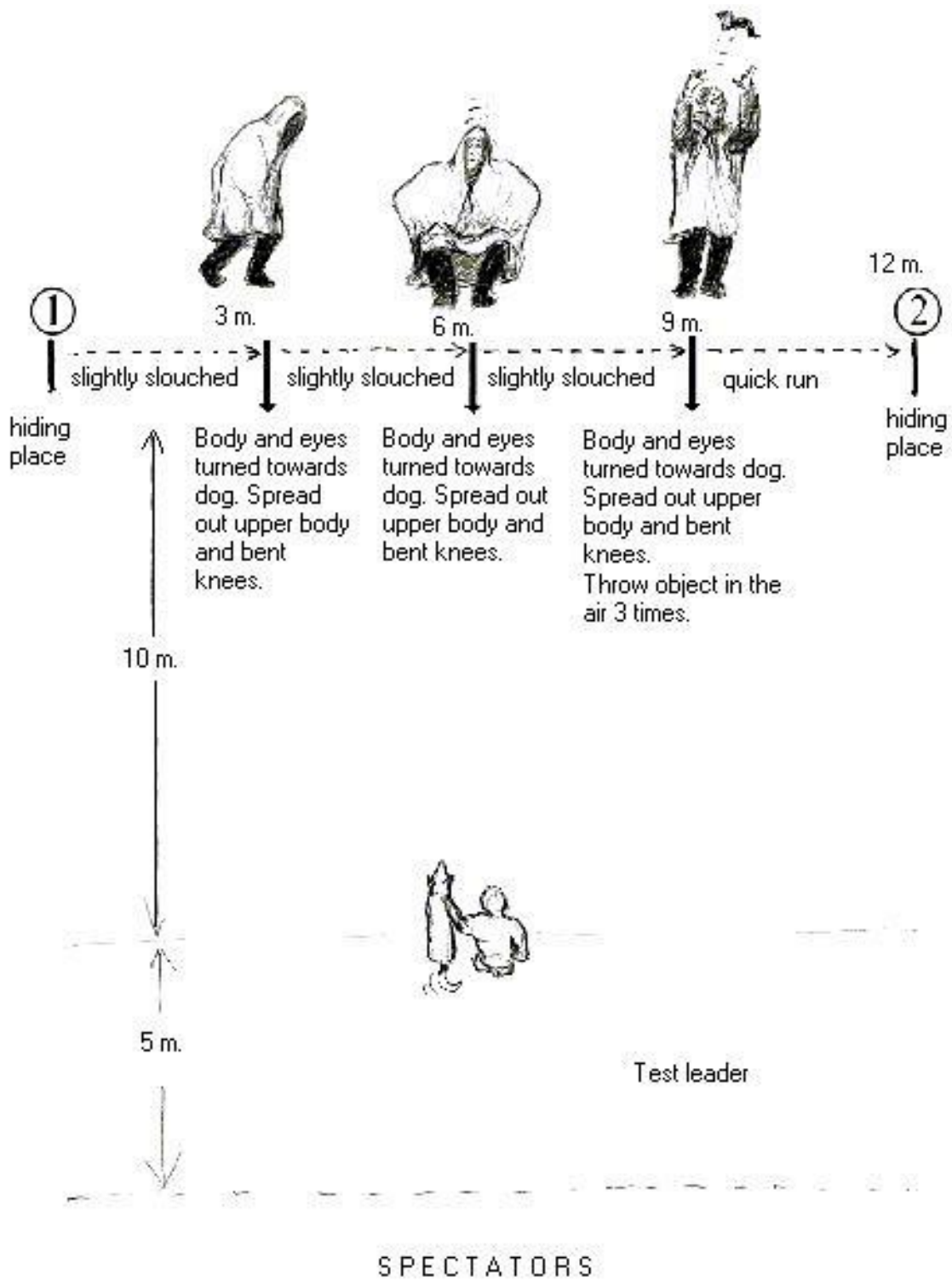
#### **Figurant**

The fig. is positioned in hiding place 1 and starts test at instructions from the TL by making four short noises (knocking branch on tree stem).

Note: any dog that arrives at the last minute should be given the opportunity to play for a short while.

1. The fig. moves forward about 3m, slouching slightly, turned sideways to the dog.
2. Next the fig. turns facing the team, focuses the dog, broadens his/her upper body and at the same time bending his/her knees up and down (short curtsies).
3. Moves forward three more meters and repeats actions.
4. Moves forward three more meters and repeats actions.
5. Takes hood off, throws object in the air three times.
6. Runs quickly to hiding place 2, unmask him/herself and sits down on his/her cape with the object hidden

<b>IF THE DOG APPROACHES</b>	<b>IF THE DOG DOES NOT APPROACH</b>
Perceive positive contact from the dog.	Sit quietly for 10 seconds
Calmly leave hiding place. Keep to the "line".	Speak loud and clear for 10 seconds.
Extend the object to the dog. Remember that the describer must be able to see the dog seizing it.	If the dog approaches, proceed as in left column.
Play with the dog for 10 seconds. Keep to the "line".	Leave your hiding place and play actively along the line for 10 seconds.
Let go of the object after 10 seconds if the dog has a hold of it.	If the dog approaches and wants to play, proceed as in left column.
Play actively for 10 seconds. If you still have the object, extend it to the dog. If the dog wants to give the object to you, take it. If the dog comes without the object, activate it by using body movements and your voice. Do <u>not</u> pick up the object, even if you can.	If the dog does not approach during the first play, the test is considered over. The fig. remains passive. The handler and the dog walk up to the fig., perhaps accompanied by the TL.
Let go of the object if the dog has a hold of it. Remain passive for 10 seconds. Do not look at the dog.	
Play actively for 10 seconds as described above.	
The test is over.	



## **SURPRISE - test no. 6.**

### **Purpose**

- to test the dog's capacity to act in an unexpected situation, when it is not involved in any other action.

### **Materials**

**Long-sleeved overalls**, unpadded (men's size 50-52), without hood, in a colour contrasting against the surroundings (blue, grey, green). The upper part, with sleeves, is stabilized with a wooden cross or cross bar that holds the "arms" straight out. It is most important that the sleeves are stretched out to give the impression of a threat against the dog. NOTE – no flapping of the sleeves ends.

In the upper part of the cross bar there should be two hooks to hold the pull rope. The legs must be tied down properly, so that they do not fill with air and wide apart from each other to give it a better stability, when the overalls is in upright. The overalls must stand absolutely still when it is pulled up and be placed in a way that it comes up free. The overalls is so arranged that it may be pulled up as a complete surprise.

It is quite good to for example have a dent in the ground so that the overalls will come up as a total surprise since the dog will not be able to locate it at a distance.

### **Surroundings**

The place for this test should be chosen so that the describer can see the dog during the test and so that the dog is able to run away without risk of hurting itself. Dog and handler should be able to pass easily. The overalls should not be hung up in front of tree stems or the like. It is important to make the passage through which the team will proceed after reaction free and even, and that it is marked with streamers at beginning and end, i.e. 10 meters before and after.

### **Performance**

#### **Test leader**

The handler leads the dog on a shortened leash, so as to prevent the dog from moving sideways away from the test area. The handler is instructed to stop and let go of leash when the dummy pops up and to turn body and look at the overalls. The handler remains completely passive until otherwise encouraged by the TL. If the dog stops or starts sniffing or goes behind the handler before the overalls pop up, the team will be called back to the starting point to restart their walk towards the surprise. If the dog is extremely uneasy in reacting, the handler should lead it away, the overalls should be taken down and the dog given a new opportunity to come forward for abreaction. Note that the overalls should be pulled up during the recollection phase.

#### Functionary

The overalls are quickly pulled up three meters in front of the dog and then remain completely immobile. Any new movements made by the overalls will stimulate the dog. Mark the spot where the dog should be when the dummy is pulled up (3 m.).

### **Abreaction / Curiosity**

15 sec. intervals

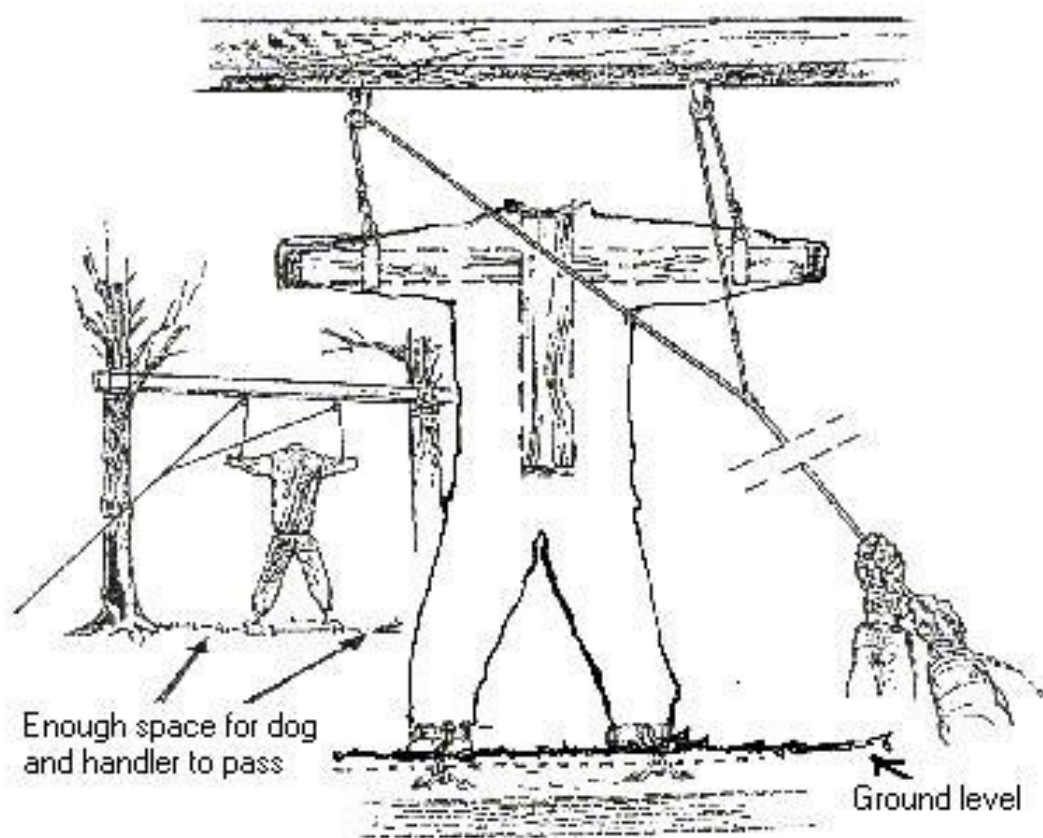
1. The handler passive.
2. The handler moves forward half the distance.

3. The handler approaches overalls.
4. The handler starts to speak, squats next to overalls and entices the dog.
5. The handler leads the dog away and overalls are set down. The dog is then led back again to act out.

### Remaining fear / interest

To control remaining fear and interest, the team starts 10 meters in front of the pulled up overall. The dog is led on a loose leash so that it is able to turn away to the side.

The team passes the overalls and continues 10 meters behind overalls, where it turns around and walks past the other side of the overall, up to the starting point 10 meters in front of the overalls. The dog should be between the handler and the overalls when passing. This procedure is then repeated.



## **SENSITIVITY TO NOISE – test no. 7.**

### **Purpose**

- to describe the dog's reactions to unexpected noises.

### **Materials**

“The rattling noise” is made by a 1 – 1,5 m. long chain and two (2) pot lids dragged along a 3 meter long corrugated sheeting. The sheeting should not touch the ground, but be raised above the ground (0,2 – 0,4 meters) so as not to muffle the noise (see diagram).

A frame should be placed on the sheeting to cover the chain so that the dog will not see when it moves. The frame must not be that high that the dog is unable to stretch itself over it to explore the reason of the noise.

This test should be conducted so that the dog and the handler can pass on the right side of the noise, at a distance of 1 to 1,5 meters.

### **Surroundings**

The place chosen for this test should allow the person describing the dog to see the dog during the whole test. The dog should be able to run away from the place or hop away without risk for injury. The dog should not be forewarned by the presence of any odd devices and the rattling frame should consequently not be placed in the open. It is important to make the passage through which the team will proceed after abreaction free and even, and that it is marked with streamers at beginning and end, i.e. 10 meters before and after.

### **Performance**

#### **Test leader**

The handler walks parallel to the noise frame with the dog on a short lead on his left side (to prevent dog from turning towards or away from test site). The noise should come suddenly and unexpectedly. The handler lets go of lead and stands facing the noise when it starts. The dog is allowed to act freely when investigating where the noise is coming from. The handler does not act until he receives recommendation from the TL. If the dog starts to sniff or goes behind the handler, before the noise starts, the team is called back to the starting point to restart the walk.

See to it that the dog gives ample time to abreact before the after control is started

#### **Functionary**

The test is started exactly when the dog's head passes the middle of the frame. The noise should last for 3 seconds

#### **Abreaction / Curiosity**

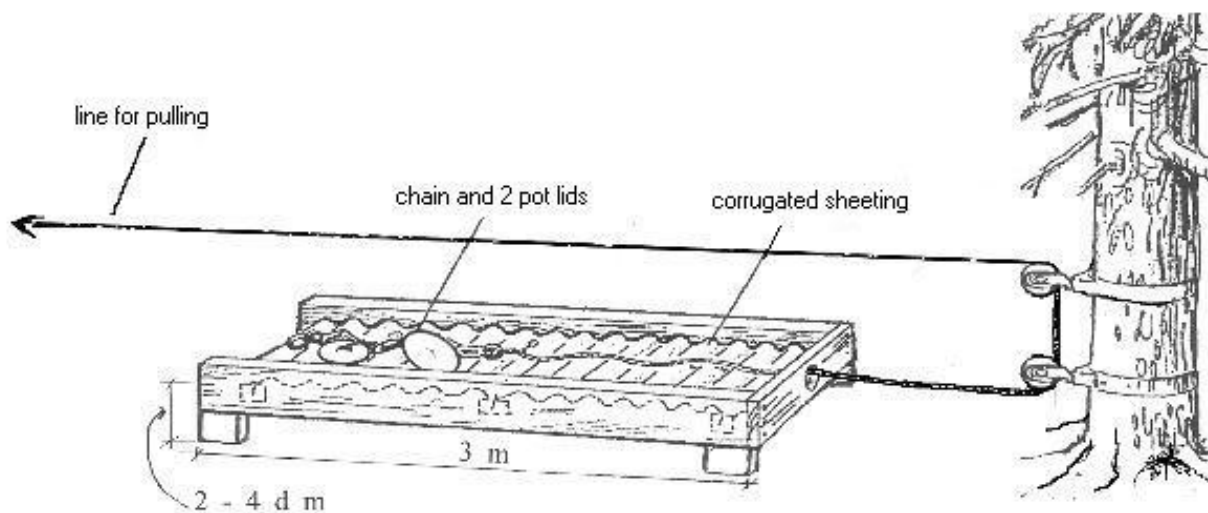
15 sec. intervals

1. The handler is passive.
2. The handler moves forward half the distance.
3. The handler approaches source of noise.
4. The handler starts to speak, then squats by the source of the noise and entices the dog.
5. The dog does not approach.

#### **Remaining fear / interest**

To control remaining fear, the team starts at the starting point 10 m. from the source of the noise. The dog is led on a loose lead so that it is able to turn away to the side. The dog should be between the source of the noise and the handler during passages. The team passes the source of the noise and proceeds 10 m. past it, from where it returns to the starting point upon recommendation from the test leader. The procedure is then repeated.





## GHOSTS - test no. 8.

### Purpose

- To describe the dog's reaction to threatening, moving objects, approaching slowly.

### Materials

The Costumes should be made of white fabric, colour contrasting to surroundings and consist of three parts: **skirt**, **top** and **hood**.

### Skirt

The skirt should be long enough for fig. of varying height to wear it. The bottom hem should rest on the upper part of marshal's foot. It should have an elastic band at the waist to keep skirt up (*easy to roll up to adjust skirt length*). The bottom hem should have some kind of weights sewn in to prevent unnecessary skirt movements such as flapping. The bottom of the skirt should not be more than 160 cm. around.

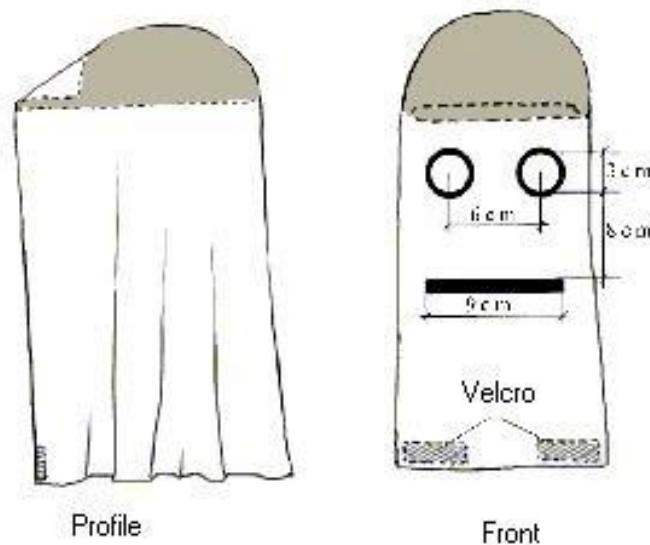
### Top

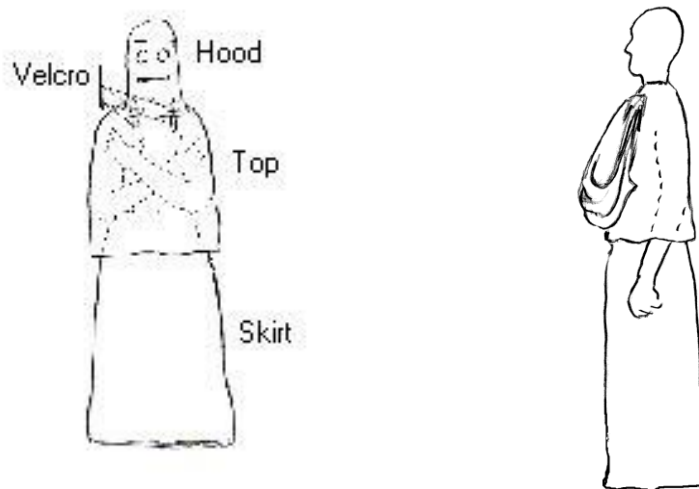
50 – 70 cm. long, with an elastic band at the neck. Two 20 cm. long Velcro strips should be sewn on vertically, 15 cm. from the top hem and 25 cm. apart.

### Hood

The hood should be fastened onto a cap with a straight brim, sticking out 3 cm. beyond the bridge of the figs nose. Two 5 cm. long Velcro strips should be sewn horizontally onto the bottom edge of the front, so as to fasten onto the Velcro strips on the Top.

Two holes, 3 cm. in diameter, 6 cm. between their centres, should be cut in the front of the hood. There should be a 0,5 cm. black rim around the edges of the holes, which are the eyes. The mouth should consist of a black line, 9 cm. long and 1 cm. wide, placed 8 cm. under the lower rim of the eyes.





## Surroundings

The test should take place in a partly open, flat terrain so that the dog can clearly see the ghosts (contrasting to surroundings). During the winter snow should be shaken off tree branches. Make sure to check which way the wind is blowing so that the dog cannot catch the fig's scent before/during the test. Alternative areas should be available for the test, which should not take place on an animal training grounds or the like.

## Performance

### Test leader

TL shows the handler the place for the test and instructs him/her not to let go of leash, other than if the dog chooses to leave the place (flee/distance itself). The functionaries start on signal (as unnoticeable as possible) from test leader. The functionaries' movements are directed with very slight signals at starts as well as at finishing turns. The functionaries take turns, moving in 3-meter intervals. Dog, handler, judge and spectators are at positions according to diagram TL as well.

The functionaries must be at their stations well in advance of the start of the test. The functionaires can mark where to stop conferring with the TL. At starting point the functionaries stand facing each other and have eye contact to ensure simultaneous start on the TL's signal. Start commences after 3-5 seconds delay. The TL decides which of the functionaries that will start once they are visible. The functionaries make slow, stereotyped, non-impulsive moves, and making stops on the TL's signals at places marked earlier (approx. 3 meters apart) and starting on the TL's signal. The functionaries turn on signal from the TL. The functionary lowers his/her hands when turning around (giving the dog the chance to make contact).

## Curiosity / Abreaction

The functionaries stand completely still during this phase. The handler does not act until he/she receives recommendation from the TL, as follows:

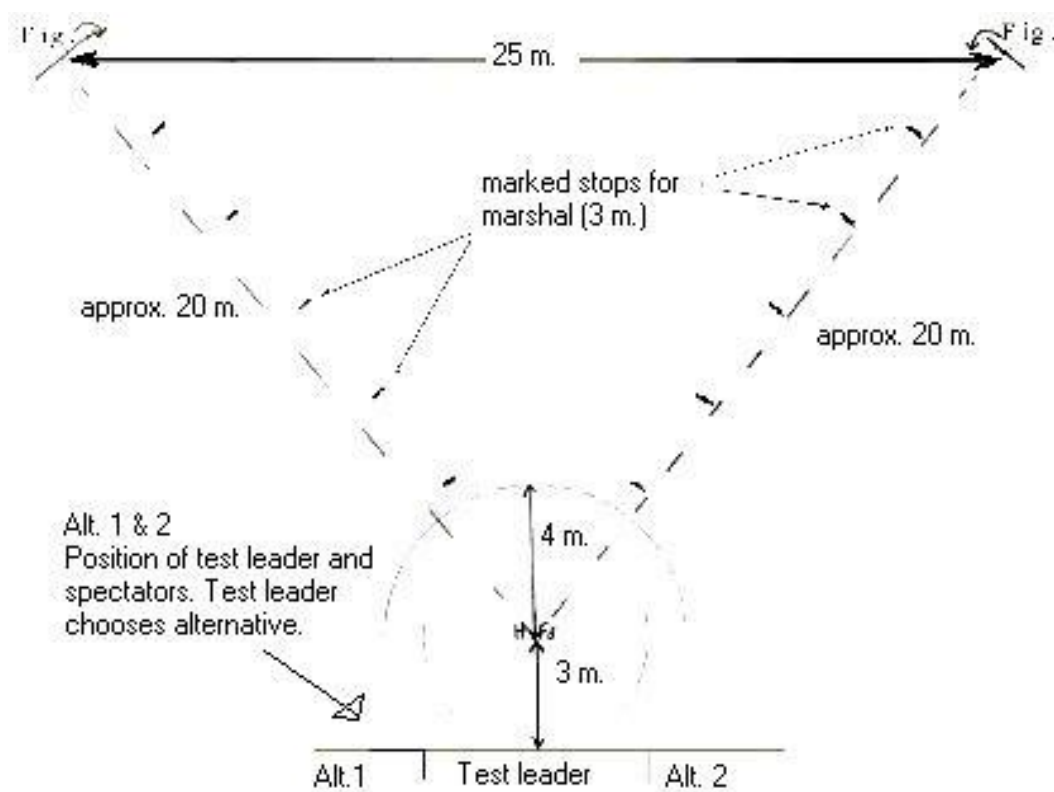
### Curiosity and contact

1. The handler drops lead or unpins it if the dog is close to him, whereby the handler remains passive. The dog usually chooses on its own which of the ghosts it wants to approach.

2. The handler goes halfway (2m.) towards the ghost chosen by the dog. If the dog shows no interest or does not choose any of the ghosts, then the handler walks straight ahead, 2m. in between the two ghosts
3. The handler walks up to the first ghost, standing face to face with him/her (close enough for a hug).
4. The handler and the ghost talk. The handler can entice his dog to come.
5. The handler removes the hood from the ghost's head by pulling it off forward and leaving it hanging (see diagram on previous page) while they continue to talk. The ghost is passive towards the dog. If the dog comes up to the ghost he/she greets it quickly.
6. The ghost continues the contact with the dog for 15 seconds in standing position.

When the dog has made contact with the first ghost, the same abreaction is repeated with the second ghost in accordance with points 4, 5 and 6. In cases when the ghost doesn't make contact with the dog, the ghost is unmasked totally and handler, dog and fig. go for a short walk together.

**Note that the ghosts must always stand upright!**



Time to work of the fear	Part 1/15 sec.	Part 2/15 sec	Part 3/15 sec	Part 4/15 sec	Part 5/15 sec	If the dog has sniffed at the ghost and thereby identified it, the stage continues with the dog making contact. If the dog has not been in contact with the ghost this stage of the test is over here	Part 6/15 sec The dog chooses which ghost it wants to approach.
<b>The whole ritual</b>	Wait to see what the dog will do	The handler goes halfway towards the right/left ghost or in between the ghosts. The TL directs the handler to the ghost that interests the dog	The handler walks up to the appointed ghost (standing close enough for a hug)	The handler talks to the ghost and at the same time he entice his dog to come. It is important that the ghost answers and participates actively in the conversation.	The handler removes the hood from the ghost's head while continuing talking and actively enticing the dog.		The ghost and the handler continue to talk and the TL informs the ghost to use his/her voice to actively entice the dog.
<b>Alternatives</b>	The dog walks up to the ghost of its own accord and identifies /investigates him/her. Go to part 5 and 6	The dog walks up to the ghost of its own accord and identifies/ investigates him/her. Go to part 5 and 6	The dog walks up to the ghost of its own accord and identifies/ investigates him/her. Go to part 5 and 6	The dog walks up to the ghost of its own accord and identifies/ investigates him/her. Go to part 5 and 6	See The Whole Ritual	See The Whole Ritual	See The Whole Ritual

## PLAY 2 - test no. 9.

### Purpose

- To describe whether the dog's reactions when playing with a new object have changed since Play 1.

### Materials

**Object** = sturdy object, approx. 50 cm. long and 5 cm. thick, with 2 rings, one on each end of the object.

A similar object should be available in case needed for distracting.



### Performance

The dog and its handler go to the designated position, approx. 10 m. from the spectator group. The dog is let off leash and remains off leash during the whole test. The handler and TL should be approx. 4 meters away from each other.

### Play and grab

1. The TL instructs handler to get the dog interested in the object by dragging the object on the ground twice, in short, quick movements.
2. The handler throws the object to the TL, who throws it back to the handler, who then throws it back to the TL.
3. The TL then throws the object away about 10 m.
4. If the dog grabs the object, the handler is instructed to turn around and run a few steps away from the dog while at the same time encouraging the dog to come to him/her.
5. If the dog can not be encouraged to come with the object, then the TL takes a spare object and lets the handler get the dog interested in it, *diversion*.
6. The handler starts a tug of war / play with the dog before the next test.

# GUN SHOT – test no. 10

## Purpose

- To describe the dog's reaction to shots being fired. The dog is tested during activity (playing), as well as when it is passive. The handler is involved in playing with the dog.

## Materials

**9 mm starter gun, ear guards, play object** or alternative object.

## Surroundings

This test takes place in connection with PLAY 2. Try to avoid echoing from nearby buildings or the like. Take wind direction into consideration.

## Performance

### During activity

The handler activates dog off leash, using the play object or other object of his choice. If this does not activate the dog, then some other way should be used, e.g. handler and dog run backwards and forwards according to the TL's commands. The activity should proceed about 10 seconds before the first shot is fired. Observe that the dog should not have its rear towards the marksman. After another 10 sec. a second shot is fired, after which the dog will be tested while it is passive.

### Passivity

The handler has dog on a long leash without giving the dog any commands. Two shots are fired, 10 seconds apart.

## Conclusion

The dog is activated with playing, this time no shots are fired.

## Comments

If activating the dog fails, then the dog is tested with all 4 shots fired while it is passive.

## Test leader

Is positioned so that he is in view of handler and the shot. Test leader informs the fig. about the signal for firing and cease-fire. The dog should play for approx. 10 seconds before the first shot is fired. Approximately 10-second intervals should pass between remaining shots. Two shots should be fired during activity (play) and 2 during passivity.

After the first two shots during activity, the TL instructs the handler to put dog on leash, take the object and tuck it away under his jacket/sweater, so that the object is totally out of sight for the dog. Then the handler goes halfway to the TL and then back, behaving in a neutral manner.

## Functionary (person firing shots)

The marksman stands approximately 20m. away, totally out of sight for the handler and the dog. The wind should not distract the dog. The Marksman and the TL agree on signals for firing shots as well as cease-fire.

