

K9 Dressage©

by Sandra Davis

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NOTICE

As of January, 2009 K9 Dressage will be offered through video testing only

K9 Dressage video testing will be judged by Sandra Davis, the originator of this sport, and certificates of completion will be given.

A K9 Dressage Overview DVD is available on this website, www.dancingdogs.net on the ordering page. This video shows in detail how each level of testing: Novice, Intermediate, and Advanced, is performed and judged.

A K9 Dressage training DVD video is also available on this website that shows how Sandra teaches each of the movements required in a K9 Dressage test.

To inquire about video testing, please contact Sandra Davis at sandrard@elp.rr.com

K9 Dressage

The word “Dressage” is derived from a French term meaning “training”. The goals of horse dressage are to create suppleness, balance and obedience through movements characteristic of horses. So it is that K9 Dressage has been designed to be a training activity for dogs: teaching the use of both sides of the body to bring about physical balance; developing precise execution of each move for flexibility; and establishing obedience to the handler’s commands. This is not a sport for collecting titles, but for training and testing the dog’s abilities.

Benefits of K9 Dressage

K9 Dressage provides many benefits to the dog, the handler, and any group interested in sponsoring a K9 Dressage test. Among these benefits are:

- K9 Dressage is open to any dog that can perform the required moves and sequences. There are no pre-requisites except the dog’s ability to meet the expectations of the Beginning On-Leash Novice Level.
- It teaches dogs to use both sides of their bodies equally, thereby balancing their musculature and increasing flexibility of movement.
- It teaches dogs contextual flexibility, since they will perform moves in various orders.
- K9 Dressage encourages owners, trainers and instructors to make fuller use of the dog’s physical and mental capabilities.
- It provides continuing education for dogs and handlers who have mastered all the current obedience exercises and are looking for new goals with new exercises.
- For those who aspire to the highest level of canine freestyle competitions, K9 Dressage will help to add more structure and discipline to freestyle performances.
- K9 Dressage allows the handlers to give verbal cues and to praise their dogs while performing.
- Training and performing these moves is a wonderful balancing exercise for the dog and a great bonding activity for both dog and handler.

- There is no equipment to lug or set up for training. Handlers do not need a large area for teaching the moves, and all sequences can be practiced on any straightaway, since each move is performed along, or at the end of, a straight line.
- When live testing or competitions are offered, K9 Dressage will provide a showcase for these new skills that is interesting to spectators and fun for the participants.
- While freestyle movements are part of K9 Dressage, there is no music and no costumes, but there is a conservative dress code.

Introduction

K9 Dressage is derived from the stately sport of equine dressage, in the same sense that dog agility owes its origin to equestrian show jumping.

The goals of equine dressage are to create suppleness, balance, and obedience through movements that are characteristic of horses and which are used in schooling the riding horse. K9 Dressage has the same goals through movements that dogs use in their diverse working activities, such as service work, or when they are at play. K9 Dressage is less rigid than its equine counterpart. It includes exercises that are fun as well as demanding, incorporating a combination of heeling maneuvers and freestyle movements.

As a competitive activity, K9 Dressage is carried out in three levels. The three levels of competition, Novice, Intermediate and Advanced, offer gradual, logical progression of movements, which lead to a physically balanced, flexible and obedient dog.

The K9 Dressage course is laid out in a 40' x 50' gated or roped ring. Lettered markers are placed at specific points on the outer perimeter of the ring to serve as targets for performing designated movements and transitions. A competition course consists of six patterns of movements called sequences. Each course is pre-designed, and the moves and sequences will always be the same for each course. A sequence is a series of two or more different movements connected together. They are executed horizontally, vertically, and diagonally from marker to marker (see Appendix A).

The handler is allowed to talk to the dog throughout the course, giving verbal cues and praise. Hand and arm gestures can also be used. At the Novice Level, which is where everyone starts, hand and arm cues are more obvious. As competitors move up the levels, any distinct hand and arm cues should fade into appropriate gestures that unite the dog/handler interaction.

K9 Dressage has sixteen standard movements. Ten are basic and six are expansions of the basics. Included are many "mirror" moves that are performed on both sides of the handler. There are fifteen established sequences that incorporate various standard movements: six for the Novice Level, six for the Intermediate Level, and three for the Advanced Level. The Novice Level sequences use only basic movements. The Intermediate and Advanced Level sequences consist of both basic and expanded movements. The Advanced Level course is composed of three established sequences, plus three unique sequences designed by the handler. The unique sequences will combine

basic moves, expanded moves, and specialty moves, which are covered in The Advanced Level section.

The Judge and the Performance

The judge will take a position in the ring where he can observe each sequence of moves without interfering with the working team. The handler and dog will enter the ring and proceed in left or right heel position to the first marker. From his score sheet (see Appendices B, C and D), the judge will announce the first sequence to the audience. Specific moves within each sequence will be announced for the Beginning On-Leash class. This is to inform the spectators, and it also serves as a reminder for the handler. In the other classes, just the name of the sequence will be announced. The judge will ask the handler if he is ready and then say, "Begin." Upon completion of the sequence, the judge will say, "Sequence finished" and mark his score sheet. While he is doing this, the handler may release the dog with praise and set up for the next sequence. The judge will again announce the sequence, and proceed as noted for the first sequence. When all six sequences have been performed, the judge will say "Thank you" and the team will heel to the center of the ring, turn to the judge, and the dog will bow while the handler salutes. Then they exit the ring in heel position. The bow is a courtesy to the judge and will not be scored, but it is necessary for passing the course. A course should take approximately five to seven minutes to complete.

What Is Being Judged?

At the Novice Level, the dog is judged on its ability to execute the moves precisely and smoothly. The handler is responsible for partnering the dog with correctly timed cues, smooth transitions, and a loose leash. The leash should not be used to assist the dog's movements. The handler is responsible for timing the connected movements so that they are as seamless as possible. The handler may give the dog voice, hand and arm cues, but may not touch the dog (except where noted in the Paws On move). A team that receives a passing score should demonstrate the capability of moving up to the next level. See Appendices B, C and D for additional judging information.

Each sequence has "principal parts", which are the more complex moves within the sequence. The principal parts of a sequence will carry more weight than the other moves in the sequence. The judge may need to move around the ring to be at the best vantage point for observing these principal parts. While the judge should stay a discreet distance away from the dog and handler, handlers should expect and train for a reasonable amount of movement by the judge when performing.

Scoring

The total maximum score that can be awarded for a course is 100. The six sequences within a course are scored separately. Each has a maximum number of points for perfection. Those sequences with more difficult moves have a higher maximum point value. Penalties are ranked in half point increments. The recommended scale is:

- Minor faults – ½ to 3 point penalty (faults such as deviations in heel position, poor transitions, uneven moves, etc.)
- Substantial faults – 3 to 5 point penalty (for restarting a move, poor execution of a principal move, assisting the dog, etc.)
- Non-qualified performance (NQ) – 0 given (for failure to perform any move within a sequences, performing the wrong move, also if the dog is out of control, relieves itself in the ring or leaves the ring.)

Each sequence must receive more than 50% of the maximum points available. If more than 50% of the points are not received or if a dog fails to perform the bow at the end of the course, an NQ will be given and the dog will not pass that course.

In addition to the execution of each move, the judge will be penalizing such things as:

- The handler helping the dog with the leash in any way.
- The handler not moving forward at a brisk pace.
- The handler adapting his pace to the dogs.
- The handler giving excessively loud voice cues or praise.
- The dog stopping during any move.
- The dog anticipating any move.
- Barking.
- Inconsistent speed when doing repetitive moves.
- Not covering the distance between markers.

- Performing too far away from a marker.
- Not conforming to the dress code.

Just as the bow is a courtesy to the judge, the handler's attire should show respect for the sport. Therefore, a dress code has been established. The handler should wear dark pants and shoes, either black, brown, or navy, and a white long sleeved shirt. In keeping with the European origins of Dressage, any color cravat or a neck scarf tucked into the collar should also be worn.

K9 Dressage competitions test the progressive improvement of the dog's training through four class levels. Titles are earned for each level. A dog must receive three passing scores at three different shows under two different judges in order to earn a title in a class and move up to the next class or level. Everyone must start at the first level in the Beginning On-Leash class. Those completing Beginning On-Leash will receive the title, K9D-I and qualify for the Novice Off-Leash class and the K9D-II title. The next step is the Intermediate Level where the title K9D-III is awarded, followed by K9D-IV to those completing the Advanced Level of competition. After earning the K9D-IV title, a team who earns three perfect scores under two different judges in the Advanced Level class will be awarded a K9D-CH, which is the K9 Dressage Champion title.

The Novice Level

The Novice Level of competition is divided into two classes: Beginning On-Leash and Novice Off-Leash. The only difference between the classes is the use of the leash; the course sequences performed are identical.

At the Beginning level, hand and arm cues are necessary because a leash is attached to the dog. Once the dog is off-leash in the Novice class, hand and arm cues can start to be diminished, so that the dog can be weaned off of them as training progresses through the levels. Voice cues are not only permissible, but also necessary because they will be the dominant cues at the Advanced Level.

Basic Moves

A Novice Level course sequence combines two or more moves from the following 10 basic moves. Six of these 10 are “mirror” moves that are performed on both sides of the handler. The dog should first be taught all of the moves individually. Once the dog knows how to perform each move on cue, then moves can be strung together into the various sequences in preparation for the Novice Level competition. In competition, precise execution of the moves and sequences is the goal.

A word about *heel position*: Heeling on the left and right side of the handler are moves used most in K9 Dressage, as they are necessary to travel the course. In heel position, the dog is at the handler’s side facing the same direction. The area between dog’s nose and shoulder should be in line with the handler’s hip or pants seam while moving, standing, or sitting. The dog should not lag, forge, crowd the handler, or heel wide when moving forward. That position is to remain constant whether on the left or right side of the handler.

1. LEFT HEEL (LH) or RIGHT HEEL (RH) – The dog heels at handler’s left or right side. The normal forward pace should be brisk and alive. A fast pace and/or a slow pace will also be required when specified in the sequence description.
2. BACK LEFT HEEL (BLH) or BACK RIGHT HEEL (BRH) – The dog and handler walk backward in a straight line a designated distance with the dog in Left or Right Heel position. A slightly slower pace is allowed for moving backward than is required for forward heeling, but the position is to remain constant. The dog should not touch the handler’s body while backing.

3. **COME FRONT (CF)** – The dog is called to come and stand or sit in front of and facing the handler until given the cue for the next move. When the dog is coming to the front position from a heel position, it must move forward and turn into the front of the handler. The handler may take up to three steps backward, depending on the size of the dog, to help the dog get straight in the front position. A large, long-bodied dog may require the handler to take three steps to get the dog's body straight. A small or medium sized dog should manage it with one or two steps. The judge will need to decide what is appropriate for each team. Come Front can also be used as a transition move. In that case, the dog will move through the front position without stopping as it continues on to the next move.
4. **FRONT FORWARD (FF)** – The dog moves forward facing the handler as the handler moves backwards in a straight line a designated distance. The dog should maintain a consistent distance of a foot or two in front of the handler, depending on the size of the dog. As the dog moves forward, it should not crowd the handler - nor be too far away. With large breeds, the dog may walk while the handler may need to trot backward; with small dogs, the handler will probably walk while the dog trots.
5. **BACK UP (BU)** – The dog moves backwards between 12 and 25 feet in a straight line while in the front position as the handler moves forward with the dog. There should be a distance of one to two feet between dog and handler. The dog must maintain a straight line of movement and a consistent distance from the handler.
6. **SIDE PASS IN/OUT at Left Heel (SPI/O-LH) or Right Heel (SPI/O-RH)** – The dog moves sideways into or away from the handler at Left or Right Heel as the handler sidesteps to the right or left. The dog may be slightly behind heel position to avoid the handler's moving feet, but its body should be straight. The style in which dogs side pass may be different. Some will cross their legs over and some won't. No preference is given as long as the dog's body remains straight while moving and it doesn't lean against the handler. Slight brushing against the handler is allowed.
7. **CIRCLE (CIR)** – The dog circles the handler's stationary body twice from the Left Heel or Right Heel position. The dog should not circle so close as to touch the handler, nor be more than one foot away from the handler's body. The ideal is for the dog to continue its forward motion from heeling to circling when the handler halts, and then back to heeling as the handler moves forward again after the circles. The heeling and circling should be seamless. The circles are to be the same distance from the handler in both directions. Circling can be used as a transition move to reposition the dog from the front position to the right or left heel positions.

8. SPIN (SPIN) – The dog performs two consecutive, independent circles in the area at the side of the handler as the handler comes to a halt, then the dog returns to the heel position as the handler moves forward. The dog turns away from the handler’s body to spin. The dog should flow seamlessly from heel position, into the spins, back into heel position, and forward with the handler. Spins are performed from both left and right heel positions. The spins should not be in front of, behind, or out too far from the handler’s side, nor should the dog bump the handler.
9. PAWS ON–Left (PO-L) or Right (PO-R) – The dog will lift one paw (his left or right) to the minimum height of his elbow three times while sitting in front of and facing the handler. The handler will offer his corresponding hand, knee, or foot for the dog to touch with the lifted paw. A body cue will be necessary for this move. The paw must touch the handler for a couple of seconds and then return to the ground between each lift. The paw shouldn’t just slap the handler’s body on the way to the ground - it should be a controlled movement. The dog must sit square facing the handler and only raise the required paw on cue, which is when the handler offers his hand, leg or foot. The dog should put the foot back flat down on the floor before the handler gives the body cue (and voice*) for the next paw lift. Not putting the foot back on the ground or lifting either foot in anticipation will incur penalties. When the description says, Paws On – Right or Paws On – Left, it means the DOG’S right or left – not the handler’s right or left. *Remember, voice cues are always permissible in K9 Dressage.
10. BOW – The dog will bow in heel position by lowering its front end to the ground while keeping its rear end up. The handler will stand erect and salute the judge with hand to forehead as the dog is in the bow position. This move will be performed following the last sequence of each course and before exiting the ring. After the judge says, “Sequence finished,” following sequence #6, the handler and dog heel to the middle of the ring, face the judge, and perform the bow/salute, then exit the ring. The bow is not scored, but failure to perform it results in not qualifying the course.

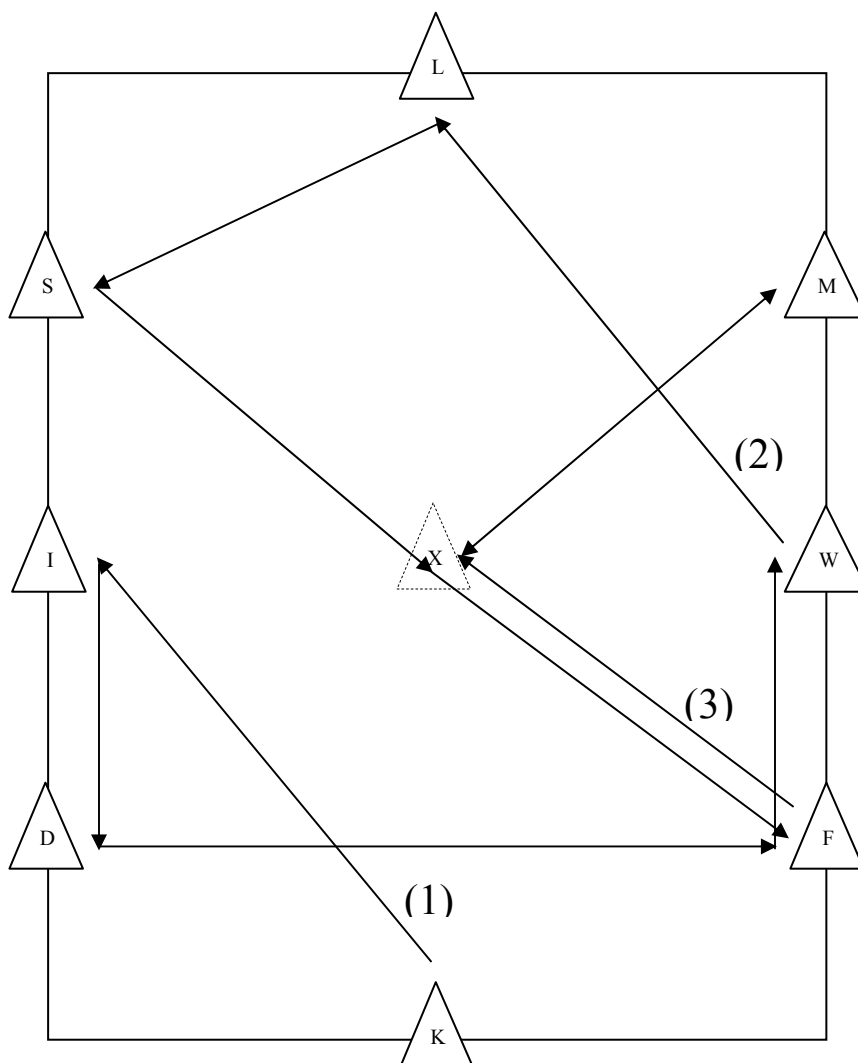
Transition Moves

Transition moves are those moves that allow the dog and/or the handler to negotiate changes in direction, position or sides. They include movements such as pivots, right turns, left turns, about turns, partial circles, or any other similar foot work. Transitions moves will be up to the handler to choose and must be executed seamlessly. Penalties will apply if they are not performed smoothly or if they disrupt the flow of the sequence.

Sequences for the Novice Level

As previously mentioned, course sequences are a combination of moves that are executed horizontally, vertically and diagonally from marker to marker. All moves performed at markers should be no further than two feet from the marker. Very large dogs may require a little more space to perform moves between the handler and the marker. The handler and dog should perform these sequences smoothly, with minimal hesitation between movements. The dog may sit or stand at the beginning and end of a sequence, but should not sit during the sequence unless a movement requires it – such as Paws On. Each sequence begins at the marker where the preceding sequence ended. The following diagram illustrates the flow of the first three sequences in the Novice Level course. This is followed by a description of each of these sequences.

Sequence Flow for the Novice Course



- (1) **Back Left Heel Sequence** (Left Heel to I, Back Left Heel to D, Left Heel to F, Back Left Heel to W) – Starting at ring marker K, the dog heels on the left side of the handler to marker I. At marker I, they smoothly reverse gears and heel backwards in left heel position to marker D, then turn right and heel forward in Left Heel to marker F. At F, they smoothly reverse gears again and Back Left Heel to marker W, where they halt and remain in heel position until the judge says, “Sequence finished.” Then the handler may release the dog with praise and set up for the next sequence. The sequence should be fluid in motion with no stopping during changes of direction.
- (2) **Circle Sequence** (Right Heel to L, Circle at L, Right Heel to S, Left Heel to X, Circle at X, Left Heel to F) – Starting at marker W, the dog heels on the right side of the handler to marker L, where the handler pauses as the dog circles his body twice without stopping, then they resume Right Heel to marker S. At S, the handler pivots to his right as the dog turns into the handler’s left side and they Left Heel to marker X (marked on the floor at ring center). At X, the handler pauses while the dog circles his body twice and they resume Left Heel to marker F and halt. The dog should maintain continuous forward motion from heeling to circling and back to heeling. Timing the cues is important.
- (3) **Back Up/Paws On Sequence** (Left Heel to X, Come Front at X, Paws On-R at X, Front Forward to M, Back Up to X, Paws On-L at X) – At marker F, the dog heels at the handler’s left side to marker X. At X, the handler halts, the dog continues forward, turning to sit in front of the handler. The dog then performs the Paws On three times with his right paw. The paw must rest on the back of the handler’s hand, the handler’s knee or in the case of a small dog, the handler’s foot for a couple of seconds and then remove it’s paw and return to the ground between each lift. The handler should not assist the dog in removing its paw. Next, the dog moves forward in front of the handler as the handler backs up to marker M. At M, they reverse and the dog backs up to marker X as the handler moves forward. At marker X, the dog sits and performs the Paws On three times with his left paw – as described above for the right paw.

There are three additional sequences in the Novice Level course, for a total of six, plus the bow/salute which dog and handler perform following the last sequence of every course and before they leave the ring. The Novice Level Judge’s Score Sheet, which is at Appendix B, describes all the moves and sequences required for the Novice Course. The score sheet can be printed and used for training.

The Intermediate Level

The Intermediate Level competition is one course that is performed off-leash. At this level, the dog will start performing some moves away from the handler. Handlers should start fading their hand and arm cues in order to appear more as partners with their dogs, rather than facilitators.

Expanded Moves

Expanded moves, which are extensions of the basic moves, require the dog to work more independently. Of the six expanded movements, five of them have “mirror” moves, which are performed on both sides of the handler.

1. **HEEL BACK TURNING (HBT)** – In the Left Heel or Right Heel position, the handler turns in place into the dog as the dog backs in a circle. This turn may result in $\frac{3}{4}$ of a circle, a complete circle, or even more than one circle depending on the preceding or following move or direction. The dog must not lean on the handler’s body while turning. Some dogs bend their bodies, some lead with their rear. Either style is acceptable as long as the dog stays in heel position while backing in a circle.
2. **BACK AWAY (BA)** – From a position in front of and facing the handler, as the handler remains stationary, the dog will move backwards in a straight line a designated distance away from the handler and stop and stand. The handler will go to the dog or call the dog to him – whichever is required in the sequence description – and then continue the sequence. A straight line is the objective here. The distance and direction will be noted in the sequence description. The dog must stand still until the handler either reaches the dog, or the handler calls the dog.
3. **SIDE PASS FRONT–Right and/or Left directions (SPF-R/L) (SPF-L/R)** – The dog will stand in front of and, facing, but not touching, the handler. Both will side pass together in the direction specified in the sequence description. The direction of movement, left or right, refers to the dog’s left or right, not the handler’s. The dog’s body should be straight. The number of steps or distance will be noted in the sequence description. How the dog moves sideways depends on the dog. Some will cross their legs over and some won’t. No preference is given. What is important is that the dog maintains a straight body and be directly in front of the handler while moving. Performing in the wrong direction will be penalized.

4. **CIRCLE AWAY (CA)** – The dog circles the handler three to four feet away from the handler’s body at a brisk pace as the handler turns in place with the dog. This move will begin with the dog performing one revolution around the handler’s legs in order to get momentum to spiral out three to four feet from the handler. The handler makes one complete turn with the dog, then stops while the dog spirals back into heel position. Excessive spirals to get the dog away from the handler or back into heel position will be penalized.
5. **MOVING SPINS (MS)** – For this move the spin is ONE revolution, three times. The dog will perform three spins from heel position as the handler walks forward at a SLOW pace. The dog will return to heel briefly between each spin. The spins should be consistent in size and speed, with no hesitation between spinning and heeling. The dog’s gait should flow in continuous movement from heel to spin, to heel position and back to spin again as it performs the three spins without hesitation. The spins should be in the heel position area and not ahead of or behind the handler.
6. **PAWS ALTERNATE (PA)** – The dog alternately lifts each paw at least elbow height **without** touching the handler. Three repetitions are required as the handler uses any body position (hands, feet, or knees up), or just voice to cue the dog. The dog must perform this move sitting in the heel position and standing in the front position. The handler may cue either paw first. The dog must not anticipate the paw lifts or touch the handler with its paw.

Sequences for the Intermediate Level

The six established sequences for the Intermediate Level course are diagrammed and described on the Intermediate Level Judge’s Score Sheet at Appendix C.

The Advanced Level

The Advanced class has three established sequences and three sequences that are created by the handler. The three established sequences use all of the standard moves (both basic and expanded), but they are mixed and matched, and the sequences are a little longer than the Intermediate Level sequences (see Appendix D). The other three sequences allow the handler to pick and combine moves to fit their particular dog.

Guidelines for Handler Created Sequences

There are guidelines that must be followed for the handler created sequences. First, the moves for a sequence must be selected as follows:

1. Two principal parts from the Novice Level course:

<ol style="list-style-type: none"> 1. Back Left Heel 2. Back Right Heel 3. Front Forward 4. Back Up 5. Side Pass at Left Heel 6. Side Pass at Right Heel 	<ol style="list-style-type: none"> 7. Circle from Left Heel 8. Circle from Right Heel 9. Spin at Left Heel 10. Spin at Right Heel 11. Paws On–Left (dog’s left) 12. Paws On–Right (dog’s right)
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2. Two principal parts from the Intermediate Level course:

<ol style="list-style-type: none"> 1. Heel Back Turning in Left Heel 2. Heel Back Turning in Right Heel 3. Back Away 4. Side Pass Front 5. Circle Away from Left Heel 	<ol style="list-style-type: none"> 6. Circle Away from Right Heel 7. Moving Spins at Left Heel 8. Moving Spins at Right Heel 9. Paws Alternate
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3. One move from a Specialty category:
 1. Hind leg moves
 2. Jumping moves
 3. Weaving moves
 4. Crawling moves
 5. Distance moves
 6. Heeling maneuvers
 7. “Other” moves that don’t fit those categories

Within any of these Specialty categories can be unique moves created by the handler and dog. These moves will be judged on how they are performed and that they **fit** the different categories.

(A separate listing of the principal part moves from the Novice and Intermediate Level courses, can be found at Appendix E, *23 Standard Moves for the Advanced Level*. Appendix F lists and describes the Specialty Categories.)

In addition to the five required moves, a sequence must have a minimum of four legs (a leg being the distance between markers) and at least one change of side for the dog. The handler may use left and right forward heeling, the Come Front move, and any transition moves needed to design each sequence. Also, the Specialty moves within the three handler created sequences must be from three different Specialty Categories.

These handler created sequences allow the handler to showcase his dog's best K9 Dressage movements and add a personal touch to each sequence in the form of a Specialty move.

Judging the Advanced Level

The three established sequences at the Advanced Level are judged just as the established sequences in the Novice and Intermediate Levels are judged. Each established sequence has a point value assigned to it (see the Advanced Level score sheet at Appendix D), and the principal parts of a sequence will carry more weight than the other moves in the sequence.

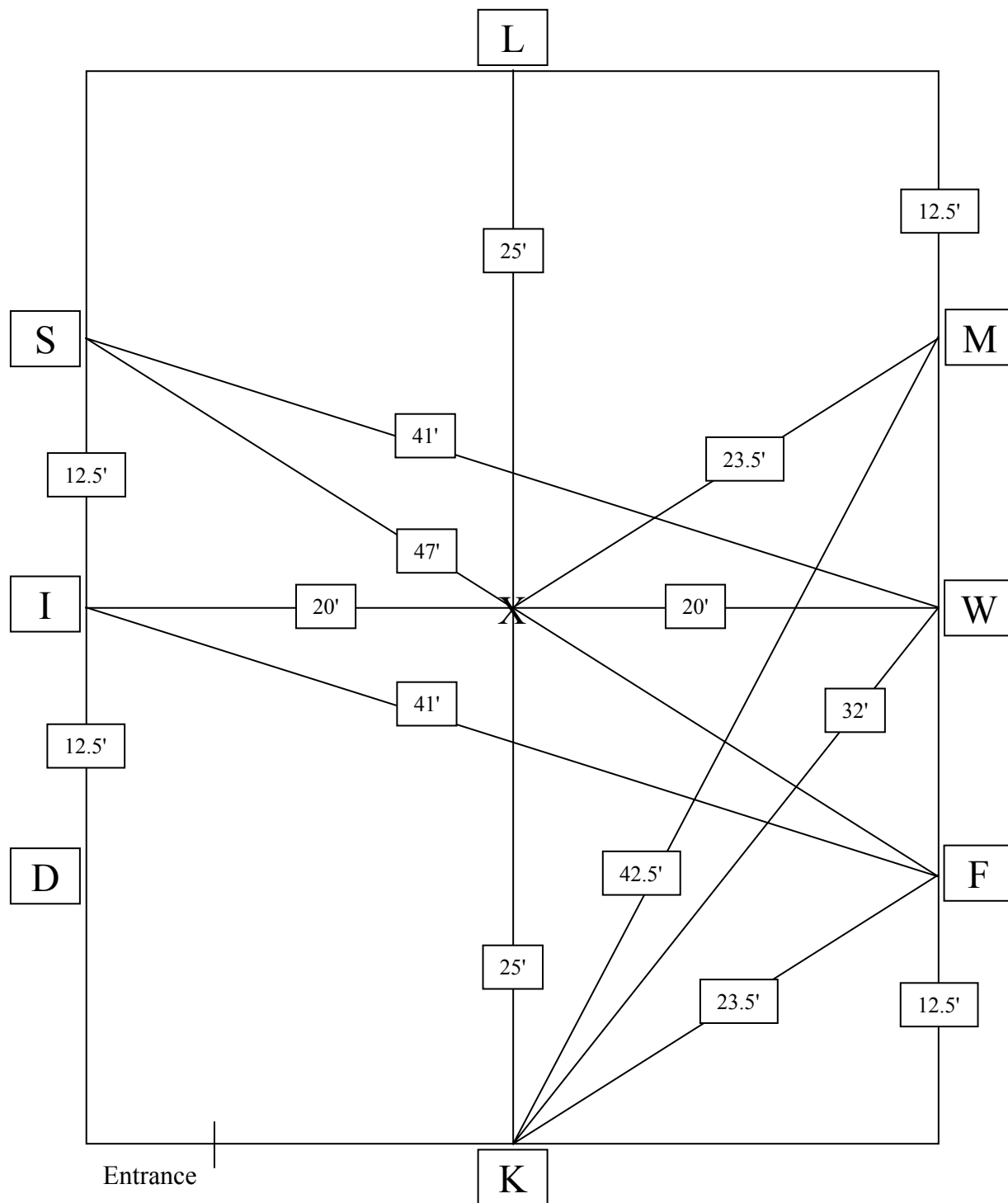
Each of the handler created sequences has a value of 10 points. The judge will score each of these three sequences on a 1 to 10 scale – 10 being perfect. The team will be judged on preciseness, content, difficulty, and flow. Exhibitors will note directional lines for each leg and list the chosen moves in their sequences on a blank preprinted score sheet (see Appendix D). This will be given to the judge before the class.

At this Advanced Level, handlers will be judged even more on their role in this team endeavor. Smooth transitions and more subtle body cues are important here. Those competitors who aspire to the Advanced Level of K9 Dressage should have their dogs performing mainly on voice cues. Dogs are very capable of learning the words for each move and performing them on command with minimal hand and arm guidance from their handler. This is especially important for moves performed at a distance, so handlers don't look like traffic cops waving hands and arms around, which detracts from the performance

Appendices

- Appendix A – Ring Diagram with Measurements
- Appendix B – Novice Course
Novice Level Judge's Score Sheet and
Judges Notes
- Appendix C – Intermediate Course
Intermediate Level Judge's Score Sheet and
Judges Notes
- Appendix D – Advanced Course
Advanced Level Judge's Score Sheet, including
Blank pre-printed score sheet for handler created sequences
- Appendix E – 23 Standard Moves for the Advanced Level
- Appendix F – Specialty Moves for the Advanced Level

Appendix A – Ring Diagram with Measurements



- The overall dimensions of the ring are 40'x 50'.
- The lengths noted on each line are distances between markers or the marker and the corner.
- The letters used on the markers, KDISLMWF, are an acronym for:
K9 Dressage Is Schooling Linking Movement With Form.

Appendix B – Novice Course

Open the document [K9D_Judge_Novice.doc](#) to access the Novice Level Judge's Score Sheet.

Judge's Notes

When judging a K9 Dressage course, the judge should be positioned to get the best vantage point for judging the principal parts of each sequence. The principal parts are the moves for which each sequence is named. While heeling is important, it is not the main thing being tested in each sequence. The principal parts require the dog to exhibit greater suppleness and control of body movements than just heeling forward.

The Novice Course sequences are the same for Beginning On-Leash and Novice Off-Leash, so the judge's positioning is basically the same for both. On the Judge's Score Sheet, the diagrams for each sequence contain a lighter colored letter J to denote the approximate positioning of the judge as the sequence is performed.

Sequence #1: Back Left Heel Sequence

Here, in the Back Left Heel Sequence, the main objective in judging is to view the backward heeling position from both the front and the side of the dog/handler team. By starting near marker S, the judge can view the straightness of the Back Left Heel from the front. He can also see the forward heel positions to marker I and then to marker F. Then, by moving down the ring towards marker K, the judge can get a good side view of the Back Left Heel to W. And, he's just a step or two away from the best position for judging the next two sequences.

Sequence #2: Circle Sequence

Standing between markers D and X, the judge can view the entire Circle sequence without moving much. He can compare the size and speed of each of the circle moves, which are the principal parts of this sequence, and view both the right and left heel positions for consistency. And, he's well away from the performing team.

Sequence #3: Back Up/ Paws On Sequence

The judge can get a side view of the Come Front and Paws On-Right by standing between markers X and D. Then, by moving toward marker S, the judge can view the Paws On-Left, as well as have an indication of the preciseness of the Front Forward and Back Up moves. How close the dog comes to that X mark is an additional indication of straightness in backing.

Sequence #4: Back Right Heel Sequence

The judge moves across the ring between the F and D markers during this sequence. This path allows him to view the Back Right Heel between markers M and W from the side, and between markers I and S from the front.

Sequence #5: Spin Sequence

Remaining in the vicinity of marker D, the judge can see both double spins and compare their symmetry and positioning.

Sequence #6: Side Pass Sequence

The judge is in a position to see the straightness of both Side Pass moves by taking a couple of steps toward marker F. One side pass can be viewed from in front of the team and the other from behind the team. Heeling can be judged from in front of and behind the team from here, as well.

Appendix C – Intermediate Course

Open the document [K9_Judge_Intermediate.doc](#) to access the Intermediate Level Judge's Score Sheet.

Judge's Notes

The judge's positioning for this Intermediate Course is very similar to that of the Novice Course. The sequences can be judged with minimal moving around by the judge and by keeping well away from the performing team. On the Judge's Score Sheet, the diagrams for each sequence contain a lighter colored letter J to denote the approximate positioning of the judge as the sequence is performed.

Seq. #1 Heel Back Turning-Left

Here the heel back turning maneuver is the expanded move and the principal part of this sequence. How it's executed and how it flows into the Back Left Heel is best seen, first from marker S, then by moving down toward marker K.

Seq. #2 Circle Away

From this position between markers X and D, the judge can stay out of the way of the dog's Circle Aways at X, while still getting a good view of the Circle Aways, the heeling, and the circles.

Seq. #3 Back Away/Paws Alternate

It's important for the judge to NOT be behind the backing dog. Dogs worry if they feel they might back into something or someone. This sequence is best judged from between markers X and D and markers X and F.

Seq. #4 Heel Back Turning-Right

The Heel Back Turning on the right side of the handler is judged from between markers F and D.

Seq. #5 Moving Spins

The judge easily sees all of these spins from near the D marker.

Seq. #6 Side Pass Front

The judge moves between markers D and F to view all of the side passes. He should be sensitive to his positioning when behind the dog.

Appendix D – Advanced Course

Open the document [K9 Judge Advanced.doc](#) to access the Advanced Level Judge's Score Sheet. The second page of this score sheet is the blank preprinted format to be used to document the three handler created sequences for the Advanced Course.

Appendix E – 23 Standard Moves for the Advanced Level

The standard moves used at the Advanced Level come from the principal parts of the Novice and Intermediate Courses.

The PRINCIPAL PARTS of the Novice Level Course:

1. Back Left Heel
2. Back Right Heel
3. Front Forward
4. Back Up
5. Side Pass at Left Heel
6. Side Pass at Right Heel
7. Circle from Left Heel
8. Circle from Right Heel
9. Spin at Left Heel
10. Spin at Right Heel
11. Paws On–Left (dog's left)
12. Paws Right–Right (dog's right)

The PRINCIPAL PARTS of the Intermediate Level Course:

1. Heel Back Turning in Left Heel
2. Heel Back Turning in Right Heel
3. Back Away
4. Side Pass Front
5. Circle Away from Left Heel
6. Circle Away from Right Heel
7. Moving Spin at Left Heel
8. Moving Spin at Right Heel
9. Paws Alternate

Appendix F – Specialty Moves for the Advanced Level

There are seven Specialty Categories from which Specialty Moves are selected. Handlers will pick three Specialty Moves, one from any of three different categories, and include one in each of their handler created sequences for the Advanced Course.

1. **Hind leg moves:** moves where the dog travels on his back legs, such as moving forward or backwards and turning in a circle next to or with the handler.
2. **Jumping moves:** jumping over one or both of the handler's legs or arms.
3. **Weaving moves:** weaving around the handler's legs while the handler stands still or moves forward or backward, or weaving backward through the handler's legs.
4. **Crawling moves:** crawling in heel or front position forward or backward.
5. **Distance moves:** any move performed at a distance of at least 12 feet from the handler.
6. **Heeling maneuvers:** short heeling patterns using forward and backward heeling, along with side passes and forward or backward circles in heel position. These would be performed between markers.
7. **“Other” moves:** any unique move that is definable, can be described for judging, and doesn't fit in any of the previously defined Specialty Categories.