



GOOD COMPANION AWARDS

STAGE 1 BEGINNER GOALS

EXERCISE	GOAL
Response to name	<p>The dog should show a clear response to the handler when the name is called.</p> <p>Hearing impaired to respond to signal or gentle touch.</p>
Handling	<p>The dog will allow the handler to conduct an all over body examination including eyes, ears, nose, teeth, tail area, belly, paws etc. while remaining reasonably calm.</p> <p>Handler will also be assessed on knowledge of Body Language and enabling choice-based handling methods eg bucket game or target mat etc.</p> <p>A question should be asked on points to look for whilst executing this exercise.</p>
Positions	<p>Sit The dog will sit on cue, first time in front of the handler in a position of the handler's choice</p> <p>Down The dog will lie down on cue, first time in front of the handler from sit OR stand position in a position of the handler's choice</p> <p>Stand The dog will stand on cue, first time from sit OR down using a cue/signal.</p> <p>Hand touch. The dog is required to touch the owners' hand at both the side and in front. The dog is required to make contact with the owners hand. The owner must not have a treat in their hand</p>
Greeting Behaviour	<p>The dog on lead held by the handler should behave appropriately when another person approaches.</p> <p>The person approaching should not look at or speak to the dog.</p>
Lead Walking	<p>The handler and dog will walk for 30 seconds to one minute with another on lead dog and handler in the immediate vicinity (5-10 metres).</p> <p>Whilst occasional treats are allowed, luring isn't, the preference being for vocal encouragement</p>

GOOD COMPANION AWARDS

STAGE 2 BEGINNER GOALS

Recall	<p>The dog will return to the handler with enthusiasm and speed (relative to age, size and breed).</p> <p>There should be no distractions in the immediate environment.</p> <p>The recall should be over the longest reasonable distance.</p>
Stay	<p>The dog will perform two 'stay' exercises</p> <ol style="list-style-type: none">1. The dog will stay in a sit, down or stand for 30 seconds while the handler is approximately 3 metres away. The handler will go back to the dog and release him with a verbal cue.2. The dog will stay in a sit, down OR stand position whilst the handler walks round the dog. The handler will then release the dog from.
Self-Control	
The dog will complete three out of the following four options	
1. Food Manners	<p>The dog will wait while a bowl of food is placed in front of him and only proceed to eat it when cued to do so by the handler (minimum 10 second wait).</p> <p>It is optional as to whether, or not, the handler uses a 'wait' cue as many people teach the dog that a food bowl is the cue to wait to be told when to eat it.</p> <p>It is necessary for the handler to demonstrate that the dog fully understands the behaviour required.</p> <p>This is a black and white behaviour, either the dog is waiting, or he isn't i.e. he's either still or he's moving - still = pass, moving = fail.</p> <p>This is why the 'wait' time is short at this stage - it is better to have a solid 10 second 'wait' than a poor 2 minutes.</p>
2. Door safety	<p>The dog will approach the door with the handler and wait while the handler walks through the door and only proceed to join the handler when requested.</p> <p>In this instance the dog should understand a cue word (e.g. wait/ sit/stay) or signal since it is unlikely that many dogs will be taught that any door is a cue to wait.</p> <p>This is a black and white behaviour, either the dog is waiting, or he isn't i.e. he's either still or he's moving - still = pass, moving = fail.</p>

GOOD COMPANION AWARDS

STAGE 2 BEGINNER GOALS

	<p>The dog should only move when cued, not for example when the handler steps over the threshold or turns round.</p>
3. Vehicle Entry and Exit	<p>The dog will remain under control getting in and out of a vehicle. The dog will therefore only enter the vehicle when cued to do so and only exit the vehicle when cued to do so.</p> <p>This can be taught as 'on cue' behaviour or a 'default' behaviour.</p> <p>This is a black and white behaviour, either the dog is waiting, or he isn't i.e. he's either still or he's moving - still = pass, moving = fail.</p> <p>Situations where the dog only waits when the handler is making firm eye contact, pointing and repeating the cue word are to be avoided. The dog should understand his behaviour as separate from the handler and should release on a specific cue to ensure proper safety.</p> <p>Handler also will be asked about safe ways of transporting the dog in line with the current legal requirement.</p>
4. Play Manners	<p>The dog will wait in front of the handler while a tuggy toy is jiggled around gently for a minimum of 2 seconds and only take the toy when cued to do so.</p> <p>This is a black and white behaviour, either the dog is waiting, or he isn't i.e. he's either still or he's moving - still = pass, moving = fail.</p>
<p>Choice Elements</p> <p>1 out of the following 4 exercises should be added to the above core elements</p>	
1. Leave	<p>The dog will, on lead, leave (on cue) a tasty treat placed on the floor at a maximum distance of 30 centimetres for a minimum of 10 seconds.</p> <p>While Foundation Level is at 'mild' distraction level, this item should be of moderate value as the dog is on lead. At later levels for example the item could be low value but the dog off lead.</p> <p>The handler should be encouraged to imagine this item is dangerous.</p> <p>The dog should show immediate clear response to the cue word, without the handler pulling on the dog's lead.</p>
2. Group Control	<p>The dog will wait in a controlled manner for a minimum of 1 minute within a group of 3 or 4 other dogs and handlers who have met up and having a 'chat'.</p>

GOOD COMPANION AWARDS

STAGE 2 BEGINNER GOALS

	The dog does not need to maintain a 'Stay' position but remain controlled without being a nuisance to others, lunging, jumping up or barking.
3. Teach a Trick	This should be a simple trick appropriate to the dogs age such as roll over, spin, bow
4. Play	Owner needs to be able to play with the dog. This could include a variety of games such as Nina Ottoson type games, tuggy, retrieve, scent games.

NOTES: