Part 1: Skills Test

Scoring Criteria:
2 = Pass; Mastery of this skill
1 = Pass; Adequate skill, minor issues noted
0 = Fail; Inadequate skill, comments attached

The team <u>must pass all exercises</u>. Do not continue the evaluation if any exercise receives a 0 score.

Skill 1: Accepting a Greeting	**Grading Criteria**	**Score**
When the team is ready, three of the volunteers begin the first role-play. Two of them sit in chairs previously set up in another part of the room, and the third stands near them. The three start chatting among themselves. The team is instructed to go to the group, and the volunteers will fuss over and pet the dog.	2: The dog stays next to the handler. Does not jump or tug at leash. Respects volunteers boundaries. Interested in visiting.	
	1: The dog can easily be managed to meet above criteria. Slight pull on leash is acceptable.	
	0: The dog is overly eager to visit. Pulls on leash, or jumps on the volunteers, or is not interested in volunteers, or is fearful and does not stay next to handler.	
Comments:		

Skill 2: Loose-Leash Walking	**Grading Criteria**	**Score**
The team walks along an L- shaped path in the test room. The team walks straight, makes a left turn, walks straight to a designated point, makes a U-turn, and then makes a right turn to get back to the starting point. The team is asked to stop once during the walk and once at the end of the walk. The dog does not need to sit when stopping but must stay by the handler	2: Passes with criteria. Dog walks with a loose leash though out; dog is responsive to handler.	
	1: Some tight leash noted; dog needs reminders; handler is slow to redirect but is able to retain a loose leash for majority of walk.	
Handler may hold leash in either hand, but leash must remain loose, without putting sustained tension on the dog's collar or harness while walking. Handler may use verbal cues or hand signals, but should not use sustained hand lures or physical prompts to keep the dog close.	0: The dog changes sides in relation to the handler; the handler does not control the walking; there is excessive pulling on the leash; the dog does not stop when requested.	
Comments:		

Skill 3: Moving Through a Crowd	Grading Criteria	Score
The team walks along a straight "path" as though walking down a hallway in a building. One volunteer walks *next to the team* talking with the handler, one volunteer *follows closely* behind, and one volunteer *suddenly comes out* from the side of the room in a hurry and moves in front of the team. Repeat this exercise going the other way.	2: Dog maintains loose leash and responds well to the handler. The dog is interested in the people but does not follow them.	
	1: D o g needs some reminders to keep loose leash; some tugging on the leash; responds well to redirection.	
	0: The dog or handler is too attentive to others and not to each other; the dog does not listen to the handler; tight leash; stress noted; fearful of strangers.	
Comments:		

Skill 4: Sit	Grading Criteria	Score
The handler may use words, hand signals, or both to cue the dog to sit. Touching the dog or using other physical lures or prompts is not allowed.	2: The dog sits immediately and stays in the position at least 5 seconds. 1: The dog needs repeated directions. Cue can be repeated up to two times using a normal speaking voice, hand signal or both. 0: The dog does not sit within three cues.	
Comments:		

Skill 5: Down	Grading Criteria	Score
The handler may use words, hand signals, or both to cue the dog to lie down. Touching the dog or using other physical lures or prompts is not allowed.	2: The dog goes into a down position with one command and stays in the position at least 5 seconds.	
	1: The dog needs repeated directions. Cue can be repeated up to two times using a normal speaking voice, hand signal or both.	
	0: The dog does not go into the down position.	
Comments:		

Skill 6: Stay (Sit or Down Stay - 10 seconds)	Grading Criteria	Score
The handler cues the dog to sit or down, cues a stay, then walks 15-20 feet away from the dog. Cue can be words, hand signals, or both. The handler turns to face the dog and waits for the Evaluator to give the instruction to return to the dog's side. Dog may shift from one position into another during stay, but must stay in the place where he/she is left by handler without taking steps forward. Handler cannot continually face or use a sustained cue (verbal or hand signal) through this test item.	2: The dog stays in place throughout the handler's movement and does not get up until cued to do so.. 1: The dog breaks the stay after the cue to stay is given and needs to be reset (owner can reset/recue the dog up to two times); dog is visibly stressed. 0: The dog does not stay in place even after resetting.	
Comments:		

Skill 7: Come	Grading Criteria	Score
The handler cues the dog to sit or down, cues a stay, then walks 15-20 feet away from the dog. Cue can be words, hand signals, or both. The handler turns to face the dog. The Evaluator acts as a distraction by walking in front of the dog--between the dog and the handler. The handler then calls the dog to come when cued by the Evaluator. Handler is allowed to move (take steps backward, pat legs, etc.) to encourage the dog to come. All doors are shut, as the dog is not controlled on a leash. Remind the handler that the dog is never off leash on a visit.	2: The dog comes on the first call. Is not distracted by the Evaluator, or the dog looks at the evaluator but refocuses on the handler without additional cues. 1: The dog needs repeated cues to move toward owner (owner can repeat cue up to two times); dog must be reset to hold stay at beginning (owner can reset the dog to stay one time); dog is stressed. 0: The dog does not wait to be called after one reset or the dog does not come when called/avoids owner to visit the room.	
Comments:		

Skill 8: Reaction to an Unfamiliar Dog	Grading Criteria	Score
The handler and dog visit with a volunteer. Both people are seated, facing each other. The neutral dog enters the room, walks to a seat, and visit with another volunteer about 10 feet away from the testing team. The visit lasts about 30-45 seconds. The dog should see the neutral dog and handler enter the room and be able to see them without a visual block throughout visit. If the testing dog shows interest in the neutral dog, the handler may redirect the dog, but without physical restraint and by using only voice or petting.	2: The dog has little reaction to the neutral dog and does not pull or tug on the leash.	
	1: The dog tries to approach the neutral dog in a calm manner but responds to redirection by handler and reengages with the volunteer he/she is visiting.	
	0: The dog barks or lunges toward the neutral dog; displays other excessive vocalizing; loses interest in the volunteer he/she is visiting and cannot be redirected; shows stress.	
Comments:		

Part 2: Abilities Test – Working Together on a Visit

The team <u>must pass all exercises</u>. Do not continue the evaluation if any exercise receives a 0 score.

Ability 1: Brief Physical Exam	Grading Criteria	Score
A volunteer lightly brushes the dog, using the dog's own brush. Next, the volunteer does an overall exam, being aware of any sensitive areas of touch as reported by the handler. The exam consists of lifting each front paw, checking the dog's teeth and ears, rubbing the stomach, and stroking the tail.	2: Dog seems to enjoy the interactions.	
	1: Dog is comfortable with support from the handler; the handler is proactive in reassuring the dog or advising the evaluator. .	
	0: Dog is too sensitive; withdraws from interactions; fearful; aggressive; shows excessive stress; handler does not reassure/redirect the dog.	
Comments:		

Ability 3: Assertive Petting (Small Dog in a Lap)	Grading Criteria	Score
The volunteer, wearing a hat or a long, dangling scarf, approaches the team. The volunteer lightly pats the dog repeatedly, tugs at its ears and tail, and progressively talks louder to the dog.	2: Dog seems to enjoys the interactions.	
	1: Dog shows discomfort, but handler redirects/reassures the dog; the dog responds well to additional input from the handler and recovers if initially stressed.	
	0: Handler does not support the dog; the dog is stressed; dog pulls away from interactions.	
Comments:		

Ability 3: Tight hug (Small Dog in a Lap)	Grading Criteria	Score
The volunteer kneels and gives the dog a hug around the dog's torso/belly.	2: The dog handles the interaction well.	
	1: Dog shows discomfort, but handler redirects/reassures the dog; the dog responds well to additional input from the handler; the dog stays with the volunteer.	
	0: The dog shows overt stress; the handler does not interact with the dog; the dog tries to lunge, bite or leave the situation.	
Comments:		

Ability 4: Meeting People With Equipment	Grading Criteria	Score
The dog and handler walk next to a volunteer using a walker or wheelchair. As the team proceeds across the room, another volunteer will drop a cane on the floor behind them. Repeat this exercise going the other way. This time another volunteer, using a different piece of equipment (walker or wheelchair), walks towards and past the team.	2: The dog recovers easily, if slightly stressed, and enjoys the interactions.	
	1: The dog needs additional direction; handler is late in providing support; dog does not initially want to interact with the volunteer; dog is uncertain of the equipment, but does interact with the volunteer with the walker.	
	0: Dog lunges away from the equipment; dog shows signs of stress or aggression; handler is not responsive to dog's needs.	
Comments:		

Ability 5: Bumped From Behind or Side	Grading Criteria	Score
The Evaluator bumps the dog from behind while rushing past the team. If the dog is small, the handler may carry the dog. The Evaluator bumps the dog with the forearm or elbow.	2. Dog attends to the bump but continues activities.	
	1. Dog recovers with support from the handler.	
	0: Dog startles or cowers and does not recover. Handler does not redirect.	
Comments:		

Ability 6: Group Interaction	Grading Criteria	Score
Three or four volunteers walk in a group toward the team. They all express excitement to meet and pet the dog, and they approach the team. The volunteers may approach on either side of the dog, or by looming over the front of the dog. All the volunteers pet the dog gently and use normal voices when talking.	2: The dog enjoys the interactions. No stress signals observed.	
	1: Handler is slow/late to help the dog; dog needs handler support; dog moves away.	
	0: Handler offers little or no support; dog is clearly stressed; dog tries to leave or shows aggression.	
Comments:		

Ability 7: Leave It	Grading Criteria	Score
The Evaluator puts a small piece of attractive food on a plate on the floor. The team walks within 6 feet of the food with the dog on the food side of the handler. The dog must see the food. If necessary, the handler directs the dog to leave the food alone as they continue walking past it.	2: Dog sees and ignores food and/or responds to handler's proactive command to "leave it."	
	1: Dog responds to redirection; some tight lead is acceptable.	
	0: Dog lunges to grab food; handler does not anticipate the dog's reaction or does not redirect the dog.	
Comments:		

Ability 8: Offer an Edible Reward	Grading Criteria	Score
The evaluator offers the dog a treat. The treat can either be the one provided by the evaluator, or a treat the handler brings specifically for this portion of the test. Handler can use a cue word to allow dog to know when he/she can have the treat.	2: Handler is proactive about advising the evaluator how to hold or give the treat; dog may either take treat gently or refuse the treat.	
	1: Dog needs extra direction; dog uses extra mouthing to obtain the treat.	
	0: Handler does not support the dog; dog grabs treat; bites; lunges.	
Comments:		