Poised for Success Freestyle



Guide to the Melody Division

Performer and Laude Classes

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The Poised for Success Freestyle Guidebook

This document contains the directives and guidelines specific only to the Melody Division.

Please be sure to read the Poised for Success Freestyle Guidebook to ensure that you are familiar with the Poised for Success Freestyle Titling Program, and all of the Poised for Success rules and guidelines.

The Poised for Success Freestyle Guidebook includes information about submission of entries, use of food and toys, handler attire, dog attire, leashes, handler dancing, titles, ribbons, and much more.

The Guidebook can be found at:

https://www.poisedforsuccessfreestyle.com/forms%2Dand%2Dguidebooks

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The Melody Division

The Melody Division is the second level of the Poised for Success Freestyle Titling Program. This level is designed to build on the skills demonstrated in the Overture Division, and to introduce Freestyle teams to "Novice Level" Canine Musical Freestyle skills.

All teams must have an Overture Division title before submitting entries for the Melody Division.

Performer Class

Most handlers elect to earn the Melody title in the Performer Class. The Performer class is intended for young dogs, dogs in their prime, and for senior dogs for whom the Performer Class criteria are appropriate.

Laude Class

The word "Laude" means "praise" or "distinction" in Latin. This is commonly used as a title of honor at graduations, meaning "with distinction". Our English word, "applause" comes from the same Latin root.

The purpose of the Laude Class is to provide senior dogs, dogs with disabilities, and dogs with limited mobility with a structured introduction to Canine Musical Freestyle, but with more of an emphasis on maintaining, or creating, skills that the dog can, or can still, perform safely and comfortably, and using those skills in ways that are more mentally than physically challenging. This class also highlights a specific focus on building and preserving strength and joy in movement to music, and on using that movement in fun and creative ways.

With those emphases in mind, some of the options have been changed and adapted for the Laude Class – some in minor ways, and others in more significant ways. Some options have been dropped and replaced with others designed specifically for dogs in this Class, and new options have been added in order to provide more flexibility.

Note well: Although in the Etude events, reinforcers can always be visible to dogs who perform in the Laude class, that is only the case for Melody Laude where a given option indicates that food and/or toys can be visible to the dog.

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Errors

In the Melody Division, each video clip submitted for each option chosen, or requirement (where applicable), is judged separately, and assigned a "score" of "Good" or "Criteria Not Met". Your score for each clip is printed on your scoresheet, along with comments from the judge.

One error resulting in an assessment of "Criteria Not Met" is permitted per leg submitted in the Melody Division

If more than one video clip receives a score of "Criteria Not Met", those scored "Criteria Not Met" must be resubmitted, except for one. In a case where a single option consists of more than one distinct part, each part is considered a different "video clip" for scoring purposes.

Basically, one error is permitted per entry.

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Melody Division Performer Class - Handling Leg – Options/Requirements Descriptions

Training Category

Choose any **four** options from this category. Each box contains one option.

MH1 - Pivot Platform - Use the pivot disk to move your dog from center to heel or side position. You may step to the side of the disk when you cue this movement.

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

- Sit - Mark when dog's rear end hits the ground
- Spin – Mark when the dog commits to the spin
- Leg Weave – Mark when dog commits to the weave
- Backing away from you – Mark while one of the dog's back paws is in motion

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

- Dog starts facing you and moves into position facing away from you
- Dog moves the distance made up by your arm and target stick to one side, performs a spin
- Dog moves in a large 360 degree arc around you following the target stick (you pivot, or move in a small circle, at least 360 degrees)
- Dog moves to a low object that is at least two feet from the team's starting spot, places four paws on the object, led by the target stick

MH4 - Ground Target - Dog moves to a floor target that is at least 2 dog lengths away from the dog's starting point and carries out a Freestyle behavior near the target. The dog may touch the target, or sit or down at the target, but does not need to do so.

MH5 - Two Paw Platform or Back Up Into The Garage

Two Paw Platform - Dog backs up to place back paws onto a low board/mat/etc. Dog backs at least two dog-lengths from starting point.

OR

Backing Up into the Garage - Dog backs up into a space created by two props, such as cones, set side by side(the "garage). Dog must back at least two dog-lengths from starting point.

MH6 - Barrier - Demonstrate the use of a barrier for training a Freestyle skill or behavior. This could be a gate for finding position or backing, or round barriers for training circling, etc. Creativity is welcome here!

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Cues Category

Behaviors performed for the Cues Category cannot include interaction with objects, such as props or targets. For this category, behaviors may be basic skills, such as sit or down, or freestyle tricks.

Choose any **two** options from this category; at least one must be from among the starred options. Each box contains one option.

MH7 - Distance Cues - Dog carries out a distance behavior, using the cue style of your choice. Dog should be at a distance of at least two dog-lengths from you.

MH8 - Natural Body Language * - Use natural body language to cue a behavior (footwork, leaning, turning into your dog, moving leg into place for a leg weave) – no verbal cues may be used except to set up/release to begin moving.

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

MH10 - Supporting Cue Chains * - Cue three behaviors in a row, without giving any reinforcement in between, using physical cues that support the movement of your dog. You may support your physical cues with concurrent verbal cues, but take care not to overshadow your physical cues with the verbal.

MH11 - Verbal Cue Chains * - Cue three behaviors in a row, without using any reinforcement in between, using verbal cues only. You may move, but take care to ensure that your movement does not cue the specific behaviors.

Props and Fitness Category

Behaviors demonstrated in this category must include the use of objects. Handler arms, legs, etc. cannot serve as props, except in option MH13.

Choose any **five** options from this category. Each box contains one category.

MH12 - Prop Jump OR **Step**

Prop Jump - Dog jumps through a hoop, or other prop that resembles a hoop.

OR

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

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MH13 – Jump OR **Cavaletti**

Jump - Dog jumps over the handler's leg or arm. Handler may sit and place foot on something low. For this division, a barrier that prevents the dog from running around the leg or arm may be used.

OR

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

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

MH14 - Send-Weave Combination

Send dog in a loop around prop (dog need not circle it fully) from a distance of at least three feet, and cue a weave as the dog returns and repeat once. The full sequence should be completed without stopping to reinforce, although verbal praise is welcome at any time.

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

MH16 - Prop Pivot - Dog places two paws on a prop and pivots 360 degrees while handler remains stationary. No distance is required and you may use your hand or arm to cue, or support, the pivot

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MH17 - Send to Prop OR **Two Back Paws**

Send to Prop - Send your dog to a prop that is at least 5 feet away. Dog should place two or four paws on the prop and hold that position for at least 4 seconds

OR

Two Back Paws - Dog places two front paws on a low piece of fitness equipment (such as a balance disk), or a cushion, and then moves forward to have two back paws on the item and front paws on the floor. Dog holds this position for several seconds.

MH18 - Two Prop Figure 8 - Dog makes a figure 8 around two props, completing at least a total of four loops.

MH19 - Distance Circle - From a distance of at least 4 feet, the handler sends the dog to circle a prop – dog should make at least one full circle, not just a 180 degree loop.

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Melody Division Performer Class – Technical Leg – Options/Requirements Descriptions

Movement and Heelwork Category

Complete all four. Each box contains one exercise.

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

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

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

MT4 - Outside Curve - Dog heels in a large circle (at least 6 foot diameter) with dog on the outside of the circle. Dog may be in heel or side position, but must be on the outside of the circle.

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

Team should complete the circle at least two times.

Small space option: Dog heels on the outside of a circle that is as large as the space allows, moving as briskly as is possible within that space.

Team should complete the circle at least two times.

Unless otherwise indicated, no props or object targets may be used for performance of the following options. Empty hand targets may be used.

Choose **one** of the following options. Each box contains one option.

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

Although handler movement can cue, and support the dog's movement, it should not appear that the handler is pushing into the dog's space.

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

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

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MT7 - Lateral Movement - Dog moves either toward handler, or away from handler, laterally (sideways) as handler moves at least 3 steps sideways

MT8 – Rock - Dog carries out the full "Rock" move 2X in heel or side position. This may be done along a wall or barrier.

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

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

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

Tricks and Moves Category

No props or targets may be used for performance of the following options.

Choose any six options from this category. Each box contains one option.

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

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

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

MT12 - Place Pony - Dog moves into "Pony" position and then backs up to land behind the handler. "Pony" position is dog standing between the handler's legs, as if the dog is the "pony".

MT13 – Paws - Paw wave – dog lifts a paw to "wave" it at the handler, but does not touch handler. Dog may be sitting or standing. No sustained "hang time" is required on the paw lift, but that is also an option.

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

Scallop: Dog starts in heel or side position – may be standing or sitting. Dog is cued to "swing" across the front of the handler to end up in the opposite position.

In other words, if the dog starts in heel position, the dog moves across the front of the handler from heel to side position). Dog may remain standing, or sit, upon reaching position.

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

This is one full Scallop.

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

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

MT17 - Choose Your Own Trick - You may perform another (prop-free) Freestyle behavior, or trick, that is not listed here, and that you did not demonstrate at the Overture Level.

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Melody Division – Performer Class – Artistry Leg – Options/Requirements Descriptions

Sequencing and Duration Category – Complete **three** of the following exercises. Each box contains one exercise.

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

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

MA2 - Transitions

Dog carries out any two of the following transitions of position, in flow. For each transition, your dog should start in one position and end in a different position.

Several steps of movement should be taken before the first transition, and in between the two transitions. This exercise should not be completed with the handler in a stationary position, although a pause is fine as dog carries out transition move.

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

MA3 - Circle Sequence - Have your dog heel on the outside of a large circle (as you did in "Heelwork and Movement" above). Small space option may be used.

As you go around the circle, have your dog carry out one Freestyle behavior, or trick, at about 12:00 on the circle, and another at 6:00 on the circle. You may stop and treat the behavior before continuing forward. However, be sure to end with heeling, not a behavior.

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

MA4 - Moving to Music – Design a large "arc" movement, such as a large "U" or a circle. Choose music that matches your dog's gait, and have the dog complete at least one full large "arc" with your dog on the outside of the curve.

You may have your dog move with you on the right or left. Your dog's movement will be judged in this exercise, not position relative to you. OR, you may use a target cup or stick to guide your dog in a large arc around you, at the distance of the stick/cup.

You are looking to create a brisk, natural gait, with front paws moving to the music. Please contact us for small space modifications for this option, if needed.

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Music and Choreography Category

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

Complete **both** of the following. Each box contains one exercise.

MA5 – Beginning Choreography - Freestyle choreography is the practice of creating sequences of moves and movements in a way that is connected to a piece of music or song.

To begin developing choreography skills, complete the following:

1. Choose up to 30 seconds of a piece of music or song
2. Choose 5 – 7 Freestyle moves or movements, one of which must be forward movement (for the dog) of at least 4 steps (can be straight or curved)
3. Using 30 seconds of the same, or different, music, arrange those same moves and/or movements in a different way and perform that arrangement.

Reinforcers may be visible to the dog for this option. This can be performed as two separate video clips. Props may be used but are not required.

MA6 – Floor Patterns

Devise two specific patterns that you and your dog can trace on the floor as you move together. These need not be highly complex – it can be as simple as a large circle, but should consist of more than a single straight line.

The patterns should fill the space in which you are working. If you are using a large space, you may section off a smaller "ring" area for this exercise.

Complete each of these patterns with your dog two times in a row. The two patterns may be videoed separately or in succession. Your dog may move in heel, side, or center position, but should maintain the same position throughout performance of the entire pattern twice. No behaviors, moves, or transitions should be used in this exercise.

You may have food visible to your dog and may reinforce wherever needed, but try to maintain as much flow as you can through the patterns.

Choose **one** of the following options. Each box contains one option.

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

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MA8 – Pace Change – Move with your dog through your performance space in a fluid way. Begin moving slowly, or at a moderate pace. After moving for a bit, pick up the pace and move with your dog quickly. After moving for a bit, shift back to the slower pace.

No particular movement path is required, but this would probably be easiest to perform with your dog either on the outside of a curve, or moving in a straight line. Your dog may perform some kind of transition move in between pace changes, or you can simply have your dog change pace while in motion.

MA9 – Stop and Go – Start off in motion with your dog. Your dog can be in any position. Have your dog perform a Freestyle move and then stop. Hold the pause with your dog for at least 3 seconds. Then "burst" into movement again, moving in any direction, with your dog in any position.

MA10 – Entertainment - Using two props, create an approximately one minute video (may be up to 10 seconds under and/or over time) to show off your dog's Freestyle skills. You may incorporate movement and moves/tricks into your show.

Have your dog use each prop at least once during your "show", incorporating use of the props at least three times (so, you need to use one of them twice) demonstrating three distinct prop behaviors.

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

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Melody Division – Laude Class - Handling Leg – Options/Requirements Descriptions

Foundation Skills and Fun Drills Category

Choose any **four** options from this category. Each box contains one option.

For this category, reinforcers can be visible to your dog for motivation and encouragement, although they should not be used as a lure

MHLD1 - Pivot Platform

Choose one of the following pivot exercises, and have your dog demonstrate it in one direction. Dog should pivot at least three steps, unless otherwise noted.

- Dog mounts pivot platform, facing handler. Dog and handler move simultaneously, with dog more or less maintaining center position.
- Dog mounts platform, in either heel or side position. Handler moves away from dog and dog pivots toward handler. Dog need not maintain position perfectly as dog and handler move, but dog should end up back in heel or side position.
- Dog mounts pivot platform, facing handler. Handler steps up next to pivot platform and dog pivots into position. (For this one, as many steps as are necessary to move into position are needed)

MHLD2 - Precision Marking - Complete **any two** of the following behaviors, and clearly mark (clicker or distinct audible verbal marker) criteria indicated:

- Sit - Mark when dog's rear end hits the ground
- Spin – Mark when the dog commits to the spin
- Leg Weave – Mark when dog commits to the weave
- Backing away from you – Mark while one of the dog's back paws is in motion
- Dog moves out around a prop – Mark just after dog commits to going around
- Dog places two paws on a prop – Mark as dog's paws land on the prop
- Dog steps inside a hoop, or similar object – Mark as dog's paws land inside the hoop

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MHLD3 - Moving Target - Use a target stick to move your dog in **two** of the ways indicated:

- Dog starts facing you and moves into position facing away from you
- Dog spins and then weaves under one of your legs
- Dog moves in a large 360 degree arc around you following the target stick (you pivot, or move in a small circle, at least 360 degrees)
- Dog moves around an object 180 degrees
- Dog moves in a circle around a free standing prop
- Dog moves across part of the floor in a large arc, with dog on outside of arc

MHLD4 - Ground Target - Dog moves to a floor target that is at least 2 dog lengths away from the dog's starting point and carries out a Freestyle behavior near the target. The dog may touch the target, or sit or down at the target, but does not need to do so.

MHLD5 – Backing Skills

Choose one of the following backing exercises, and have your dog demonstrate it. Dog should back at least three steps, unless otherwise noted.

- Dog backs up to place back paws onto a low board/mat/etc. Handler moves with dog
- Dog backs up to place back paws onto a low board/mat/etc. Handler remains stationary
- Dog is in heel or side position, between the handler and a barrier, such as a ring gate, wall, or piece of furniture. Dog and handler move backwards together.
- Dog backs up in between two props. Dog may start all the way out from in between the two props, or may start already between them

MHLD6 – Play in Motion

Starting with your dog on your left or your right and moving in a pattern of your choice, have your dog perform either a transition of position, or a freestyle move.

Demonstrate how you can use play to maintain focus.

Perfect heel position is not necessary, it is more important that your dog is focused and having fun.

The use of a toy, or play with food, is allowed and encouraged.

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MHLD7 – Moves in Motion

Toss a treat out ahead of you, and have your dog go get it.

As your dog is eating the treat, move backwards to pick your dog up in center position. As your dog moves to meet up with you, have your dog complete one of the following:

- Move forward in center position, as you move backward
- Spin (either direction)
- Leg Weave (single or up to three weaves, any style)
- Circle You (fully or partially)
- Paw Lifts or Kicks

To the best of your dog's ability, the move should flow from his or her forward movement toward you. However, if a pause is necessary, that is OK

Be sure to cue your dog early enough to know what move/movement he or she will be going into. Obvious cues are encouraged for this drill.

Have your dog complete this three times, using at least two of the behaviors listed above. Your dog may repeat one of the behaviors, or, you may substitute a behavior of your choice (not on the list) for one of the repetitions.

Although not strictly required, performance of this option to music is highly encouraged!

Cues Category

Behaviors performed for the Cues Category cannot include interaction with objects, such as props or targets. For this category, behaviors may be basic skills, such as sit or down, or freestyle tricks.

Choose any **two** options from this category; at least one must be from among the starred options. Each box contains one option.

MHL7 - Distance Cues - Dog carries out a distance behavior, using the cue style of your choice. Dog should be at a distance of at least two dog-lengths from you.

MHL8 - Natural Body Language * - Use natural body language to cue a behavior (footwork, leaning, turning into your dog, moving leg into place for a leg weave) – no verbal cues may be used except to set up/release to begin moving.

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MHL9 - Trained Physical Cues - Cue one behavior using a physical cue that does not resemble the way that the behavior was trained. This cue should be unrelated to the movement of the dog. Examples: Handler raises a hand in the air, the dog does a down; Handler touches his or her hat and the dog backs away from the handler

MHL10 - Supporting Cue Chains * - Cue three behaviors in a row, without giving any reinforcement in between, using physical cues that support the movement of your dog. You may support your physical cues with concurrent verbal cues, but take care not to overshadow your physical cues with the verbal.

MHL11 - Verbal Cue Chains * - Cue three behaviors in a row, without using any reinforcement in between, using verbal cues only. You may move, but take care to ensure that your movement does not cue the specific behaviors.

Props and Fitness Category

Behaviors demonstrated in this category must include the use of objects. Handler arms, legs, etc. cannot serve as props.

Choose any **five** options from this category. Each box contains one category.

MHL12 – Hoop Trick

Have your dog perform any trick with a hoop, except for performing moves inside of a hoop that is flat on the ground, or a figure 8

MHL13 – Cavaletti

Dog trots across a row of 3 cavaletti's or stable low props. Dog should be able to move through this setup comfortably.

MHL14 - Send-Weave Combination

Send dog in a loop around prop (dog need not circle it fully) from a distance of at least two feet, and cue a weave as the dog returns and repeat once. The full sequence should be completed without stopping to reinforce, although verbal praise is welcome at any time.

Or

Send your dog in a loop around a hand held prop (dog need not circle it fully), such as a cane, and then weave under your leg. Dog should complete the send-weave combination at least twice.

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MHL15 - Figure 8 Prop - Dog completes a Figure 8 using two ends of a prop, such as a jump or hula hoop or NADAC Hoop.

MHL16 - Prop Pivot - Dog places two paws on a prop and pivots 360 degrees while handler remains stationary. No distance is required and you may use your hand or arm to cue, or support, the pivot

MHL17 - Send to Prop

Send your dog to a prop that is at least 3 feet away. Dog should place two or four paws on the prop and hold that position for at least 4 seconds

MHL18 - Two Prop Figure 8 - Dog makes a figure 8 around two props, completing at least a total of three loops.

MHL19 - Distance Circle - From a distance of at least 2 feet, the handler sends the dog to circle a prop – dog should make at least one full circle, not just a 180 degree loop.

MHL20 – Two Tricks Inside a Hoop

Have your dog move into a hoop, or something similar, on the ground, and perform two different Freestyle behaviors within the hoop.

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Melody Division – Laude Class - Technical Leg – Options/Requirements Descriptions

Movement and Heelwork Category

Complete all four. Each box contains one exercise.

The focus in this category should be enthusiasm, joyful movement, and keeping movement fluid. Although not strictly required, use of music is strongly encouraged for this section.

Handlers may have reinforcers visible to the dog for the options in the Movement and Heelwork Category (Not Tricks and Moves). However, food-in-hand should be held up away from the dog, in a natural way. Hand near handler's waist or hip, or well up above dog's nose. Food should not be placed on dog's nose to lead the dog through the movement.

MTL1 - Moving in Center - Dog moves toward handler, in center position as handler backs up, in a straight line, at least 5 steps

Handler may toss a treat, or send dog around a prop, to set the dog up to move into position. Precise positioning is not required.

MTL2 - Moving in Heel - Dog moves forward in heel position as handler moves forward, in a straight line, at least 5 steps

Handler may toss a treat, or send dog around a prop, to set the dog up to move into position. Precise positioning is not required.

MTL3 - Moving in Side - Dog moves forward in side position as handler moves forward in a straight line, at least 5 steps

Handler may toss a treat, or send dog around a prop, to set the dog up to move into position. Precise positioning is not required.

MTL4 - Outside Curve - Dog moves with handler in a large circle (at least 6 foot diameter – or, for smaller space, as large as the space comfortably allows) with dog on the outside of the circle. Dog may be in heel or side position, but must be on the outside of the circle. Precise positioning is not required.

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

Team should complete at least one full circle

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Unless otherwise indicated, no props or object targets may be used for performance of the following options. Empty hand targets may be used.

Choose **<u>one</u>** of the following options. Each box contains one option.

MTL5 - Synchronized Movement

Demonstrate three synchronized moves or movements. These may include movement skills, such as forward and backward movement with your dog in position, lateral movement, pivots. This may also include synchronized moves, such as synchronized spins, switches, turns.

At least one of the moves must be a transition of position.

MTL6 – S-Pattern - Dog moves toward handler as handler moves backward in a large "S" Pattern. Dog is in center position.

The "S" need not fill the entire working space, but should consist of movement through at least half of the space visible to the camera.

<u>Tricks and Moves Category</u>

No props or targets may be used for performance of the following options.

Choose any <u>six</u> options from this category. Each box contains one option.

MTL9 - Spin - Spin Clockwise or Counterclockwise in heel or side position. This can be done with the handler stationary or in motion

MTL10 - Leg Weaves - Dog completes 3 – 5 consecutive leg weaves. Handler can be in motion (any direction) or stationary

MTL11 – Circles - Dog circles handler while the handler pivots in the opposite direction

MTL12 - Place Pony - Dog moves into "Pony" position and then backs up to land behind the handler. "Pony" position is dog standing between the handler's legs, as if the dog is the "pony".

MTL13 – Paws - Paw wave – dog lifts a paw to "wave" it at the handler, but does not touch handler. Dog may be sitting or standing. No sustained "hang time" is required on the paw lift, but that is also an option.

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MTL14 – Scallop - Dog carries out at least 2 Scallops. Dog may sit or stand as the handler moves.

Scallop: Dog starts in heel or side position – may be standing or sitting. Dog is cued to "swing" across the front of the handler to end up in the opposite position.

In other words, if the dog starts in heel position, the dog moves across the front of the handler from heel to side position). Dog may remain standing, or sit, upon reaching position.

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

This is one full Scallop.

MTL15 – Paw Touch - Have your dog perform a paw touch to your knee or lower leg, or to the back of your leg. The dog need not hold the position – just perform the touch.

MTL16 – Twizzles - Dog pivots 360 degrees toward the handler as the handler turns to the left (heel) or to the right (side)

MTL17 – Circles in Turn – Start with dog in center position, either sitting or standing. Handler circles dog and returns to original position while dog stays in place. Then, handler remains stationary as dog circles handler and returns to original position.

MTL18 - Choose Your Own Trick - You may perform another (prop-free) Freestyle behavior, or trick, that is not listed here, and that you did not demonstrate at the Overture Level.

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Melody Division Titling Requirements – Laude Class
Submission Checklist – Artistry Leg

General Rules

_____ Audio can be heard on the video. **Music is required in all clips for this leg,** although no choreography to the music is needed at this Level. Music must be playing so the dog can hear it – at this Level music can not be added to the clip as an overlay.

_____ No editing, except to trim the beginning and end of clips, if necessary

_____ Dog and handler are fully visible in all video clips.

Or, permission has been secured to submit clips that do not include a "full picture" effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

Submission Clips (Scroll Down for Exercise Descriptions)

Sequencing and Duration – Choose <u>three</u>:

_____ Sequence

_____ Transitions

_____ Circle Sequence

_____ Moving to Music

Music and Choreography – Complete <u>both</u>:

_____ Beginning Choreography

_____ Traveling the Floor

Choose <u>one</u>:

_____ Play/Train to Music

_____ Pace Changes

_____ Stop and Go

_____ Entertainment

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Melody Division – Artistry Leg – Options/Requirements Descriptions – Laude Class

Sequencing and Duration Category – Complete **three** of the following exercises. Each box contains one exercise.

For this section, food may be held in hand, but should not be used to lure the dog, nor to prompt behavior, unless such use is specified within a particular option.

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

MA2 - Transitions - Precise positioning is not required for this option. As long as your dog moves from one side of you to another, the criteria is met. Emphasis in this option is on comfort level.

Dog carries out any two of the following transitions of position, in flow. For each transition, your dog should start on one side of you and end on a different side.

Several steps of movement should be taken before the first transition, and in between the two transitions. This exercise should not be completed with the handler in a stationary position, although a pause is fine as dog carries out transition move.

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

MA3 - Circle Sequence - Have your dog heel on the outside of a large circle (as you did in "Heelwork and Movement" above). Small space option may be used.

As you go around the circle, have your dog carry out one Freestyle behavior, or trick, at about 12:00 on the circle, and another at 6:00 on the circle. You may stop and treat the behavior before continuing forward. However, be sure to end with heeling, not a behavior.

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

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MA4 – Pace Changes to Music – Plan a movement sequence with your dog where three changes of pace take place. This can either consist of slower movement to faster movement back to slower movement, or faster movement to slower movement back to faster movement.

Your dog may move directly into the pace changes, or a Freestyle move can be used as a transition between the different paces of movement.

Other moves may be included in this sequence, but the pace changes should feature prominently.

Music and Choreography Category

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

Complete **both** of the following. Each box contains one exercise.

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

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

As the music plays, you will have your dog only perform those behaviors at points where you believe that the dog's movement matches the music in some way.

MA6 – Traveling the Floor

Devise one specific pattern that you and your dog can trace on the floor as you move together. This need not be highly complex – it can be as simple as diagonals across the floor in a zig zag, a circle, or an arc, but should consist of more than a single straight line.

Precise positioning and heelwork is not required as part of this option – you and your dog need only move together.

Props may be incorporated and used as part of your movement pattern, but you and your dog would need to move around them together, if used. (Example: Dog and handler perform a Figure 8 together, around two props)

Move through the pattern with your dog at least one time.

Your dog may be on your right, left, or in front of you. No behaviors or moves, should be used in this exercise, other than a setup move at the start.

You may have food visible to your dog and may reinforce wherever needed, but try to maintain as much flow as you can through the patterns.

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Choose **one** of the following options. Each box contains one option.

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

MA8 – Transition into a Pace Change – Move with your dog through your performance space in a fluid way. Begin moving slowly, or at a moderate pace. After moving for a bit, have your dog perform a Freestyle move, and as your dog completes that move, immediately pick up the pace and move with your dog quickly. After moving for a bit, have your dog perform another move (it can be the same one, or a different move), and immediately shift back to the slower pace and move a few steps to end the option.

There should not be significant pause before or after performance of the Freestyle move – it should serve as a fluent transition into the pace change. However, your dog should move through that move at a comfortable pace, so a slight pause is acceptable if the dog needs to do so.

MA9 – Stop and Go – Start off in motion with your dog. Your dog can be in any position. Have your dog perform a Freestyle move and then stop. Hold the pause with your dog for at least 3 seconds. Then "burst" into movement again, moving in any direction, with your dog in any position.

MA10 – Entertainment - Using two props, create a short performance to show off your dog's Freestyle skills. You may incorporate movement and moves/tricks into your show.

Have your dog use each prop at least once during your "show", incorporating use of the props at least three times (so, you need to use one of them twice) demonstrating three distinct prop behaviors.

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

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Melody Division

Checklists

These checklists are provided for your convenience only. Checklists are not submitted as part of submission criteria.

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Submission Checklist – Melody Handling Leg

General Rules

_____ Treats/toys concealed in pocket or container until each task is complete

_____ Audio can be heard on the video. Verbal interaction with dog is audible

_____ No editing, except to trim the beginning and end of clips

_____ Dog and handler are fully visible in all video clips.

Or, permission has been secured to submit clips that do not include a "full picture" effect.

Submission Clips – Overture Handling Leg

Training – Choose Four

____ Pivot Platform

____ Precision Marking _____ Behavior #1 _____ Behavior #2

____ Moving Target _____ Choice #1 _____ Choice #2

____ Ground Target

____ Two Paw Target OR _____ Backing Up Into the Garage

____ Barrier

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

_____ Distance Cues _____ Natural Body Language *

_____ Trained Physical Cues _____ Supporting Cue Chains *

_____ Verbal Cue Chains *

Props and Fitness – Choose Five

_____ Prop Jump OR _____ Step

_____ Jump OR _____ Cavaletti

_____ Send-Weave Combination

_____ Figure 8 Prop

_____ Prop Pivot

_____ Send to Prop OR _____ Two Back Paws

_____ Two Prop Figure 8

_____ Distance Circle

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Submission Checklist – Melody Technical Leg

General Rules

_____ Treats/toys concealed in pocket or container until each task is complete.

_____ Audio can be heard on the video.

_____ No editing, except to trim the beginning and end of clips.

_____ Dog and handler are fully visible in all video clips.

Or, permission has been secured to submit clips that do not include a "full picture" effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

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

Movement and Heelwork

Complete all four:

_____ Moving in Center

_____ Moving in Heel

_____ Moving in Side

_____ Outside Curve

Choose One:

_____ Synchronized Backing

_____ Lateral Movement

_____ Serpentine

_____ Rock

Tricks and Moves

Choose Six:

_____ Spin

_____ Circles

_____ Paws

_____ Two Paws

_____ Choose your own trick

_____ Leg Weaves

_____ Place Pony

_____ Scallop

_____ Twizzles

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Submission Checklist – Artistry Leg

General Rules

_____ Treats/toys concealed in pocket or container until each task is complete – **unless otherwise stated**. Treats and toys visible to the dog, even in hand, are permitted in some of the exercises for this leg. See Exercise Descriptions for details. ** (Indicates this allowance)

_____ Audio can be heard on the video. **Music is required in all clips for this leg,** although no choreography to the music is needed at this Level. Music must be playing so the dog can hear it – at this Level music can not be added to the clip as an overlay.

_____ No editing, except to trim the beginning and end of clips.

_____ Dog and handler are fully visible in all video clips.

Or, permission has been secured to submit clips that do not include a "full picture" effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

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

Sequencing and Duration – Choose <u>three</u>:

_____ Sequence

_____ Transitions

_____ Circle Sequence

_____ Moving to Music

Music and Choreography – Complete <u>both</u>:

_____ Beginning Choreography **

_____ Floor Patterns **

Choose <u>one</u>:

_____ Play/Train to Music **

_____ Pace Changes **

_____ Stop and Go **

_____ Entertainment **

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Submission Checklist – Melody Handling Leg – Laude Class

General Rules

_____ Audio can be heard on the video.

_____ No editing, except to trim the beginning and end of clips.

_____ Dog and handler are fully visible in all video clips.

Or, permission has been secured to submit clips that do not include a "full picture" effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

Submission Clips (Scroll Down for Exercise Descriptions)

Foundation Skills and Fun Drills – Choose Four

____ Pivot Platform

____ Precision Marking _____ Behavior #1 _____ Behavior #2

____ Moving Target _____ Choice #1 _____ Choice #2

____ Ground Target

____ Backing Skills

_____ Play in Motion

_____ Moves in Motion

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

_____ Distance Cues _____ Natural Body Language *

_____ Trained Physical Cues _____ Supporting Cue Chains *

_____ Verbal Cue Chains *

Props and Fitness – Choose Five

_____ Hoop Trick _____ Cavaletti

_____ Send-Weave Combination _____ Figure 8 Prop

_____ Prop Pivot _____ Send to Prop

_____ Two Prop Figure 8 _____ Distance Circle

_____ Two Tricks Inside a Hoop

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Melody Division Titling Requirements – Laude Class
Submission Checklist – Melody Technical Leg

General Rules

_____ Audio can be heard on the video. Music need not be playing for this category, but verbal interaction with your dog should be audible

_____ No editing, except to trim the beginning and end of clips, if necessary

_____ Dog and handler are fully visible in all video clips.

Or, permission has been secured to submit clips that do not include a "full picture" effect. If your working space makes this impossible, please contact Kristine to discuss options – we will make it work!

Submission Clips (Scroll Down for Exercise Descriptions)

Movement and Heelwork

Complete all four:

_____ Moving in Center

_____ Moving in Heel

_____ Moving in Side

_____ Outside Curve

Choose One:

_____ Synchronized Movement

_____ S-Pattern

Tricks and Moves

Choose Six:

_____ Spin

_____ Leg Weaves

_____ Circles

_____ Place Pony

_____ Paws

_____ Scallop

_____ Paw Touch

_____ Twizzles

_____ Circles in Turn

_____ Choose your own trick

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A Note About Judging

Every effort will be made to judge according to criteria as written in the guidelines. However, keep in mind that Musical Freestyle has a subjective element to it. All decisions by the judge are final unless a procedural error has been made. Explanation will always be provided for a "Criteria Not Met" score.

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