Bronze Level

To achieve the bronze level the owner must show understanding and practice of all the foundation weeks as well as answer a knowledge and understanding questionnaire (K+U). Majority of levels in bronze is purely showing that the training has been practiced and understood.

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|  | Week | Criteria; To achieve bronze the dog/owner must; | Games Demonstrated |
|  | 1; Calmness and boundary games | 1. Understand the DMT levels and when the marker word is used the dog will orientate to the owner. 2. Understand how to utilize DMT around distractions and what is suitable. 3. Be able to orient to the boundary (level 1) and understand the release cue (level 2) as well as orientate back to boundary on own accord (level 3). 4. Be able to go to boundary with minimal instruction (gestures along with cue) and owner being stood by. If dog removes self from boundary, then owner knows how to encourage dog back correctly 5. ‘Send to mat/send to bed’ cue from a close range 6. Remain on boundary for 10 seconds (level 4) and up to 10 steps distance (level 5) 7. Able to perform sit, down and stand when appropriately with little to no guidance – verbal or physical cue can be used but dog must not be forced into positions. | * D-M-T Level 1 * Boundary Games level 1, 2 & 3 * Boundary Games level 4 & 5 * Sit * Down * Stand |
|  | Week 2; General Focus & Disengagement | 1. Orientate to the owner on cue using words such as ‘look’ ‘watch’ or ‘check’ 2. Be able to sit at an entrance way and doesn’t walk through until a release cue 3. Understand when to allow dog to disengage from distractions and when to recall 4. Show some understanding of a disengage cue when there is minor distractions | * Focus Cue * Manners Minder * Disengage Game * Disengagement cue |
|  | 3; Lead Walking | 1. Be able to handle the lead correctly in the best way to promote lead walking 2. Able to walk nicely on the lead for a length of the hall with no rewarding until one length 3. Understand how to manage when the dog pulls/goes forward and how to help correct it via the 180° method 4. Understand how management of a long line can help when on walks 5. Be able to utilize giving into lead pressure and the dog begins to orientate when pressure is applied on the lead | * Proximity zone * Walk with me * Giving into lead pressure |
|  | 4; Recall | 1. Reflex to name when called or when using recall cue (whistle or alternative) 2. Understanding of the orientation games, catch me if you can games and restrained recall – can perform all of these when asked 3. Dogs will respond to recall cue during classes and able to recall from half the length of the hall 4. Able to recall away from a small distraction at a suitable distance | * Reflex to name * Orientation games * Catch me if you can * Restrained Recall |
|  | 5; Arousal Concepts | 1. Able to perform a drop, leave and wait with food or a toy 2. Not jump up and remain sat/down when approached by a person 3. Be able to remain on boundary when beginning to add arousal to the mix (level 6) 4. Able to perform down instantly at the owners feet | * Orientation Games * Catch me if you can * Restrained recall * Disengage Game |
|  | 6; Confidence Building | 1. Able to show a level of confidence when faced with different surfaces/levels and noise box and other ways to build novelty awareness 2. Able to put muzzle into cone/pot straight away but does not need duration yet 3. Able to perform a chin target and touch target on cue without food prompts 4. Choice of two tricks to be able to perform; middle, leg weaves, touch, bow, funder, tornado and typhoon | * Mutually exclusive behaviors * No Jumping up * Arousal Up & Arousal Down * Thinking in Arousal * Dimmer Switch |